DEFENSIVE AND COMPETITIVE DIDDING		T TO	ADC AND CIONA	T.C.	W.B.E.CONVENTION CARD
DEFENSIVE AND COMPETITIVE BIDDING	ODENIA		ADS AND SIGNA	.LS	W B F CONVENTION CARD
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENIN	NG LEADS STYLE	lr D		NGDO PELCHALO D D F.
Style: Natural	G:4	Lead		tner's Suit	NCBO: BELGIUM (R.B.B.F.)
Responses: Natural	Suit NT	sm	nall promises; top	of sequence	PLAYERS: Biebaut Dirk (17553)
<b>Dbl</b> = take-out; later bid = 17+ HP	Subseq.				Huybrecht Hans (16357)
Dui – take-out, later blu – 17+ Hr	Subseq.				Huybrecht Hans (10557)
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1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY
2 <sup>nd</sup> position: 15-18 HP		Vs. Suit	Vs. N	1	
4 <sup>th</sup> position: 11-14 HP	Ace	Attitude	Attitud		
Answers: same as on 1NT-opening	King	Count	Count		Majors of 5, Diamonds of 4
·	Queen	Top of sequence	Top of	seq. or $(A)(K)QJx(x)$	
	Jack	Top of sequence	Top of	seq. or $(A)(K)J10x(x)$	1NT = 15-17
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	Top of sequence		seq. or (A)(K)(Q)109(x)	2♣/♦ = strong hands
Style: preemptive		-			2 ♥/♠ = weak-2
2NT: at least 4/4 in the 2 lowest unbid suits	Hi-x	Even nr of cards	Even n	r of cards	
Responses: natural	Lo-x	Probably interested	Probab	ly interested	
	SIGNAI	S IN ORDER OF P	PRIORITY		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Cue on minor = at least 4/4 in majors	Sui	t Italian	-	Italian	
Cue on major = at least 4/4 in other major + unknown minor	1				
Jump cue-bid = asks stopper for 3NT					
	N'I	Italian	-	Italian	
VS. NT (vs. Strong/Weak; Reopening; PH)					
2♣ = both majors	]				
2 ♦ = 1 long major					71
2 ♥/♠ = 5 card ♥/♠ + a minor	1				
	7 [				SPECIAL FORCING PASS SEQUENCES
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)			DOUBLES		
Natural					When partner opens, followed by weak-2 intervention
	TAKEO	UT DOUBLES (Sty	le; Responses; Re	eopening)	
			•		
	Natural				
VS. WEAK 2's					OTHER IMPORTANT NOTES
Color = Natural, 5+-card and opening; 2NT = 15-18 HP					
<b>Dbl</b> = opening without 5-card or 17 <sup>+</sup> HP → Lebensohl					3 <sup>th</sup> & 4 <sup>th</sup> hand openings can differ (weaker)
	<b>SPECIA</b>	L, ARTIFICIAL &	COMPETITIVE	DBLS/RDLS	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1* or 2*					Psychics : rare to none
	Penalty	<b>Dbl:</b> if 2 majors are	bid; after interven	tion over 1NT	
		,	•		Defensive play: sanity over system!
