

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1/2 Level; Reopening)</b>
Style : NAT ; Responses : 1/1 F1 ; 2/1 NF ; 2/2 F except in COMP ;
Cue = force
Reopening : NAT
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> position : 16 - 18 ; 4 <sup>th</sup> position live: to win (except passed hand
status: showing 2-suiter 5/6 – 4) ; reopening position 11 – 14
Responses : Stayman/Transfers on 1m ; Transfers on 1M
Reopening : 1NT after 1♠ opening = up to 16 H (2♣ relay)
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Style : weak (very weak if non-vul. vs vul.); serious if vul.
Unusual NT = lowest suits
Reopening : Style: intermediate
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct cue bid : 2-suiter (highest suits) even 1♣ 2♣
Jump cue bid asks for stopper to play 3NT
Idem in reopening
<b>VS. NT (vs. Strong/Weak; Reopening)</b>
X = penalty style ; 2 <sup>nd</sup> hand : 2♣ = ♥and ♠ ; 2♦ = Multi; 2♥/♠ = ♥/♠/+ m ; 4 <sup>th</sup> hand : 2♣ = ♥and ♠ ; other NAT
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Doubles = take-out till 4♥
Cue bid and another minor at the 4-level = 2 suiter
<b>VS opp. 2-suiter</b>
Lowest cue : fit limit ; highest cue = 4 <sup>th</sup> suit ; 4 <sup>th</sup> suit = NAT F1
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
X = Majors; NT = minors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Redouble 10+; 2NT & 3NT sound raise; 1/1 F1; 2/1 NF

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In partner's suit	
Suit	Standard count	Idem	
NT	2 <sup>nd</sup> / 4 <sup>th</sup> best; top of nothing	Standard count	
Subseq.			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK short	AK short	
King	AK long / KQ...	Good suit, asks to unblock	
Queen	QJ...	KQ short, AQJ... / QJ...	
Jack	KJ10... / J10...	AJ10... / KJ10... / J10...	
10	K109... / Q109... / 109...	Honour 109 / 109...	
9	Honour 98... / 98...	Honour 98 / 98...	
Hi-X	Even	Even	
Lo-X	Odd	Odd	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Upside down att.	Standard count	Odd = encouraging
Suit 2	Standard count	Standard suit pref.	Even = suit pref.
3	Standard suit pref.		
1	Upside down att.	Standard count	Odd = encouraging
NT 2	Standard count	Standard suit pref.	Even = suit pref.
3	Standard suit pref.		
Signals in the trump suit: Upside down count; suit pref.			
Smith signals against NT with small cards (both sides)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Style : NAT; Responses: NAT (Cue = force)			
Reopening : NAT			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
A lot of responsive & value doubles; Lightner double			

W B F CONVENTION CARD
<b>CATEGORY: E.B.L. &amp; R.B.B.F. CHAMPIONSHIPS</b>
<b>PLAYERS:</b> Damien CALAS - Guy VAN MIDDELEM -Tom Wauters
<b>SYSTEM SUMMARY</b>
GENERAL APPROACH AND STYLE
5 cards Major - 1♦ good 4 - 1♣ may be 2 cards
1NT 15–17 - 2NT 20-21
2♣ strong : 22-23 or 25-26 BAL or Acol ♠/♦/♣ or FG in ♥
2♦ strong : 24-25 or 27+ BAL or FG ♠/♦/♣ or Acol in ♥
2♥ : weak, even very weak in 1 <sup>st</sup> and 3 <sup>rd</sup> hand if non-vul. vs vul.
2♠ : weak, even very weak in 1 <sup>st</sup> and 3 <sup>rd</sup> hand if non-vul. vs vul
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
3NT: gambling - no side Ace or King (position 4 : to play)
4♣ sound ♥ (position 4 : natural, to play)
4♦ sound ♠ (position 4 : natural, to play)
3m or 3M : natural (very destructive in pos. 1 and 3 if NV ag. V
<b>SPECIAL COMPETITIVE SEQUENCES</b>
After 2any double pass: 2NT = negative or any GF with other M
After 1any 2jump: we play transfers from 2NT
After 1M (1NT) : natural ; after 1m (1NT : Multi-Landy
A lot of ‘scrambling’ 2NT in competition
Natural trial bids looking for complement ; 2NT general
1X pass 1NT 2Y : double = PEN if X = m, t/o if X is M
1NT X 2X X = t/o ; 1NT X 2X p p X : t/o
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:</b> Light 3 <sup>rd</sup> hand openings

