OVERCALLS (Style: Responses: 1/2 Level: Reopening) Style: NAT : Responses: Reopening) Style: Nation: 1/2 - 1/2* J ** Ext. Top of nothing Style: Nation: 1/2 - 1/2* J ** Responses: Reopening) LEADS ::::::::::::::::::::::::::::::::::::	DEFENSIVE AND COMPETITIVE BIDDING	1	LEADS AND SIGNALS				W B F CONVENTION CARD	
Style:: NAT:: Responses: 1/1 F1 : 2/1 NF : 2/2 F except in COMP: Lead In Partner's Suit CATEGORY: E.B.L. CHAMPIONSHIPS Cup = force Suit Standard count Idem: PLAYERS: Reopening: NAT 2 ¹⁰ /4 ¹⁰ best; Top of nothing Standard count PLAYERS: Subseq: Other: Other: Other: Other: Other: Other: Other: Other: Code Status: Showing: Code Status: Showing: Status: Showing: GENERAL APROACH AND STYLE Status: Showing: Lead Vs. Suit Vs. NT Generation (A.G.), (JO., ISO., ISO., (JO., ISO., IS	OVERCALLS (Style; Responses: 1/2 Level; Reopening)	OPENIN	G LEADS STYLE					
Cuc - force Suit Standard count idem Reopening: NAT NT 2%/4 ^h best; Top of nothing Standard count PLAYERS: Tanguy DE LIEDEKERKE - Guy VAN MIDDELEM Differ: Differ: Differ: INT OVERCALL (2 ^m /4 ^h Live; Responses; Reopening) LEADS System SUMMARY System SUMMARY Z ^{ab} position: 16 - 18; 4 ^{ab} position live: to win (except passed hand status; showing 2-suiter 56 - 4); reopening position 11 - 14 Ace AK short Ak short Ak short Status to unblock Scards Major - sigood 4 - 14 may be 2 cards Responses: Stayman/Transfers on Im; Transfers on Im; Transfers on Im Dack K100/100 Al (100/(201					In Partn	er's Suit	CATEGORY: E.B.L. CHAMPIONSHIPS	
Subseq. Image: Construction of the second state of the s		Suit	Standard cou	unt				
Subseq. Image: Constraint of the second state of the se	Reopening: NAT	NT	2 nd / 4 th best;	Top of nothing	gStandar	d count	PLAYERS:	
INT OVERCALL (2 ^{ad} /4 th Live; Responses; Reopening) SYSTEM SUMMARY INT OVERCALL (2 ^{ad} /4 th Live; Responses; Reopening) SYSTEM SUMMARY 2 ^{ad} position: 16 - 18; 4 th position live; to win (except passed hand status; showing 2-suiter 56 - 4); reopening position 11 - 14 Acc AK short AK short Acc AK short AK short AK short GENERAL APPROACH AND STYLE Responses: Stayman/Transfers on 1m ; Transfers on 1m ; Transfers on 1M Queen QL KQ short, AQL//QL//QL/QL//QL//QL//QL//QL//QL//QL//QL//		Subseq.		•			Tanguy DE LIEDEKERKE - Guy VAN MIDDELEM	
2 nd position: 16 - 18; 4 nd position live: to win (except passed hand status: showing 2-suiter 5/6 - 4); reopening position 11 - 14 Ace Lead Vs. Suit Vs. NT Ace AK long / KQ Good suit, asks to unblock Generation (AK long / KQ) Generation (AK long / KQ) Responses: Stayman/Transfers on Im ; Transfers on IM Queern QJ KQ short, AQL / QJ Lead Vs. Suit JUMP OVERCALLS (Style; Responses; Unusual NT) Io K100 / J10 Al10 / K100 / J10 Divence 109 / 109 Style: weak if non-vul; serious if vul. Io K109 / J10 Al10 / K100/ J10 2* FG (arry or 24 + BAL) except * F1 Unusual NT = lowest suits Hi-X Even Even 2* weak Direct cre bid; 2-suiter (highest suits) Jum cue bid asks for stoper to play 3NT Standard count Decharer's Lead Discarding NT (vs. Strong/Weak; Reopening) NT 2 [Standard count Even = suit pref. 3[Standard count Standard count 4 : sound 4 2 nd hand; 2 = • / 4; : 2 • fult; 2 * / 4: 2 • enalt; NT is fignals against NT with small cards (both sides) Alter 1any 2 [unp; we play Rubensoh] In all positions: double = penaly TAKEOUT DOUBLES (Style; Responses; Reopening) Style: NAT; Responses; N		Other:						
