DEFENSIVE AND COMPETITIVE BIDDING	I FADC AND CICNAL C					
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	LEADS AND SIGNALS OPENING LEADS STYLE					
1 level: 8-15 HCP resp after 1x-1M: 3M: 4+ SUPP (even weak);	OFENING	Lead		In Dort	ner's Suit	
CUE: F1; CUE w/ jump: strong, 4+SUPP 7;	Suit	ATT			(but J 10x, 10 9x	
2M: 6-10 HCP (evt. followed by L/S trial); 2m: NF	NT	ATT (but see	helow)		(but $\underline{\mathbf{J}}$ 10x, $\underline{10}$ 9x)	
2 level w/ jump: WK, 6+c	Subseq	ATT (but see	ociow)	Count (out <u>3</u> 10x, <u>10</u> 77		
2 level w/ julip. Wix, 6/c		T: K asks for unblo	ck or count:	10 or 9: 0 o	or 2 higher cards	
		it: K asks for coun			8	
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS					
2 nd : 15-17(18) HCP. Responses same as after own opening 1NT	Lead	Vs. Suit		Vs. N	Γ	
however: 2♣ (after 1m): STAY; TRF to opening M: 4c in oM	Ace	classic		classic		
4th: 11-14 HCP. Responses same as after own opening 1NT	King	K, Kx		K, Kx		
however: 2♣ (after 1m): STAY; TRF to opening M: 4c in oM	Queen	Q, Qx, QJ(+)),	Q, Qx, QJ(+),		
to the second se	Jack	J, Jx, J10x, J108(+)		J, Jx, J10x, J108(+)		
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	10, 10x, 109		10, 10x, 109(+)		
(1X)-2NT: 5+/5+ in lowest remaining suits	9	classic	\	classic		
(1X)-2Y: WK, 6+ c	Hi-X	highest		highest		
	Lo-X	highest		highes	t	
Reopen:	SIGNALS 1	IN ORDER OF PI	RIORITY			
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Pa	artner's Lead	Declarer's I	_ead	Discarding	
(1X) - 2X: 5+ in highest unbid suit and 5+ in another unbid suit	1 co	1 count if asked, else ATT			Lavinthal	
	Suit 2 hi	gh encouraging			1	
	3					
		ount if asked, else	ATT		Lavinthal	
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2 hi	gh encouraging				
vs strong 1NT: Multilandy DBL=6+c m; 2♣=MM; 2♦= 6+c M	3	.g.r enrearingg				
2M= 5+M/4+m; 2NT=5+/5+ mm	Signals (inc.	luding Trumps):				
vs weak 1NT: Multilandy, however: DBL = opening values	Smith	ruumg Trumps).				
15 weak 11(1) Dutaitandy, nowever DDL – opening values	Simui					
	DOUBLES					
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT	DOUBLES (Style	e; Responses	; Reopeni	ng)	
vs weak two and Muiderberg: 2NT: 15-18 HCP			<u> </u>	-	<u> </u>	
DBL: good values, resp 2♠ NAT, 2NT ambiguous F1, LEB princ.;						
4m: 5+/5+ m/oM: 2♠ or 3 w/o jump: NAT, opening values						
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♠						
vs strong 1 ♣ : DBL=MM, 1 •=5m+4 ♠ ; 1M=NAT; 1NT=6+c m;	1					
$2m=5+c m+4 \checkmark$; $2M=6+c M$, $2NT=mm$	1					
OVER OPPONENTS' TAKEOUT DOUBLE	SPECIAL.	ARTIFICIAL & (COMPETIT	IVE DBL	S/RDLS	
1NT-DBL-?:2DBL: opener is forced to pass, responder takes lead.		ise of SUPP DBL				
2 ♦ /♥: TRF; RDBL: 8+ HCO; 2 ♠: 5+/5+ mm	Generalised DOPI and ROPI principles (on 5-level: DOPE)					
1X-(DBL)-RDBL: high power			* `		•	
