

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1/2 Level; Reopening)
Take out double : up to 4♥ opening ; Natural responses ; Herbert negative only after double at 1♣ opening May be very light if good suit or good shape Responses: 2/1 constructif no forcing
OVERCALLS : light on 1 level possible , sound on 2 level
TWOSUITERS : cue bid – with highest from unbid suits ; 2NT – two lowest unbid suits ; after 1♣/1♦- 2♦ = both Majors
After our 1NT opening and opponent's interference on two level - transfer Rubensohl
INT OVERCALL (2nd/4th Live; Responses; Reopening)
1NT overcall = 15-17 (18) HPC
On re-open position : (11) 12-17 HPC, can be without stopper in opener's suit
1x pass pass 1NT = (9) 10/13 (14) HPC , stayman & transfer 2NT = 18/19 HPC, puppet & transfer
JUMP OVERCALLS (Style; Responses; Unusual NT)
WEAK , preemptive
Reopen: Natural , cues and news suits F1
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
DIRECT CUE-BID two-suiters : 1♣-2♣ = Natural ; 1♣/1♦- 2♦ = Majors ; 1♥-2♥ = ♠ & ♣ or ♦ ; 1♠-2♠ = ♥ & ♣ or ♦ ; 1♥/♠- 2NT = minors
Responses : classical
VS. NT (vs. Strong/Weak; Reopening;PH)
VS. NT. Strong : Multi Landy , X = 5+♣/♦ & Major 4, 2♣ = Majors, 2♦ = 6 cards and ♥/♠, 2♥/♠ = 5 cards & 4+cards ♣/♦, 2NT = ♣/♦
VS. NT. Weak : X = good hand ; Multi Landy
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = take-out ; VS WEAK 2 , 2NT = natural , 4 minors = 5+ 5+ minor + Major Cue bids is for minors
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Natural may be weak
OVER OPPONENTS' TAKEOUT DOUBLE
After 1♥/1♠ openings – (X) : transfer ; 1♥ X 1♠ = natural, 1NT = ♣, 2♣ = ♦, 2♦ = positive raise, 2♥ = competitive raise ; 1♠ X 1NT = ♣, 2♠ = ♦, 2♥ = positive raise, 2♠ = competitive raise ; 1NT X pass = forcing for XX, no 5 cards x or strong

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3d 5fth (inverted); Top of sequence	Parity inverted	
NT	4 th best	Normally parity	
Subseq	Attitude in switch.Parity if needed		
Other: Top of sequence ; From third honour – normally the middle , fourth or longer – fourth best			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ace/King/x	Ace/King/xx	
King	King/Ace , King/Queen/x	Ace/King/Jack/10/x	
Queen	Queen/Jack/x	Ace or King/Queen/10/9	
Jack	King/Jack/10/x , Jack/10/x	Jack/10/9 or 8/x	
10	10/x	10/9/8/x	
9	9 , x/9/x	x/9/x	
Hi-X	x/Hi/x	x/Hi/x	
Lo-X	Lo/x , Lo/xxx	Lo/xxx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	L-H = Even	H-L = Odd	Small = Encouraging
Suit 2	L-H = Even	H-L = Odd	
3			Small = Encouraging
1	Idem	Idem	Small = Encouraging
NT 2	Suit preference	Idem	L-H = Even
3	L-H = Even	Idem	Suit preference
Signals (including Trumps): open ruff or sp Smith against NT (small card = positive)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Natural			
After weak 1NT : X= 13+ HCP ; 2♣= Majors ; 2♦= one Major ; 2♥/2♠= 5♥/5♠ & 4+ minor			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Responsive doubles over raises, generalized sputnik Opener's sputnik (or XX) = 3 cards support or strong hand			
1 NT X XX = transfer ♣			
1♣ (1♦) X = 4/5 ♥ ; 1♣/♦ (1♥) X = 4/5 ♠			
2♦ (X) XX = forcing for Major			

W B F CONVENTION CARD
SQUEEZE ANTWERPEN BELGIUM
PLAYERS: BOLLACK BOGDAN 1355 DEVIGNE ALAIN 867
POLISH CLUB
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1♣ : Opening;multimeaning with artificial 1♦ response
1 N.T. : 15/17 HCP (all reg patterns possible)
2♣ : Precision 11/15 HCP (5+♣ & 4♥/4♠ or 6+♣)
2♦ : Multi weak Majors 6/10 HCP (6♥ or 6♠)
2♥ : Weak two suiter 6/10 HCP (5♥ & 5♠ or 4+ ♣/♦)
2♠ : Weak two suiter 6/10 HCP (5♠ & 4+ ♣/♦)
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣ : 10/37 HCP May be 0 cards Club, 12/14 HPC balanced or 4/4/1/4 distribution ; or 16+HPC, natural ; or 18+ HPC, any
2♣ : Precision , 5+♣ & 4♥/♠ or 6+♣, 11/15 HPC
2♦ : 6/10 HPC, 6♥/♠, Multi weak Majors
2♥ : 6/10 HPC, 5♥ & 5♠ or 4+ ♣/♦ , Weak two suiters
2♠ : 6/10 HPC, 5♠ & 4+minor, Weak two suiters
3NT : solid suit (can be also Major, but in 7222 distribution Only) without side stopper
SPECIAL FORCING PASS SEQUENCES
1NT (X) Pass = forcing for XX
IMPORTANT NOTES
PREEMPTS light NV , sound V
PSYCHICS: rare but possible

