

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1/2 Level; Reopening)
Weak or Sound on 1-level; Sound on 2-level; responses are NAT and F1 on same level / other level = NF (but FNJ possible); CUE = (semi) FIT and 11+HCP;
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd pos. = 16-18HCP, (semi) BAL; ♦♥ = Transfer
4 th pos. in reopening = 10-14HCP, (semi) BAL
After 1m-P-1M-INT = 5 card M' and 4+ card m'
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-Suit : Weak
2-Suit: Sound or STR (MICHAELS)
Reopen: Weak
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
After 1m: 2♦ = both majors, at least 5-5; 2NT = 2 lowest, at least 5-5
CUE as answer on 2-suiter promises at least 2 cover cards and FIT
VS. NT (vs. Strong/Weak; Reopening;PH)
General: DBL = 4 card major + 5+ card minor; 2♣ = majors (at least 5-4); 2♦ = 6 card major; 2♥/2♠ = 5 card major + 4+ card minor (WOOLSEY)
Against Weak NT: DBL = 14+HCP; 2♣ = majors (at least 5-4)
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL=T/O
3NT=to play; 4NT and Cue = 2-suiters
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Against 1♣ : DBL=♥; 1♦=♠; 1♥=♥ +other suit; 1♠=♠ +other suit; 2x=short (3-suiter) or long (1-suit)
OVER OPPONENTS' TAKEOUT DOUBLE
1x=F1, RDBL=10+HCP

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3th/5th	3th/5th	
NT	3th/5th (excep. 2nd)	3th/5th	
Subseq	3th/5th (excep. Low prom)	3th/5th	
Other: Kantar against NT			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(x) - AKx(x) - AQJx	AK - Akx	
King	KQx(x) - Kx	AKJx(x) - KQT(x)	
Queen	QJx(x) - Qx	KQx(x) - QJT(x) - KQ - QJ	
Jack	JTx(x) - Jx	AQJx - JT9x(x)	
10	KJT(x) - T9x(x) - Tx	AJT(x)-KJT(x)-T9x(x)	
9	KT9x(x) - 98x(x) - 9x	AT9x(x) - KT9x(x) - QT9x(x)	
Hi-X	xxxxxx - xxxx - xx	xxxxxx - xxxx - xx	
Lo-X	xxxxx - xxx	xxxxx - xxx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Lo=ENCRG, Lo/Hi=E	S/P	Lo=ENCRG
Suit 2	S/P (Lavinthal)		Lo/Hi=E
3			S/P (Lavinthal)
1	Lo=ENCRG, Lo/Hi=E	Smith, Lo=+	Lo=ENCRG
NT 2	S/P (Lavinthal)	Lo/Hi=E	Lo/Hi=E
3		S/P	S/P (Lavinthal)
Signals (including Trumps): S/P (Lavinthal)			
Against suit: Hi-Lo in trumps shows interest in ruff (ECHO)			
Against NT: Small cards are Encouraging (SMITH-CALL)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Many doubles are for takeout. On low level double promises plus values.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDBLS			
RESP DBL after T/O DBL thru 3♠			
MAX DBL thru 3♥			
DBL on SPL bid promises values in lower suit			

W B F CONVENTION CARD
CATEGORY: BELGIAN TEAM CHAMPIONSHIP
TEAM & DIVISION: FORUM 1 (N2B)
PLAYERS:
FINAUT Patrick (11502) – MEEUWSEN Luc (12411) – LANKHORST Dirk (17413) – HEYVAERT Marie-Irene (14896) – SIMON Johnny (13071) – DESMET Philippe (11087)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Majors 5 – ♦ 4
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ = semi-game forcing
2♦ = Weak two in one major or game forcing (MULTI)
2♥ = 5 card ♥ and 5 or more card in a minor (MUIDERBERG)
2♠ = 5 card ♠ and 5 or more card in a minor (MUIDERBERG)
Possibly weak 3rd/4 th hand and/or 4 card major opening
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
DBL on SPL bid promises values in lower suit
At low level Reopening may be (very) weak

