DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS						W B F CONVENTION CARD
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENIN		DS STYLE				<b>↓</b>
Natural (7-16)			Lead			er's Suit	CATEGORY:
Responses: natural, forcing	Suit		3rd / 5th		3rd / 5th		NCBO: 23288 – 10829 Belgium
	NT		attitude		3rd / 5th	1	PLAYERS: Tine Dobbels – Gunther Dauwe
Reopening: natural, limited to 12 HCP; 1NT 9-13, 2NT 17-19	Subseq		same		same		EVENT all
			A = attitude	e; kantar			41
	K asks C	T; A ask	ks ATT				4
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS		ı				SYSTEM SUMMARY
2 <sup>nd</sup> : 15-17	Lead		Vs. Suit		Vs. NT		
4 <sup>th</sup> : 10-14	Ace		AKx(xx)		AKx (as		GENERAL APPROACH AND STYLE
Responses like 1NT opening	King		AK x(xxx), KQx(xx)		deblock		Major 5, ♦ 4
	Queen		QJx(xx)		QJx(xx)	, KQx(xx)	2 over 1 responses : GF
	Jack		JTx(xx)		JTx(xx)		1NT forcing on 1M (1st and 2nd)
JUMP OVERCALLS (Style; Responses; Unusual NT)	10		T9x(xx), HJ	JT(xx)	T9x(xx)	, HJT(xx)	
Weak, natural (3-11 HCP)	9		98x(xx), HT9(xx)		98xx, H		
Unusual NT : two lower unbid suits	Hi-X		Even		Attitude	;	1NT (14) 15-17, 5c M and 6c m possible
	Lo-X		odd		attitude		
	SIGNAL	S IN OF	RDER OF P	PRIORITY	· ·		7
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	1 -	Partner		Declarer's I	Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Direct Cue-bid: 1 ♣ - 2 ♣ Nat; 1 ◆ - 2 ◆ majors; 1 ♣ - 2 ◆ majors; 1M 2M = M' + m	Suit 2	H=disc/ 2 3 H=disc/		Smith (low-		Italian Italian	2 ♣ = weak ♦ (3-10 HCP) or semi-forcing 1 suit or strong other  2 ♦ = multi or GF 1 suit or NT 24-25 HCP  2 ♥ = weak both majors (3-10 HCP). 4+♠/4+♥  2 ♠ = (9)10-13 or GF both minors
VC NT ( C4 (Week- Decrees	NT 2		ouu	Silliui (low-	-OK)	Italiali	
VS. NT (vs. Strong/Weak; Reopening;PH)	N1 2	2		_			T-walsh (= transfers on our 1♣ opening)
X=14+, 2. both majors, 2. 1 major,	3	3					Aggressive preemt-openings on 3-level nv against vul
2 ♥/♠ 5 card M + 4+m, 2NT= both minors	Signals (i	including	g Trumps): u	ıdca			
VS Weak	Smith:	Low like	es the lead	from both		3NT solid minor, usually 7 card, no Ace or King aside	
X = opening hand, others same as above	Signals a	fter we b	id a suit : Ol	DD = ENC an	d EVEN = S		
Reopening: 2♣ both majors, rest nat	_			DOUBLES	S		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEO	UT DOI	IBLES (Stv	le; Responses	s: Reonenin	σ)	-
X = take-out, natural overcalls	Can be as			, response	, reopenn	<b>8</b> /	
Leaping michaels	Can be ag	551033176	, naturai				1
	┨ ├──						SPECIAL FORCING PASS SEQUENCES
Over weak 2M, cue-bid ask stopper, 4m = 5M' + 5m	┥ ├──						SI ECIAL FORCING I ASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24	<b>-</b>			G01 =====		mn. a	<b>-</b>
X shows opening values and majors, 1NT: minors				COMPETIT			<b>-</b>
			3 cards in pa	artner's M (no	ot minimum)	or any 18 HCP	- I
	Responsi	ve X					IMPORTANT NOTES
OVER OPPONENTS' TAKEOUT DOUBLE	<b>⅃</b>						1m ( <b>1♥</b> ) X : 4+ cards in ♠
