

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1 Suit : 5crd : 6-16HCP; 4crd 9-16 HCP
Jump RAISE=PRE, 4crd fit
Weak Jump
Michaels Cue Bid
Unusaul 2NT
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> POS : 15-18 HCP: ALL CONVENTIONS AS INT-OPENING
4 <sup>TH</sup> POS : 10-14 HCP/ RESP=syst on
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1-Suit :
2-Suit : 2NT=lower colors; 2 unbid suits (9+)
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
MICHAELS Cue Bid (1M or 1m) – 2NT (5/5/) lowest colors;
(1M) – Cue-bid (5/5) other major + unknown minor
(1m) – 2M WEAK - 6crd
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
MULTI LANDY: 2♦=6crdM
2♥/♠ : color + minor (5/4)
DBL : long minor
ROMEX / LEBENSHOL
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
T/O DBL THRU 4♥
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Dbl = opening 12 <sup>+</sup>
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
New suit=F at 1-level.
TRUSCOTT : 2NT=Limit raise or better
Double Jump=Splinter

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	Small promise	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>	
NT	4 <sup>th</sup> flex - (Att)	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>	
Subseq	As above; Att	As above; Att	
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+);Ax(+);AKJ10 (+)	AK; AKx (+)	
King	KQ;KQ109x;KQJ(+);KQx(+)	KQ;AKJ10(+);KQ109(+)	
Queen	QJ; QJx(+)	QJ;QJx(+);AQJx(+)	
Jack	J10; J10x(+); KJ10x(+)	J10; J10x(+); KJ10x(+)	
10	109x(+); K109x(+); 10x	109x(+); K109x(+); 10x	
9	98x (+)	98x (+)	
Hi-X	Sx; HxS;HxSx; SxSx; HxxS	Sx; Sxx;9Sxx; HxxS (+)	
Lo-X	Idem	Idem	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi=ENCRG	Hi/Lo=Even	Hi=ENCRG
Suit 2	Hi/Lo=Even	H / P	Hi/Lo=Even
3	HI=ENCRG		
1	Lo=DISCRG	Hi/Lo=Even	Hi=ENCRG
NT 2	Hi/Lo=Even	H / P	Hi/Lo=Even
3	HI=ENCRG+ S/P		
Signals (including Trumps):			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Opening Values; 1m - (DBL) – 1M – (2M) = NAT			
2 <sup>nd</sup> : 12 <sup>+</sup> HP or less with better shape			
4 <sup>th</sup> : 9 <sup>+</sup> Hp or less with better shape			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Neg DBL Thru 4♥; 1♣-(1♦)-DBL: 4 <sup>+</sup> cards in both M			
1m-(1♥)-DBL: Exactly 4♠. 1m-(1♠)-DBL suggest 4 <sup>+</sup> ♥, 6 <sup>+</sup> HCP;			
NEG DBL, then new suit F1; SUPP DBL: 3crd support non-MIN. OR STR BAL; RESP DBL: after T/O DBL THRU 3♠			

W B F CONVENTION CARD
<b>CATEGORY: GREEN</b>
<b>NCBO: BEL</b>
<b>PLAYERS: VANDERVOORT D. –18890</b>
<b>DELVINQUIERE P. - 11216</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Natural; 5-card M; BERGEN RAISES; longest minor ;
PRE: Classic;
2M : Muiderberg
2♣ : Both Majors – weak (4-4)
INT Opening : 15 – 17 HP
2 OVER 1 Response : Promise rebid
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
GAMBLING 3NT (SOL m, no outside STOP)
LEBENSOLH – SLOW after 2-level O/C of 1NT
MUIDERBERG
MULTI 2 DIAMONDS
2 ♣ WEAK BOTH MAJORS
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
4 <sup>th</sup> Suit = F by UPH
<b>PSYCHICS: Rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	3♣	11 – 20 HCP	1 NT= 6 – 9 HP. Others Natural. Walsh.	2♣ CHECKBACK; Splinter	
					3♣ PRE (0 – 6 HCP), inverted minors	Reverses by Opener= F1, By Resp=FG; Jump 4♣= STR raise on M	
1♦		3	3♣	11 – 20 HCP	1 NT= 6 – 9 HP. Others= As Over 1♣ Inverted	2♣ Checkback; Splinter	
1♥ / 1♠		5	3♣	11 – 21 HCP	1NT=6–9 HP. 2NT=FG RAISE. Bergen raises (3♣/♦); 3M=PREEMPT; 3OM/4♣/♦ = Splinter, 11 – 14 HCP, 3NT=12-14 HP Bal = 3 or 4 crd fit	Reraise+PRE; Double raise=Limit; Same general principles as over 1m	
INT				15 – 17 HP, BAL,	2♣=STAYMAN, does not promise 4-card M; JACOBY TRF;	SMOLEN after 2♦; breaking transfert=4crd fit on 2♦/♥, strong	
				5-card M possible	3♣=PUP STAY; 4♦=5/5 M GF	3crd top honor on 2♣ / 2NT, LEBENSOHL	
2♣	x	0	3♣	22-23 HP if BAL	2♦=weak relay, 0-14 HCP 2♥/♠ : Weak relay longer ♥ or ♠	2♣-2♦; 2♥ weak bic ♥/♠ other strong, 8 tricks 2♣ - 2♥ - 2NT (22 – 23 Hp) Puppet	
				Strong single suiter	2♣ - 2♥/♠ - 3♣♦♥♠ : strong 8 tricks	2♣-2♦; 2♠/3♣/3♦ good suit 8 tricks	
				Weak 4/4 major	2NT=strong relay 14+ HP	2♣ - 2NT - 3♣(4/4weak min)	
2♦	x	0		GF – Strong bal	2♥=relay weak, 2NT 14+ Hp	2♦-2♥-2♣-3♣= NEG (or ♣ + pos)	
				Any strong hand	2♦ - 2♥ - 3♣♦♥♠ strong 9 tricks	2♦-2♥-3x-3NT = NEG	
				NT 24+ HP	2♦ - 2NT – 3♣ Puppet Stayman		
				Multi – weak 2 majors	2♦ - 2♥ weak relay / 2♦ - 2NT; 3M transf (8+) /3♣ weak ♥/3♦weak♠	2♦ - 2♥ - Pas or 2♠ weak with ♠	
2♥/2♠		5		Muiderberg Weak (6 -10 Hp); 5crd M – 4crd m	2NT= 14+ Hp F1 3♣ = NF To play 3♣ or 3♦ 3 NT – To Play.	On 2NT : 3♣/♦ = weak - 3♥/♠ = max + good suit.	
2NT				21 -22 HP Bal	PUP STAY; JACOBY TRF; 3♠=5crd♠+4crd♥; 4♠=5/5 M slem; 4♦=5/5M to play; 4NT=KW		
3♣ / 3♦		6		Pre : undisciplined NV; Classic VUL	New suit = F1		
3♥ / 3♠		6		PRE : Classic VUL	Other M = NAT, 4m=cue		
3NT	x			GAMBLING : Solid m no stops		<b>HIGH LEVEL BIDDING</b>	
						BLACKWOOD; RKCB;DOPI ROPI;LIGHTNER	
4♣		7		PREEMPT Classic VUL		MIXED CUE BIDS	
4♦		7		PREEMPT Classic VUL		<b>SPLINTERS (1♠ - 3♥!! Also)</b>	
4♥		8		PREEMP Classic VUL			
4♠		8		PREEMP Classic VUL			
4NT				Blackwood.			