DEFENSIVE AND COMPETITIVE BIDDING		Ll	EADS AND SI	IGNALS	W B F CONVENTION CARD		
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENING I	EADS STYL	E				
Style: 8+hp natural		Lead	Lead		ner's Suit	CATEGORY: Green	
Responses: F1	Suit	1/3/5		1/3/5		NCBO: WBF / EBF/ BBF / VBL	
Reopening: natural	NT	attitude		1/3/5		<b>PLAYERS:</b> steven de donder (19751) – Sam Bahbout(26973)	
	Subseq					EVENT (All)	
	Other:					_	
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY	
$2^{\text{nd}}$ : 15-18, reopening = 10-14	Lead	Lead Vs. Suit		Vs. NT	ı		
Responses: system on	Ace	Asks attit		Asks a	titude	GENERAL APPROACH AND STYLE	
	King	Asks cour	nt	Asks u		Major 5 Diamond 4, 2 over 1, 1NT F1 over 1M	
	Queen	QJ		KQ, (	)J	1NT = 15-17	
	Jack	J10		J10		2♣ = weak ♦ (5+ if nv) or strong	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10		J10, 109		AJ10, 109	2♦ = multi	
Style: weak, vul 6+card, non-vul 5+card	9	K109, Q	109, 98		Q109, 98	2♥ = 4+♥4+♠ weak	
Responses: natural F1	Hi-X	even		Even /		2♠ = 5♠ + 4+ minor	
Unusual NT: 2 lowest unbid suits	Lo-X	odd		Odd/at	itude		
Reopen: intermediate	SIGNALS IN	ORDER OF	PRIORITY				
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Pai	tner's Lead	Declarer's	Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
$1m - 2\phi = majors$	1 cou		count		Odd = enc	T-walsh over 1♣	
1M - 2M = 5 + OM5 + m	Suit 2 atti	tude	lavinthal		Even = lav	Lead directing 3 <sup>rd</sup> hand openings (might be very light)	
Style: weak or strong	3						
Idem in reopening	1 cou		count		Odd = enc		
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2 atti	tude	lavinthal		Even = lav		
X = penalty	3						
Multi landy in 2 <sup>nd</sup> , landy in 4th	Signals (inclu	iding Trumps):					
	Count: high	low = odd	Smith: lo	ow = good (l			
	Attitude : low	v = positive					
	_		DOUBLE	ES			
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT	DOUBLES (S	tyle; Response	es; Reopeni			
X = t/o	Standard cou						
Leaping michaels	Responses +	reopening: nat	tural				
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24	<del> </del>					SPECIAL FORCING PASS SEQUENCES	
X = majors, NT = minors	SPECIAL, A	RTIFICIAL	& COMPETI	TIVE DBL			
	X = majors, NT = minors  SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS  Support X and XX						
Responsive X							
OVER OPPONENTS' TAKEOUT DOUBLE	lightner				IMPORTANT NOTES		
XX = 10+	Dopi/ropi/dep	00					
System on							
						PSYCHICS: possible	

G	IF	). OF	NEG.DBL THRU							
OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS		DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING			
1.		2	4♥	11+ natural	T-walsh, inverted minors	2way checkback, 3 <sup>rd</sup> /4th suit F1				
1♦		4	4♥	11+ natural	Inverted minors	2way checkback, 3 <sup>rd</sup> /4th suit F1				
					<b>2♥</b> = <b>4+♥5+♠ 6-8</b> , <b>2♠</b> = <b>4+♥5+♠ 9-11</b>					
1♥	5 4 <b>♦</b> 11+ natural		11+ natural	2nt = GF with support		Passed hand : 2♣ drury 3♥, 2♦ drury 4+♥, fitjumps				
					3♣=7-9, 3♦=10-11					
1 🏚		5	4♥	11+ natural			Passed hand : 2♣ drury 3♥, 2♦ drury 4+♠, fitjumps			
INT			4♥	15-17 bal	2♣ F1 stayman, 2♦/♥/♠/NT xfer ♥/♠/♣/♦	Rubensohl if competition				
				5M, 6m possible	3♣ ms to play, 3♦ ms GF, 3♥/♠ short GF					
2.	X			Weak ♦(5+if nv), GF any, SF M	2♦ relay, new suit F1					
				Bal 22-23 or 26-27 or 30+	2nt GF relay	3♣:min bad suit, 3♦:min good suit etc				
2♦	X			Weak ♥/♠, GF 1 suiter	2♥ relay					
				Bal 24-25 or 28-29	2nt GF relay	3 <b>♠</b> :min♥, 3♦:min♠, 3♥:max♠,3♠:max♥				
2♥	X	4		4+♥4+♠, 5-10	2nt GF relay	3♣:min, 3♦:max44, 3♥max54, 3♠:max45	On 3♣ : 3♦ relay			
					New suit F1	3nt:max5521any, 4♣/♦ void				
2♠	X	5		5 <b>4</b> +m, 5-10	3 <b>♦</b> :pass/corr, 3 <b>♦</b> : <b>♥</b> , 3 <b>♥</b> :inv <b>♦</b> supp					
					2nt GF relay	3♣:♦, 3♦:♣, 3♥:6+♣, 3♠:6+♦, 3nt:5044				
2NT				Bal 20-21	3♣:Niemeyer, 3nt to play					
					3♦/♥ : xfer, 3♠: minors	Accept transfer = fit				
3♣		5		preempt	Natural F1, 4♣ orkc					
3♦		5		preempt	Natural F1, 4♦ orkc					
3♥		5		preempt	Natural F1, 4♣ slam try ♥					
3♠		5		preempt	Natural F1, 4♣ slam try ♠					
3NT	X			gambling						
4.	X			to play 4♥ from other hand						
4♦	X			to play 4♠ from other hand						
4♥		6		to play						
4♠		6		to play						
4NT	X			minors						
5 <b>.</b>		8				HIGH LEVEL	BIDDING			
5♦		8				RKCB 4130				
5♥						Dopi/ropi/depo				
5♠						Exclusion blackwood 4130				
						ORKCB, 1step = minimum, 4130				
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