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING or COMPETITION
1♣		2	4♥	10-21HCP	2♣=INVERTED, 10+ HCP; 3♣=6-9HCP; 2♦/2♥/2♠=6 card and 3-7HCP 1M=NAT but ♦ length possible (WALSH)	/1M: 2M=possible 3 card /1♣-1x, 1NT: 2♣=(R) (ROUDI) /1♣-2♣, 2NT=12-13 BAL; 3♣=12-13 UNBAL;	/1x: 2x-1=INV w/o STOP; CUE=INV w/ STOP; 2y=TRF,F1; 2NT=0-6HCP with ♣; 3♣=7-9HCP
1♦		4	4♥	10-21HCP	2♦=INVERTED, 10+ HCP; 3♦=6-9HCP; 2♥/2♠=6 card and 3-7HCP;	/1M: 2M=possible 3 card /1♦-1M, 1NT: 2♣=(R) (ROUDI) /1♦-2♦, 2NT=12-13 BAL; 3♦=12-13 UNBAL;	/1x: 2x-1=INV w/o STOP; CUE=INV w/ STOP; 2y=TRF,F1; 2NT=0-6HCP with ♦; 3♦=7-9HCP
1♥		5(4)	4♥	10-21HCP	1NT=F1R; 2♥=3 card+8-10HCP; 2NT=SUPP+FG; 3♣= 4-card ♥, 8 losers; 3♦= 4-card ♥, 9 losers; 3NT/4♣/4♦ =SPL ♣/♠/♦ and 10-13HCP	/2NT: 3x=short and 12-14HCP; 3♥= 15+HCP; 4♥= 11-13HCP; 3NT=18+HCP	JUMP=FIT+Good suit 2♣=10+HCP+SUPP (DRURY), /DRURY: 2♥=weak opening
1♠		5(4)	4♥	10-21HCP	1NT=F1R; 2♠=3 card+8-10HCP; 2NT=SUPP+FG; 3♣= 4-card ♠, 8 losers; 3♦= 4-card ♠, 9 losers; 3NT/4♣/4♦ =SPL ♥/♠/♦ and 10-13HCP	/2NT: 3x=short and 12-14HCP; 3♠= 15+HCP; 4♣= 11-13HCP; 3NT=18+HCP	JUMP=FIT+Good suit 2♣=10+HCP+SUPP (DRURY), /DRURY: 2♠=weak opening
INT			4♥	15-17HCP, (semi) BAL	2♣=(R); 2♦/♥/♠/♣=TF for ♥/♠/♣/♦; 2NT=(8)9HCP; 3♦=5-card M+BAL; 3♥/♠=short in ♠/♥; 4♣= 2 suiter majors, game or better; 4NT=quantitative	/2♣-2♦: SMOLEN; /2♦/♥: 3♥/♠=MIN with 4 card and 2NT=MAX with 4 card; /3♦: 3♥=(R): 3♣=5-card ♥ / 3NT=5-card ♠	
2♣	V			STR 1 or 2-suiter or 22-23HCP BAL	2♦=(R); 2NT=8+HCP; 3♣/♦/♥/♠=8+HCP, 5+card	/2NT rebid: as on 2NT opening	
2♦	V			Weak 2 in a major or game forcing	2♥/2♠/3♥/3♠/4♥ = P/C (PRE); 2NT=STR(R);	/2NT: 3♣/3♦= MIN with ♥/♠, 3♥/3♠= MAX with ♠/♥	/2♦-DBL: Pas=single or void M
2♥		5		and 4+card minor, 6-11HCP	2NT=STR(R); 3♣=P/C; 3♦= Game try with SUPP; 3♥=PRE;	/2NT: 3♣/3♦= MIN with ♣/♦, 3♥/3♠= MAX with ♣/♦	
2♠		5		and 4+card minor, 6-11HCP	2NT=STR(R); 3♣=P/C; 3♦= Game try with SUPP; 3♠=PRE;	/2NT: 3♣/3♦= MIN with ♣/♦, 3♥/3♠= MAX with ♣/♦	
2NT				20-21HCP, (semi) BAL	3♣=(R); 3♦/3♥= TF for ♥/♠; 3♠=TF for ♣; 3NT=5 card ♠+4card ♥; 4♣=TF for ♦; 4NT=quantitative	/3♣: 3♦= 4-card major(s), 3♥/3♠= 5 card	
3♣ / 3♦		(6)7		Solid suit in 1 st /2 nd pos.	FLINT (R) when NV;		
3♥ / 3♠		7		PRE			
3NT	V	7		AKQxxxx minor suit	4♣=P/C; 4♦/4♥/4♠= asking bid;		
4♣	V	(7)8		AKQxxxxx or (AKQxxxx + Ace) in ♥	4♥=to play; 4♦/4♠/5♣=asking bid;	HIGH LEVEL BIDDING	
4♦	V	(7)8		AKQxxxxx or (AKQxxxx + Ace) in ♠	4♠=to play; 4♦/4♥/5♣=asking bid;	RKCB; SPL; Cue bids: 1 st or 2 nd round; DOPI;	
4♥		8		PRE	4♠/5♣/5♦ =asking bid;	/known 2 suiter (at least 5-5): RKCB with 6 key cards	
4♠		8		PRE	5♣/5♦/5♥=asking bid;	5 in new suit = Exclusion KCB	
4NT	V			Both minors	5♥/5♠=asking bid	/asking bid: 1 st step= No control; 2 nd step= 2 nd round; 3th step=1 st round	