OPERIOL LS (Style: Responses: 1/2 Level; Reopening)	DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS		W B F CONVENTION CARD	
Lead	OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENING LEADS STYLE			
Suit attitude attitude Subseq Uther; 4" best - small promising				CATEGORY: BELGIAN TEAM CHAMPIONSIP	
Subseq Other: 4 th best – small promising LEADS Same on weak 2 ♥ / ♠ 4 th hand reopening 1NT 10/12 King Sequence or AK. King Sequence or AK. Supper Sequence or Ja 10 Seq. or top 9 9 top Hi-X even Lo-X odd SIGNALS IN ORDER OF PRIORITY Partner's Lead Declarer's Lead Declarer's Lead Discarding Michaels cue bid Jump CUE BIDS (Style; Response; Reopen) Michaels cue bid Jump up bid is natural VS. NT (vs. Strong/Weak; Reopening;PH) Well Jandy VS. NT (vs. Strong/Weak; Reopening;PH) NT (vs. Strong/Weak; Reopening;PH) NT (vs. Strong/Weak; Reopening;PH) VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) SySTEM SUMMARY SUSTEM SUMMARY SOUT Por more or equivalent Point asking 10 - 06 - 1 ♥ - 7/8 - 1 ♠ -9/10 building up pe Sour of point asking 10 - 06 - 1 ♥ - 7/8 - 1 ♠ -9/10 building up pe Sour or op 1		Suit attitude	attitude	71	
Other: 4 th best - small promising INT OVERCALL (2 th /4 th Live; Responses; Reopening) 16/18 hp balanced no stayman or transfer Same on weak 2 ♥ / ♠ 4 hand reopening 1NT 10/12 King Sequence or AK. Queen Sequence Joke Sequence or Jx 10 Seq. or top 9 9 9 top Hi-X even Lo-X odd SIGNALS IN ORDER OF PRIORITY Partner's Lead Discarding Michaels cue bid Jump cue bid is natural Suit 2 parity Partner's Lead Discarding 1 encouraging parity encouraging 1 encouraging necouraging Now 12 parity parity Nulti Landy Nulti Landy VS. PREEMIS (Doubles; Cue-bids; Jumps; NT Bids) Other: 4 th best - small promising SYSTEM SUMMARY SYSTEM SUMMARY GENERAL APPROACH AND STYLE Strong club 17 hp or more or equivalent Point asking 10 = 0/6 = 1 ♥ = 7/8 = 1 ♠ = 9/10 building up pellow and prior		NT attitude	attitude	PLAYERS: Yves & Francine Campana	
LEADS Lead Vs. Suit Vs. NT same				Christian Crekillie & Willem Devisschere	
Lead Vs. Suit Vs. NT same		Other: 4 th best – small promising			
Lead Vs. Suit Vs. NT same					
Same on weak 2 ♥ / ♠ 4° hand reopening 1NT 10/12 King Sequence or AK. King Sequence or Jx JUMP OVERCALLS (Style; Responses; Unusual NT) Weak jump overcall little defensive value Hi-X even Lo-X odd SIGNALS IN ORDER OF PRIORITY Partner's Lead Declarer's Lead Discarding Jump cue bid is natural Suit 2 parity Suit preference 1 encouraging encouraging VS. NT (vs. Strong/Weak; Reopening; PH) Multi Landy Ace A, AK, AKx King Sequence or AK. King Sequence or Jx 10 Seq. or top 9 9 9 top Hi-X even Lo-X odd SIGNALS IN ORDER OF PRIORITY Partner's Lead Declarer's Lead Discarding encouraging parity encouraging 1 encouraging encouraging NT 2 parity Suit preference 1 encouraging encouraging NT 2 parity Suit preference 1 encouraging NT 2 parity Signals (including Trumps): Hi lo= even DOUBLES TAKEOUT DOUBLES (Style; Responses; Reopening) Ace A, AK, AKx King Sequence