

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
General style : wide range (8/17)
Responses : new suit 1RF forcing except 2 over 1; over 1M or 2M, 2NT is strong + fit and many jumps are fit showing; jump cue is fit + splinter
Reopening : range (8/14); cue is only force
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15/18 with stopper in 2 nd
10/13 in 4 th (no stopper required)
In both cases the responses are the same as on our opening of 1NT
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak NV and intermediate when V
Some are showing two- suiter hands (both suits known)
Reopen: Same but 2NT is natural 18/19
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct cue-bid is a two-suiter (not on 1C in natural), hands with 5 losers maximum
Direct jump cue-bid asks for stopper
In reopening only the direct cue-bid is a two-suiter (not on 1C)
VS. NT (vs. Strong/Weak; Reopening;PH)
Vs. Strong : 2C = both majors, 2D = 6+ cards in one M, 2M = 5cards M + 4+ cards in one minor; 2NT = both minors
Vs. Weak : Double is 14+(2 cards in each suit); suits are in transfer and 2NT is for minors
Reopening : same
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Usual doubles. Direct cue-bid asks for stopper, some jumps are for two-suiters (f.i. on 2S : 4C will show C+H and is 1RF)
2 NT is natural 16/18 on weak 2 M
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
On 1C strong : double= 5H, 1D= 5S, 1M = 4M+5m; 1NT = both majors; 2NT = both minors and any jump is natural and weak
OVER OPPONENTS' TAKEOUT DOUBLE
Natural
2NT is strong+ fit in support of 1M while it is strong (11+)or weak (4 to 7) in support of 1m

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd / 5th	count	
NT	4 th best with one H	count	
Subseq	attitude in switch	attitude in switch	
Other: head of sequence with a few exceptions and 10/9 Kantar in NT			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	When from AK asks signal	Asks signal	
King	AK or Head of sequence	Shows 3 honours	
Queen	Head of sequence	KQxx possible	
Jack	Head of sequence	QJxx possible	
10	Head of sequence	Kantar (0/2)	
9	Head of sequence	Kantar (0/2)	
Hi-X	Hi	Hi	
Lo-X	Count (normal)	Count (normal)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Signal (small cards) or Count)	Count	Small encouraging
Suit 2	Count or Preference	Preference	Count
3	Preference		
1	Signal (small cards) or Count)	Smith call (high encouraging)	Small positive
NT 2	Count	Count	Count
3	Preference	Preference	
Signals (including Trumps): in trump suit a peter shows a desire to ruff			
small encouraging on partner's lead of an honour when dummy is short			
On lead of A or K vs suit small card encouraging on Ace and count on K			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Usual and responses also			
Effort in balancing when short in opponents' suit.			
Double in reopening is usual take out but can also be made on all hands with 16+ honour points			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Some doubles by opener are fit showing (on 1M response f.i)			
Lightner doubles against slams			

