OPENING LEADS STYLE Lead	A DD	WIDE CONVENITION CARD		CNIATC	DC AND	TEAD	DEFENSIVE AND COMPETITIVE BIDDING		
Lead		WBF CONVENTION CARD		GNALS	DS AND				
Responses: INT = 1.2 1.2 1.5			ata anta Ocata	li. D.					
NT 3-5th	nal III D						0 ''	, ,	
Responses: NT #= 00H; cue-bid = 11DH forcing for one round; 2/1 forcing for one round; risks are competitive Subseq is high is encouraging; as a small coard shows no interest								. •	
Card shows no interest									
Cher. A second lead in the colour. high-low is even number of remaining cards		Rene Moria 19771							
INT OVERCALL (2 nd /4 th Live; Responses; Reopening) 2 nd : 16-18H Responses. Stayman, transfers, 2NT=7H, 3NT=8H 4 th : 71(5)-18H Responses. Stayman, transfers, 2NT=7H, 3NT=8H 4 th : 71(5)-18H Responses. Stayman, transfers, 2NT=12-13H, 3NT=4H-15 Responses. Stayman, transfers, 2NT=12-13H, 3NT=4H-15 Composition National Properties National Pr			mher of remaining cards	S AVAN NU					
Lead	V	CVCTEM CLIMMA DV	fiber of fernalling cards	CVCITTIGI	ur. riigir iov	cad in the colou	-		
Ace Vs. Suit Ack AKA(Qk) AKA AKA AKA AKA AKA AKA AKA AKA AKA	1	SISIEM SUMMAKI					TOVERCALL (2"74" Live; Responses; Reopening)		
4®-17(16)-18H Responses: Stayman, transfers Reopening if in 17-bH-12H(13H) Responses: Stayman, transfers, 2MT=12-13H, 3NT=14H-15 Mari Neberonses: Stayman, transfers, 2MT=12-13H, 3NT=14H-15 Mari Neberonses: Stayman, transfers, 2MT Mth limit, (MPP+) = "mini-cue bid" NT NE Mari Negative doubles; support doubles; mari Negative doubles; support doubles; mari Negative doubles; support doubles; mari Negative doubles; support dou		GENERAL APPROACH AND STYLE					: 16-18H Responses : Stayman, transfers, 2NT=7H, 3NT=8H		
Responses: Stayman, transfers, 2NT=12-13H, 3NT=14H-15 JUMP OVERCALLS (Style; Responses; Unusual NT) 2 Major = weak2; 3 • 3 • 3 • weak DIRECT & JUMP CUE BIDS (Style; Response; Reopen) Ghestem VS. NT (vs. Strong/Weak; Reopening; PH) Multi Defence - partner anticipates on possible conversion INT - D: 5+C • or min 4+4 • /• 2 • 5+C • or min 4+4 • /• 2 • 5+C • or min 4+4 • /• 2 • 11 High/Low = E 3 in High/L			e Vs. Suit AK AKQ(x)_AKx						
JUMP OVERCALLS (Style; Responses; Unusual NT) 2 Major = weak2; 30 30 weak DIRECT & JUMP CUE BIDS (Style; Response; Reopen) Ghestem VS. NT (vs. Strong/Weak; Reopening; PH) Multi Defence - partner anticipates on possible conversion NT - D: 5+C ♠ or min 4-4 ♦ / ♦ 2 ★: 5+C ♦ or min 4-4 ♦ / ♦ 2 ★: 5+C ♦ or min 4-4 ♦ / ♦ 2 ★: 5+C ♥ or min 4-4 ♦ / ♦ 2 ★: 5+C ♥ or min 4-4 ♦ / ♦ 2 ★: 5+C ♥ or min 4-4 ♦ / ♦ 2 ★: 5+C ♥ or min 4-4 ♦ / ♦ 2 ★: 5+C ♥ or min 4-4 ♦ / ♦ 2 ★: 5+C ♥ or min 4-4 ♦ / ♦ 2 ★: 5+C ♥ or min 4-4 ♦ / ♦ 2 ★: min 4-4			_ ,, ,,		. , , ,		King	eopening 1NT:10H-12H(13)H esponses: Stayman, transfers, 2NT=12-13H, 3NT=14H-15	
2 Major = weak2; 3 • 3 • 3 • weak 10		1 NT = 12-14 HP (NV) en 15-17 HP (V)	QJ QJx QJ98	AQJx	KQ(x) KQ109x KQ10x A		Queen		
Splinter: High low signals are encouraging.			9 KJ10x J10 J10x J108x	.QJx QJ QJx(x) KJ109 KJ10x J1			Jack	JMP OVERCALLS (Style; Responses; Unusual NT)	