OVER OPPONENTS' TAKEOUT DOUBLE					(think first, system is only support)
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OPENING	TICK IF ARTIFICIAL	MIN. NO. CARDS NEG.DBL		DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1.	X	2	X	11-19 HP	Natural	2-way checkback	
1 •		4	X	11-19 HP	Natural	2-way checkback	
1♥		5	X	11-19 HP	Natural	2-way checkback	
1.		5	X	11-19 HP	Natural	,	
1NT		2		15-17 HP (any 5-card possible; 6-card minor possible; 5/4/2/2 possible)	2♣ = Stayman 2♦/♥ = transfer for ♥/♠	Smolen	Lebensohl after intervention
2.	X	0	X	- 7/8 tricks with unknown trump - 22-23 HP and NT-distribution	2♦ = relay		
2.	X	0	X	Any Game-forcing hand	$2 \checkmark = \text{relay}$ $2 \checkmark / 3 \checkmark / 3 \checkmark = \text{show ace}$		
2♥		5	X	< 10 HP, 5 <sup>+</sup> ♥	2NT = forcing		
2.		5	X	< 10 HP, 5 <sup>+</sup> ♠	2NT = forcing		
2NT		2	X	20-21 HP (any 5-card possible; 6-card minor possible; 5/4/2/2 possible)	3♣ = Puppet Stayman 3♦/♥ = transfer for ♥/♠		
3.		6	X	preemptive			
3 •		6	X	preemptive			
3 <b>♥</b>		7	X	preemptive			
3 <b>4</b>		7	X	preemptive			
3NT	X	0	X	Gambling	Pas with stops  4 = pas or correct		
4.		7	X	preemptive			
4 •		7	X	preemptive			
4•		8	X	preemptive			
4		8	X	preemptive			
4NT	X	0	X	2-suited ♣ and ♦			

DEFENSIVE AND COMPETITIVE DIDDING		T.D.	ADC AND CIONA	T.C.	W.B.E.CONVENTION CARD
DEFENSIVE AND COMPETITIVE BIDDING	ODENIA		ADS AND SIGNA	.LS	W B F CONVENTION CARD
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENIN	NG LEADS STYLE	lr D		NGDO PELCHALO D D F.
Style: Natural	G:4	Lead		tner's Suit	NCBO: BELGIUM (R.B.B.F.)
Responses: Natural	Suit NT	sm	nall promises; top	of sequence	PLAYERS: Biebaut Dirk (17553)
<b>Dbl</b> = take-out; later bid = 17+ HP	Subseq.				Huybrecht Hans (16357)
Dui – take-out, later blu – 17+ Hr	Subseq.				Huybrecht Hans (10557)
	┪				<b>┤</b> │
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY
2 <sup>nd</sup> position: 15-18 HP		Vs. Suit	Vs. N	1	
4 <sup>th</sup> position: 11-14 HP	Ace	Attitude	Attitud		
Answers: same as on 1NT-opening	King	Count	Count		Majors of 5, Diamonds of 4
·	Queen	Top of sequence	Top of	seq. or $(A)(K)QJx(x)$	
	Jack	Top of sequence	Top of	seq. or $(A)(K)J10x(x)$	1NT = 15-17
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	Top of sequence		seq. or (A)(K)(Q)109(x)	2♣/♦ = strong hands
Style: preemptive		-			2 ♥/♠ = weak-2
2NT: at least 4/4 in the 2 lowest unbid suits	Hi-x	Even nr of cards	Even n	r of cards	
Responses: natural	Lo-x	Probably interested	Probab	ly interested	
	SIGNAI	S IN ORDER OF P	PRIORITY		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Cue on minor = at least 4/4 in majors	Sui	t Italian	-	Italian	
Cue on major = at least 4/4 in other major + unknown minor	1				
Jump cue-bid = asks stopper for 3NT					
	N'I	Italian	-	Italian	
VS. NT (vs. Strong/Weak; Reopening; PH)					
2♣ = both majors	]				
2 ♦ = 1 long major					71
2 ♥/♠ = 5 card ♥/♠ + a minor	1				
	7 [				SPECIAL FORCING PASS SEQUENCES
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)			DOUBLES		
Natural					When partner opens, followed by weak-2 intervention
	TAKEO	UT DOUBLES (Sty	le; Responses; Re	eopening)	
			•		
	Natural				
VS. WEAK 2's					OTHER IMPORTANT NOTES
Color = Natural, 5+-card and opening; 2NT = 15-18 HP					
<b>Dbl</b> = opening without 5-card or 17 <sup>+</sup> HP → Lebensohl					3 <sup>th</sup> & 4 <sup>th</sup> hand openings can differ (weaker)
	<b>SPECIA</b>	L, ARTIFICIAL &	COMPETITIVE	DBLS/RDLS	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1* or 2*					Psychics : rare to none
	Penalty	<b>Dbl:</b> if 2 majors are	bid; after interven	tion over 1NT	
		,	•		Defensive play: sanity over system!
