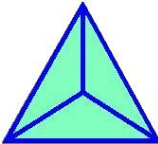


DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses; 1 / 2 Level; Reopening.)</b>
1 level.: 6 - 15 HP; 5 <sup>+</sup> -kaart 2 level: 10 - 15 HP; 5 <sup>+</sup> -kaart Vanaf 16 HP: X 2ZT/3♣/cuebid: Ghestem
<b>INT OVERCALL (2e/ 4e Live; Responses; Reopening)</b>
15-17 HP, RD, stop(s) system on Stayman (can be weak) + Jacoby
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
12 - 15 HP; 6 <sup>+</sup> -card from 16 HP: X Double jump: weak
<b>DIRECT - &amp; JUMP CUE BIDS (Style; Responses; Reopen.)</b>
naturel
<b>VS NT (vs Strong/weak; Reopening; PH)</b>
naturel
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT-bids)</b>
After 3♣/♦: 4♣ (♦/♣ & 1 major), 4♦ both major suits After 3♥/♠: 4♣ (♣ & ♠/♥), 4♦ (♦ & ♠/♥)
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b> X (♥), 1♦ (♠), 1♥ (♥ & 1 minor), 1♠ (♠ & 1 minor),
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Naturel, RDBL = forcing or to play

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partners's Suit	
Suit	Highest of a serie	idem	
	3 <sup>de</sup> highest	idem	
NT	4 <sup>de</sup> highest	idem	
	Highest of a serie		
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Requires King	Highest of a serie	
King	Requires Queen	Highest of a serie	
Queen	Requires Jack (and 10)	Highest of a serie	
Jack	Highest of a serie	Highest of a serie	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
Suit	High: positif		Lavinthal Italian
ZT	High: positif		Lavinthal
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Opening: 12-15 HP,  X + new color in de 2de round: 16 <sup>+</sup> HP After an overcall: 4-c in the other Majeur			
<b>SPECIALE, ARTIFICIELE &amp; COMPETITIEVE DBLS/RDLS</b>			

W B F CONVENTION CARD
<b>TEAM; Retiese I</b> <b>DIVISION: Nat. III</b> <b>PLAYERS:</b> Jef Dijckmans 27058 Lowie Dijckmans: 27059 
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Natural: Acol, opening with a 4-card (1♣ can be a 3-card)
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♥ en 2♠ 2♦ 3ZT
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>

	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3		12-19 HP + 4 <sup>+</sup> -k ♣ 18-19 HP + 3-k + 4-k ♥/♠	1 in higher color : 4 <sup>+</sup> -card 1ZT, inverted minors	Limit bid Control bid Rebid new color could be a 3 card Rebid same color could be 5 card Long suit trial Reverse	
1♦		4		12-19 HP + 4 <sup>+</sup> -k	1 in higher color : 4 <sup>+</sup> -card 1ZT, inverted minors		
1♥		4		12-19 HP + 4 <sup>+</sup> -k	1 in higher color : 4 <sup>+</sup> -card 1ZT		
1♠		4		12-19 HP + 4 <sup>+</sup> -k	1ZT or 2 in color		
IZT				15-17 HP, Regular Distribution	Stayman(can be weak), Jacoby 2♠: minors		
2♣	x			Manche forcing or RD with 23-24 HP	2♦ (0-7 ptn), the rest: from 8 HP		
2♦	x			-12 HP 6 <sup>+</sup> -k high or RD with 25-26 HP	2♥:weak, 2♠: to play 3/4♥ 2ZT: ask more information		
2♥	x	5/4+		6-11 HP 5 <sup>+</sup> -k ♥ + 4 <sup>+</sup> -k minor	2ZT : ask more information New color: to play		
2♠	x	5/4+		6-11 HP 5 <sup>+</sup> -k ♠ + 4 <sup>+</sup> -k minor	2ZT : ask more information New color: to play		
2ZT				20-22 HP, RV	3♣: Niemeyer 3♦/♥/♠: transfer		
3♣		7		Preemptive, 6-10 HP	PAS, 3NT		
3♦		7		Preemptive 6-10 HP	PAS, 3NT		
3♥		7		Preemptive, 6-10 HP	PAS, 4♥		
3♠		7		Preemptive, 6-10 HP	PAS, 4♠		
3ZT	x	7 ♣/♦		gambling	PAS: to play, 4♣ of 5♣/♦		
4♣		8		Preemptive, 6-10 HP	PAS, 4ZT : final		
4♦		8		Preemptive 6-10 HP	PAS, 4ZT : final		
4♥		8		Preemptive, 6-10 HP			<b>HIGH LEVEL BIDDING</b>
4♠		8		Preemptive 6-10 HP			Control bid from 4♣
5♣		9		Preemptive 6-10 HP			Aces?: 4ZT: 5♣: 0-3; 5♦: 1-4; 5♥: 2 + 0-3 king 5♠: 2 + 1-4 king; 5NT: 2 + 2 king
5♦		9		Preemptive 6-10 HP		Minors: 4♣/4♦	
5♥		9		Preemptive 6-10 HP		Kings?: `next` color	
5♠		9		Preemptive 6-10 HP			