Direct & JUMP CUE BIDS (Style; Response; Reopen)	2NT trial bids;.	Negative doubles; support doubles; long suit-2NT trial					10	Major = weak2; 3♦ 3♥ 3♠ weak	
Co-X 975 98742 975 9874					x(x)	109 10x 109x	9		
VS. NT (vs. Strong/Weak; Reopening; PH) Multi Defence - partner anticipates on possible conversion INT - D: 5+C ♠ or min 4-4 ♦/♦ 2♠: 5+C ♦ or min 4-4 ♦/♦ 2♠: 5+C ♠ or min 4-4 ♦/♠ 2♠: min 4-4 ♦/♠ 2NT: min 4-1 ♦/♠ 2NT: min 4-2 ♦/♠ 2NT: min 4-1 ♦/♠ 2NT: min 4-2 ♦/♠ 2NT: min		RESPONSES:	8 <mark>7</mark> 42	9 <mark>7</mark> 5 9		98x(x)	Hi-X	RECT & JUMP CUE BIDS (Style; Response; Reopen)	
VS. NT (vs. Strong/Weak; Reopening; PH) Multi Defence - partner anticipates on possible conversion INT -D: 5+C ◆ or min 4-4 ◆/▼ 2♠: 5+C ◆ or min 4-4 ◆/▼ 2♠: 5+C ◆ or min 4-4 ◆/◆ 2♠: 5+C ◆ or min 4-4 ◆/◆ 2♠: 5+C ◆ or min 4-4 ◆/◆ 2NT: min 4-4 ◆/◆ 2NT: min 4-4 ◆/◆ 2NT: min 4-4 ◆/◆ Dbl on weak 2: partner answers 2NT with limit (8HP+) = "mini-cue bid with or without stopper or 4 card other major Dbl on 2♠ (multi): opening with >= 4 card ▼ Natural OVER OPPONENTS' TAKEOUT DOUBLE A bid at 1 level is forcing at 2 level non forcing. SIGNALS IN ORDER OF PRIORITY E = Encouraging SPECIAL BIDS THAT MAY REQUIRE I 1 High/Low = E Suit 2 suit preference 1 NT (Non-Vulnerable): 12 - 14 HP 2♠ = game forcing, controls are bidden 2 ♠ = Multi 2 Major = Multi 3 NT = gambling, closed 7-C minor Signal sincluding Trumps): Suit preference Other: Lavinthal Doubles Style: Other colours Matural Over Opponents' Takeout point or major, iNT = 7-9H; 2NT= 10-11H Double on weak 2: partner answers 2NT with limit (8HP+) = "mini-cue bid" Double on weak 2: partner answers 2NT with limit (8HP+) = "mini-cue bid" Double on weak 2: partner answers 2NT with limit (8HP+) = "mini-cue bid" Doubles			98 <mark>7</mark> 42	9 <mark>7</mark> 5 9			Lo-X	nestem	
Partner's Lead High = even Discarding		111 = 3(0) 1311	ncouraging	$\mathbf{E} = \mathbf{E}_{\mathbf{I}}$	RIORITY	RDER OF PR			
1 NT - D: 5+C ♦ or min 4-4 ♦/♦ 2♦: 5+C ♦ or min 4-4 ♦/♦ 2♦: 5+C ♦ or min 4-4 ♦/♦ 2♦: min 4-4 ♦/♦ 2NT: min 4-1 ♦/♦ 2NT: min 4-4 ♦/♦ 2NT: min 4								S. NT (vs. Strong/Weak; Reopening; PH)	
2★: 5+C ♦ or min 4-4 ▼/♦ 2♦: 5+C ♦ or min 4-4 ▼/♦ 2♦: 5+C ♦ or min 4-4 ♦/♦ 2♦: min 4-4 ♦/♦ 2NT: min 4-4 ▼/♦	JIRE DEFENSE	SPECIAL BIDS THAT MAY REQUIRE DE	Partner's Lead High = even Discarding					ulti Defence - partner anticipates on possible conversion	
2♠: 5+C ♦ or min 4-4 ♥/♠ 2♠: 5+C ♦ or min 4-4 ♦/♠ 2♠: 5+C ♦ or min 4-4 ♠/♠ 2♠: min 4-4 ♠/♠ 2♠: min 4-4 ♠/♠ 2NT: min 4-4 ♠/♠ 2NT: min 4-4 ♦/♠ 2NT: min 4-4 ♥/♠ VS.PREMTS (Doubles; Cue-bids; Jumps; NT Bids) Dbl on weak 2: partner answers 2NT with limit (8HP+) = "mini-cue bid" with or without stopper or 4 card other major Dbl on 2♠ (multi): opening with >= 4 card ♥ Dbl on 2♠: split hand from 13H, to play against VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ Natural OVER OPPONENTS' TAKEOUT DOUBLE A bid at 1 level is forcing at 2 level non forcing. Suit 2 suit preference 3			High/Low = E	en	High = 6	ow = E	NT - D: 5+C ♣ or min 4-4 ♦/♥		