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	*	2	4♥	NAT, may be 2 cards, may be 4 bad ♦ ; 10-22 HCP	NAT (♦ may be bypassed) - strong single jumps – spl – inverted support	Relay after 2NT rebid by opener, Double 2 after 1X 1Y 1Z, 3 <sup>rd</sup> suit, 4 <sup>th</sup> suit, splinters	Fit jumps
1♦		4	4♥	NAT 10-22 HCP	NAT - strong single jumps – inverted support	Relay after 2NT rebid by opener, Double 2 after 1X 1Y 1Z, 3 <sup>rd</sup> suit, 4 <sup>th</sup> suit, splinters	Fit jumps
1♥		5	4♦	NAT 10-22 HCP	NAT - 1NT F1 after 1 <sup>st</sup> /2 <sup>nd</sup> hand - strong single jumps - 2NT = fit, limit or + ; splinters	Relay after 2NT rebid by opener, Double 2 after 1X 1Y 1Z, 4 <sup>th</sup> suit, splinters	2♣ relay with passed hand = Inverted Drury; fit jumps
1♠		5	4♦	NAT 10-22 HCP	NAT-- 1NT F1 after 1 <sup>st</sup> /2 <sup>nd</sup> hand - strong single jumps - 2NT = fit, limit or + ; splinters	4 <sup>th</sup> suit, splinters	2♣ relay with passed hand = Inverted Drury; fit jumps
INT			4♥	(14)15–17	F1 Stayman with 3 responses - 2 level transfers 3♦ : 3-1-(4-5) ; 3 : 1-3-(4-5) ; 3 : 2-2-(4-5)	Transfer from 2NT if comp; Smolen; 4 level transfer	
2♣	*		3♦till 4♥	strong 22-23 or 25-26 BAL or Acol ♠/♦/♣ or FG in ♥	2♦ waiting ; other : good suit	2♣ 2♦ 2♥ : FG (other NF) followed by 2♣ relay	
	*		3♦till 4♥	strong 24-25 or 27+ BAL or FG ♠/♦/♣ or Acol in ♥	2♥ waiting ; other : good suit	2♦ 2♥ 3♥ : Acol type, NF (other FG)	
2♥		6 (5)		NAT, weak or very weak	2NT relay		
2♠		6 (5)		NAT, weak or very weak	2NT relay		
2NT			4♥	20–21	Stayman 3 responses - transfers for ♥/♠ - 3♠ =		
					minors - 4 level = double transfer		
3♣		7 (6)		NAT, weak or very weak	New suit F1		
3♦		7 (6)		NAT, weak or very weak	New suit F1		
3♥		7 (6)		NAT, weak or very weak	New suit F1		
3♠		7 (6)		NAT, weak or very weak	New suit F1		
3NT		7		Gambling - no outside Ace/king	4♣ pass or correct ; 4♦ relay		
4♣		7 (8)		Sound ♥	4♦ relay		
4♦		7 (8)		Sound ♠	4♥ relay		
4♥		7 (8)		NAT, weak or very weak			
4♠		7 (8)		NAT, weak or very weak			
4NT				Minors weak			
5♣		8 (9)		NAT, weak		HIGH LEVEL BIDDING	
5♦		8 (9)		NAT, weak		KCBW 41-30 with Q ask ; control bids ; splinters ; PAPA if intervention on 4NT	
5♥						Josephine ; Lightner doubles	
5♠							