or AK. Strong (blu 17 hp or more or equivalent Point asking 1 = 0/6 = 1 ♥ = 7/8 = 1 ♠ =9/10 building up pe Scard majors 11/14 hp 1NT forcing 1 1 1/1/4 no 5card major any distribution 2 ♠ forcing Change of suit non forcing Lo-X odd NT 15/16 hp SPECIAL BIDS THAT MAY REQUIRE DEFENSE 1 ♣ = 17+ or equivalent 1 ♦ = 17+ or equivalent 2 NT 13/14 2 NT 13/14 2 NT 13/14 2 NT 15/16 hp SPECIAL BIDS THAT MAY REQUIRE DEFENSE 1 ♣ = 17+ or equivalent 2 NT 13/14	, , , , , , , , , , , , , , , , , , , ,	_		SYSTEM SUMMARY	
King Sequence or AK.	- · · · · · · · · · · · · · · · · · · ·		Vs. NT same		
Queen Sequence Jack Sequence or Jx 10 Seq. or top Weak jump overcall little defensive value Breopen: DIRECT & JUMP CUE BIDS (Style; Response; Reopen) Michaels cue bid Jump cue bid is natural Suit 2 parity 3 Suit preference 1 encouraging WS. NT (vs. Strong/Weak; Reopening:PH) Multi Landy VS. NT (vs. Strong/Weak; Reopening:PH) MUSPREEMTS (Doubles; Cue-bids; Jumps; NT Bids) Point asking 1 ● 0/6 = 1 ♥ = 7/8 = 1 ♠ =9/10 building up pe Scard majors 11/14 hp 1NT forcing 1 1 1/14 no Scard major any distribution 2 ♠ forcing Change of suit non forcing 1 NT 15/16 hp SPECIAL BIDS THAT MAY REQUIRE DEFENSE 1					
Jack Sequence or Jx 10 Seq. or top 9 9 top Hi-X even Lo-X odd SIGNALS IN ORDER OF PRIORITY Partner's Lead Declarer's Lead Discarding 1 encouraging parity encouraging 1 encouraging 2 suit preference 1 encouraging encouraging 1 encouraging encouraging 1 encouraging 2 NT 13/14 any distribution no 5card major 2 ◆ forcing response 2 ◆ 11/14 any	4th hand reopening 1NT 10/12				
Seq. or top 9 9 top 1 to 11/14 no 5card major any distribution 2 ♣ forcing 1 to 11/14 no				Point asking $1 \neq 0/6 = 1 \neq 7/8 = 1 \implies =9/10$ building up per 2hp	
Weak jump overcall little defensive value					
Hi-X even Change of suit non forcing		10 Seq. or top			
Lo-X odd	Weak jump overcall little defensive value				
SIGNALS IN ORDER OF PRIORITY DIRECT & JUMP CUE BIDS (Style; Response; Reopen) Michaels cue bid Jump cue bid is natural Jump cue bid is natural Suit 2 parity 3 Suit preference 1 encouraging 1 encouraging NT 2 parity NT 2 parity NT 2 parity NT 2 parity Suit preference 1 encouraging NT 2 parity NT 2 parity Suit preference Suit preference Suit preference Suit preference Suit preference Suit parity Suit parity Suit preference Suit preference Suit preference Suit parity Suit preference Su				Change of suit non forcing	
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Jump cue bid is natural Suit 2 parity 3 Suit preference 1 encouraging NT 2 parity Multi Landy Multi Landy DOUBLES VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) Suit 2 parity 3 Suit preference 1 encouraging NT 2 parity Suit preference 1 encouraging NT 2 parity Suit preference 1 encouraging NT 2 parity Suit preference 1 encouraging NT 2 parity Suit preference 1 encouraging NT 2 parity Suit preference 1 encouraging NT 2 parity Suit preference 1 encouraging NT 2 parity Suit preference 1 encouraging NT 2 parity Suit preference 1 encouraging NT 2 parity Suit preference 1 encouraging NT 2 parity Suit preference 1 encouraging NT 2 parity Suit preference 1 encouraging NT 2 parity Suit preference 2 NT 13/14 1 ♥/♠ = 11/14 5card forcing is 1NT/ 2♠ answer= 11/12 2 ♠ = 6/10 5/5 or 5/4 majors 2 ♦ asking 2NT forcing TAKEOUT DOUBLES (Style; Responses; Reopening) TAKEOUT DOUBLES (Style; Responses; Reopening)		-		-	