2 •: 5+C ▼ or min 4-4 ♠ / ♠ 2 •: 5+C ♠ or min 4-4 ♠ / ♠ 2 •: min 4-4 ♠ / ♠ 2NT: min 4-4 ♠ / ♠ 2NT: min 4-4 ♥ / ♠ 3 2NT: gambling, closed 7-C minor 3 Signals (including Trumps): 3 Signals (including Trumps): 3 NT: gambling, closed 7-C minor Dobl on 2 ♠ (multi): opening with >= 4 card ♥ 2 ♠ = game forcing, controls are bidden 2 ♠ = Multi 2 Major = Muiderberg 3 NT: gambling, closed 7-C minor Other: Lavinthal Doubles Style: Other colours Responses: jump is 4card and ≥ 8H,10DH; Cue-bid = ≥ 11DH game forcing on major; 1NT: 7-9H; 2NT= 10-11H Double on weak 2: partner answers 2NT with limit (8HP+) = "mini-cue bid" Double on weak 2: partner answers 2NT with limit (8HP+) = "mini-cue bid" Double on weak 2: partner answers 2NT with limit (8HP+) = "mini-cue bid" Double on weak 2: partner answers 2NT with limit (8HP+) = "mini-cue bid" Double on weak 2: partner answers 2NT with limit (8HP+) = "mini-cue bid" Double on weak 2: partner answers 2NT with limit (8HP+) = "mini-cue bid" Double on weak 2: partner answers 2NT with limit (8HP+) = "mini-cue bid" Double on weak 2: partner answers 2NT with limit (8HP+) = "mini-cue bid"		1 NT (Non-Vulnerable): 12 – 14 HP	Suit 2 suit preference						
2♥: 5+C ♠ or min 4-4 ♠/♦ 2♠: min 4-4 ♠/♦ 2NT: min 4-4 ♦/♦ VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) Dbl on weak 2: partner answers 2NT with limit (8HP+) = "mini-cue bid" with or without stopper or 4 card other major Dbl on 2♠ (multi): opening with >= 4 card ♥ Dbl on 2♠: split hand from 13H, to play against VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ Natural OVER OPPONENTS' TAKEOUT DOUBLE A bid at 1 level is forcing at 2 level non forcing. 1 High/Low = E High/Low = E High/Low = E NT 2 Suit preference 3 NT = gambling, closed 7-C minor Cother: Lavinthal Doubles Style: Other colours Responses: jump is 4card and ≥ 8H,10DH; Cue-bid = ≥ 11DH game forcing on major; 1NT = 7-9H; 2NT= 10-11H Double on weak 2: partner answers 2NT with limit (8HP+) = "mini-cue bid" 1 High/Low = E NT 2 Suit preference 3 NT = gambling, closed 7-C minor Signals (including Trumps): Suit preference Other: Lavinthal Doubles SyeCial ForCing PASS SEQUENCES IMPORTANT NOTES Defence against weak 2 Major, Multi and Muid		2 ♣ = game forcing, controls are bidden	3						
2 \(\text{ min } 4-4 \(\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \		<u> </u>	1 High/Low = E High/Low = E						
2NT: min 4-4 V/♣ VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) Dbl on weak 2: partner answers 2NT with limit (8HP+) = "mini-cue bid" with or without stopper or 4 card other major Dbl on 2♠ (multi): opening with >= 4 card ▼ Dbl on 2♠: split hand from 13H, to play against VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ Natural OVER OPPONENTS' TAKEOUT DOUBLE A bid at 1 level is forcing at 2 level non forcing. 3 NT = gambling, closed 7-C minor 3 NT = gambling, closed 7-C minor 5 cyles of the colours Style: Other colours Responses: jump is 4card and ≥ 8H,10DH; Cue-bid = ≥ 11DH game forcing on major; 1NT = 7-9H; 2NT = 10-11H Double on weak 2: partner answers 2NT with limit (8HP+) = "mini-cue bid" IMPORTANT NOTES Defence against weak 2 Major, Multi and Muid			-	· ·					