OVER OPPONENTS' TAKEOUT DOUBLE					(think first, system is only support)
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OPENING	TICK IF ARTIFICIAL	MIN. NO. CARDS NEG.DBL		DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1.	X	2	X	11-19 HP	Natural	2-way checkback	
1 •		4	X	11-19 HP	Natural	2-way checkback	
1♥		5	X	11-19 HP	Natural	2-way checkback	
1.		5	X	11-19 HP	Natural	,	
1NT		2		15-17 HP (any 5-card possible; 6-card minor possible; 5/4/2/2 possible)	2♣ = Stayman 2♦/♥ = transfer for ♥/♠	Smolen	Lebensohl after intervention
2.	X	0	X	- 7/8 tricks with unknown trump - 22-23 HP and NT-distribution	2♦ = relay		
2.	X	0	X	Any Game-forcing hand	$2 \checkmark = \text{relay}$ $2 \checkmark / 3 \checkmark / 3 \checkmark = \text{show ace}$		
2♥		5	X	< 10 HP, 5 <sup>+</sup> ♥	2NT = forcing		
2.		5	X	< 10 HP, 5 <sup>+</sup> ♠	2NT = forcing		
2NT		2	X	20-21 HP (any 5-card possible; 6-card minor possible; 5/4/2/2 possible)	3♣ = Puppet Stayman 3♦/♥ = transfer for ♥/♠		
3.		6	X	preemptive			
3 •		6	X	preemptive			
3 <b>♥</b>		7	X	preemptive			
3 <b>4</b>		7	X	preemptive			
3NT	X	0	X	Gambling	Pas with stops  4 = pas or correct		
4.		7	X	preemptive			
4 •		7	X	preemptive			
4•		8	X	preemptive			
4		8	X	preemptive			
4NT	X	0	X	2-suited ♣ and ♦			

DEFENSIVE AND COMPETITIVE DIDDING		T.D.	ADC AND CIONA	T.C.	W.B.E.CONVENTION CARD
DEFENSIVE AND COMPETITIVE BIDDING	ODENIA		ADS AND SIGNA	.LS	W B F CONVENTION CARD
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENIN	NG LEADS STYLE	lr D		NGDO PELCHALO D D F.
Style: Natural	G:4	Lead		tner's Suit	NCBO: BELGIUM (R.B.B.F.)
Responses: Natural	Suit NT	sm	nall promises; top	of sequence	PLAYERS: Biebaut Dirk (17553)
<b>Dbl</b> = take-out; later bid = 17+ HP	Subseq.				Huybrecht Hans (16357)
Dui – take-out, later blu – 17+ Hr	Subseq.				Huybrecht Hans (10557)
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1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY
2 <sup>nd</sup> position: 15-18 HP		Vs. Suit	Vs. N	1	
4 <sup>th</sup> position: 11-14 HP	Ace	Attitude	Attitud		
Answers: same as on 1NT-opening	King	Count	Count		Majors of 5, Diamonds of 4
·	Queen	Top of sequence	Top of	seq. or $(A)(K)QJx(x)$	
	Jack	Top of sequence	Top of	seq. or $(A)(K)J10x(x)$	1NT = 15-17
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	Top of sequence		seq. or (A)(K)(Q)109(x)	2♣/♦ = strong hands
Style: preemptive		-			2 ♥/♠ = weak-2
2NT: at least 4/4 in the 2 lowest unbid suits	Hi-x	Even nr of cards	Even n	r of cards	
Responses: natural	Lo-x	Probably interested	Probab	ly interested	
	SIGNAI	S IN ORDER OF P	PRIORITY		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Cue on minor = at least 4/4 in majors	Sui	t Italian	-	Italian	
Cue on major = at least 4/4 in other major + unknown minor	1				
Jump cue-bid = asks stopper for 3NT					
	N'I	Italian	-	Italian	
VS. NT (vs. Strong/Weak; Reopening;PH)					
2♣ = both majors	]				
2 ♦ = 1 long major					71
2 ♥/♠ = 5 card ♥/♠ + a minor	1				
	7 [				SPECIAL FORCING PASS SEQUENCES
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)			DOUBLES		
Natural					When partner opens, followed by weak-2 intervention
	TAKEO	UT DOUBLES (Sty	le; Responses; Re	eopening)	
			•		
	Natural				
VS. WEAK 2's					OTHER IMPORTANT NOTES
Color = Natural, 5+-card and opening; 2NT = 15-18 HP					
<b>Dbl</b> = opening without 5-card or 17 <sup>+</sup> HP → Lebensohl					3 <sup>th</sup> & 4 <sup>th</sup> hand openings can differ (weaker)
	<b>SPECIA</b>	L, ARTIFICIAL &	COMPETITIVE	DBLS/RDLS	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1* or 2*					Psychics : rare to none
	Penalty	<b>Dbl:</b> if 2 majors are	bid; after interven	tion over 1NT	
		,	•		Defensive play: sanity over system!
