

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1/2 Level; Reopening)</b>
Style : NAT ; Responses : 1/1 F1 ; 2/1 NF ; 2/2 F except in COMP ; Cue = force
Reopening: NAT
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> position: 16 - 18; 4 <sup>th</sup> position live: to win (except passed hand status: showing 2-suiter 5/6 - 4) ; reopening position 11 - 14
Responses: Stayman/Transfers on 1m ; Transfers on 1M
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Style: weak if non-vul.; serious if vul.
Unusual NT = lowest suits
Reopen: Style: intermediate; 2NT = 18-190 BAL
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct cue bid: 2-suiter (highest suits)
Jump cue bid asks for stopper to play 3NT
Idem in reopening
<b>VS. NT (vs. Strong/Weak; Reopening)</b>
2 <sup>nd</sup> hand: 2♣ = ♥/♠ ; 2♦ = Multi; 2♥/♠ = Muiderberg
4 <sup>th</sup> hand: 2♣ = ♥/♠ ; another NAT
In all positions: double = penalty
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Doubles = take-out till 4♥
Cue bid = 2 suiter (highest suits)
Jumps & NT bids: NAT, strong
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
X = Majors; NT = minors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Redouble 10+; 2NT & 3NT sound raise; 1/1 F1; 2/1 NF

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	Standard count	idem	
NT	2 <sup>nd</sup> / 4 <sup>th</sup> best; Top of nothing	Standard count	
Subseq.			
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK short	AK short	
King	AK long / KQ...	Good suit, asks to unblock	
Queen	QJ...	KQ short, AQJ... / QJ...	
Jack	KJ10... / J10...	AJ10... / KJ10... / J10...	
10	K109... / Q109... / 109...	Honour 109 / 109...	
9	Honour 98... / 98...	Honour 98 / 98...	
Hi-X	Even	Even	
Lo-X	Odd	Odd	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Upside down att.	Standard count	Odd = encouraging
Suit 2	Standard count		Even = suit pref..
3	Standard suit pref.		
1	Upside down att.	Standard count	Odd = encouraging
NT 2	Standard count		Even = suit pref.
3	Standard suit pref..		
Signals in the trump suit: Upside down count; suit pref.			
Smith signals against NT with small cards (both sides)			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Style: NAT; Responses: NAT (Cue = force)			
Reopening: NAT			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
A lot of responsive & value doubles; Lightner double			

W B F CONVENTION CARD
<b>CATEGORY: E.B.L. CHAMPIONSHIPS</b>
<b>PLAYERS:</b> Tanguy DE LIEDEKERKE - Guy VAN MIDDELEM
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5 cards Major - ♦/good 4 - 1♣ may be 2 cards
1NT 15 - 17
2♣ F1 (22 - 23 BAL or 1-suiter ♠/♦/♣ NFG or ♥ FG)
2♦ FG (any or 24+ BAL) except ♥ F1
2♥: weak
2♠: weak
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
3NT: gambling - no side Ace or King
4♣ : sound ♥
4♦ : sound ♠
<b>SPECIAL COMPETITIVE SEQUENCES</b>
After 2any double pass: 2NT = negative or any GF with other M
After 1any 2jump: we play Rubensohl
A lot of 'scrambling' 2NT in competition
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:</b> Light 3 <sup>rd</sup> hand openings