Xx = strong (10+)	1NT(we	ak) Pass	s 2x: X = po	oints			$1 \clubsuit (1 \spadesuit) X : 4+ \text{ cards in } \blacktriangledown; 1 \blacktriangledown = 4(+) \spadesuit; 1 \spadesuit = \text{no } M \text{ no stop}$
Transfer after (1 M – DBL)	1NT(stro	ong) Pas	ss $2x: X = a$	asking lead			PSYCHICS: rare
		U/					

<b>.</b>	IF MAL	MIN. NO. OF CARDS	NEG.DBL THRU						
OPENING	TICK IF ARTIFICIAL			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING		
1*		2	4 🖍	11-20 natural	1 ♦ : 4+♥, 1♥: 4+♠, 1♠: transfer to 1nt 2♣ : at least Inv raise, 2♦ : 6 card ♥ (0-5 HCP or GF), 2♥ : 6 card ♠ (0-5 HCP or GF); 2♠ : 6+♦(0-5 HCP or GF) 3♣ : weak raise (4-7HCP)	2 way checkback on any 1-1-1 1 ♣-1 ◆-1NT : 12-14 maybe 4 card ♠			
1♦		4	<b>4</b> ♠	11-20 natural or balanced	2 ♦ : at least Inv raise, 2 ♥: 5 ♠ + 4 ♥ (5-8 HCP); 2 ♠ : 5 ♠ + 4 ♥ 9-11 HCP; 3 ♦ : weak raise (4-7 HCP)	2 way checkback on any 1-1-1			
1♥		5	4 🛦	11-20	$2x = Nat GF$ , $2NT = GF support$ , $3 \clubsuit = 6 - 9 Fit$ ; $3 \spadesuit = 10-11 Fit$ ; $3M = 0-5 Fit$ , $2 \heartsuit = 8-10 3c Fit$ $1NT = forcing$	After overcall : 2NT inv raise, cuebid GF 3♣ = any single, 3♦ = any void Gazilli *	Inverted drury only with 2♣ / resp. 2♦ is positive Fit jumps		
1 🖍		5	4♥	11-20	Same as 1♥	Same as 1♥	Same as 1♥		
INT				(14)15-17 5M or 6m possible	Stayman, 4 transfers 3♣ = minors weak, 3♠ = minors GF 55+, 3M = 3145 short M, 3 other M	After overcall : RUBENSOHL	rubensohl		
2*	Х			Weak 5+ ◆(3-10HCP)  Semi GF, GF bicolor 22-23/26+ bal	2 ♦ = non forcing relay; 2 ♥ / ♠ = Nat. F1; 3 ♥ / ♠ = NAT Inv.  2NT = forcing relay 15+HCP; 3 ♦ = P/C	2♥ = obliged for 2♠ After 2NT: 3♣ weak/bad suit(3-7HCP), 3♦ weak/good suit(3-7HCP), 3♥ strong/bad suit(7-10HCP), 3♠ strong/good(7-10HCP),			
2♦	X			6M 3-11 GF 1 suit, 24-25 bal	2♥/♠(3♥/♠)= pass/correct 3♦/3♣: Nat F1 2NT = forcing relay	3♣ min ♥(3-7HCP), 3♦ min ♠(3-7HCP), 3♥ max ♠(7-10HCP), 3♠ max ♥(7-10HCP),			
2♥	x	4+/4+		3-11 4+♥ + 4+ ♠	2NT = forcing relay 3♥/♠: To play	3♣ any min, 3♦ max 44, 3♥ max 5♠4♥, 3♠ max 5♥4♠, 3NT max 55			
24	Х			5+ <b>♣</b> 5+ <b>♦</b> 10-13 or GF	2NT = forcing relay 3♣/♦: To play, 3♥/♠: GF,	3♣ any min, 3♦ max 55, 3♥ max 6♣ 5♦, 3♠ max 5♣ 6♦, 3NT max 55(H singleton)			
2NT				20-21 bal	3♣:Puppet stayman, transfers (3M is fit), 3♣=minors, 3NT: to play	3 ♦ : no 5 card M, but 4 card M, 3M: 5+ card, 3NT: no 4/5 card M			
3♣/♦		5+		Natural pre-empt, (5 – 10 HCP), aggressive (0-10) nv/v	Natural, 3M GF				
3♥/♠		5+		Natural pre-empt, (5 – 10 HCP), aggressive (0-10) nv/v	4♣/♦= cuebid + slam try				
3NT	X			Gambling: solid 7c suit	$4 \clubsuit = P/C$ , $4 ♠ = $ asking shortness, $4 \blacktriangledown / \spadesuit = $ to play				
4 <b>.</b>				Natural preempt					
4♦				Natural preempt		HIGH LEVEL BI			
4♥				Natural preempt		4NT: RKCB 4130, 5NT 2key cards and void;	6x 1 or 3 key card and void		
4♠				Natural preempt		4♣/♦: optional RKCB			
4NT			1	Both minors, 6+ 5+		5NT asking king > king on that suit or other 2			
						Dopi ropi below 5 of our suit			
						Depo/ repo above 5 of our suit			