DEFENSIVE AND COMPETITIVE BIDDING		IFA	ADS AND SIG	CNAIS	W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENIN	G LEADS STYLE	AND BIC	GIVALO	W DT CONVENTION CARD	
Style: Natural, 5+-card, good color	Lead In Partner's Suit					CATEGORY: Westrand 1
Responses: Natural; cue = forcing Reopening: natural 5+card; 1NT = 15-18 HP					NCBO: Belgium	
Reopening: natural 5'-card; IN1 = 15-18 HP	NT Subseq.	small promises; top	or sequence, t	top of nothin	PLAYERS: Huybrecht Emile (28704) Wauters Tom (28055)	
Dbl = take-out; later bid = 17+ HP	Subseq.					
ANTE ON INDICATE AND						GVGMAN GVIGAL DV
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY
2 nd / 4 th position: 15-18 HP / 11-14 HP		Lead Vs. Suit Vs. NT				
Answers: same as on our own 1NT-opening	Ace Attitude			same		M: 5 1B: 14/ 1:00
	King	Count	same		OI()	Majors 5 and Diamonds 4 (may differ)
		Top of sequence			- ' '	2♣ and 2♦ = multi
	Jack	Top of sequence		`	A)(K)J10x(x)	2 ♥ = weak with both majors
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	Top of sequence			A)(K)(Q)(J)109(x)	2♠ = Muiderberg
Style: 1-suited: weak 6 ⁺ -card		Top of sequence or	top of nothing	same		Weak 1NT (when not-vul)
2-suited: some form of Michaels	Hi-x					_
Responses: natural	Lo-x					_
Unusual NT = 2 lowest unbid colors						
	SIGNAL	S IN ORDER OF P	_			
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's Lead	Declarer's I	Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Style: some form of Michaels	Suit	Italian; Lavinthal	-		Italian; Lavinthal	
Jump: asks stopper for 3NT						Reverse Drury
Responses: natural						All opening-bids on 2-level
Reopening: same	NT	Italian; Lavinthal	-		Italian; Lavinthal	Bergen raises
VS. NT (vs. Strong/Weak; Reopening; PH)						_
Strong NT: color = that color + a higher color; Dbl = single-suited						
Weak NT: color = that color + a higher color; Dbl = points	-					4
Reopening: same	-					SPECIAL FORCING PASS SEQUENCES
Passed hand: same			DOUBLES	S		
NO DEELMES OF THE COLUMN NEW YORK	TAKEO	UE DOLIDI EG (G)	l D	D.	,	
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		UT DOUBLES (Sty	ie; Kesponses	s; Reopenin	4	
Natural; Dbl = opening	Style: na				┥├──	
Cue: asks for stopper		es: natural			OTHER IMPORTANT NOTES	
VS. WEAK 2's	Reopenii	ng: natural 8+ HP				OTHER IMPORTANT NOTES
Color = Natural, 5 ⁺ -card and opening	l					ANT DVC D1 1-1-1 1 (1/4 0/2)
2NT = 15-18 HP; 3NT = to play, 18 ⁺ HP	CDT CY	I ADDIES COLOR	COMPANY		(DDDI C	4NT = RKC Blackwood (5 keycards) $(1/4 - 0/3)$
Dbl = take-out or 17 ⁺ HP	SPECIA	L, ARTIFICIAL &	COMPETIT	IVE DBLS	RDBLS	4
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24	Donalty 1	Obl: if 2 majors are b	id and after in	ntomion o	avon 1NT	-
	1 chany 1	on, ii z majois are t	na ana aner il	neivenion (JVCI 11V1	1
OVER OPPONENTS' TAKEOUT DOUBLE						
Support bids only promise fit, no promises on points (can be weaker						_
compared to the same bid without takeout double)						
						11

g	IF). OF	7							
OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING			
1.*	X	2	X	11-19 HP	Natural; Jump = long suit + GF*	Double-Deux				
1 •		4	X	11-19 HP		Double-Deux				
1♥		5	X	11-19 HP	Natural; Reverse Drury; Jump = long suit, GF*	Double-Deux; describe more after 2SA				
1 🛦		5	X	11-19 HP	2SA-fit; (modified) Bergen;	describe more after 2SA				
1NT	X	2		11-14 HP when not-vulnerable, 15-17 HP when vulnerable Any 5-card possible Can have 6-card minor Possibly with 2 doubletons	- 2♣ = Stayman - 2♠/♥ = Jacoby-transfer - 2♠ = asks min/max - 2NT = any minor-transfer - 3♣ = Puppet Stayman - 3♠/♥/♠ = long suit and GF*	- Super-accepts on Jacoby-transfer - Smolen - Minor Suit Asking (3* rebid) (= asking for 4- or 5-card in minor suit)				
2.	X	0	X	- 7/8 tricks with unknown trump - 22-23 with NT-distribution - no opening, length in ◆	- 2 ◆ = relay - 2 ▼/ ◆ = to play - 2NT = forcing	On 2 •: pas / bid suit / 2NT On 2NT: 3 • weakest / 3 • a bit more / strong				
2 •	X	0	X	- 9/10 tricks with unknown trump - 24 ⁺ HP and NT-distribution - no opening, length in ♥ or ♠	- 2♥ = relay - 2NT = forcing	On 2♥: pas / correct 2♠ / bid suit or NT On 2NT: * 3♣/♦ = weakest ♥/♠ ("min") * 3♥/♠ = weak ♥/♠ a bit more				
2•	X	4	X	No opening, at least 5/4 in majors (unknown distribution)	- 2NT = forcing - all other = non-forcing	On 2NT: *3*/• = 5-card */• + a shortness *3*/• = 5-card */• ; no shortness *3NT = at least 5/5 in */• *4*/• = at least 6-card */•				
2 &	X	5	X	No opening, 5-card ♠ and 4 ⁺ ♣/♦	- 2NT = forcing - 3 = asks for minor	On 2NT: $*3 = minor + a shortness$ *3 = minor (); no shortness				
2NT		2	X	20-21 HP	3♣ = Puppet Stayman 3♦/♥ = transfer for ♥/♠					
3.		6	X	preempt						
3♦		6	X	preempt						
3♥		6	X	preempt						
3♠		6	X	preempt						
3NT	X	0	X	Gambling	4♣ asks to bid suit					
4.		7	X	preempt						
4 •		7	X	preempt						
4♥		7	X	preempt						
4 A	7.	7	X	preempt						
4NT	X	0	X	Bi-color ♣ and ♦		WOW I PARK PARK PARK				
						HIGH LEVEL BIDDING				
						D1P0 and R1P0 after intervention on 4NT Blackwood				

^{* :} GF = game-forcing = forcing manche