DEFENSIVE AND COMPETITIVE BIDDING		I.E.A	ADS AN	D SIGNALS		W B F CONVENTION CARD		
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENI	NG LEADS STYLE		DOMES		W BT CONVENTION CARD		
Style: Natural, 5+-card, good color	OI EI	Lead		In Partner	's Suit	Westrand 1 – Belgium		
Responses: Natural; cue = forcing	Suit	* * * * * * * * * * * * * * * * * * * *	nall prom	ises; top of se		YY CSU AND 1 - Deigium		
Reopening: natural 5+-card; 1NT = 15-17 HP	NT	511	nan pron	nses, top or see	quence	PLAYERS: Boeykens Leo		
Reopening, natural 3 -card, 11v1 13-17 111	Subseq.					Huybrecht Hans		
Dbl = take-out; later bid = 17+ HP	Bubseq.					Wauters Tom		
DDI take-out, later old 17+111	1 🕇					Wijnant Bart		
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY		
2 nd position: 15-18 HP	Lead	Vs. Suit		Vs. NT				
4 th position: 11-14 HP	Ace	Attitude Attitude						
Answers: same as on 1NT-opening	Queen Top of sequence Top of seq. or AQJx(x)			Majors of 5, Diamonds of 4				
				1NT : strength varies depending on vulnerability				
	Jack	Top of sequence		Top of seq.	or $(A)(K)J10x(x)$	2♣ and 2♦ = some sort of Multi		
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	Top of sequence	uence Top of seq. or (A)(K)(or $(A)(K)(Q)109(x)$	2major = like Muyderberg but not exactly		
Style: preëmpt	l							
2NT: at least 5/5 in the 2 lowest unbid suits	Hi-x	Even nr of cards		Even nr of cards				
Responses: natural	Lo-x	Probably interested		Probably in	terested			
	<u> </u>							
	SIGNAL	LS IN ORDER OF P						
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	! 	Partner's Lead	Declar	er's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
Cue on minor = at least 5/5 in majors	Sui	t Italian; Lavinthal	-		Italian; Lavinthal	Weak NT opening when non-vulnerable		
Cue on major = at least 5/5 in other major + unknown minor	↓ 					All level-2 openings		
Jump cue-bid = asks stopper for 3NT	l	D T. 11 T . 1 d . 1			T. 1' T ' 1 1			
VIOLYT (O) TY I D	N.	Γ Italian; Lavinthal	-		Italian; Lavinthal			
VS. NT (vs. Strong/Weak; Reopening;PH)	! ├──	+	+					
Strong NT: color = color and a higher color; Dbl = single-suited	<u> </u>					<u> </u>		
Weak NT: color = color and a higher color; Dbl = 14+ HP	↓							
	┨┠					CARLEY HOR GIVE BUGG CROVENICES		
	<u> </u>					SPECIAL FORCING PASS SEQUENCES		
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	.		DOU	BLES				
Natural; Dbl = opening								
Cue: asks for stopper	1 —	UT DOUBLES (Sty	le; Resp	onses; Reoper				
		tural 10 ⁺ HP						
	1	es: natural						
VS. WEAK 2's	Reopeni	ng: natural				OTHER IMPORTANT NOTES		
Color = Natural, 5 ⁺ -card and opening	↓							
2NT = 15-18 HP; 3NT = to play						.		
Dbl = take-out or 17 ⁺ HP	SPECIA	L, ARTIFICIAL &	COMPI	ETITIVE DB	LS/RDLS			
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24	<u> </u>							
Natural	Penalty	Dbl: if 2 majors are b	oid and a	fter intervention	on over 1NT			
	↓					1		
OVER OPPONENTS' TAKEOUT DOUBLE	ļ							
All support bids can be weak, starting from 0 points	l							
	↓ 							

U	IF MAL	MIN. NO. OF CARDS	NEG.DBL						
OPENING	TICK IF ARTIFICIAL			DESCRIPTION	RESPONSES		SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1.*	X	2	X	11-19 HP	Natural				
1 ♦		4	X	11-19 HP	Natural				
1♥		5	X	11-19 HP	Natural; 2♣/♦ = Reverse Drury				
1 🛦		5	X	11-19 HP	Natural; 2♣/♦ = Reverse Drury				
1NT	X	2		(11)12-14 HP not-vulnerable, 15-17 HP vulnerable (any 5-card possible; 6-card minor possible; 5/4/2/2 possible)	- 2♣ = Stayman - 2 ◆/♥ = Jacoby - 2♠ = ask min/max - 2NT = transfer for minor - 3♣ = Puppet Stayman		3♣ = Minor Suit Asking		
2*	X	0	X	- 7/8 tricks with unknown trump - 22-23 HP and NT-distribution - weak + length in ◆	- 2 ♦ = relay - 2 ♥/♠ = to play - 2NT = forcing		On 2♦: pas / bid suit or 2NT On 2NT: 3♣/♦ = weak		
2.	X	0	X	- 9/10 tricks with unknown trump - 24 ⁺ HP and NT-distribution - weak + length in ♥ or ♠	- 2 ♥ = relay - 2NT = forcing		On 2♥: pas / correct 2♠ / bid suit or NT On 2NT: * 3♣/♦ = weak ♥/♠ (min.) * 3♥/♠ = weak ♠/♥ (max.)		
2♥	X	5	X	No opening, 5 ⁺ ♥ and 3 ⁺ ♣/♦	- 2NT = forcing - 3 = asks for minor		On 2NT: * 3♣/♦ = min. + minor * 3♥/♠ = max. + minor ♣/♦		
2.	X	5	X	No opening, 5 ⁺ ♠ and 3 ⁺ ♣/♦	- 2NT = forcing - 3 = asks for minor		On 2NT: * 3♣/♦ = min. + minor * 3♥/♠ = max. + minor ♣/♦		
2NT		2	X	20-21 HP	3♣ = Puppet Stayman 3♦/♥ = transfer for ♥/♠				
3.		7	X	pre-empt	New color = forcing				
3♦		7	X	pre-empt	New color = forcing				
3♥		7	X	pre-empt	New color = forcing				
3♠		7	X	pre-empt	New color = forcing				
3NT	X	0	X	Gambling	Pas with stops; 4. asks to bid color				
4.		8	X	pre-empt	New color = forcing				
4♦		8	X	pre-empt	New color = forcing				
4♥		8	X	pre-empt	New color = forcing				
4♠		8	X	pre-empt	New color = forcing				
4NT	X	0	X	2-suited ♣ and ◆	Best minor				
5 .		9	X	pre-empt			HIGH LEVEL BIDDING		
5♦		9	X	pre-empt					
5♥		9	X	pre-empt			C Blackwood (5 keycards) : 1/4 0/3		
5♠		9	X	pre-empt		- D1P0 and R1P0 after intervention on 4NT Blackwood			