3 Suit preference 1 encouraging NT 2 parity Multi Landy Multi Landy Signals (including Trumps): Hi lo= even DOUBLES TAKEOUT DOUBLES (Style; Responses; Reopening) Suit preference 1 encouraging parity Suit preference 1 encouraging NT 2 parity Suit preference 2 NT 13/14 1 ♥/♠ = 11/14 any distribution no 5card major 2 ♣ forcing response 2 ← 11/12 2 ♥/♠ = 11/14 + 4card 2 NT 13/14 1 ♥/♠ = 11/14 focard forcing is 1NT/ 2♠ answer= 11/12 2 ♠ = 6/10 5/5 or 5/4 majors 2 ♠ asking 2NT forcing 2 ♠ multi 6/10 ♠/♦ 6card or 15/16 ♠/♦ 6card = 2♠ relay 2NT TAKEOUT DOUBLES (Style; Responses; Reopening) 2 ♥ /2♠ = 15/16 with good 5card+ 2NT forcing		1 encouraging parit	y encouraging	1♣ = 17+ or equivalent	
1 encouraging	Jump cue bid is natural				
VS. NT (vs. Strong/Weak; Reopening;PH) NT 2 parity parity 2 NT 13/14 Multi Landy 3 Suit preference Signals (including Trumps): Hi lo= even 2 ★ = 6/10 5/5 or 5/4 majors 2 ★ asking 2NT forcing VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) TAKEOUT DOUBLES (Style; Responses; Reopening) 2 ★ multi 6/10 ★/★ 6card or 15/16 ★/★ 6card = 2★ relay 2NT					
Multi Landy 3 Suit preference Signals (including Trumps): Hi lo= even DOUBLES TAKEOUT DOUBLES (Style; Responses; Reopening) Suit preference Signals (including Trumps): 1 ♥/♠ = 11/14 5card forcing is 1NT/ 2♠ answer= 11/12 2 ♠ = 6/10 5/5 or 5/4 majors 2 ♦ asking 2NT forcing 2 ♦ multi 6/10 ♠/♥ 6card or 15/16 ♠/♦ 6card= 2♦ relay 2NT 2 ♥/2♠ = 15/16 with good 5card+ 2NT forcing				-1	
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DOUBLES DOUBLES 2 ♦ multi 6/10 ♠/♥ 6card or 15/16 ♠/♦ 6card= 2♦ relay 2NT TAKEOUT DOUBLES (Style; Responses; Reopening) 2 ♥ /2 ♠ = 15/16 with good 5card+ 2NT forcing		Signals (including Trumps):			
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) TAKEOUT DOUBLES (Style; Responses; Reopening) 2♥/2♠ = 15/16 with good 5card+ 2NT forcing		Hi lo= even		2 ♣ = 6/10 5/5 or 5/4 majors 2 ♦ asking 2NT forcing	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) TAKEOUT DOUBLES (Style; Responses; Reopening) 2♥/2♠ = 15/16 with good 5card+ 2NT forcing		_			
		DO	UBLES	2 ♦ multi 6/10 ♠/♥ 6card or 15/16 ♠/♦ 6card= 2♦ relay 2NT forcing	
	VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT DOUBLES (Style; Re	sponses; Reopening)	$2 \checkmark /2 \spadesuit = 15/16$ with good 5card+ 2NT forcing	
	Double is for take out	Pattern Lowest possible answer can be weak			
Lowest possible answer can be weak 2NT = 11/14 with 5/5 in minors				2NT = 11/14 with 5/5 in minors	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣ SPECIAL FORCING PASS SEQUENCES	VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♠	+		SPECIAL FORCING PASS SEQUENCES	