W B F CONVENTION CARD
CATEGORY: BELGIAN TEAM COMPETITION
TEAM & DIVISION : FORUM II B
PLAYERS: LANKHORST D(17413) – CLAEYS Y(535)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE :
NATURAL
5 card MAJOR; 1NT = 15/17; 1D = 4+ cards
Forcing opening bids : 2C and 2D
2M = Muiderberg (5/5 when V)
2NT = 20/21 (5card Major possible)
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2C - 1RF
: 8+ playing tricks, 4 losers, one suited hands
: regular hands 22 23
2D - multi – 1RF
: 6 cards in one M (6/10)
: regular hands 24+
: all game forcing hands
3NT : solid minor suit (AKQxxxx) without outside stopper
4C/4D/4H/4S : natural preempts
Bergen raises on 1M opening
SPECIAL FORCING PASS SEQUENCES
Sometimes in competitive bidding at high levels often when V against NV; also when we have the majority of the honour points
IMPORTANT NOTES
In competitive bidding 2NT can be artificial and many jumps or cue-bids are fit showing
PSYCHICS: extremely rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	4H	Natural 11/23	Walsh. Direct jumps in new suits are GF. 1NT 8/10. 3C 10/12 5+ cards. Inverted minor. On 1 m -1M - 2M may be with 3 cards.	Mitigating 2NT on opener's reverses. 4 th suit is 1RF. 2C Roudi after 1NT rebid. 3C relay on 2NT rebid. 1C -1D -1NT possible with 4M	Jumps are to play (weak)
1♦		4	4H	Natural 11/23	Direct jumps in new suits are GF. 1NT 6/10. 3D 10/12 4+ cards. 2C almost GF. 3C 10/11 5+ cards.	Mitigating 2NT on opener's reverses. 4 th suit is 1RF. 2C Roudi after 1NT rebid. 3C relay on 2NT rebid. 3 rd suit forcing after 1D-1S-2D	Jumps are to play (weak)
1♥		5	4D	Natural 11/23	2 over 1 = auto forcing 1R. Simple raise is 5/9. Bergen raises. 2NT fit and GF.	Natural. On 2NT 3 level is for singleton	Drury at 2C with 2M negative. 2NT still strong and fit showing
1♠		5	4H	Natural 11/23	SAME	SAME; here 2S shows 15/17 irregular	SAME
INT			Doubles take out	15 17 with 5 cards H possible and in some cases 5/4 in minors	2NT natural without 4 cards in M. 2D/2H/2S are transfer bids. 2C Stayman with 3 responses.	. New suit after initial transfer or Stayman is GF. Smolen at 3 level Natural;	
2♣	x			Strong ½ forcing or reg 22/23	2D relay. 2any natural with good suit	2NT = 22/23reg	
2♦	x			Weak two in an unknown major (6 cards) or game forcing hands	2H/2S to play opposite a weak 2. 3H/3S/4H is P/C. 2NT is a strong relay. 3C/ 3D strong and 1RF.	Over 2NT, 3C/3D/3H/3S is for description of the weak hands. Over 2H/2S: 2NT = reg 24+ and the 3 level is usually for strong hands	In 4 th hand 2D is game forcing
2♥		5		6/10 with 5 H and 4+ in a minor	2NT strong relay. 3D optional in H. 3C is P/C in the minor. 3S is almost forcing.	Over 3D, 3H is negative. Over 2NT strenght is given	In 4 th hand 2H is 6+ cards and 10/13
2♠		5		6/10 with 5 S and 4+ in a minor	SAME	SAME	SAME (with 6+ cards S)
2NT			4H	20/21 with 5 cards M possible and in some cases 5/4 or 6332	3C is puppet Stayman. 3D/3H transfers. 3S = 5S + 4H. 4C/4D natural and inviting	Special further relays looking for minor slams are possible	
3C		6		Pre-empt constructive when V	New suit forcing. Special relay at 3D when NV	On 3D relay 3S is for a constructive pre-empt	
3D		6		Pre-empt constructive when V	New suit forcing. Special relay at 3H when NV	On 3H relay 3S is for a constructive pre-empt	
3H		7		Pre-empt	New suit forcing	Natural	
3S		7		Pre-empt	New suit forcing	Natural.	
3NT	x			One solid minor	4/5/6/7C are P/C. 4D asks for eventual singleton	4NT shows a singleton in the other minor	
4♣	x	7		Pre-empt with 7+ H	4D shows slam interest	Eventual singleton is given	
4♦	x	7		Pre-empt with 7+ S	4H shows slam interest	Eventual singleton is given	
4♥		6		Natural with some defence			
4♠		6		Natural with some defence			
4NT	x			One long and weak minor	5/6/7C is P/C. Others are to play.		
5C				Natural			
5D				Natural			
5H				Natural		HIGH LEVEL BIDDING	
5S				Natural		Blackwood 5 keys + Q of trumps when trump suit known or Blackwood 4 Aces when trump suit unknown. Controls and splinter bids. Special Blackwood after some pre-emptive openings. Against overcalls on Blackwood : DOPI - ROPI	