

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses; Reopening)</b>
Wide range (6-17 HCP on 1-level, 9-17 HCP on 2-level)
Responses: new suits on 2-level are NF, CUE is INV+ 3-card raise or a strong hand, 2NT/3NT is INV+/GF 4+card major raise, jump CUE is mixed raise, jump raises are PRE, other jumps and some non-jumps with PH imply fit
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> direct; Responses; Reopening)</b>
<b>Direct seat:</b> 15-18 HCP (semi-)BAL w/ SYS on and can be w/o stopper after 1m opening
<b>Reopening:</b> (semi-)BAL 10-15 HCP over 1M and 11-14 HCP over 1m. SYS on and can be without stopper
<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+ ♥/♠] VUL
New suits F
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 m/both M/good ♠, 2m = 5m + 4M, 2M = NAT
<b>Against weak NT:</b> DBL = PEN (14+ HCP, 4 <sup>th</sup> seat 12+ HCP),
2NT = 4♥ & 5+m, 3m = 4♠ & 5+m
<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> DBL = values, 2 <sup>nd</sup> DBL = T/O, 3 <sup>rd</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
NV: 1/2- level overcall = long (5+/6+) or short in the suit bid
<b>Polish club:</b> 1NT = 5♣ + 4M or 6+♣; 2♣ = (5+/4) MM; 2♦ = 5+ MM
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
TRF 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/5 <sup>th</sup> or ATT if supported	
NT	ATT	3d/5 <sup>th</sup> or ATT if supported	
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), HT9(+)	same	
Hi-X	Sx	Sx, xSx(+), HxSx(+)	
Lo-X	xxS(+), HxS(+)	HTxx(+), HHxS(+)	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = ENC	Low = even	Odd/even
Suit 2	Low = even	Smith	Count or S/P
3	S/P	S/P	
1	Low = ENC	Low = even	Odd/even
NT 2	Low = even	Smith	Count or 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 DBL/RDBL</b>			
Optional support DBL/RDBL at the 1 and 2-level			
Lead directing and anti-lead directing DBL			
Most low-level DBLs are T/O			
1m-(1♥)-DBL = 4/5♣			

W B F CONVENTION CARD
<b>CATEGORY: Red</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 to 17 HCP // 8-13 HCP in 3d seat nonvul vs vul
2/1 GF relays
Fit jumps in COMP auctions
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
TRF over 1♣ opening
1NT nonvul vs vul: 8-13 and possibly semi-bal
2♣ opening: 18-19 HCP BAL no 5M or 24+ HCP BAL or GF ♣
2♦ opening: weak (5)6♥/♠ or 22-23 HCP BAL or GF ♦/♥/♠
2♥ opening: 6-7♥, 10-13 HCP
2♠ opening: 6-7♠, 10-13 HCP
3NT opening: good 4M opening
Transfers or switches in some competitive auctions:
a) 1m-(1/2♠)-2/3 om/♥ = hearts/om
b) 1M-(2/3♣)-2/3 ♦/OM = OM/diamonds
c) 1m-(1♥/3♥)-1♠/3♠ = 0-3♠
d) (1♥)-p-(2♥)-2NT and higher = transfers
e) 1m-(2om)-2♥/♠ = spades/hearts
<b>SPECIAL FORCING PASS SEQUENCES</b>
When we are in a GF auction
When opponents bid over our strong raise to game
After RDBL
<b>IMPORTANT NOTES</b>
Frequent upgrades
Possibly very light openings/responses
<b>PSYCHICS: Rare</b>

