DEFENSIVE AND COMPETITIVE BIDDING		LE	ADS AND SIGN	ALS	W B F CONVENTION CARD
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LEADS STYLE				
Overcall: natural 8+ / Michaels Cue-bid / Weak jump		Lead		In Partner's Suit	CATEGORY:
Response: natural	Suit	Attitude		Strict parity	NCBO: B.B.F.
	NT	4 <sup>th</sup> and Kanta	nr	Strict parity	PLAYERS: Ben Van den Brande (18856) / Lennart Heip (17931)
	Subseq	Same		Same	National III
	Other:				
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY
2 <sup>nd</sup> position: 16-18 / unhindered response: same as opening / hindered	Lead	Vs. Suit		Vs. NT	
response: Rubensohl (2 level to play / 2NT = transfer to 🐥 / 3 level	Ace	Top of seque	nce	Top of sequence	GENERAL APPROACH AND STYLE
forcing)	King	Top of seque	nce	Top of sequence	5 Card Majors – longest minor (3-3: 🐥 / 4-4: 🔶 )
4 <sup>th</sup> position: 12-14 / unhindered response: same as opening / hindered	Queen	Top of seque		Top of sequence	15-17 NT
Response: Rubensohl	Jack	Top of seque		Top of sequence	Benjamin
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	Top of nothin		Top of nothing or Kantar	
Weak	9	Top of nothin	0	Top of nothing or Kantar	
Unusual NT	Hi-X	Attitude	-9	Attitude	Response 1NT: 6-9 2 OVER 1: 10+
	Lo-X	Attitude		4 <sup>th</sup>	Artificial Strong 1 🜲 response style: natural on 1-level, Brozel
Reopen: same	SIGNALS I	N ORDER OF PRIORIT	γ		on 2-level (see below)
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)				d Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Michaels Cue-bid: cue on Minor = two-suiter Majors / cue on Major =		High = encouraging		Italian - Lavinthal	2 🌲 opening: semi GF
two-suiter other Major + Unknown Minor / 2NT on Major = two-	Suit 2	····g·· •·············g····g			2  opening: Game forcing
suiter Minors / 2NT on Minor = two-suiter other Minor + unknown	3				3NT opening: gambling
Major	1	High = encouraging	Parity	Italian - Lavinthal	
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2	5 5 5			Michaels Cue-bid
Brozel – see special defences	3				
	Signals (in	cluding Trumps):			Brozel defence against strong 1 🌲 and 1NT opening:
	Signals (III	clading manipo).			Overcall $2 \oint / \oint$ = two-suiter bid colour + $\oint$ / overcall
					$2 \heartsuit$ = two-suiter Majors / Overcall $2 \diamondsuit$ = two-suiter $\bigstar$ +
			DOUBLES		Minor / Overcall 2NT = two-suiter Minors
			DOOBLES		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		DOUBLES (Style; Resp	onses; Reopen	ing)	
Take-out double till 3 🔶 / penalty above		-1 / in reopening 8+			
				r Sputnik: x/xx = 8+ points	
	any distrib	ution / new suit = no	n-forcing, 5+-c	ard	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1+ or 2+					SPECIAL FORCING PASS SEQUENCES
1 🐥 : Brozel (see special defences)	SPECIAL, A	RTIFICIAL & COMPET	TITIVE DBLS/RD	LS	None
2 🐥 : natural	Michaels C	Lue-bid			
	DOPI/ROP	1			
OVER OPPONENTS' TAKEOUT DOUBLE	High Powe	er Sputnik			IMPORTANT NOTES
xx = 8+, any distribution / suit = 5+-card (weakish)					None
					PSYCHICS: rare

	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU						
OPENING				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING		
1 🐥	3 3 12-19, rule of 18		12-19, rule of 18	Inverted minors ; Splinter ; Weak jump shift	Checkback Stayman	Natural			
1 🔶				longest minor	4 <sup>th</sup> suit convention	Mixed control bids			
1 🎔		5	3	12-19, rule of 18	Bergen: 2ZT= 4k, 12+; 3 ♣ = 4k, 10-11; 3 ♦ = 4k, 6-9	Mixed control bids	Natural		
1		5	3		2 in suit = $3k$ , $6-9$ ; $3$ in suit = weak		Natural		
. 🗣					Long suit trials ; Splinter				
INT		2	-	15-17 without 5k Major	Stayman (weak / no 4k Major needed)	1ZT-2 🌲 -2x-2ZT doesn't require 4k Major	Rubensohl on overcalls		
					Jacobi, 2 🔶 to 🐥 , 2NT to 🔶	Refuse transfer to Minor shows strength in			
						that Minor			
2 🌲	x	0	-	Semi game force: NT 22-24	2 $\diamond$ : weak relay ; 2 $\heartsuit$ / $\blacklozenge$ : 5+k with strength	Over 2NT: systems on	All x penalty		
1-		-		or 8-9 tricks in suit	2NT=3 Ital controls; 3 <b>4</b> =4 Ital controls; 3=5 Ital	Natural			
					controls; and so on (A=2 controls; K=1 control)				
2 🔶	х	0	-	Game-force : NT of 25+	2 $\heartsuit$ : weak relay; 2 $\spadesuit$ : 5+k with strength	Over 2NT: systems on	All x penalty		
				or 10+ tricks in suit	2NT=2 Ital controls; 3 🐥 =3 Ital controls; 3 🔶 =4 Ital	Natural			
					controls; and so on (A=2 controls; K=1 control)				
2♥/♠		6	-	Weak, 6+ card with 2 honors	2NT=forcing; 3 in opening suit=invite; rest=to play	Single or void; 3NT=strong suit; 3 in suit= all other hands			
2NT		2	-	20-21, 5k Major possible	3 ♣ =puppet Stayman				
					Jacobi ; 3  =transfer both Minors	3NT shows strength in in 🌲 , 4 🜲 doesn't			
3 🐥		7	-	Preempt					
3 🔶		7	-	Preempt					
3 🧡		7	-	Preempt					
3		7	-	Preempt					
3NT	х	7	-	Closed 7 card suit Minors	Pass=strong, otherwise 4 🐥				
4 🐥		8	-	Preempt					
4 🔶		8	-	Preempt					
4 🧡		8	-	Preempt					
4		8	-	Preempt					
4NT	х		-	Two-suiter Minors	Best Minor				
5 🐥		9+	-	Preempt		HIGH LEVEL BIDDING			
5 🔶		9+	-	Preempt		RKC blackwood; Splinter; DOPI/ROPI; Josep	hine; Mixed controls		
5 🧡 5 🌰		9+ 9+	-	Preempt Preempt					
<b>.</b>		57	-	ricempt					