Natural SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS pass by 1 ♣ opener if response of partner has been					
Sputnik on 1♥ / ♠ intervention with passed hand positive = 1♥ +		Sputnik on 1♥ / ♠ intervention wi	th passed hand	positive = 1♥+	
pass by forcer (1NT) if openers' response maximum			-	pass by forcer (1NT) if openers' response maximum	
OVER OPPONENTS' TAKEOUT DOUBLE Double on 2 ♥ / 2♠ intervention on partners 1♣ opening = IMPORTANT NOTES	OVER OPPONENTS' TAKEOUT DOUBLE		n partners 1 🌲 opening =	IMPORTANT NOTES	
Redouble is forcing after 1 ◆ /1 ♥ /1 ♠ opening 4/6 hp with support for other major	Redouble is forcing after 1 •/1 ♥/1 ♠ opening	4/6 hp with support for other major			

TI MIN NEG									
OPEN ING			L THR	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING		
1♣	X	0		any distribution 17hcp+ point asking	1 ← = 0/6 1 ♥ = 7/8 1 ♠ = 9/10 building up per 2 points also on intervention up to 2 ♥ /but 3 ♣ is natural or asking and 7+hp/ double on 1 level = $4/6$ hp	NT rebid without 5 card+ always first bid 5cards + then 4cards even with fit 1♥ on 1♦ is reasking hcp	same 1♠ on reasking is 0/3 1NT or 2♣ 4/5/6 no 5card / other bids are 5cards+ stayman + texas on NT rebid when minimum response		
1•	Х	0		11/14 hp any dist no 5card major	change suit non forcing / jump suit weak == 2 ♣ forcing- x=forcing = 3♦/♣ asks 3NT	On 2 ♣ forcing 2 ♦ 11/12 then rebid natural // 2♥/♠=11/14 +4card 2NT forcing on 2 ♦	NATURAL		
							3♣/♦ asks for 3NT		
1♥		5		5card 11/14hp	1NT forcing /redouble is forcing/double on 2level = 7/10 / 2NT game forcing/ pass<10hcp or no bid to improve the contract / suit change not forcing	2♣=11/12 on forcing 1NT or xx / natural rebids jump in forcing situation is void or single with support for other suits	suit change not forcing / 3♣/♦ asks for 3NT		
1♠		5	['	Same as above					
INT		5		15/16 hp regular distribution 14/16 in 4 th hand	stayman texas 9hp=2NT 10/15 = 3NT				
2♣		5		6/10 + 5/5 or 5/4 majors nv	2♦ relay2NT forcing	= 3♣ weak 5/5 3♦strong 5/5 //3♥/♠ 5/4 hp 8/10			
2•	X			Multi 15/16 with 5/6 card ◆ or 6/10 6card major	2♥ relay 2NT forcing 14 hp+	3♣ / 3♦ strong ♦ or ♣	3♥/♠ max major 3NT AKQxxx		
2♥	'			15/16 with 5card	2NT = 9 hp+ forcing	3 in other major is 3 card others natural			
2♠				15/16 with 5card	Same as above				
2NT	<u>'</u>	5/5	′	5/5 minor suit 11/14 hp	natural				
3♣	 '	7	 '	good 7card with tops					
3	└	7	 '	good 7card with tops	<u> </u>	<u> </u>	1		
3♥	← —'	7	 '	7card	<u> </u>		 		
3 ♠		 7	 '	7card	 '	 	 		
3NT 4 ♣		 '	 '	gamble with long minor weak preempt	· 	 	+		
4•	─	—		weak preempt weak preempt	 	 	+		
4 ♦ 4 ♥				to play	+	+	+		
4♦				to play	†		1		
4NT				Ace asking	<u> </u>				
5♣	ſ <u></u> '	<u></u>				HIGH LEVEL	BIDDING		
5 ♦	<u> </u>	<u> </u>			,	Blackwood 4NT $5 \clubsuit 0/3 = 5 \spadesuit 1/4 = 5 \heartsuit 2 = 5 \spadesuit 2 + K$ of trump or 1 K in NT			
5♥	<u> </u>	<u> </u>				Dopi			
5 ♠	'					Jump in forcing situation is singleton or void			