DEFENSIVE AND COMPETITIVE BIDDING		LE.	ADS AND SIGN	NALS		W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENING I	EADS STYLE	2				
Natural		Lead		In Partner's Suit		CATEGORY: ALL EVENTS	
Weak jump overcalls	Suit	1/3/5		1/3/5		NCBO: WBF / EBF/ BBF / VBL	
	NT	1/3/5		1/3/5		Players: Dirk Dehertog 25716 and Rutger Van Mechelen 24121	
Suit change after overcall is forcing	Subseq	Small enco	ouraging			24121	
Overcall raises are pre-emptive	Other: ace asl	Other: ace asks for attitude, king for count					
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY	
(15)16-18	Lead	Vs. Suit		Vs. NT			
,	Ace	Asks for at	titude	Asks for attitud	de	GENERAL APPROACH AND STYLE	
	King	Asks for co	ount	Asks for count		MAJORS 5, DIAMONDS 4	
	Queen	QJ(xx)		QJ(xx)		STRONG 1NT (14)15-17, but flexible	
	Jack	JT(xx)		JT(xx)		Transfer openings at 2 level 2C : weak D or strong C	
						2D = weak H or strong D/2H = weak S or strong H	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109(xx)		109(xx)		2S = weak minors or strong S	
Weak	9	Doubleton		Doubleton		T-walsh	
Jump overcalls are intermediate VUL and weak NV in majors	Hi-X	i-X Doubleton		Doubleton		2NT = 20-21; puppet stayman	
	Lo-X	normal		normal		3C/D/H/S = natural	
Reopen: same	SIGNALS IN	ORDER OF	PRIORITY			3NT = gambling without stopper	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Par	tner's Lead	Declarer's Lea	ad Discar	ding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Minor cue: majors	1 Lo	1 Low is positivee Standard co				2 openings	
Major cue: other major + unknown minor	Suit 2 Standard count		Suit preferenc		rd count	Landy against 1NT strong	
	3 "		٠		eference	, ,	
	1 "		٠.	"			
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2 "		44	٠٠			
DBL: strong	3 "			"			
2C Landy (majors)	Signals (inclu	ding Trumps): s	suit preference	· · · · · · · · · · · · · · · · · · ·			
Same in 4 th hand, same with passed hand	Count: high / low = even						
	Italian discards: odd encouraging, even suit preference						
	DOUBLES						
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT	DOURLES (Se	vla: Rasnansas: 1	Pagnaning)			
World convention, D = TO, 2NT = 16-18; 3NT to play	TAKEOUT DOUBLES (Style; Responses; Reopening) Contructive and shape +/- 4441 (at least 4432)						
world convention, B = 10, 21v1 = 10-18, 51v1 to play	TO DRI _ 1	NT replace the 1	NT overcall	·)			
		SS-1NT : conv					
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24	TWI-DDL-I II	35- 1111 . COIIV	Chilonal			SPECIAL FORCING PASS SEQUENCES	
VS. ARTIFICIAL STRONG OF ENINGS- I.C. 14 01 24	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS						
	SPECIAL, A	KIIFICIAL &	COMPETITIV	E DBLS/KDLS	,	Possible in waiting position	
OVER OPPONENTS' TAKEOUT DOUBLE						IMPORTANT NOTES	
11201							
						DOMONICO	
						PSYCHICS: rare	

Ğ	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU						
OPENING				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING		
1.		2	4D	Opening according rule of 18	T- WALSH	Standard, double deux			
				No 4 card D, no 5 card M	Inverted minor				
1 ♦		4	4D	No 5 card of M	Inverted minor	Standard, double deux			
1♥	Y		4D	Min 5 card	2NT = support 10+; 2C relay	Standard, idem			
1 🌲		5	4D	Min 5 card	3M weak, 4M disributional 2NT = support 10 + : 2C relay 3M weak, 4M disributional	Standard, idem			
INT			4D	(14)15-17	Stayman, 4 transfers	Rubenshol			
			 	slight off-shape possible					
2*	X	(5)6	Nvt	Long weak D or	2NT : strong relay, new suit natural				
		0		Strong hands clubs, NT 22-23	j.				
2♦	X	(5)6	Nvt	Long weak H or	2NT : strong relay, new suit natural				
		0		Strong diamonds, NT 24-25					
2♥	X	(5)6		Long weak S or	2NT : strong relay, new suit natural				
				Strong hearts, NT 26+					
2♠	X	(5)6		Weak minors (5+4+)	2NT: strong relay, 3C/3D to play				
				Strong spades					
2NT				20-21 regular, 5M and 6m possible	Puppet stayman, transfers				
3.		(6)7	4D	Standard Preempt	Normal				
3♦		(6)7	4D	Standard Preempt	Normal				
3♥		(6)7	4D	Standard Preempt	Normal				
3♠		(6)7	4D	Standard Preempt	Normal				
				Î					
3NT	X	7/8	4C	Preempt : long solid minor without stopper	Pas, 4C: pass or correct, 4D G forcing for minor				
4.		7/8	4C	Pre-empt C					
4♦		7/8	4D	Pre-empt D					
4♥		7/8	4H	Pre-empt H					
4 🖍		7/8	4S	Pre-empt S					
4NT			<u> </u>	T 1			PIRRING		
5 .			 	To play		HIGH LEVEL	BIDDING		
5 ♦			 	To play		RKC: 41 30 2 2+			
5 ♥			 	To play		Control = mixed Cue : forcing			
5 A				To play		DOPI ROPI DEPO			
			 			5NT : pick your slam			
						SSA;SKA			