

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Wide range (6-17 HCP on 1-level, 9-17 HCP on 2-level)
Responses: new suits on 1- or 2-level are NF, CUE is INV+ 3-card raise or any strong hand, 2NT is INV+ 4-card raise for a major, jump CUE is mixed raise, jump raises are PRE, other jumps imply fit
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Direct seat: 4M, 5+m, 8-17 HCP (not a suit of OPPT). If m is known: CUE is size ASK, 2M to play, 2NT INV+ 4+m. If M is known: 2/3♣ P/C for m, 2♦ size ASK, 2M to play, 2oM asks to TRF to m, 2NT INV+ 4+M. Sandwich or 1♠/balance seat: 15-18/10-14 HCP (semi-)BAL w/ SYS on and stopper not needed over 1m.
JUMP OVERCALLS (Style; Responses; Unusual NT)
Natural (5-card possible), weak (wide range if partner is PH)
Unusual 2NT
New suits are F1
R/O: Intermediate jumps
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels CUE: (1m)-2m = 5+ MM; (1M)-2M = 5+ oM+m
Jump CUE asks stopper
VS. NT (vs. Strong/Weak; Reopening; PH)
DBL = PEN (16+ HCP or solid suit), 2♣ = MM, 2♦ = one M, 2M = 5M, 4+m, 2NT = mm, 3x = preemptive
In 4 th seat: DBL = PEN, 2♣ = MM
Against weak NT:
DBL = PEN (14+ HCP, 4 th seat 12+ HCP), others are same as above
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL = T/O, 2NT = 15-18 HCP
Leaping Michaels
Vs Multi: 1 st X = values, 2 nd DBL = T/O, 3 ^d DBL = PEN
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Precision: over 1♣ or 1♣-(P)-1♦: DBL = MM, 1NT = mm, others = NAT
Polish club: DBL = T/O w/ majors; 1NT = 5+♣, 4M; 2♣ = NAT; 2♦ = MM; others = NAT
OVER OPPONENTS' TAKEOUT DOUBLE
TRF from 1NT to 2M-1 over any 1M-(DBL)
1-level new suits F, fit jumps, 2NT as INV+ 4+card raise
RDBL = 9+ HCP, PEN oriented

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3d/5th	3d/5th	
NT	2 nd /4th	3d/5th	
Subseq	same	same	
Other: A/Q asks ATT, K asks CT/UB vs NT			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A(+), AK(+)	same	
King	K(x), AK(+), KQ(+)	same	
Queen	Q(x), QJ(+), KQ(+)	same	
Jack	Jx, JT(+)	same	
10	T(x), T9(+), KJT(+)	T(x), T9(+), (A/K)JT(+)	
9	9(x), 98(+), HT9(+)	same	
Hi-X	Sx	Sx, xSx, HSx	
Lo-X	xxS(+), HxS(+)	xxxS(+), HxxS(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = ENC	Low = even	Italian - Lavinthal
Suit 2	Low = even	Smith	S/P
3	S/P	S/P	
1	Low = ENC	Low = even	Italian - Lavinthal
NT 2	Low = even	Smith	S/P
3	S/P	S/P	
Signals (including Trumps):			
Smith: Low ENC both sides			
S/P in trumps			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Can be light with 4441			
Emphasize on the majors			
CUE is GF			
LEB or scrambling 2NT over dbl in many situations			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support DBL/RDBL at the 1 and 2-level			
Lead directing and anti-lead directing DBL			
Most low-level are T/O, DBL on 1x can be BAL 15-18 HCP			
Rosenkranz DBL/RDBL			
COMP/INV DBL			
RESP DBL at the 2-level and higher			

W B F CONVENTION CARD
CATEGORY: Green NCBO: Belgium PLAYERS: Dennis <u>Dewit</u> - Emiel <u>Vandewiele</u>
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5+M, 4+♦, 2+♣ w/ TRF responses
1NT: 14.5 to 17 HCP
2/1 GF w/ F 1NT over 1M
Fit jumps in COMP auctions
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
TRF over 1♣ opening
Raptor 1NT overcall over 1m/1♥
2♦ opening: weak w/ ♥ or ♠
2♥ opening: 6(7)♥, 10-13 HCP
2♠ opening: 6(7)♠, 10-13 HCP
SPECIAL FORCING PASS SEQUENCES
When we are in a GF-like auction and the OPPT made an apparent sacrifice
After RDBL
After OPPT 1NT bid is doubled
IMPORTANT NOTES
1M in 3d seat can be weak and off-shape
PSYCHICS: Possible, esp. 3d seat NV vs V