2 nd position: 16 - 18; 4 nd position live: to win (except passed hand status: showing 2-suiter 5/6 - 4); reopening position 11 - 14 Ace Lead Vs. Suit Vs. NT Ace AK long / KQ Good suit, asks to unblock Generation (AK long / KQ) Generation (AK long / KQ) Responses: Stayman/Transfers on Im ; Transfers on IM Queern QJ KQ short, AQL / QJ Lead Vs. Suit JUMP OVERCALLS (Style; Responses; Unusual NT) Io K100 / J10 Al10 / K100 / J10 Divence 109 / 109 Style: weak if non-vul; serious if vul. Io K109 / J10 Al10 / K100/ J10 2* FG (arry or 24 + BAL) except * F1 Unusual NT = lowest suits Hi-X Even Even 2* weak Direct cre bid; 2-suiter (highest suits) Jum cue bid asks for stoper to play 3NT Standard count Decharer's Lead Discarding NT (vs. Strong/Weak; Reopening) NT 2 [Standard count Even = suit pref. 3[Standard count Standard count 4 : sound 4 2 nd hand; 2 = • / 4; : 2 • fult; 2 * / 4: 2 • enalt; NT is fignals against NT with small cards (both sides) Alter 1any 2 [unp; we play Rubensoh] In all positions: double = penaly TAKEOUT DOUBLES (Style; Responses; Reopening) Style: NAT; Responses; N	1NT OVERCALL (2 nd /4 th Live: Responses: Reopening)	LEADS					SYSTEM SUMMARY	
status: showing 2-suiter 5/6 - 4); reopening position 11 - 14 Ace AK short AK short CENERAL APPROACH AND STYLE Responses: Stayman/Transfers on 1m; Transfers on 1m; Gade Queen QL KQ short, AQL / QL KR short Stards Major - 4/good 4 - 14 may be 2 cards IVMP OVERCALLS (Style; Responses; Unusual NT) Jack K10 / 10 HONOUR 98 / 98 Honour 98 / 98 Honour 98 / 98 Style: Very Revention 109 24 F1 (22 - 23 BAL or 1-suiter 4/e/4 NFG or ♥ FG) Style: weak if non-vul; serious if vul. 9 Honour 98 / 98 Honour 98./ 98 29: weak Unsual NT = lowest suits Lo-X Odd Odd 29: weak 29: weak Direct cue bid: 2-suiter (highest suits) I Urside down att. Standard count Odd = encouraging 301: 3 enviore 301: 3 enviore Standard suit pref. 9 Istandard suit pref. 4 · sound 4 4 · sound 4 4 · sound 4 Strandard suit pref. 9 Istandard suit pref. 102 side down acut, suit pref. 3 standard suit pref. 3 standard suit pref. 5 sinth signals against NT with small cards (boh sides) 3 file anv double pass: 2NT = negative or any GF with o A file any 2 gump: we play Rubensohl A lot of 'serambling' 2NT in comp			Vs. Suit		Vs. NT			
King AK long / KQ Good suit, asks to unblock Stards Major - */good 4 - 1* may be 2 cards Responses: Stayman/Transfers on Im ; Transfers on Im ; Transfers on Im ; Transfers on Im ; Transfers on Im ; Stards Major - */good 4 - 1* may be 2 cards JUMP OVERCALLS (Style; Responses; Unusual NT) Jum 2 weak if non-vul; serious if vul. Int 15 - 17 Jum 2 weak if non-vul; serious if vul. Int 16 - 17 JUNSual NT = lowest suits Hi-X Even Honour 98 / 98 Jum 2 weak Insusual NT = lowest suits Hi-X Even 2* weak Direct cue bid: 2-suiter (highest suits) Jum cue bid asks for stopper to play 3NT Josid 2 for Que 2 / Que 2.						rt	GENERAL APPROACH AND STYLE	
Responses: Stayman/Transfers on 1m ; Transfers on 1m ; Queen QJ KQ short, AQJ / QJ 24 F1 (22 - 23 BAL or 1-suiter 4/4/4 NFG or FG) JUMP OVERCALLS (Style; Responses; Unusual NT) Io K109 / Q109 / 109 Honour 199 / 109 24 F1 (22 - 23 BAL or 1-suiter 4/4/4 NFG or FG) Style: weak if non-vul; serious if vul. 9 Honour 98 / 98 Honour 98 / 98 29; weak Unusual NT = lowest suits Hi-X Even Even 29; weak Direct cue bid; 2-suiter (highest suits) IUpside down att. Standard count Odd = encouraging Jump cue bid asks for stopper to play 3NT IUpside down att. Standard count Even = suit pref				Q				
