

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
Wide range (6-17 HCP on 1-level, 9-17 HCP on 2-level)
Responses: new suits on 1- or 2-level are NF, CUE is INV+ 3-card raise or any strong hand, 2NT is INV+ 4-card raise for a major, jump CUE is mixed raise, jump raises are PRE, jumps in a minor imply fit, jumps in a major are natural and forcing
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
<b>Direct seat:</b> 4M, 5+m, 8-17 HCP (not a suit of OPPT). If m is known: CUE is size ASK, 2M to play, 2NT INV+ 4+m. If M is known: 2/3♣ P/C for m, 2♦ size ASK, 2M to play, 2oM asks to TRF to m, 2NT INV+ 4+M. <b>Sandwich or 1♠/balance seat:</b> 15-18/10-15 HCP (semi-)BAL w/ SYS on [can be w/o stop after 1m]. Range asking Stayman after balancing 1NT.
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Natural and weak (wide range if partner is PH)
Unusual 2NT, (1♣)-2♦ = 5+ MM [3♣/♦ = INV+ ♥/♠]
New suits NF
R/O: Intermediate jumps
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(1♣)-2♣ = 5+/4+ MM [2♦ = pick a M, 3♣/♦ = INV+ ♥/♠]
(1♦)-2♦ = 5+ MM [3♣/♦ = INV+ ♥/♠]
(1M)-2M = 5+ oM+m [2NT CONST ask, 3♣ p/c]
(1x)-3x asks stopper
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
DBL = PEN (16+ HCP or solid suit), 2♣ = MM, 2♦ = one M, 2M = 5M, 4+m, 2NT = mm, 3x = preemptive
<b>Reopen:</b> DBL = long ♣/♦ or both M or good ♠, 2m = 5m + 4M, 2M = 5+M
<b>Against weak NT:</b>
DBL = PEN (14+ HCP, 4 <sup>th</sup> seat 12+ HCP), others are same as above
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DBL = T/O, 2NT = 15-18 HCP
(Non)Leaping Michaels
<b>Vs Multi:</b> 1 <sup>st</sup> X = values, 2 <sup>nd</sup> DBL = T/O, 3 <sup>d</sup> DBL = PEN
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
<b>Precision:</b> over 1♣ or 1♣-(P)-1♦: DBL = MM, 1NT = mm, others = NAT
<b>Polish club:</b> 1NT = 5♣ + 4M or 6+♣; 2♣ = (5+/4) MM; 2♦ = 5+ MM
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
TRF from 1NT to 2M-1 over any 1M-(DBL)
1-level new suits F, fit or weak jumps, 2NT as INV+ 4+card raise
RDBL = 9+ HCP, PEN oriented

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3d/5th	3d/5th	
NT	2 <sup>nd</sup> /4th	3d/5th	
Subseq	Att, MUD after 2 <sup>nd</sup>	Att	
Other: A/Q asks ATT, K asks CT/UB vs NT			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	A(+), AK(+)	same	
King	K(x), AK(+), KQ(+)	same	
Queen	Q(x), QJ(+), KQ(+)	same	
Jack	Jx, JT(+)	same	
10	T(x), T9(+), KJT(+)	T(x), T9(+), (A/K)JT(+)	
9	9(x), 98(+), HT9(+)	same	
Hi-X	Sx	Sx, xSx, HSx	
Lo-X	xxS(+), HxS(+)	xxxS(+), HxxS(+)	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = ENC	Low = even	Italian - Lavinthal
Suit 2	Low = even	Smith	S/P
3	S/P	S/P	
1	Low = ENC	Low = even	Italian - Lavinthal
NT 2	Low = even	Smith	S/P
3	S/P	S/P	
Signals (including Trumps):			
Smith: Low ENC both sides			
S/P in trumps			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Can be light, especially with 4441			
Emphasize on the majors			
(1m)-DBL-(p)-2m/3m = INV+ with one or both M/CONST with 4+ MM			
LEB or scrambling 2NT over DBL in many situations			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support DBL/RDBL at the 1 and 2-level			
Lead directing and anti-lead directing DBL			
Most low-level are T/O, DBL on 1♣/♦/♥ can be BAL 15-18 HCP			
Rosenkranz DBL/RDBL			
1m-(1♥)-DBL = 4 or 5 ♠			
RESP DBL at the 2-level and higher			

