DEFENSIEVE EN COMPETITIEVE BIEDINGEN		LEA	DS AND SIG	NALS	W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENING L	EADS STYLE				
1-level: 5+cards 5-17 hcp,New suit=F1 at 1-level, cue-bid = F1,	1	Lead		In Part	ner's Suit	CATEGORY: RED
jump Cue-bid = mixed raise	Suit	3rd/5 <sup>th</sup> flexib	ole		flexible	NCBO: Belgium
2NT= inv+ raise, jump raise = PRE	NT	3rd/5 <sup>th</sup> flexib			flexible	PLAYERS: Rudi <u>Van Mol</u> BEL13780
22/1 11// 14/00, jump 14/00 11/2	Subseq	Attitude	<i></i>		flexible	Inge Schildermans BEL24362
		small cards: pos	sible highest			
		*				
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY
15-18 balanced	Lead	Vs. Suit		Vs. N7		
in balancing seat, 10-14	Ace		ant count signal		K if want count signal	GENERAL APPROACH AND STYLE
Stayman and transfers	King		ant attitude signa		K if want attitude signal	5-card M (F 1NT), 4-card ♦, 1NT: 11-13/11-14 NV, 14-16 V
	Queen	From KQ if w	ant count signal	From K deblock	Q if want count signal + ing	2-over-1 Resp: FG
	Jack	J10		J10		2♣= WK 5+♦ or BAL 21-22/25-26 or GF 2-suiter
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109 or KJT/ A	AJT	109 or 1	KJT/ AJT	or INV 1-suiter
Preemptive jump overcalls	9	98 or AT9/K7	Г9/QТ9	98 or A	T9/KT9/QT9	2♦= WK 5+♥ or BAL 23-24/27+ or GF 1-suiter
unusual NT for 2 lower	Hi-X	Sx,HxSx,xxS	x	Sx,HxS	x,xxSx	$2 \checkmark = WK \ 4 + \checkmark \ 4 + \spadesuit \ (usually \ 5 + 4 +)$
	Lo-X	HxS,xxS,Hxx	xS,xxxxS	HxS,xx	S,HxxxS,xxxxS	2♠= WK 5+♠
Reopen: Constructive	SIGNALS IN	ORDER OF P	RIORITY			
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Par	tner's Lead	Declarer's Le	ead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Ghestem	1 Atti	itude (reversed)	Count (revers	sed)	count	
Jump Q-bid stopper ask (and over weak 2)	Suit 2				Suit-preference	
	3					
	1 atti	tude	Count (revers	sed)	count	
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2				Suit-preference	
Vs. strong NT: Double = 2 major or 5+♣, 2♣	3					
$5+ \blacklozenge$ , $2 \blacklozenge = 1$ major, $2 \checkmark /2 \blacktriangle = 5$ major + minor	Signals (inclu	ding Trumps): U	DCA, Lavinth	al		
vs. weak NT: same but Double = 14+ balanced and 2♣ =Majors	Suit-preference in trumps					
*	Reversed Smith echo					
	DOUBLES					
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT I	OOUBLES (Styl	e: Responses:	Reoneni	ng)	1
Takeout double, 3-level Q-bid = stopper ask, 4-level Q-bid =	Tend to be sha		,,	copem	8/	
Michaels, 4-level jump = 2-suiter, NT bids natural	2223 00 00 511					
, Jr. p y	1					
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24						SPECIAL FORCING PASS SEQUENCES
Vs strong 1 : DBL = $\checkmark$ , 1 $\checkmark$ = $4$ , 1 $\checkmark$ = $4$ +4+same color, 1 $\checkmark$ = $4$ +4+	SPECIAL, A	RTIFICIAL &	COMPETITI	VE DBL	S/RDLS	
same range, 1N=4+4+same shape	Responsive D	oubles, Inverted	Doubles, 2-3 I	Doubles, i		
vs. multi, dbl = 13-15 balanced or 19+	Pass on 4 or 5				•	
OVER OPPONENTS' TAKEOUT DOUBLE						IMPORTANT NOTES
System on, XX = points						
						PSYCHICS: possible but rare

	,	F						
OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1*	,	2	7 🗸	NAT or BAL 17-18 / 14-16 NV	T-Walsh, inverted minors	1 <b>3</b> -1 <b>4</b> -2 <b>V</b> = BAL 4 <b>V</b> , 1 <b>3</b> -1 <b>4</b> -1 <b>V</b> = 3 <b>V</b> or		
1 47			/ <b>V</b>	/ 11-13 V, longer ♦ possible	1 Walsh, inverted infiners	UNBAL 4♥, 1♣-1 ♦-3 ♦= 17-18 BAL 4♥		
				, II Ib v, longer v possione		Similar responses w/ •, 2-way checkback		
1 ♦		4	7♥	NAT	Natural, inverted minors, 2N = NAT INV	2-way checkback		
1♥		5	7♦	Natural	Natural, F 1NT, 2/1 GF, 2NT FIT, Fit Jumps	1♥-1NT-2♠ = Gazzilli	Can be very light in 3 <sup>rd</sup>	
							Reversed drury, 1N NF	
1 🛦	,	5	7♥			1♠-1NT-2♠ = Gazzilli		
1NT	√		7♥	1+2 NV: 11-13, 3+4 NV:11-14	Stayman, jacoby, 2 \$\delta/2\nt TRF to m,			
				V: 14-16	NV: 3♣ wk m, 3♦, str m, 3♥:wk ♥, 3♠ wk ♠ V: 3♣ wk m, 3♦, str m, 3♥: 4c ♥ F, 3♠: 4c ♠ F			
2*	$\sqrt{}$	0	7♥	WK 5+♦ or BAL 21-22/25-26 or GF 2-suiter or INV 1-suiter	2 ◆ = To play vs. WK  6+ ♦ 2N = (R)	After 2NT rebid :3 $\clubsuit$ = Modified Puppet Stayman, Jacoby, 3 $\spadesuit$ = Minor suit stayman, 4 $\clubsuit$ =ST $\heartsuit$ , 4 $\diamondsuit$ =ST $\spadesuit$ , 4 $\blacktriangledown$ =ST $\spadesuit$		
2♦	$\sqrt{}$	0	3♦	WK 5+♥ or BAL 23-24/27+28	2♥=To play vs. WK 5+♥			
				or GF 1-suiter	2N = (R)			
2♥		4		WK 4+♥ 4+♠ (usually 5+4+)	2♠=Preference			
					2N = (R)			
2 🏚		6	3♥	WK 5+♠	2N = (R)			
2NT			7♥	19-20				
3 <b>.</b>				WK 6+ ♣	3x = F			
3♦				WK 6+ ◆	3x = F			
3♥				WK 6+ ♥	3x = F			
3 <b>A</b>				WK 6+ ♠	3x = F			
3NT	V	0		GAMBLING, no outside A/K				
4.	\ √	0		To Play				
4 ♦	V	7		To Play To Play				
4♥		7		To Play			+	
4 <b>∧</b> 4NT		/		10 Flay			+	
4N1 5 <b>♣</b>				To Play		HIGH LEVEL B	IDDING	
5 <b>♦</b>				To Play		1430 RKC, Splinters, Exclusion Blackwood 1430, DOPI/ROPI/DEPO		
J.				1011111		Last Train, non forcing 3NT after M fit, non forcing pass		
						Last Train, non forcing 3111 arter in in, non forcing pass		