Jump cub dia k [10,/J10,//J10,//J10,//J10,//J10,//J10,//J10,//J10,//J10,//J10,//J10,//J10,//J10,//J10,//J10,//J10,//J10,///J10,//////////////////////////////////	Responses: Stayman/Transfers on 1m; Transfers on 1M				KQ sho	rt, AQJ / QJ		
JUMP OVERCALLS (Style; Responses; Unusual NT) 10 K109 / Q109 / 109 Honour 109 / 109 2+ FG (any or 24+ BAL) except ♥ F1 Style: weak if non-vul.; scrious if vul. 9 Honour 98 / 98 Honour 98 / 98 2* EG (any or 24+ BAL) except ♥ F1 Unusual NT = lowest suits 9 Honour 98 / 98 Honour 98 / 98 2* EG (any or 24+ BAL) except ♥ F1 Reopen: Style: intermediate; 2NT = 18-190 BAL Discarding Direct cue bid: 2-suiter (highest suits) 10 JUpside down att. Standard count Odd = encouraging 3NT: gambling - no side Ace or King 3NT: gambling - no side Ace or King 4* : sound ● Idem in reopening 10 Upside down att. Standard count Even = suit pref 3 Standard suit pref. 4* : sound ● 2 ^{ad} hand: 2 & = ♥/♠ ; another NAT Signals in the trump suit: Upside down count; suit pref. Signals in the trump suit: Upside down count; suit pref. After 2any double pass: 2NT = negative or any GF with o 10 all positions: double = penalty DOUBLES Alot of 'scrambling' 2NT in competition 0 Style: NAT; Responses; Reopening) Style: NAT; Responses; NAT (Cue = force) A lot of 'scrambling' 2NT in competition 0 Style: NAT; Responses; NAT (Sup SPENINGS- ic. 1 & or 2 & SPECIAL, ATTIFICIAL & COMPETITIVE DB		Jack	KJ10 / J10	0			2♣ F1 (22 – 23 BAL or 1-suiter ♠/♦/♣ NFG or ♥ FG)	
Style: weak if non-vul.; serious if vul. 9 Honour 98 / 98 Honour 98 / 98 Unusual NT = lowest suits 1 Even 29: weak Reopen: Style: intermediate; 2NT = 18-190 BAL Discarding 29: weak Direct uce bid asks for stopper to play 3NT Even = suit pref. 3Standard south pref. Idem in reopening 9 Honour 98 / 98 Honour 98 / 98 VS. NT (vs. Strong/Weak; Reopening) 10 Upside down att. Standard count Odd = encouraging NT 2 Standard count Odd = encouraging 44 : sound ◆ 3 Standard south pref. Signals in the trump suit: Upside down count; suit pref. Signals in the trump suit: Upside down count; suit pref. Signals in the trump suit: Upside down count; suit pref. 1 Not of 'scrambling' 2NT in competition A lot of 'scrambling' 2NT in competition 1 Vs. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) DOUBLES A lot of 'scrambling' 2NT in competition 1 Style: NAT; Responses: NAT (Cue = force) A lot of 'scrambling' 2NT in competition 1 Style: NAT; Responses: NAT (Cue = force) A lot of 'scrambling' 2NT in competition 1 Style: NAT; Responses: NAT (Cue = force) Style: NAT; Responses: NAT (Cue = for	JUMP OVERCALLS (Style; Responses; Unusual NT)	10	K109/O1	109 / 109	Honour	109 / 109		
Unusual NT = lowest suits Hi-X Even 29: weak Reopen: Style: intermediate; 2NT = 18–190 BAL SIGNALS IN ORDER OF PRIORITY 29: weak Direct cue bid: 2-suiter (highest suits) SIGNALS IN ORDER OF PRIORITY Standard count Odd = oncouraging Jump cue bid asks for stopper to play 3NT I Upside down att. Standard count Odd = encouraging Suit 2 Standard count Odd = encouraging 38: sound ◆ 44: sound ◆ Idem in reopening 1 Upside down att. Standard count Odd = encouraging VS. NT (vs. Strong/Weak; Reopening) NT 2 Standard count Odd = encouraging 44: sound ◆ 2 nd hand: 2 + = v/ + ; 2 + Multi; 2v/								