OVER OPPONENTS' TAKEOUT DOUBLE					(think first, system is only support)
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OPENING	TICK IF ARTIFICIAL	MIN. NO. CARDS NEG.DBL		DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1.	X	2	X	11-19 HP	Natural	2-way checkback	
1 •		4	X	11-19 HP	Natural	2-way checkback	
1♥		5	X	11-19 HP	Natural	2-way checkback	
1.		5	X	11-19 HP	Natural	,	
1NT		2		15-17 HP (any 5-card possible; 6-card minor possible; 5/4/2/2 possible)	2♣ = Stayman 2♦/♥ = transfer for ♥/♠	Smolen	Lebensohl after intervention
2.	X	0	X	- 7/8 tricks with unknown trump - 22-23 HP and NT-distribution	2♦ = relay		
2.	X	0	X	Any Game-forcing hand	$2 \checkmark = \text{relay}$ $2 \checkmark / 3 \checkmark / 3 \checkmark = \text{show ace}$		
2♥		5	X	< 10 HP, 5 <sup>+</sup> ♥	2NT = forcing		
2.		5	X	< 10 HP, 5 <sup>+</sup> ♠	2NT = forcing		
2NT		2	X	20-21 HP (any 5-card possible; 6-card minor possible; 5/4/2/2 possible)	3♣ = Puppet Stayman 3♦/♥ = transfer for ♥/♠		
3.		6	X	preemptive			
3 •		6	X	preemptive			
3 <b>♥</b>		7	X	preemptive			
3 <b>4</b>		7	X	preemptive			
3NT	X	0	X	Gambling	Pas with stops  4 = pas or correct		
4.		7	X	preemptive			
4 •		7	X	preemptive			
4•		8	X	preemptive			
4		8	X	preemptive			
4NT	X	0	X	2-suited ♣ and ♦			

DEFENSIVE AND COMPETITIVE DIDDING		T.D.	ADC AND CIONA	T.C.	W.B.E.CONVENTION CARD
DEFENSIVE AND COMPETITIVE BIDDING	ODENIA		ADS AND SIGNA	.LS	W B F CONVENTION CARD
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENIN	NG LEADS STYLE	lr D		NGDO PELCHALO D D F.
Style: Natural	G:4	Lead		tner's Suit	NCBO: BELGIUM (R.B.B.F.)