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: Belgium</b>
<b>PLAYERS: Dennis Dewit (30060)</b>
<b>Emiel Vandewiele (29468)</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5+M, 4+♦, 2+♣ w/ TRF responses
1NT: 14.5 to 17 HCP
2/1 GF w/ F 1NT over 1M (may include GF hands)
Fit jumps in COMP auctions
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
TRF over 1♣ opening
Raptor 1NT overcall over 1m/1♥
2♦ opening: weak w/ ♥ or ♠
2♥ opening: 6(7)♥, 10-13 HCP
2♠ opening: 6(7)♠, 10-13 HCP
<b>SPECIAL FORCING PASS SEQUENCES</b>
When we are in a 2/1 auction or in a GF auction after a cuebid
After RDBL
After OPPT 1NT bid is doubled
<b>IMPORTANT NOTES</b>
1M in 3d seat can be weak and off-shape
Frequent upgrades
<b>PSYCHICS: Rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♥	10-22 HCP	1♦: 4+♥; 1♥: 4+♠; 1♠: no M; 1NT: 11-12 HCP BAL; 2♣: WK or GF ♦; 2♦/♥: WK or SOL GF ♥/♠; 2♠: 5+♣, 0-6 HCP or GF 6+♣; 2NT: 12-15 HCP BAL; 3♣: 5+♠, 6-9	1-accept = 3M or 4M UNBAL; 2-accept = 11-14 HCP w/ 4M; S/S and bad suit GT over 1♣-1R-2M; 2-way CB after 1x-1y-1z except 1♣-1♠-1NT	
1♦		4	4♥	10-22 HCP	1M: NAT; 2♣ GF except rebid; 2♦: inverted m; 2M: 6+M less than INV; 2NT: 11-12 HCP BAL; 3♣: (4)5+♦, 0-6 HCP or GF solid 6-7♣; 3♦: (4)5+♠, 6-9 HCP	2-way CB after 1♦-1M-1NT; 1♦-1♥-1♠: F1, UNBAL; 1♦-1M-2OM: STR ♦ or fit; 1♦-1M-2M-2NT: INV+, ASK; 2♥ and 2♣ ART after 1♦-1M-2♣	Inverted m on by PH
1♥/1♠		5	4♦	10-22 HCP	1♥-1♠: NAT (3 card possible if short ♥); 1NT F1 (may have 4♣ over 1♥); 2♣: GF, 2+♣; 2♦ = GF, 5+♦; 2M: 6-10 HCP w/ 3(4)M; 2NT: GF w/ 4+M; 3♣: 7-9 HCP w/ 4M; 3♦: 10-11 HCP w/ 4M; 3♥ over 1♠: INV w/ 6-7♥; 3M/4M: PRE; 3M+1: 9-11 HCP, any void w/ 4+M	1♥-1♠-2♣ or 1M-1NT-2♣: 2+♣ or a strong hand; S/S and bad suit G/T over 1M-2M; 1♥-1♠-2♥ or 1M-1NT-2M: 5+M & 4+♣, 11-15; Over 2NT: 3♣ any singleton, 3♦ any void, 3♥ no S/S 17+ HCP, 3♠: no S/S 14-16, 3NT no S/S 11-14, 4x decent 5-5, 4M sub MIN	REV Drury 1NT NF
1NT			4♥	14.5-17 HCP Can have any 5422, 6322 and singleton A/K/Q/J	2♣: STAY (possibly WK); 2R: TRF; 2♠: range ask or ♣; 2NT: TRF ♦; 3♣: PUP STAY; 3♦ mm GF; 3M: 1M3(54); 4♣: MM, WK; 4R: TRF	Super accepts over M TRF, pre-accept over ♦ TRF, Smolen, TRF extensions from RESP	TRF LEB
2♣	X			22+ BAL or GF	2♦: waiting; 2♥/♠: HHxxxx or Hxxxxx in ♠/♥; 2NT/3♣: HHxxxx or Hxxxxx in ♠/♦	2♣-2♦-2♥ = NAT or 24+ BAL	
2♦	X			3-9 HCP, 6M	2M/3M: p/c; 2NT: asking; 4♣: trf to your M; 4♦: asks M	2♦-2♠-3♣ = hearts, NF 2♦-2NT: MIN w/ bad suit to MAX w/ good suit	In 4 <sup>th</sup> : 6+♦, 12-15
2♥				(9)10-13 HCP, 6(7)♥	2♠: INV 5+♠; 2NT: S/S ASK; 3♣: Ogust; 3♦/3♠: GF 5/6+♠; 3♥: NF	2♥-2♠: 2NT = min w. 0-1♠, 3♠/3NT/4♠ = max w. 2/0-1/3+♠	
2♠				(9)10-13 HCP, 6(7)♠	2NT: S/S ASK; 3♣: Ogust; 3♦: INV+ 5+♥; 3♥: GF 6+♥; 3♠: NF	2♠-3♦: 3♥ = min w. 2♥, 3♠ = min w. 0-1♥, 3NT = max w. 0-1♥ 2♠-3♥: 3♠ = 0-1♥, 3NT = min w. 2-3♥	
2NT				20-21 HCP Can have any 5422, 6322 and singleton A/K/Q/J	3C: MOD PUP; 3R: TRF; 3S: mm; 4m/M = SI M/m	2NT-3♣-3♥ = no 4/5M 2NT-3♣-3♥-3♠/3NT = TRF to 3NT/5♠+4♥	Wide range
3♣		6		preemptive (3-10 HCP)	3♦: forces 3♥; 3M: F, 5+M; 4♦: RKCB for ♣	Over 3♥: 3♠ = to play, 3NT = p/c, 4♦ = GF w/ ♦	Wide range
3♦		6		preemptive (3-10 HCP)	3♥: NAT or quality ASK; 3♠: F, 5+♠; 4♣: RKCB for ♦	Over 3♥: 3♠ = good suit, 3NT = 3♥, 4♦ = neither	Wide range
3♥		6		preemptive (3-10 HCP)	New suit: NAT/CUE, F1		Wide range
3♠		6		preemptive (3-10 HCP)	New suit: NAT/CUE, F1; 4♥: to play		Wide range
3NT	X	7		Gambling (in a minor, no side A/K)	4♣: P/C; 4♦: S/S ASK; 4NT: quality ASK		To play in 3d/4th
4♣		7		preemptive (3-11 HCP)	4♦: control for clubs; 4M: to play		Wide range
4♦		7		preemptive (3-11 HCP)	4M: to play		Wide range
4M		7		To play			Wide range
4NT	X	6/5		Minors		<b>HIGH LEVEL BIDDING</b>	
5m		8		To play		First and second round controls, Last Train	
						RKCB (41/30/52/52+TQ) with 4♣ keycard ask for hearts	
						5-level: Exclusion Blackwood (30/41)	
						DOPI-ROPI and DEPO	