Lo-X Odd Odd 2*: weak Reopen: Style: intermediate; 2NT = 18–190 BAL SIGNALS IN ORDER OF PRIORITY 2*: weak DIRECT & JUMP CUE BIDS (Style; Response; Reopen) Partner's Lead Discarding 3NT: gambling - no side Acc or King Direct cue bid: 2-suiter (highest suits) IUpside down att. Standard count Odd = encouraging 3NT: gambling - no side Acc or King Lo-X Standard suit pref. IUpside down att. Standard count Odd = encouraging Suit 2 Standard suit pref. IUpside down att. Standard count Odd = encouraging YS. NT (vs. Strong/Weak; Reopening) NT 2 Standard count Even = suit pref. SPECIAL COMPETITIVE SEQUENCES 2 ^{ad} hand: 2+ = V/A ; 2 + Mult; 2V/A = Mult; 3 Standard suit pref. SPECIAL competitive or any GF with o A fier 2 any double pass: 2NT = negative or any GF with o Smith signals against NT with small cards (both sides) After 1 any 2jump: we play Rubensohl In all positions: double = penalty TAKEOUT DOUBLES (Style; Responses; Reopening) Alot of 'scrambling' 2NT in competition Style: NAT; Responses: NAT (Cue = force) Reopening: NAT Reopening: NAT Style: NAT; Responses: NAT (Cue = force) Ys. ARTIFICIAL ST		Hi-X				,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	2♥: weak	
Reopen: Style: intermediate; 2NT = 18–190 BAL SIGNALS IN ORDER OF PRIORITY DIRECT & JUMP CUE BIDS (Style; Response; Reopen) Partner's Lead Discarding Direct cue bid; 2-suiter (highest suits) Partner's Lead Discarding Jump cue bid asks for stopper to play 3NT Standard count Even = suit pref. SPECIAL BIDS THAT MAY REQUIRE DEFENSE Main reopening Standard suit pref. Standard count Even = suit pref. SPECIAL BIDS THAT MAY REQUIRE DEFENSE 2 ^{md} hand; 24 = √(A; 2 • Multi; 2√(A = Multicrberg Standard suit pref. Standard count Even = suit pref. 2 ^{md} hand; 24 = √(A; 2 • Multi; 2√(A = Multicrberg Standard suit pref. Standard count Even = suit pref. 3 Standard suit pref. Standard count Even = suit pref. SPECIAL COMPETITIVE SEQUENCES 4 th hand; 24 = √(A); 2 • Multi; 2√(A = Multicrberg Standard suit pref. Standard suit pref. Standard suit pref. 1 In all positions: double = penalty Standard suit pref. After 2any double pass: 2NT = negative or any GF with o 5 Style: NAT; Responses: NAT (Cue = force) A lot of 'scrambling' 2NT in competition A lot of 'scrambling' 2NT in competition 0 Style: NAT; strong Style: NAT; Responses: NAT (Cue = force) </td <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td>								
DIRECT & JUMP CUE BIDS (Style; Response; Reopen) Partner's Lead Discarding SPECIAL BIDS THAT MAY REQUIRE DEFENSE Direct cue bid: 2-suiter (highest suits) 1 Upside down att. Standard count Odd = encouraging 3NT: gambling - no side Ace or King Jump cue bid asks for stopper to play 3NT 3 Standard count Even = suit pref 3NT: gambling - no side Ace or King Idem in reopening 1 Upside down att. Standard count Odd = encouraging YS. NT (vs. Strong/Weak; Reopening) NT 2 Standard suit pref. 4 : sound ▲ 2 nd hand: 2 + = ♥/ + ; another NAT 3 Standard suit pref. Standard suit pref. 4 th hand: 2 + = ♥/ + ; another NAT Signals in the trump suit: Upside down count; suit pref. Standard suit pref. Standard suit pref. VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) TAKEOUT DOUBLES (Style; Responses; Reopening) A lot of 'scrambling' 2NT in competition Doubles = take-out till 4 ♥ Style: NAT; Responses: NAT (Cue = force) A lot of 'scrambling' 2NT in competition YS. ARTIFICIAL STRONG OPENINGS - i.e. 1 ♦ or 2 ● SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS Image: SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS	Reopen: Style: intermediate: 2NT = 18–190 BAL		S IN ORDER OF PI	RIORITY				