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	O	4♦	12/14 HPC balanced or 4414 ; 16+HCP natural; or 18+HCP ; any	1♦- 0/6 HCP, any ; 7/11 HPC,unbalanced without 4 in Major suit ; 15/17 HPC,balanced without 4 Major suit ; 1♥/1♠,7HCP+ ; 1NT, may be 11HCP; 2♣/2♦,-5+♣/♦, 4 in Major suit possible, GF ; 2♥/2♠ ,15+ HCP solid suit & 6+ cards	1♣-1♦-1♥/1♠ = 3+♥/♠ 1♣-1♦-2♦ = any game forcing 1♣-1♥/1♠-2♦ = GF, relay GF 1 NT may be 11 HCP ; 1♣-1♦-1♥/1♠-2 NT= 18+HCP ; 1♣-1♦-1♥/1♠-3 NT= 15/17 1♣-1♦-2NT-3♠ = ♣ , 4♣ = ♦	Major suits preference in competitive and defensive bidding 1♣ (X) 1♥/1♠ = natural forcing 1♣ (X) 2NT = weak preempt ♣ 1♣ (1NT) 2♦ = for Majors
1♦		(4) 5	4♣	12/17 HPC , 5+♦ (4 when 4441 , or 5♣-4♦ , 11/15 HCP)_	2♦ – inverted raise ; 2♥/2♠ , 15+ HCP solid suit & 6+ cards ; 2 NT. , preemptive ♦ ; 3♦ , 8/10 HCP	1♦ 2♥/♠ interference! 3♣/3♦/3 other Major, FG ; 2NT your competitive suit	Major suits preference in competitive and defensive bidding 1♦ (1NT) 2♣ = for Majors
1♥		5 (4)	4♦	10/18 HCP	2♦ raise 5/7 HCP or natural ♦ game forcing ; 2♥ 8/10 HCP ; 2/1 GF ; 2 NT, 11+ raise 3 cards ; 3♣, 11+ raise 4+ cards ; 3♦, 7/9 HCP & 4 cards ; 3♥, 0/6 HCP & 4/5 cards ; 3NT splinter ♠ ; 4♣/4♦splinters	Game try = help suit	2♣- by passed hand- Drury with raise 3 cards, 2♦ raise 4 cards ; 2♠/3♣/3♦ = 5 cards + raise 4 cards ; after X 1♠ natural ; 1NT Texas ♣ ; 2♣ Texas ♦ ; 2♦ 8/10 HCP with support in ♥ ; 2♥ weak support
1♠		5 (4)	4♦	10/18 HCP	Same scheme	idem	Idem but 2♥ 8/10 HCP with support and 2♠ weak support
INT			3♠	(14)15/17 HCP, balanced, can be 5 in Major, 5422 minors, 6322 minor longer	2♣ stayman may be weak ; 2♦/2♥/2♠/2NT transfers ; 3♣/3♦/3♥/3♠ 6+cards slam approach ; 4♣ two suiter in minors (slam oriented) ; 4♦ two suiter in Majors ; 4♥/4♠ to play ; 4 NT quant	After Texas Majors, 2NT. Strong raise in 4/5 cards ; 3 Majors competitive raise in 4/5 cards ; 1NT-2♠-3♣ or 1NT-2NT-3♦ , 3 Major = 3 cards	Negative double up to 3 level, Transfer rubensohl ; after X XX/2♣/2♦/2♥ transfer ; 2♠ texas ♣ 6 cards with 2HC ; 2NT Idem with ♦ ; 3 ♣/♦/♥/♠ weak preemptive ; Pass forcing your XX = strong or no 5 cards x
2♣		5	4♠	Precision, 5♣-4 Majors or 6♣, 11/15 HCP	2♦ relay ; 2♥/2♠ natural no forcing ; 2NT relay	2♣ – 2♦ – 2♥/2♠ = 5/6♣ & 4♥/4♠ 2NT = 6♣ strong hand 3♣ = 6♣ minimal	2♣ (2♦) X = takeout 2♥/2♠/3♣ = no forcing
2♦	X	O		Weak in one Major (5)6/9(10) HCP	2♥/2♠ pass or correct ; 2NT relay ; 3♣/3♦ natural forcing ; 3♥/3♠ pass or correct ; 4♣ bid a transfer to you long suit ; 4♦ show your long suit naturally ; 4♥/4♠ to play	2♦-2NT-3♣ = ♥ , weak hand 3♦ = ♠ , weak hand 3♥ = ♣ , good hand 3♠ = ♥ , good hand 3NT = ♥/♠ , solid suit After X- XX = for Major ; 2♥/2♠ to play	2♦ (2♥/2♠/2NT/3♣...) X= Penalty
2♥		5		5 cards+ any others suiters 5+(can be 4) (5)6/9(10) HCP	2♠ natural no forcing ; 2NT relay ; 3♣ pass or correct ; 3♦ invitation to 4♥ ; 3♥ support, basically preemptive	2♥ – 2NT – 3♥ = 5♥/5♠	Over two Maj. X-XX = strong , 2NT = asks for second suit ; 2♥ (2♠/2NT/3♣...) = Penalty

