DEFENSIVE AND COMPETITIVE BIDDING		LEAD	S AND SIGNA	LS	W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING I	LEADS STYLE				
Aggressive 1-level – sound 2-level		Lead		In Partner's Suit	CATEGORY: BELGIAN TEAM CHAMPIONSHIP	
Freq. 4-card suit	Suit			3th/5 th (flexible)	Team & division: SQUEEZE III - II / B 2011/2012 PLAYERS: VERHOEVEN Carl (14155)	
Simple raise = courtesy	NT	` '		idem		
Jump raise = pre	Subseq	As above		As above	DE SCHEPPER Lieven (11069) 😉	
NT resp. = NF	Other: vs NT	: 10 or 9 = top 0	or 2 higher	•		
GOOD-BAD NT		•	J			
NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY	
ond pos: 15/18 HCP: as over 1 NT opening	Lead	Vs. Suit		Vs. NT		
th Live: 10/13 HCP: natural	Ace	AKJ10(+)		AKJ10(+)	GENERAL APPROACH AND STYLE	
	King	AK or AK-	+ (ask distrib.)	KQJ(+) - KQ10x	Natural : M 5+ 1 \clubsuit = 2+ 1 \spadesuit = 4+	
	Queen	QJ(+)		AQJx(+) - KQxx	PRE = classic – inverted raises over m-opening	
	Jack	J10(+)		J10x(+)	Aggressive comp. style	
(UMP OVERCALLS (Style; Responses; Unusual NT)	10	109x(+)		Kj10x(+) or 10x(+)		
Weak – new suit = 1 F	9	9xx(+)		K109x(+) or 9x(+)	1 NT openings : 15/171/2 HCP	
suit : 2 NT = lower 2 unbid suits – Michaels cuebid	Hi-X	Sx, xSx		Sx	2 over 1 responses after opening = forcing till 2 NT	
	Lo-X	HxS		Hxs		
Reopen: 2 NT = Bal 18/19 HCP	SIGNALS II	N ORDER OF	PRIORITY	•		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Pa	rtner's Lead	Declarer's Le	ad Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
$(1 \clubsuit) - 2 \clubsuit = \text{clubs}$	1 Lo)W	Hi/lo = even	Italian	2 ♣ = semi game forcing	
$(1 \clubsuit) - 2 \spadesuit = \text{majors}$	Suit 2				2 ♦ = MULTI (weak 2 M or GF)	
Other : see above	3					
	1 Lo	w	Hi/lo = even	Italian	2 ♠/2 ♥ = Muiderberg (5 card M & 4+ m)	
/S. NT (vs. Strong/Weak; Reopening;PH)	NT 2				Gambling 3 NT (solid m with outside stop)	
$\clubsuit = 4 + \heartsuit \& 4 + \spadesuit \text{ (in } 2^{\text{nd}} \text{ and } 4^{\text{th}} \text{ hand)}$	3					
$\bullet = 6 \text{ card} + \forall \text{ or } \bullet \text{ (in } 2^{\text{nd}} \text{ hand)}$	Signals (inclu	uding Trumps): 1	Italian	•		
$\mathbf{e} = \mathbf{v} + \mathbf{m}$ / Then $2 \triangleq 3 \text{ m} = \text{NF} - 2 \text{ NT}$ asks for m		<u> </u>			Weak jump shifts and raises in competition	
$\mathbf{A} = \mathbf{A} + \mathbf{m}$ / Then $3 \mathbf{V}/3 \mathbf{m} = \mathbf{NF} - 2 \mathbf{NT}$ asks for m					Lebensohl	
NT = minors			DOUBLES		Over opponent 1 NT-opening: Multi-Landy in 2 nd pos.	