Direct cue bid: 2-suiter (highest suits) 1 Upside down att. Standard count Odd = encouraging 3NT: gambling - no side Ace or King Jump cue bid asks for stopper to play 3NT 3 Standard count Even = suit pref 4* : sound ◆ Idem in reopening 1 Upside down att. Standard count Odd = encouraging 4* : sound ◆ 2 nd hand: 2 = ♥/A ; 2 ● = Multi; 2 ♥/A = Muiderberg 3 Standard count Even = suit pref. 5 3 Standard count Even = suit pref. 3 Standard count Even = suit pref. 2 nd hand: 2 = ♥/A ; 2 ● = Multi; 2 ♥/A = Muiderberg 3 Standard suit pref. 5 SPECIAL COMPETITIVE SEQUENCES 4 th hand: 2 = ♥/A ; another NAT Signals in the trump suit: Upside down count; suit pref. Signals against NT with small cards (both sides) After 1any 2jump: we play Rubensohl In all positions: double = penalty DOUBLES A lot of 'scrambling' 2NT in competition Style: NAT; Responses: NAT (Cue = force) Reopening: NAT Even = suit pref. A lot of 'scrambling' 2NT in competition Style: NAT; Responses: NAT (Cue = force) Style: NAT; Responses: NAT (Cue = force) Even = suit pref. Even = suit pref. Even = suit pref. Style: NAT; Responses: NA					ad	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Jump cue bid asks for stopper to play 3NT Suit 2 Standard count Even = suit pref 3 Standard suit pref. 1 Upside down att. Standard count 0dd = encouraging YS. NT (vs. Strong/Weak; Reopening) NT 2 Standard count Odd = encouraging 4 ÷ : sound ◆ 2 m hand: 2 ◆ = ♥/♠ ; 2 ◆ = Multi; 2 ♥/♠ = Muiderberg 3 Standard suit pref. 3 Standard suit pref. 3 Standard suit pref. 3 man: 2 ◆ = ♥/♠ ; another NAT Signals in the trump suit: Upside down count; suit pref. 3 Standard suit pref. 3 Standard suit pref. NT all positions: double = penalty Signals in the trump suit: Upside down count; suit pref. 3 fter 2 any double pass: 2NT = negative or any GF with o Noubles = take-out till 4 ♥ Style: NAT; Responses; Reopening) A lot of 'scrambling' 2NT in competition 9 Style: NAT; strong Style: NAT; Responses; NAT (Cue = force) A lot of 'scrambling' 2NT in competition 1 umps & NT bids: NAT, strong Style: NAT; Responses; NAT (Cue = force) Stendard Suit PETITIVE DBLS/RDLS X = Majors; NT = minors SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		1	Upside down att.	Standard cour	nt	Odd = encouraging	3NT: gambling - no side Ace or King	
1 3 Standard suit pref. 4 + : sound ▲ 1 1 Upside down att. Standard count Odd = encouraging 2 nd hand: 2 ★ = ♥/ ♠ : 2 ♠ = Multi; 2 ♥/ ♠ = Muiderberg 3 Standard suit pref. Standard suit pref. 3 Standard suit pref. 3 Standard suit pref. Standard suit pref. 3 Standard suit pref. 3 Standard suit pref. Standard suit pref. 3 Standard suit pref. 3 Standard suit pref. Standard suit pref. 3 Standard suit pref. 3 Standard suit pref. Standard suit pref. 4 * another NAT Signals in the trump suit: Upside down count; suit pref. After 2any double pass: 2NT = negative or any GF with o 5 Smith signals against NT with small cards (both sides) After 1any 2jump: we play Rubensohl 4 * Style: NAT; Responses: NAT (Cue = force) A lot of *scrambling' 2NT in competition 1 Style: NAT; Responses: NAT (Cue = force) Reopening: NAT Style: NAT; Responses: NAT (Cue = force) X = Majors; NT = minors SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS								