Responses: Natural	Suit NT	sm	nall promises; top	of sequence	PLAYERS: Biebaut Dirk (17553)
<b>Dbl</b> = take-out; later bid = 17+ HP	Subseq.				Huybrecht Hans (16357)
Dui – take-out, later blu – 17+ Hr	Subseq.				Huybrecht Hans (10557)
	┪				<b>┤</b> │
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY
2 <sup>nd</sup> position: 15-18 HP		Vs. Suit	Vs. N	1	
4 <sup>th</sup> position: 11-14 HP	Ace	Attitude	Attitud		
Answers: same as on 1NT-opening	King	Count	Count		Majors of 5, Diamonds of 4
·	Queen	Top of sequence	Top of	seq. or $(A)(K)QJx(x)$	
	Jack	Top of sequence	Top of	seq. or $(A)(K)J10x(x)$	1NT = 15-17
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	Top of sequence		seq. or (A)(K)(Q)109(x)	2♣/♦ = strong hands
Style: preemptive		-			2 ♥/♠ = weak-2
2NT: at least 4/4 in the 2 lowest unbid suits	Hi-x	Even nr of cards	Even n	r of cards	
Responses: natural	Lo-x	Probably interested	Probab	ly interested	
	SIGNAI	S IN ORDER OF P	PRIORITY		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Cue on minor = at least 4/4 in majors	Sui	t Italian	-	Italian	
Cue on major = at least 4/4 in other major + unknown minor	1				
Jump cue-bid = asks stopper for 3NT					
	N'I	Italian	-	Italian	
VS. NT (vs. Strong/Weak; Reopening;PH)					
2♣ = both majors	]				
2 ♦ = 1 long major					71
2 ♥/♠ = 5 card ♥/♠ + a minor	1				
	7 [				SPECIAL FORCING PASS SEQUENCES
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)			DOUBLES		
Natural					When partner opens, followed by weak-2 intervention
	TAKEO	UT DOUBLES (Sty	le; Responses; Re	eopening)	
			•		
	Natural				
VS. WEAK 2's					OTHER IMPORTANT NOTES
Color = Natural, 5+-card and opening; 2NT = 15-18 HP					
<b>Dbl</b> = opening without 5-card or 17 <sup>+</sup> HP → Lebensohl					3 <sup>th</sup> & 4 <sup>th</sup> hand openings can differ (weaker)
	<b>SPECIA</b>	L, ARTIFICIAL &	COMPETITIVE	DBLS/RDLS	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1* or 2*					Psychics : rare to none
	Penalty	<b>Dbl:</b> if 2 majors are	bid; after interven	tion over 1NT	
		,	•		Defensive play: sanity over system!
OVER OPPONENTS' TAKEOUT DOUBLE					(think first, system is only support)
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OPENING	TICK IF ARTIFICIAL	MIN. NO. CARDS NEG.DBL		DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1.	X	2	X	11-19 HP	Natural	2-way checkback	
1 •		4	X	11-19 HP	Natural	2-way checkback	
1♥		5	X	11-19 HP	Natural	2-way checkback	
1.		5	X	11-19 HP	Natural	,	
1NT		2		15-17 HP (any 5-card possible; 6-card minor possible; 5/4/2/2 possible)	2♣ = Stayman 2♦/♥ = transfer for ♥/♠	Smolen	Lebensohl after intervention
2.	X	0	X	- 7/8 tricks with unknown trump - 22-23 HP and NT-distribution	2♦ = relay		
2.	X	0	X	Any Game-forcing hand	$2 \checkmark = \text{relay}$ $2 \checkmark / 3 \checkmark / 3 \checkmark = \text{show ace}$		
2♥		5	X	< 10 HP, 5 <sup>+</sup> ♥	2NT = forcing		
2.		5	X	< 10 HP, 5 <sup>+</sup> ♠	2NT = forcing		
2NT		2	X	20-21 HP (any 5-card possible; 6-card minor possible; 5/4/2/2 possible)	3♣ = Puppet Stayman 3♦/♥ = transfer for ♥/♠		
3.		6	X	preemptive			
3 •		6	X	preemptive			
3 <b>♥</b>		7	X	preemptive			
3 <b>4</b>		7	X	preemptive			
3NT	X	0	X	Gambling	Pas with stops  4 = pas or correct		
4.		7	X	preemptive			
4 •		7	X	preemptive			
4•		8	X	preemptive			
4		8	X	preemptive			
4NT	X	0	X	2-suited ♣ and ♦			