OPENING	ARTIFICIAL	MIN NO OF CARDS	NEG X THROUGH	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♣	10+ HCP	1♦: 4+♥; 1♥: 4+♠; 1♠: no M; 1NT: 11-12 HCP BAL; 2♣: WK or GF ♦; 2♦: 5+♠ & 4+♥, less than INV; 2M: 6+M, less than INV; 2NT: any 12-15 HCP BAL; 3♣: 5+♠, 6-9 HCP; 3♦: natural INV; 3M preempt	1♣-1R-1M = 3M MIN, 2M = 4M MIN; 1♣-1♥-1♠: F1, UNBAL; 1♣-1R-2NT: 4M INV+; 2-way CB after 1♣-1R-1NT; 1♣-1R-2♦/2OM = REV or STR 6+♠; 1♣-1R-3M = good UNBAL MIN	NAT over 1♣-(1x/DbI). If PH: 1♣-2♥ = 5♠ 4+♥, 1♣-2♠ = INV ♣
1♦		4	4♣	10+ HCP	1M: NAT; 2♣: F1; 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; 3M splinter	1♦-1♥-1♠: F1, UNBAL; 2-way CB after 1♦-1M-1NT; 1♦-1M-2M: 3-4M; 1♦-1M-2OM: REV or STR 6+♦; 1♦-1M-2NT: 4M INV+; 1♦-1M-3♣: 5♦ & 5♣ 14-17 HCP; 1♦-1M-3M = good UNBAL MIN	In 3d/4 <sup>th</sup> 1♦ may be 3+♦. If PH: 1♦-2♥ = 5♠ 4+♥, 1♦-2♠ = INV ♦
1♥		5	4♣	10+ HCP	1NT NF can have 4♣; 2♣: GF rel (may be short in ♣); 2♦: GF, 10+ minor cards; 2♠: INV 6+♠; 2NT: INV+ w/ 4+M; 3♣: 7-9 HCP w/ 4M; 3♦: 4M min GF w/ a sing; 3M/4M: PRE; 3♠: 4M min GF w/ a void; 4m = 4M 10-12 HCP w/ void m	1♥-1♠-2♣ or 1♥-1NT-2♣: min or 6♥ 14+ or a strong hand; S/S and bad suit G/T over 1♥-2♥; 1♥-1♠-2♥ or 1♥-1NT-2♥: 5+♥ & 4+♠, 11-15 HCP; Over 2NT: 3♣ any min no void, 3♦ extras w/ a sing or min with a void; 3♥: extra's with a void; 3♠: 15-17 no S/S, 3NT no S/S 17+, 4m decent 5-5, 4♥ sub MIN	REV Drury 1NT NF many fit bids
1♠		5	4♥	10+HCP	1NT F1; 2♣: GF rel (may be short in ♣); 2♦: GF, 5+♥ or 6+♥ 3♠ INV; 2♥: GF 10+ minor cards; 2NT: INV+ w/ 4+M; 3♣: 7-9 HCP w/ 4M; 3♦: 4M min GF w/ a sing; 3♥: INV w/ 6-7♥; 3M/4M: PRE; 3NT: 4M min GF w/ a void; 4x = 4M 10-12 HCP w/ void	1♠-1NT-2♣: min or 6♠ 14+ or a strong hand; S/S and bad suit G/T over 1♠-2♠; 1♠-1NT-2♠: 5+♠ & 4+♠, 11-15 HCP; Over 2NT: 3♣ any min no void, 3♦ extras w/ a sing or min with a void; 3♥: extra's with a void; 3♠: 15-17 no S/S, 3NT no S/S 17+, 4x decent 5-5, 4♠ sub MIN	REV Drury 1NT NF many fit bids
1NT			4♣	14-17 HCP can have any 5422, 6322 or singleton H (8-13 in 3rd seat nonvul vs vul)	2♣: STAY (possibly WK); 2R: TRF; 2♠: range ask or ♣; 2NT: TRF ♦; 3♣: PUP STAY; 3♦ mm GF; 3M: 1M3(54); 4♣: TRF ♥; 4♦: TRF ♠; 4M: SI 5m	Super accepts over M and ♦ TRF, Smolen, many 2 <sup>nd</sup> round TRF from RESP	TRF LEB 8-13 HCP in 3d seat nonvul vs vul
2♣	X			18-19 HCP BAL no 5M or 24+ HCP BAL or GF ♣	2♦: 4+♥; 2♥: 4+♠; 2♠/2NT: TRF; 3♣: (5+ 4+) MM; 3♦: 4/4 MM; 3M: short M; 4m: SI m; 4M: SI 5-6m	2♣-2R-2M/2NT/3M/3♣ = 18-19 no 4M/24+ any/18-19 4M/GF ♣	Rubensohl
2♦	X			weak (5)6♥/♠ or 22-23 HCP BAL or GF ♥/♥/♠	2M/3M: p/c; 2NT: asking; 4♣: trf to your M; 4♦: asks M	2♦-2♠-3♣ = hearts, NF	
2♥		6		(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+♠	3d seat: weak with both majors (4+)
2♠		6		(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 or singleton H	3♣: MOD PUP; 3R: TRF; 3♠: mm; 4m/M = SI M/m	2NT-3♣-3♥ = no 4/5M 2NT-3♣-3♥-3♠/3NT = TRF to 3NT/5♠+(3)4♥	
3x		6		preemptive (3-9 HCP)	1st step artificial		Wide range
3NT	X	7		good 4M opening	4♣ = TRF to 4♦/4♥; 4♦ = light S/T; 4M = S/O		
4x		7		preemptive (3-10 HCP)			Wide range
4NT	X	11		minors			
5m		8		preemptive			
<b>HIGH LEVEL BIDDING</b>							
First and second round controls, Last Train							
RKCB (41/30/52/52+TQ) with 4♣ keycard ask for clubs and hearts							
Exclusion Blackwood (0/1/1+Q/2), DOPI-ROPI and DEPO							