Idem in reopening 1 Upside down att. Standard count Odd = encouraging VS. NT (vs. Strong/Weak; Reopening) NT 2 Standard count Even = suit pref. SPECIAL COMPETITIVE SEQUENCES 2nd hand: 2 = ♥/♠ ; 2 ● = Multi; 2 ♥/♠ = Muiderberg 3 Standard suit pref. SPECIAL COMPETITIVE SEQUENCES 4th hand: 2 = ♥/♠ ; another NAT Signals in the trump suit: Upside down count; suit pref. After 2 any double pass: 2NT = negative or any GF with o In all positions: double = penalty Smith signals against NT with small cards (both sides) After 1 any 2jump: we play Rubensohl VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) TAKEOUT DOUBLES (Style; Responses; Reopening) A lot of 'scrambling' 2NT in competition Doubles = take-out till 4 ♥ Style: NAT; Responses: NAT (Cue = force) Reopening: NAT Reopening: NAT Reopening: NAT Style: NAT; Responses: NAT (Cue = force) K = Majors; NT = minors SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		3	Standard suit pref.			•		
VS. NT (vs. Strong/Weak; Reopening) NT 2 Standard count Even = suit pref. 2nd hand: 2 + = */*; 2 + Multi; 2 */* = Mulderberg 3 Standard suit pref. SPECIAL COMPETITIVE SEQUENCES 4th hand: 2 + = */*; another NAT Signals in the trump suit: Upside down count; suit pref. After 2 any double pass: 2NT = negative or any GF with o In all positions: double = penalty Smith signals against NT with small cards (both sides) After 1 any 2jump: we play Rubensohl VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) TAKEOUT DOUBLES (Style; Responses; Reopening) A lot of 'scrambling' 2NT in competition Doubles = take-out till 4 * Even = suit pref. Even = suit pref. Style: NAT; Responses: NAT (Cue = force) Reopening: NAT YS. ARTIFICIAL STRONG OPENINGS- i.e. 1 * or 2* SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS Even = suit pref.	Idem in reopening	1	Upside down att.	Standard cour	nt	Odd = encouraging		
2nd hand: 2 + = */* ; 2 - Multi; 2 */* = Multi; 2	VS. NT (vs. Strong/Weak; Reopening)	NT 2	Standard count			Even = suit pref.		
4 th hand: 2★ = ♥/♠; another NAT Signals in the trump suit: Upside down count; suit pref. After 2any double pass: 2NT = negative or any GF with o In all positions: double = penalty Smith signals against NT with small cards (both sides) After 1any 2jump: we play Rubensohl VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) TAKEOUT DOUBLES (Style; Responses; Reopening) A lot of 'scrambling' 2NT in competition Doubles = take-out till 4♥ Style: NAT; Responses: NAT (Cue = force) Reopening: NAT Jumps & NT bids: NAT, strong Reopening: NAT SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS X = Majors; NT = minors SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS Lot of 'scrambling' 2NT in competition	2^{nd} hand: $2 = \sqrt{4}$; $2 = Multi$; $2 \sqrt{4} = Multerberg$	3	Standard suit pref			•	SPECIAL COMPETITIVE SEQUENCES	
In all positions: double = penalty Smith signals against NT with small cards (both sides) After 1 any 2jump: we play Rubensohl In all positions: double = penalty DOUBLES After 1 any 2jump: we play Rubensohl VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) TAKEOUT DOUBLES (Style; Responses; Reopening) A lot of 'scrambling' 2NT in competition Doubles = take-out till 4♥ Style: NAT; Responses: NAT (Cue = force) Reopening: NAT Lumps & NT bids: NAT, strong Reopening: NAT Image: NAT VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♠ SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS Image: NAT				de down count	: suit pref.			
