

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Style = natural, 6-16 HP
Responses = natural, two-way cue bid
Fit jumps
Good-Bad 2NT in competition
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15 – 17 (18)
11 - 14 in reopening (no stop required)
Responses: System ON (disregarding opening opps)
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak (5 – 11)
2 NT Unusual
Reopen: strong jump overcalls
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct = Michaels
Jump = Gambling (asks stop)
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Multi Landy in 2 <sup>nd</sup> hand, natural in 4th
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Double = take out (ex Fishbein after transfer preempts)
World convention (Leaping Michaels)
Multi Landy after 3NT Gambling
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
After strong 1♣: 1NT = transfer ♣, 2-level = DONT
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
System ON
Rdbl = 9+ HP
2m – (dbl) – rdbl = relay (does not promise strength)

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3rd / 5 <sup>th</sup>	3rd / 5 <sup>th</sup>	
NT	4th	3rd / 5 <sup>th</sup>	
Subseq			
Other: King for count, Ace for attitude			
If raised, top of nothing in partners suit			
<b>LEADS = standard, Kantar (10, 9 &amp; 8)</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x)	AKQx, AKJx(x)	
King	AK, AKx(x), KQ	KQJ, KQ10x(x)	
Queen	QJ(x)	QJ10, QJ9	
Jack	J10(x)	J109, J108	
10	KJ10(x), AJ10(x), 10x	KJ10(x), AJ10(x), 1098	
9	K109, Q109, 9x	A109, K109, Q109, 9x	
Hi-X	even	even	
Lo-X	odd	odd	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	L / H	count	Italian
Suit 2	Lavinthal		
3			
1	L / H	count	Italian
NT 2	count		
3			
Signals (including Trumps): inverted Smith Call (Odd Ball)			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Standard, also after 1NT – (something) – X = take out			
After 2♦ multi: 2♥ = take out, short ♠ (12-16, not forcing)			
2♠ = take out, short ♥ (12-16, not forcing)			
After weak 2 – (X) – pass ---→ Lebensohl (also in 4 <sup>th</sup> seat)			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support DBL/RDL			
Lightner, Rozenkrantz			

W B F CONVENTION CARD
<b>CATEGORY:</b>
<b>TEAM: DUA 1</b>
<b>PLAYERS: Kristof De Cnodder 25056</b>
<b>Alex Thomas 22759</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5 card Major with longest minor, preference ♣
1NT 15-17
Double deux (3way checkback )
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♣ Ekren (can be weak with both Majors 4/4)
2♦ Multi
2♥/♠ Muiderberg
2 NT up to 3NT: all transfer openings
<b>SPECIAL FORCING PASS SEQUENCES</b>
1NT – (X) – pass forces opener to XX, promising weak bi-color with non touching suits OR a strong hand to play 1NT XX
<b>IMPORTANT NOTES</b>
Opening = in 3rd seat rule of 18 (HP + 2 longest suits) for 1S or 1H, else rule of 20
<b>PSYCHICS:</b> happened before in 3 <sup>rd</sup> seat

OPENING	ARTIFICIAL	MIN. CARDS	NEG.DBL THRU					
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND	
1♣		3	6♠	12-20	T-Walsh, Inverted minors, 2♠ fit 6-7 HP, 2NT fit 8-9 HP, 3♣ fit 0-5 HP	After inverted minors 1m – 2m: 2♥ = 12-14 HP, 2♠ = 15-17 HP 2NT = 18-20 HP, splinters = 15+ HP Third Suit Forcing	No 3th forcing	
1♦		3	6♠	12-20	Inverted minors, 2NT fit 6-7 HP, 3♣ fit 8-9 HP, 3♦ fit 0-5 HP			
1♥		5	6♠	11-20	1♥/♠ – 2♥/♠ 6-9 HP 3-card fit	After 2NT: 3 M = minimal, 3♣ = 15-17 HP 3♦ = 18-19 HP, 3 other M = any void 10-13 HP 3NT = splinter ♣ 11 – 14 HP 4♣ = splinter ♦ 11 – 14 HP 4♦ = splinter other M 11 – 14 HP 4 M = 13 - 14 HP balanced	2♣ Reverse Drury rebid 2M = minimal	
1♠		5	6♥	11-20	1♥ – 2♠ & 1♠ – 3♦ invite 3-card fit 1♥ – 3♦ & 1♠ – 3♥ GF 3-card fit 1♥/♠ – 3♣ 6-9 HP 4-card fit 1♥/♠ – 2NT 10+ 4-card fit, Splinters (11-14) 1♥/♠ - 3/4♥/♠: 0-5 HP 4+card fit			
INT				15-17 (5-card Major possible)	2♣ can be weak/no major, 4X transfer 3♦ both M 55, Texas, 4 NT Quantitative	Smolen, Minor Suit Ask, After intervention : Rubensohl & take out doubles		
2♣	X			OR GF unicolor OR 22-23 / 26-27 NT OR 5-11 HP min 44 Majors (EKREN)	2♦ relay (max 16 HP, +/- same length ♥/♠ ) 2♥/♠ preference (NF) 2NT strong relay (min 14 DP) 3♥/♠ barrage, 3♣/♦ natural forcing 6+card	After 2NT: 3♣ = weak & min., 3♦ = weak & max with 4-4M, 3♥ = weak & max longer ♥, 3♠ = weak & max longer ♠, 3NT = GF minor 4♣/♦ = splinter weak 5-5M, 4♥/♠ = GF		
2♦	X			OR SF unicolor OR 20-21 / 24-25 NT OR 5-10 HP 6-card Major (MULTI)	2♥ waiting (NF), 2♠ limit ♥ (NF) 2NT strong relay (min 14 HP) 3♥ barrage Pass/Correct, 4♣ asks transfer M 4♦ both Majors, 4♥/♠ to play	After 2NT: 3♣ = weak♥ & not max, 3♦ = weak♠ & not max, 3♥ = weak♠ & max, 3♠ = weak♥ & max After 2m – 2x - 2NT: Puppet Stayman, 4 NT Quantitative, Minor Suit Ask		
2♥/♠	X	5		5-10 HP, 5-card M + min. 4-card unknown minor (MUIDERBERG)	2NT strong relay (min 14 DP) 3♣ Pass/Correct, 3♦ limit M 3M barrage	After 2NT: 3♣= min & 4+card ♣, 3♦= min & 4+card ♦, 3♥= max & 4+card♣, 3♠= max & 4+card♦		
2NT	X			OR transfer preempt ♣ OR 28+ NT OR GF (♦&♥ or ♣&♥ or ♦&♠)	After 20+ 2NT: 3♣ puppet stayman After 20+ 3NT: 3♣ stayman			
3♣	X			OR transfer preempt ♦ OR GF ♥&♠				
3♦	X			OR transfer preempt ♥ OR GF ♠&♣				
3♥	X			OR transfer preempt ♠ OR GF ♣&♦				
3♠	X	7		Gambling AKQxxxx minor	3 NT to play, 4♣ Pass/Correct	<b>HIGH LEVEL BIDDING</b> Splinters RKC Blackwood 41/30, exclusion Blackwood, minorwood DOP1 & DEP1 - REP1 After 4NT : 5NT always Grand Slam Try		
3NT	X	7		Preempt minor (not solid)	4♣ Pass/Correct			
4♣/♦	X	7		Namyat 8 / 9 tricks ♥/♠, min one ace				
4NT	X			Bicolor minors no ace				