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W B F CONVENTION CARD CATEGORY: ALL PLAYERS: Galle Patrick 10012 10007 Serras Jan SYSTEM SUMMARY GENERAL APPROACH AND STYLE Major 5, Diamond 4 1NT: 15-17 HCP SPECIAL BIDS THAT MAY REQUIRE DEFENSE 2♥/♠: 6-11 HCP, 6+ cards 2♠: a) 7-10(11) HCP MM; b) Semi F (8/9 tricks); c) 23-24 HCP 2♦: strongest opening bid, FG 3♣/•: (12)13-16 HCP, 6+cards Modified Ghestem Lebensohl SPECIAL FORCING PASS SEQUENCES IMPORTANT NOTES

PSYCHICS: no; tactical bids possible

G G OF									
OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES		SUBSEQUENT ACTION	PASSED HAND BIDDING	
1♣	✓	2	4♥	11-20(21) HCP	NAT; 1NT: 6-9(10) HCP		1♣-1M-1NT-2♣: CB STAY; 4 th suit F1		
					2 ♦ / ♥ / ♠: weak, up to 7 HCP, 6+cards				
1♦		4	4♥	11-20(21) HCP	NAT; 1NT: 6-9(10) HCP		1♦-1M-1NT-2♣: CB STAY; 4 th suit F1		
					2♥/♠: weak, up to 7 HCP, 6+cards		3 rd suit F1		
1♥		5		11-20(21) HCP	NAT; 1NT: 6-9(10); 2 : weak, up to 7 HCP,	6+c;	after 1♥-2♥: L/S trial pas-1♥-2♣: Drury		
					2NT: FG 4+c SUPP			rebid 2♦: WK (or NAT)	
1♠		5		11-20(21) HCP	NAT; 1NT: 6-9(10) HCP	HCP after 1 \(\blacktriant \) 2 \(\blacktriant \) trial pas-1-		pas-1♠-2♣: Drury	
					2NT: FG 4+c SUPP			rebid 2♦: WK (or NAT)	
INT				15-17 HCP: 5cM possible	2♣ STAY, can be weak with both M; 2♦/♥: T	RF	after 1NT-2♣-2♦: 3M Smolen 4c M+5c oM		
					2♠: TRF for unknow m; 4♣/♦: TRF for 4♥/♠				
2♣	✓	0		a) MM (5+/4+) 7-10(11) HCP	2NT: 14+HP F1, otherwise 2◆/▼/♠:		after $2 \checkmark / \checkmark / \clubsuit$: with a): P/C; with b): 2NT; with c): 3 in long suit		
				b) or (semi)BAL 23-24 HCP	2♦: no preference vs. weak MM		after 2NT: w/ a): w/7-8: 3♠ (3 ♦ F1),:w/9-10: re	ebids 3 ♦/♥/♠/ NT in Smolen style;	
2	√			c) or semi forcing (8/9 tricks)	2♥/♠: clear preference vs. weak MM		w/ b): 4NT; w/ c): 4 in long suit		
2♦	V	0		strongest opening bid FG	2♥: 0-7 w/o A; 2♠: 4-7 w/ A; 2NT: 8+ w/o A;				
2**				25+ HCP or game valuesl	3♣: 8+ w/1A or 2K; 3♦/♥/♠: 2A C/R/M; 3N				
2♥		6		6+c, 6-10(11) HCP	2NT: F1 14+ asking for shortness (0/1); others: NF		after. 2NT: 3 ♣/♦/♠: 0-1; 3♥: no S/S; 3NT: 6c. AKQ; 4♥: 7+ c at least KQJ		
2 .		6		6+c, 6-10(11) HCP	2NT: F1 14+ asking for shortness (0/1); others: NF		after 2NT: 3 ♣/◆/▼: 0-1; 3 ♠: no S/S; 3NT: 6c. AKQ; 4 ♠: 7+ c at least KQJ		
2NT				20-21 HCP (semi)BAL	3 . asking for 4/5 cM; 3 . √√/ TRF)		after $3 \clubsuit$: $3 \spadesuit = 1$ or $2 4cM$; $3 \blacktriangledown = 5c \blacktriangledown$; $3 \spadesuit = 5c$	*; 3NT= no 4 or 5card M	
2.		((12)13-16 HCP	3NT 54(xx)				
3 ♣ 3 ♦	_	6		(12)13-16 HCP (12)13-16 HCP	NAT, M=5+ card				
3 ♥		7		PRE	NAT, M=5+ card				
3♠		7		PRE					
3NT		1		Gambling, 7+c m AKQ (in 1st or 2	2^{nd} hand no outside A/K) 4/5 . :	or D/C	 		
3111				Gambing, 7+c in ARQ (in 1 or 2	2 Hand no outside $A(\mathbf{K})$ 4/5	OI I/C			
4 ♣		7		PRE					
4		7		PRE					
4♥		7		PRE					
4♠		7		PRE					
4NT									
5 ♣							HIGH LEVEL BI	DDING	
5♦							General approach: 4NT Modified Blackwood 3014		
5♥									
5♠									