

DEFENSIEVE EN COMPETITIEVE BIEDINGEN
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
1-level: 5+cards 5-17 hcp, New suit=F1 at 1-level, cue-bid = F1, jump Cue-bid = mixed raise
2NT= inv+ raise, jump raise = PRE
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 balanced
in balancing seat, 10-14
Stayman and transfers
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Preemptive jump overcalls
unusual NT for 2 lower
Reopen: Constructive
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Ghestem
Jump Q-bid stopper ask (and over weak 2)
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Vs. strong NT: Double = 2 major or 5+♣, 2♣
5+♦, 2♦ = 1 major, 2♥/2♠ = 5 major + minor
vs. weak NT: same but Double = 14+ balanced and 2♣ = Majors
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Takeout double, 3-level Q-bid = stopper ask, 4-level Q-bid = Michaels, 4-level jump = 2-suiter, NT bids natural
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Vs strong 1♣: DBL = ♥, 1♦=♠, 1♥=4+4+same color, 1♠=4+4+ same range, 1N=4+4+same shape
vs. multi, dbl = 13-15 balanced or 19+
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
System on, XX = points

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3rd/5 <sup>th</sup> flexible	3rd/5 <sup>th</sup> flexible	
NT	3rd/5 <sup>th</sup> flexible	3rd/5 <sup>th</sup> flexible	
Subseq	Attitude	3rd/5 <sup>th</sup> flexible	
Other: from 3 small cards: possible highest			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	from AK if want count signal	from AK if want count signal	
King	from AK if want attitude signal	from AK if want attitude signal	
Queen	From KQ if want count signal	From KQ if want count signal + deblocking	
Jack	J10	J10	
10	109 or KJT/ AJT	109 or KJT/ AJT	
9	98 or AT9/KT9/QT9	98 or AT9/KT9/QT9	
Hi-X	Sx,HxSx,xxSx	Sx,HxSx,xxSx	
Lo-X	HxS,xxS,HxxxS,xxxxS	HxS,xxS,HxxxS,xxxxS	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude (reversed)	Count (reversed)	count
Suit 2			Suit-preference
3			
1	attitude	Count (reversed)	count
NT 2			Suit-preference
3			
Signals (including Trumps): UDCA, Lavinthal			
Suit-preference in trumps			
Reversed Smith echo			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Tend to be shape oriented.			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Responsive Doubles, Inverted Doubles, 2-3 Doubles, inverted competition			
Pass on 4 or 5 level			

W B F CONVENTION CARD
<b>CATEGORY: RED</b>
<b>NCBO: Belgium</b>
<b>PLAYERS: Rudi Van Mol BEL13780</b>
<b>Inge Schildermans BEL24362</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5-card M (F 1NT), 4-card ♦, 1NT: 11-13/11-14 NV, 14-16 V
2-over-1 Resp: FG
2♣ = WK 5+♦ or BAL 21-22/25-26 or GF 2-suiter
or INV 1-suiter
2♦ = WK 5+♥ or BAL 23-24/27+ or GF 1-suiter
2♥ = WK 4+♥ 4+♠ (usually 5+4+)
2♠ = WK 5+♠
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Inverted forcing pass
Weak NT
T-walsh
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:</b> possible but rare

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 / 11-13 V, longer ♦ possible	T-Walsh, inverted minors	1♣-1♦-2♥= BAL 4♥, 1♣-1♦-1♥= 3♥ or UNBAL 4♥, 1♣-1♦-3♦= 17-18 BAL 4♥ 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 INT, 2/1 GF, 2NT FIT, Fit Jumps	1♥-1NT-2♣ = Gazzilli	Can be very light in 3 <sup>rd</sup>
1♠		5	7♥			1♠-1NT-2♣ = Gazzilli	Reversed drury, 1N NF
1NT	√		7♥	1+2 NV: 11-13, 3+4 NV:11-14 V: 14-16	Stayman, jacoby, 2♠/2NT TRF to m, 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♣	√	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♣ = Modified Puppet Stayman, Jacoby, 3♠ = Minor suit stayman, 4♣ =ST ♥, 4♦=ST ♠, 4♥=ST♣, 4♠=ST ♦	
2♦	√	0	3♦	WK 5+♥ or BAL 23-24/27+28 or GF 1-suiter	2♥=To play vs. WK 5+♥ 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♣				WK 6+ ♣	3x = F		
3♦				WK 6+ ♦	3x = F		
3♥				WK 6+ ♥	3x = F		
3♠				WK 6+ ♠	3x = F		
3NT				GAMBLING			
4♣	√	0		To Play			
4♦	√	0		To Play			
4♥		7		To Play			
4♠		7		To Play			
4NT							
5♣				To Play			
5♦				To Play			
						<b>HIGH LEVEL BIDDING</b>	
						1430 RKC, Splinters, Exclusion Blackwood 1430, DOPI/ROPI/DEPO , non-serious 3NT, optional RKC (minors)	