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♥	10-21 HCP	1♦: 4+♥; 1♥: 4+♠; 1♠: no M; 1NT: 11-12 HCP BAL; 2♣: WK or GF ♦; 2♥/♥: WK or SOL GF ♥/♠; 2♠: 5+♣, 0-6 HCP; 2NT: 12-15 HCP BAL; 3♣: 5+♣, 6-9 HCP	1-accept = 3M or 4M UNBAL; 2-accept = 11-14 HCP w/ 4M; S/S and bad suit GT over 1♣-1R-2M; 2-way CB after most 1x-1y-1z	
1♦		4	4♥	10-21 HCP	1M: NAT; 2♣ GF except rebid; 2♦: inverted m; 2M: WJS; 2NT: 11-12 HCP BAL; 3♣: (4)5+♦, 0-6 HCP; 3♦: (4)5+♦, 6-9 HCP	2-way CB after 1♦-1M-1NT; 1♦-1♥-1♠: F1, UNBAL; 1♦-1M-2OM: STR ♦ or fit; 1♦-1M-2M-2NT: INV+, ASK; 2♥ and 2♠ ART after 1♦-1M-2♣	Inverted m on by PH or over dbl
1♥/1♠		5	4♦	10-21 HCP	1NT F1; 2♣: GF, 2+♣; 2♦ = GF, 5+♦; 2M: 6-10 HCP w/ 3(4)M; 2NT: GF w/ 4+M; 3♣: 7-9 HCP w/ 4M; 3♦: 10-11 HCP w/ 4M; 3♥ over 1♠: INV w/ 6-7♥; 3M/4M: PRE; 3M+1: 9-11 HCP, any void w/ 4+M	1♥-1♠-2♣ or 1M-1NT-2♣: 2+♣ or any 16+ HCP; S/S and bad suit G/T over 1M-2M; Over 2NT: 3♣ any singleton, 3♦ any void, 3♥ no S/S 17+ HCP, 3♠: no S/S 14-16, 3NT no S/S 11-14, 4x decent 5-5, 4M sub MIN	REV Drury 1NT NF
1NT				14.5-17 HCP Can have any 5422, 6322 and singleton H	2♣: STAY (possibly WK); 2R: TRF; 2♠: range ask or ♣; 2NT: TRF ♦; 3♣: PUP STAY; 3♦ mm GF; 3M: 1M3(54); 4♣: MM, WK; 4R: TRF	Super accepts over M TRF, pre-accept over ♦ TRF, Smolen, TRF extensions from RESP	TRF LEB
2♣	X			22+ BAL or GF	2♦: waiting	2♣-2♦-2♥ = NAT or 24+ BAL	
2♦	X			3-9 HCP, 6M	2M/3M: p/c; 2NT: asking; 4♣: trf to your M; 4♦: asks M	Over 2NT: MIN w/ bad suit to MAX w/ good suit	
2♥				10-13 HCP, 6(7)♥	2♠: INV+ 5+♠; 2NT: S/S ASK; 3♣: Ogust;		
2♠				10-13 HCP, 6(7)♠	2NT: S/S ASK; 3♣: Ogust; 3♦: INV+ 5+♥; 3♥: GF 6+♥		
2NT				20-21 HCP Can have any 5422, 6322 and singleton H	3C: MOD PUP; 3R: TRF; 3S: mm; 4m/M = SI M/m		Wide range
3♣		6		preemptive (3-10 HCP)	3♦: forces 3♥; 3M: F, 5+M; 4♦: RKCB for ♣	Over 3♥: 3♠ = to play, 3NT = p/c, 4♦ = GF w/ ♦	Wide range
3♦		6		preemptive (3-10 HCP)	3♥: NAT or quality ASK; 3♠: F, 5+♠; 4♣: RKCB for ♦	Over 3♥: 3♠ = good suit, 3NT = 3♥, 4♦ = neither	Wide range
3♥		6		preemptive (3-10 HCP)	New suit: NAT/CUE, F1		Wide range
3♠		6		preemptive (3-10 HCP)	New suit: NAT/CUE, F1; 4♥: to play		Wide range
3NT	X	7		Gambling (in a minor, no side A/K)	4♣: P/C; 4♦: S/S ASK; 4NT: quality ASK		To play in 3d/4th
4♣		7		preemptive (3-11 HCP)	4♦: control for clubs; 4M: to play		Wide range
4♦		7		preemptive (3-11 HCP)	4M: to play		Wide range
4M		7		To play			Wide range
4NT	X	6/5		Minors		HIGH LEVEL BIDDING	
5m		8		To play		Mixed cue-bids, Last Train	
						RKCB (41/30/52/52+TQ) with 4♠ kickback for hearts	
						5-level: Exclusion Blackwood (30/41)	
						DOPI-ROPI and DEPO	