	SIVE AND COMPETITIVE BIDDING
OVERCALLS (S	Style: Responses: 1/2 Level; Reopening)
rule of -2 and -3	
light in reopening	
vs 1 <b>♣</b> : ASTRO	2♣=♥+other 5card if only four ♥
	2♦=♠+other 5card minor if only four ♠
ANTE OF EDGAL	r (and ath r · · · · · · · · · · · · · · · · · ·
2 <sup>nd</sup> sound	L (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)
4 <sup>th</sup> 11-14	
+ 11-14	
JUMP OVERCA	ALLS (Style; Responses; Unusual NT)
2NT=55 lowest	( ) - ) - (
3♣=55 highest	
8	
Reopen:	
•	IP CUE BIDS (Style; Response; Reopen)
direct cue=55 out	
	ng/Weak; Reopening)
ASTRO 2♣=♥+	other 5card if only four ♥
ASTRO 2♣=♥+	
ASTRO 2♣=♥+ 2♦=♠+c	other 5card if only four ♥ other 5card minor if only four ♠
ASTRO 2♣=♥+ 2♦=♠+0  VS.PREEMPTS	other 5card if only four ♥ other 5card minor if only four ♠ (Doubles; Cue-bids; Jumps; NT Bids)
ASTRO 2♣=♥+ 2♦=♠+c  VS.PREEMPTS solid in immediate	other 5card if only four ♥ other 5card minor if only four ♠ (Doubles; Cue-bids; Jumps; NT Bids) e position
ASTRO 2♣=♥+ 2♦=♠+c  VS.PREEMPTS solid in immediate courageous in bal	other 5card if only four ♥ other 5card minor if only four ♠ (Doubles; Cue-bids; Jumps; NT Bids) e position ancing position
ASTRO 2♣=♥+  2♦=♠+c  VS.PREEMPTS solid in immediate courageous in bal  VS. ARTIFICIA	other 5card if only four ♥ other 5card minor if only four ♠ (Doubles; Cue-bids; Jumps; NT Bids) e position ancing position L STRONG OPENINGS- i.e. 1♣ or 2♣
ASTRO 2♣=♥+  2♦=♠+c  VS.PREEMPTS solid in immediate courageous in bal  VS. ARTIFICIA vs artificial strong	other 5card if only four ♥ other 5card minor if only four ♠ (Doubles; Cue-bids; Jumps; NT Bids) the position ancing position L STRONG OPENINGS- i.e. 1♣ or 2♣ the pointed/rounded
ASTRO 2♣=♥+ 2♦=♠+c  VS.PREEMPTS solid in immediate courageous in bal  VS. ARTIFICIA vs artificial strong	other 5card if only four ♥ other 5card minor if only four ♠ (Doubles; Cue-bids; Jumps; NT Bids) e position ancing position L STRONG OPENINGS- i.e. 1♣ or 2♣
ASTRO 2*=*+  2*=*+c  VS.PREEMPTS solid in immediate courageous in bal  VS. ARTIFICIA vs artificial strong vs other non-mult	other 5card if only four ♥ other 5card minor if only four ♠ (Doubles; Cue-bids; Jumps; NT Bids) e position ancing position L STRONG OPENINGS- i.e. 1♣ or 2♣ g 1♣: pointed/rounded i strong opening: pointed/rounded
ASTRO 2*=*+  2*=*+c  VS.PREEMPTS solid in immediate courageous in bal  VS. ARTIFICIA vs artificial strong vs other non-mult  OVER OPPONE	other 5card if only four ♥ other 5card minor if only four ♠  (Doubles; Cue-bids; Jumps; NT Bids) the position ancing position L STRONG OPENINGS- i.e. 1♣ or 2♣ the pointed/rounded
ASTRO 2	other 5card if only four ♥ other 5card minor if only four ♠ (Doubles; Cue-bids; Jumps; NT Bids) e position ancing position L STRONG OPENINGS- i.e. 1♣ or 2♣ g 1♣: pointed/rounded i strong opening: pointed/rounded

