DEFENSIVE AND COMPETITIVE BIDDING		I.E.A	ADS AND SIGNALS			W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENIN	IG LEADS STYLE	IDS AND SIGNALS			W BT CONVENTION CHAP	
Style: Natural, 5+-card, good color	OI LIVII	Lead	In Par	tner's Suit	NCBO:	Belgium (RBBF)	
Responses: Natural; cue = forcing	Suit		nises; top of sequence	H licebo.	beigium (RDDI)		
Reopening: Natural 5*-card	NT	. Sinan proi	mses, top or sequence	PLAYERS:	Huybrecht Emile (28704)		
reopening. Natural 5 Card	Subseq.	count	count		Larrens.	Wauters Tom (28055)	
Dbl = take-out; later bid = 17+ HP	1					(1111)	
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1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY	
2 nd position : 15-18 HP / 4 th position : 11-14 HP	Lead	Vs. Suit	Vs. N	Γ			
Answers: same as on 1NT-opening	Ace	AK(x) asking att					
	King		uence asking count			(mostly) diamonds 4 (may differ)	
	Queen	Top of sequence or			1NT opening	depends on vulnerability	
	Jack	Top of sequence or	QJ or KJ10(x)		2♣ and 2♦ = some sort of multi		
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	Top of sequence or	J10(x)		2 ♥ = weak with both majors		
Style: preëmpt	9	Top of nothing or 10			2♠ = Muiderl	berg	
2NT : at least 5/5 in the 2 lowest unbid suits	Hi-x		ted and even nr of car	ds			
Responses: natural	Lo-x	Probably interested					
	SIGNAI	S IN ORDER OF P	PRIORITY				
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's Lead	Declarer's Lead	Discarding	SPECIAL BI	DS THAT MAY REQUIRE DEFENSE	
Cue on minor = at least 5/5 in majors	Sui	t Italian; Lavinthal	-	Italian; Lavinthal			
Cue on major = at least 5/5 in other major + unknown minor						hen not vulnerable	
Jump cue-bid = asks stopper for 3NT						oids on 2-level	
	N7	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 = Multi-Landy; Dbl = points							
					SPECIAL FO	DRCING PASS SEQUENCES	
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)			DOUBLES				
Color = Natural, at least 5-card					When partner	opens, followed by weak-2 intervention	
Dbl = opening	TAKEO	UT DOUBLES (Sty	le; Responses; Reop				
Cue = asking for stopper	Style: na	tural					
		es: natural			<u> </u>		
VS. WEAK 2's	Reopeni	ng: natural 8+ HP		OTHER IMP	PORTANT NOTES		
Color = Natural, 5 ⁺ -card and opening	l						
2NT = 15-18 HP					┛ ┡───		
Dbl = take-out or 17 ⁺ HP	SPECIA	L, ARTIFICIAL &	COMPETITIVE DE	BLS/RDBLS			
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣							
	Penalty	Dbl: if 2 majors are b	oid and after interventi	1			
					↓		
OVER OPPONENTS' TAKEOUT DOUBLE					<u> </u>		
All support bids can be weak, as of 0 points	l				<u> </u>		

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OPENING TICK IF ARTIFICIAL MIN. NO. OF CARDS NEG.DBL		DESCRIPTION RESPONSES		SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING						
1.	X	2	X	10 ⁺ HP	Natural; Jump = long suit + GF*		Double-Deux				
1 •		(2) 4	X	10 ⁺ HP, not always 4-card	7		Double-Deux				
1♥		5	X	10 ⁺ HP	- 3♣ = 6-8 HP and 4-card fit		Double-Deux; describe more after 2SA				
1 🛧		5	X	10 ⁺ HP	- 3 ◆ = 9-10 HP and 4-card fit - 3-support = 0-5 HP and 4-card fit - 2NT = 11 ⁺ HP, fit (3-card or more) + GF*		describe more after 2SA				
INT	X	2		11-14 HP when not-vulnerable, 15-17 HP when vulnerable Any 5-card possible Can have 6-card minor Can be with 2x 2-card	- 2♣ = Stayman - 2♠/♥ = Jacoby-transfer - 2♠ = asks min/max - 2NT = any minor-transfer - 3♣ = Puppet Stayman - 3♠/♥/♠ = long suit and GF*		- Smolen - 3♣ rebid = asking for minor suits				
2*	X	0	X	- 7/8 tricks with unknown trump - 22-23 with (<i>semi</i>)NT-distribution - weak with length in ◆	- 2 ◆ = relay - 2 ♥/♠ = to play - 2NT = forcing		On 2NT : - 3♣ = very weak with ◆ - 3 ◆ = weak with ◆				
2•	X	0	X	- 9/10 tricks with unknown trump - 24 ⁺ HP and (semi)NT-distribution - weak with length in ♥ or ♠	- 2♥ = relay - 2NT = forcing		On 2NT: - 3 ♣ = 6-card ♥ + a shortness - 3 ♦ = 6-card ♠ + a shortness - 3 ♥ /♠ = show suit, no shortness				
2•	X	4	X	Weak with at least 5-card major and 4-card major (unknown distribution)	- 2NT = forcing - all other = non-forcing		On 2NT: - 3♣/♦ = 5-card ♥/♠ + a shortness - 3 ♥/♠ = 5-card ♥/♠; no shortness - 3NT = 5/5 in both ♥/♠ - 4♣/♦ = 6-card ♥/♠				
2 🏟	X	5	X	Muiderberg (No opening, 5-card ♠ and 4 ⁺ ♣/♠)	- 2NT = forcing - 3 = asks for minor		On 2NT: $-3 = \text{show minor} + \text{a shortness}$ -3 = show = shortness				
2NT		2	X	20-21 HP	- 3♣ = Puppet Stayman - 3 ◆ /▼ = transfer for ▼ / ♠ - 3 ♠ = asks min/max						
3♣/♦/♥/♠		6	X	preempt							
3NT	X	0	X	Gambling	4♣ = asks to bid minor suit						
4♣/♦/♥/♠		7	X	preempt							
4NT	X	0	X	Bi-color ♣ and ◆							
					HIGH LEVEL BIDDING - 4NT = RKC Blackwood (5 kaycards) : 1/4 0/3 - D1P0 and R1P0 after intervention on 4NT Blackwood						

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