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) Dbl on weak 2: partner answers 2NT with limit (8HP+) = "mini-cue bid" with or without stopper or 4 card other major Dbl on 2♠ (multi): opening with >= 4 card ♥ Dbl on 2♠: split hand from 13H, to play against VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ Natural DVER OPPONENTS' TAKEOUT DOUBLE A bid at 1 level is forcing at 2 level non forcing. Signals (including Trumps): Suit preference Other: Lavinthal Doubles Style: Other colours Responses: jump is 4card and ≥ 8H,10DH; Cue-bid = ≥ 11DH game forcing on major; 1NT = 7-9H; 2NT = 10-11H Double on weak 2: partner answers 2NT with limit (8HP+) = "mini-cue bid" Double on weak 2: partner answers 2NT with limit (8HP+) = "mini-cue bid"		i e							
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Dbl on 2♦ (multi) : opening with >= 4 card ♥ Dbl on 2♦: split hand from 13H, to play against VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♦ Natural OVER OPPONENTS' TAKEOUT DOUBLE A bid at 1 level is forcing at 2 level non forcing. Other: Lavinthal Doubles Style: Other colours Responses: jump is 4card and ≥ 8H,10DH; Cue-bid = ≥ 11DH game forcing on major; 1NT = 7-9H; 2NT = 10-11H Double on weak 2: partner answers 2NT with limit (8HP+) = "mini-cue bid" Double on weak 2 Major, Multi and Muid						- 1 - 7	ol on weak 2: partner answers 2NT with limit (8HP+) = "mini-cue bid"		
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VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ Style: Other colours Style: Other colours Natural SPECIAL FORCING PASS SEQUENCES OVER OPPONENTS' TAKEOUT DOUBLE Cue-bid = ≥ 11DH game forcing on major; 1NT = 7-9H; 2NT = 10-11H IMPORTANT NOTES A bid at 1 level is forcing at 2 level non forcing. Double on weak 2: partner answers 2NT with limit (8HP+) = "mini-cue bid" Defence against weak 2 Major, Multi and Muid									
Natural SPECIAL FORCING PASS SEQUENCES Responses: jump is 4card and ≥ 8H,10DH; Cue-bid = ≥ 11DH game forcing on major; 1NT = 7-9H; 2NT= 10-11H IMPORTANT NOTES A bid at 1 level is forcing at 2 level non forcing. Double on weak 2: partner answers 2NT with limit (8HP+) = "mini-cue bid" Defence against weak 2 Major, Multi and Muid						rs			
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A bid at 1 level is forcing at 2 level non forcing. Double on weak 2: partner answers 2NT with limit (8HP+) = "mini-cue bid" Defence against weak 2 Major, Multi and Muid		IMPORTANT NOTES	2NT- 10-11H	T = 7₋0⊔·			VED ODDONENTS! TAKEOUT DOUDLE		
	Muidoub					<u> </u>			
	ividiaerberg:	Rubenshol	,	,	d other ma	opper or 4 card			
Raises are competitive: redbl ≥ 10H and can include a 3 card in partners 5 card February 13-15H Responses: colour: jump with opening; 1NT = 9-12H; 2NT = 1NT: Multi defence		1NT: Multi defence	ng; 1NT = 9-12H; 2NT =	with openi	colour: jum	Responses: c	·		