			ADS AND SI	GNALS	S	
OPENI	NG LEA	DS STYLE	C			
			Lead		In Partner's Suit	
Suit		3 <sup>rd</sup> /5 <sup>th</sup>		par	parity	
NT		3 <sup>rd</sup> /5 <sup>th</sup>		par	parity	
Subseq		Lo-X promises / parity			Lo-X promises / parity	
Other:						
LEADS	S					
Lead		Vs. Suit		Vs	. NT	
Ace						
King						
Queen		standard				
Jack						
10						
9						
Hi-X		parity		top	top of nothing	
Lo-X		parity		fro	from strength	
SIGNA	LS IN O	RDER OF	PRIORITY			
	Partner	's Lead	Declarer's I	Lead	Discarding	
1	direct		parity if neede		unwanted suit	
Suit 2						
3						
1	direct	direct		parity if needed		
NT 2						
3						
		ng Trumps)	) <b>:</b>		•	
no trum	p signals					
			DOUBLE	S		
TAKE	OUT DO	UBLES (St	yle; Responses	s; Reop	pening)	
sound						
support	DBL and	RDBL				
			& COMPETIT	TIVE D	BLS/RDLS	
			partner's suit			
				111		
	after DBL	of partner	s suit=A/K and	1 I + X		
RDBL			ition after 1NT		minors	

## W B F CONVENTION CARD RBBF - IIIB: BCWH1 PLAYERS: Luc DE CRAENE 10909 **Peter LAMOTE** 20343 SYSTEM SUMMARY GENERAL APPROACH AND STYLE 5card majors, longest minor – 1♣ with equal length in ♣ and ♦ 1NT=15-17, 2♣ Stayman, transfers to all suits, 3♣ Niemeyer 2♣♦♥ multi: weak in transfer or strong 2♠ 55 minors and 7LTC 2NT3 ♠ ♥ ♦ transfer pre-empts or twosuiters 3♠NT Gambling SPECIAL BIDS THAT MAY REQUIRE DEFENSE 2-bids weak in transfer 3-+bids pre-empts in transfer or twosuiters ASTRO defense after 1. NT SPECIAL FORCING PASS SEQUENCES none IMPORTANT NOTES

PSYCHICS: never

	AL.	)F						
OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1 <b>.</b> 1 ♦		3		longest minor				
1 ♥ 1 ♠		5		5+card	Bergen Raises Drury after 3 <sup>rd</sup> /4 <sup>th</sup> hand opening			
INT			]	balanced 15-17	2. Stayman / 3. Niemeyer transfers to all suits			
2*		0	2	weak ◆ semi-forcing	relay non-relay=strong			
2♦		0	3♥	weak ♥ semi-forcing	relay non-relay=strong		normal	
2♥		0		weak <b>A</b> forcing	relay non-relay=strong			
2.		0		55 minors 7LTC	2NT for relay and pass/correct otherwise forcing			
2NT				pre-empt in */twosuiter with *	relay			
3.		0		pre-empt in ♦/twosuiter with ♦	relay			
3 <b>♦</b>		0		preempt in ♥/twosuiter with ♥	relay relay			
3 <b>∨</b> 3 <b>∧</b>		0		preempt in A/twosuiter with A AKQxxxx in minor	3NT / 4. for pass/correct			
3NT		U		A(K/Q)Jxxxx in minor		+		
4 <b>.</b>		0		constructive with long ♥	3NT / 4♣ for pass/correct	+		
4 •		0		constructive with long •				
<b>4</b> ♥		7		pre-empt in ♥				
<b>4</b> ♠		7		pre-empt in ♠				
				T T T				
						HIGH LEVEL BIDDING		
						RKC 13/14/2		
						4* if directly after 1NT		
						splinters and control bids: standard approach		
			1					