DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING I	LEADS STYLE				
- constructive		Lead		In Partner's Suit	CATEGORY: III	
- weak jump bids	Suit	3/5, HESO		3/5	NCBO: BBF	
	NT	3/5 (flexibl	e), HESO	3/5	PLAYERS: Begijntje I	
	Subseq:	attitude		id.	Dirk Van Compernolle (15315), Piet Vandereet (13995)	
	Other:	•		•		
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY	
2 nd hand: 15-18	Lead	Vs. Suit		Vs. NT	- STOTEM SOMMER	
4 th hand: 10-14	Ace	from A Kxx	Ax	id.	GENERAL APPROACH AND STYLE	
2NT in 4 th hand: 17-19	King	from AKx(xx), KQxx, Kx,		iu.	5 card majors, 4 card diamond	
Zivi iii i iidid. 17 17	Oueen		$\mathbf{Q} \mathbf{X} \mathbf{Q} \mathbf{X} \mathbf{Q} \mathbf{X} \mathbf{X} \mathbf{X} \mathbf{X} \mathbf{X} \mathbf{X} \mathbf{X} X$		o vara majoro, i vara diamona	
	Jack	QJx Jx J7			Responses over 1 level opening:	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	JTx JTxxx			1NT = 5-9HCP	
jump overcall = weak	9	T9x 9x			1-over-1: 5+ HCP	
unusual NT = 2 lowest suits at least 5-5	others	1 st /3 rd /5 th		1 st /3 rd /5 th flex	2-over-1: is 9+ HCP	
unusuai ivi — 2 lowest suns at least 3-3	others	1 /3 /3		1 /3 /3 HCA	1NT = 15-17 HCP, without 5C major	
	SIGNALS II	N ORDER OF I	PRIORITY		11(1 13-1/11c1; without 3c major	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		rtner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
After opening partner:	1 hig	h =DISCG	suit preference	suit preference	Openings:	
direct cue: limit raise of partner's suit or better	Suit 2 Di	str (vs. K– slem) distribution	distribution	- 2 multi: Game Forcing all distributions	
jump cue: asks for stop for 3NT	3				- 2♦ multi: weak in either major or SF	
Michaels cuebids	1 hig	gh = DISCG	suit preference	suit preference	- 2Major: Muiderberg	
VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2 Di	str (vs. K - slem)	distribution	distribution	- 3NT: gambling	
HELLO	3					
$2\clubsuit$ ◆ or muiderberg ; $2♦$ = ♥ ; $2\blacktriangledown$ = ♥ + ♠ ; $2♠$ =♠	Signals (inclu	uding Trumps):	Į.	l .		
2NT = ♣; 3♣= minors; 3♦ = majors	Reverse Smit				-	
ini – ♣, 5♣– mmors, 5♦ – majors	reverse simi	.11				
			DOUBLES			
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT	DOURI FS (St	vle; Responses; Reop	Agning)	_	
if natural, DBL = TO [+Lebensohl], 2NT= 16-19		+, sound distribu		- 		
World Convention			; cue = opening value			
if in transfer, DBL = TO in bid suit, 1-over-1 strong take-out			bids, NT openings	,,,	1	
I in dancier, DDD 10 in old buil, 1 over 1 strong take-out			ngs by partner, includ			
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14	_		ence 2H - (2S) - DBI	SPECIAL FORCING PASS SEQUENCES		
	SPECIAL, A	ARTIFICIAL &	COMPETITIVE D			
	Support Dou	ble, Game Try D	Oouble			
OVER OPPONENTS' TAKEOUT DOUBLE	Absolute Do	Absolute Doubles at game level			IMPORTANT NOTES	
RDBL = 9+HCP, no fit; transfer bids in intermediate suits					transfer bids by responder after several overcalls	
najor suit support bids (2NT and higher) unchanged						
inverted minors unchanged					PSYCHICS: rare	