OVER OPPONENTS' TAKEOUT DOUBLE SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS Forth colour forcing		Forth colour forcing	LS/RDLS	TVE DB	COMPET	IFICIAL & C	VER OPPONENTS' TAKEOUT DOUBLE		
A bid at 1 level is forcing at 2 level non forcing. Double on jump overcall is take out 2♣ Drury		2♣ Drury							
Raises are competitive: redbl ≥ 10H and can include a 3 card in p 5 card Lightner-double against slam contracts									
Lead double									

, h	F [AL	OF		Pass: in 1 st or 2 nd position <12H, 14DH; in 3 th or 4 th position <10H, 12DH						
OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION				
1.	Х	3		No 5 card Major, except 5 ♣/♠	After 1♣: priority to Major with weak 4+C ◆ 1NT = 8 -10 HP, No 4 card Major. 2♣: Inverted minor, 5kaart, > 9HP	2NT with Jump = 18-19 H, 1 NT can be with >15 HP				
1 •	х	4		No 5 card Major, 4♦	1NT = 5 -10 HP, no 4C Major. 2 ◆: Inverted minor, 5 Card, > 9HP	2NT with jump = 18-19 H, 1 NT can be with >15 HP except 1 ◆ - 2 ♣ -2NT = 13-14HP New suit under opening suit < 20DH				
					1NT = 6(5) -10HP, no 4C Major at 1 level New suit at 1 level: > 5 DHP New suit at 2 level: > 10 DHP	Above opening suit (reverse), without jump = 18-23 DHP (RF) With jump, not reverse = 20-23 DHP (MF) With jump and reverse (can be short) = super forcing with fit (23 J)				
					Jump in new suit: Slamint. 16 HP of 18SP(fit) Raise: single raise 6-10S, with jump 11-12SP	At 4 level = splinter, 4-C fit, with 20 SP (or 18SP after bid at 2 level) Relay after fit Major: 2NT asks for extra strength				
1♥		5		5-C, longest Major, with 10H,12DH through 22H,23DH	In general after 1 Major: 2 NT = game forcing 3-C fit and more than 12 HP Bergen raises	3x, single/void				
1 🖍		5		5-C, longest Major, with 10H,12DH through 22H,23DH	2 NT = game forcing 3-C fit and more than 12 HP Bergen raises	4th suit forcing				
					After previous pass: 2♣ (Drury): Dbl or cue = limit	2 ◆ <14 DHP or 4k ◆ with minimum 14 DHP				
IZT				12-14 HP (Not Vulnarable) 15-17 HP (Vulnerable) Regelar distribution	2. Puppet Stayman + Texas	2 ◆ 4k Maj; 2 ▼/♠=5k ▼/♠				
2.				5-C Major possible Unicolor of bicolour game forcing NT 24-25 HP	4NT quantitatief Number controls are bidden 0-1 / 2-3 / >4	3 of 4 X unicolor NT = 24 HP, followed by stayman and texas				
2♦				Multi, Weak 2 Major or NT 22-23 HP	2♥: Weak Relay; 2NT:strong relay	Puppet stayman + texas if strong NT				
2♥/♠ 2NT				Muiderberg NT 20-21 HP	Fit and 3ZT = stop; 2ZT = Relay Puppet stayman and Texas	After 2NT: 3 in new suit = not minimum with A of H				
3♣/♦		7(6)		Preemptive	constructive	High level bidding				
3♥/♠		7(6)		Preemptive		RKC Blackwood 30, 41, 2, 2 + trump Queen, 5NT= 2 + void,				
3NT				Closed 7-krt mineur		After Ase asking, King asking at 5 NT				
4♣/♦				Preemptive for ♥/♠		With RKC: after 5♣/5♦ asks after Queen of trump with lowest bid (not trump suit)				
4♥/♠				Preemptive, weaker than 4♣/♦		After 4 NT kwantitative 5NT is forcing for small slam Dopi Ropi				