♦/2♥/2♠ = natural in 4 th hand					In 4^{th} pos. : $2 - M - O$ thers natural	
/S.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT	DOUBLES (St	vle: Responses:	Reopening)	1	
NT = Niemeyer DBL ▶ Lebensohl	May be light		, ., =====	- F8/		
Vorld convention		g until a suit is b	id twice			
	Reopen : san					
S. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣					SPECIAL FORCING PASS SEQUENCES	
\sqrt{S} 1 ♣ : aggressive : DBL = $\sqrt{1}$ $\sqrt{1}$ ♦ = $\sqrt{1}$ $\sqrt{4}$ = 4+ $\sqrt{4}$ & 4+ m	SPECIAL. A	ARTIFICIAL &	COMPETITI	VE DBLS/RDLS	1 M – pass – 2 NT – bid : pass is forcing	
$NT = \forall / \triangle \text{ or } \triangle / \lozenge 2 \triangle / \lozenge / \forall / \triangle = \text{weak}$	Negative dou					
♣ / ♦ / ♥ / ♠ = pre		-DBL = exactly	4 card ♠			
OVER OPPONENTS' TAKEOUT DOUBLE					IMPORTANT NOTES	
New suit = F1 – weak jump shifts					4 th suit: forcing	
RDBL : MANSFIELD					3 rd suit forcing on repeat m-opening colour	
$M - (DBL) - 2 M = \text{weak raise} // 1 M (DBL) ^3/4 M = \text{pre raise}$	1				PSYCHICS: rare	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU						
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING		
1♣		2	3 ♠	9-21 hcp (exceptional 4 card ♦)	Inverted m - natural	Reverses by opener = F1			
1♦		4	3 ♠	9-21 hcp	Inverted m – natural	Reverses by opener = F1			
1♥		5	3 🏚	9-21 hcp	1 NT = 6/10 hcp - 2 NT = GF with support 3 ♣ = jump fit showing 3 ♦ = jump fit showing 3 ♥ = pre	Same general principles as over 1 m 1 M (pass) 2 NT: 3 ♣ = hand with singleton 3 ♦ = hand with a void Other M = natural 11/14 hcp Repeat M = 15+ hcp balanced 3 NT = 13/14 hcp balanced	Drury in 3 rd and 4 th position		
1♠		5	4 ♥	9-21 hcp	As over 1 ♥	As over 1 ♥	Drury in 3 rd and 4 th position		
INT				15/17½ hcp 5 card M possible	NF stayman – does not promise 4card M Jacoby trf / 3 ♣ = single or void ♦ or ♥ 3 ♦ = single or void ♣ or ♠ 3 M = short in M — 3-card other M				
2♣	X			Strong NT 22/23 or 28/29 hcp Or any SF hand	2 ♦ = relay				
2♦				Multi: weak 5/11 hcp 6 ♥/♠ Or GF hand	2 NT = forcing relay	$3 \clubsuit = \min$. hand $\sqrt[4]{3} \spadesuit = \min$. hand $\frac{4}{3} \sqrt[4]{3} \spadesuit = \max$. with $\sqrt[4]{3} \triangleq \max$. with $\sqrt[4]{3} \spadesuit = \min$.			
2♥				Weak 5/11 hcp / 5 ♥ + 4+ m	2 ♠ = to play - 2 NT = forcing relay 3 ♠ = asks for m : NF - 3 ♦ = limit raise 3 ♥ = pre raise - 3 ♠ = limit in ♠ 3 NT = to play	$2 \lor -2 NT -3 \checkmark /3 \lor = 5 \lor +4 / \lor < 9 HP$ $2 \lor -2 NT -3 \lor /3 \checkmark = 5 \lor +4 / \lor \ge 9 HP$ $2 \lor -2 NT -3 NT = 5 \lor +4 \lor +4 \checkmark \ge 9 HP$			
2♠				Weak 5/11 hcp / 5 ♠ + 4+m	As after 2 ♥	As after 2 ♥			
2NT				20/21 hcp balanced – 5 M pos.	Niemeyer – Jacoby trf 3 ♣ = minors with slem try value 3 NT = to play	3 NT oblig. relay			
3♣		6+		Pre	New suit = $F 1$				
3♦		6+		Pre	New suit = F 1				
3♥		6+		Pre	New suit = F 1				
3♠		6+		Pre	New suit = F 1				
3NT				Solid m with stop	$4 \clubsuit = pass \text{ or correct} - 4 \text{ M} = end - 5 \clubsuit = p \text{ or c}$				
4♣		7+♥		Pre in ♥	No values to protect				
4	X	7+♠		Pre in ♠	No values to protect				
4♥	 	7+	<u> </u>	Pre	Values to protect				
4 ♠		7+		Pre	Values to protect				
4NT				Minors 5+/5+		IIIGH I EVEL BIDDA	I.C.		
5 ♣ 5 ♦	 		 			HIGH LEVEL BIDDIN Dopi/Ropi	lG .		
J	1					Dobi/robi			