5	IF MAL	. OF	T						
OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING		
1.	V	2	4 🖍	12-19 HCP	1-level bids natural		negative doubles		
					inverted minors GF weak jumps at the 2 level				
1♦		4	4 🖍	12-19 HCP	idem	after 1NT => 2♣=relay			
1♥/1♠		5	4.	12-19 HCP	1NT= 5-9 HCP; 3card support possible in (4333)	after 1NT => 2♣=relay			
					2♣ = semi-natural, limit+, can be with 3card support 2♦ = natural, limit+, can be with 3card support	2♦ after 2♣ = semi-natural, RF			
					2 ♥/♠ (same Major) = 3 card support, 6-9 HCP 2 ♥ (after 1♠) = 5 card, limit+, can be with 3card support				
					4card support: 2NT (GF), 3♣ (7-9), 3♦(10-11), 3 M(2-6), 3oM, 4m : splinters				
INT			4.	15-17 HCP (no 5cM)	2♣ = weak Stayman	3level transfer to 5/4 major	Rubensohl		
					2 ♦/♥= Major suit transfers	2NT = max + 4card support			
					2♠/NT= minor suit transfers	1-over-1 = positive			
					3 in suit = GF, 6 card				
2*	$\sqrt{}$	-	-	GF all distributions	2 ◆=relay; 2 X = good 6(5) card	natural			
2♦ √	V	-	2.	weak 2 in a Major or 22-24 NT or SF	2 ♥ = relay (may be passed) 2 ♠ = weak in ♠, limit in ♥ 3 ♥/♠ = pass or correct (support in both majors)	2NT 22-24 3X SF, 8 tricks	4♦ by responder in any sequence = pick your major		
				2NT= strong relay 3m = strong suit, inviting for 3NT 4 ♥/♠ = to play (own strong suit)	3♣/♦ = min ♥/♠; 3♥/♠ = max ♠/♥				
2♥/♠ √	\checkmark	5	3♦	Muiderberg	2NT = relay, GT or better		After DBL by opps:		
				5M+4m, 6-9 HCP	3♣ = pass or correct		RDBL asks minor		
					$3 \spadesuit = G/T$ in major		3♣/♦ = natural to play		
2NT				20-21 balanced	3♣= puppet Stayman				
					3 ♦/♥ transfers 3 ♠ = slem interest in minors				
3♣/♦		6	-	pre-empt					
3♥/♠		7(6)	-	pre-empt					
3NT				gambling		THOU I EXEC	DIDDING		
4♣/♦	V	7+ ♥/♠	1	pre-empt in M, with good suit		HIGH LEVEL 1 4NT: RKCB with responses 41, 30, 2, 2			
4*/▼	V	7+ ▼ / ♠	_	pre-empt in M, with good suit		1-over-1 asks for Q of trumps	'Y		
→ ▼ / ಈ		/ '		рго-отпри		5NT = King ask			
						5NT: grand slam try			

Bidding Conventions

- 4th suit GF
- new minor GF
- principle of fast arrival: if the bidding is GF then a jump to game is the lowest available bid
- 1NT, 2NT and 3NT bids are natural unless explicitly agreed
- '2♣ over 1NT response' and '3♣ over 2NT response' are asking relays
- change of suit RF
- NT bid after fit (e.g. 1S-2S-2NT), relay RF
- 1X-2Y-2NT is GF
- 1X-2Y-3Y is constructive but non-forcing
- splinters

Competitive Biddings

Responder bids (intermediate suits) in transfer after following sequences:

- 1M [DBL] ??
- 1H [1S] -??
- 1S [2H] ??
- 1X [2M jump overcall] ??
- 1X [1NT] ??

After a 2-suiter overcall:

- lowest cuebid = support, limit
- highest cuebid = GF, 5card in 4th suit
- 3 in our suit = competitive
- 2NT = 4 card support, GF

Defense against 2D multi

• DBL in immediate next position = take-out against weak 2 in S