In all positions: double = penalty Image: Comparison of the second state of the			<u> </u>			5)		
DOUBLESA lot of 'scrambling' 2NT in competitionVS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)TAKEOUT DOUBLES (Style; Responses; Reopening)Doubles = take-out till 4TAKEOUT DOUBLES (Style; Responses; Reopening)Doubles = take-out till 4Style: NAT; Responses: NAT (Cue = force)Cue bid = 2 suiter (highest suits)Reopening: NATJumps & NT bids: NAT, strongReopening: NATVS. ARTIFICIAL STRONG OPENINGS- i.e. 1 or 2 or	In all positions: double = penalty				(000000000000	<i>,</i>	The fully gump, we put the observe	
Doubles = take-out till 4♥Style: NAT; Responses: NAT (Cue = force)Cue bid = 2 suiter (highest suits)Reopening: NATJumps & NT bids: NAT, strongReopening: NATVS. ARTIFICIAL STRONG OPENINGS- i.e. 1♦ or 2♠SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLSX = Majors; NT = minorsSPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS				DOUBLES			A lot of 'scrambling' 2NT in competition	
Doubles = take-out till 4♥Style: NAT; Responses: NAT (Cue = force)Cue bid = 2 suiter (highest suits)Reopening: NATJumps & NT bids: NAT, strongReopening: NATVS. ARTIFICIAL STRONG OPENINGS- i.e. 1♦ or 2♠SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLSX = Majors; NT = minorsSPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		TAKEOL		D	D	-)	-	
Cue bid = 2 suiter (highest suits) Reopening: NAT Jumps & NT bids: NAT, strong Reopening: NAT VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 or 2 determined SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS X = Majors; NT = minors SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS					Keopenin	g)	┫┠────	
Jumps & NT bids: NAT, strong Image: Comparison of the strong of the		~	· ·	(Cue = force)				
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 to r 2 to real X = Majors; NT = minors SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		Reopening	g: NAT					
X = Majors; NT = minors SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS	, <u>,</u>	┫┠────					┥┝────┥	
				COMPETER			┫╞─────┤	
	X = Majors; NT = minors		/			/KDLS	4	
			spensive ce value do	Loto, Eightie				
OVER OPPONENTS' TAKEOUT DOUBLE IMPORTANT NOTES		┛┝───					IMPORTANT NOTES	
Redouble 10+; 2NT & 3NT sound raise; 1/1 F1; 2/1 NF	Redouble 10+; 2NT & 3NT sound raise; 1/1 F1; 2/1 NF	┨┣━━━━					┨┠─────┤	
PSYCHICS: Light 3 rd hand openings		-					PSYCHICS: Light 3 rd hand openings	

RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING	
C (♦ may be bypassed) - strong single jumps	Roudi, Checkback, 3 rd suit, 4 th suit, splinters	Fit jumps	
- strong single jumps	Roudi, Checkback, 3 rd suit, 4 th suit, splinters	Fit jumps	
C - 1NT F1 - strong single jumps - 2NT = fit, or + linter	Roudi, Checkback, 4 th suit, splinters	Inverted Drury; fit jumps	
C 1NT F1 - strong single jumps - 2NT = fit, c or + linter	4 th suit, splinters	Inverted Drury; fit jumps	
tayman with 4 responses - 2 & 3 level transfers	Rubensohl if comp; Smolen; 4 level transfer		
vaiting or any good suit			
vaiting or any good suit			
relay			
relay			
man 3 responses - transfers for $\forall/a - 3a =$ nors - 4 level = double transfer	Smolen		
bass or correct			
	HIGH LEVEL BI	DDING	
	KCBW 41-30 with Q ask		
	Josephine		
		Josephine	