

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
Weak or Sound (4-card on 1-level is possible); responses are NAT, same level = F1, other level = NF, CUE = (semi) FIT
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> pos. = 16-18HCP, (semi) BAL; ♦♥ = Transfer
4 <sup>th</sup> pos. in reopening = 10-14HCP, (semi) BAL
After 1m-P-1M-1NT = 4 card M' and 4+ card m'
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1-Suit : Weak
Reopen: Weak or Sound
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
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
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DBL=T/O
3NT=to play; 4NT and Cue = 2-suiters
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Against 1♣ : DBL=♥+♠; 1NT=minors; other=NAT (lead directing)
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1x=F1, RDBL=10+HCP

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	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:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK(x) - AKx(x) - AQJx	AK - AKx - AKJx	
King	KQx(x) - Kx	AKJTx - KQTx(x)	
Queen	QJx(x) - Qx	AQJx -KQx(x)-QJT(x)-KQ	
Jack	JTx(x) - Jx - KJT(x)	AJT(x)-KJT(x)- JT9x(x) - QJ	
10	T9x(x) - Tx	T9x(x) - Tx	
9	98x(x) - 9x	98x(x) - 9x	
Hi-X	xxxxxx - xxxx - xx	xxxxxx - xxxx - xx	
Lo-X	xxxxx - xxx	xxxxx - xxx	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	HI=ENCRG, (Hi/Lo=E)	S/P / (Hi/Lo=E)	(S/P) / (Hi/Lo=E)
Suit 2			(Lavinthal)
3			
1	HI=ENCRG, (Hi/Lo=E)	S/P / (Hi/Lo=E)	(S/P) / (Hi/Lo=E)
NT 2		Smith, High=+	(Lavinthal)
3			
Signals (including Trumps):			
Against suit: Hi-Lo in trumps shows interest in ruff (ECHO)			
Against NT: High cards are Encouraging (SMITH-CALL)			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Many doubles are for takeout. On low level double promises plus values.			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
RESP DBL after T/O DBL thru 3♠			

W B F CONVENTION CARD
<b>CATEGORY: BELGIAN TEAM CHAMPIONSHIP</b>
<b>TEAM &amp; DIVISION: FORUM 1 (N2B)</b>
<b>PLAYERS:</b>
<b>FINAUT Patrick (11502) – VOLCKE Philippe (14295)</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Majors 5 – ♦ 4
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♣ = Semi-game forcing
2♦ = Game forcing
2♥/♠ = 6 card, 6-11 HCP
Possibly weak 3th/4 <sup>th</sup> hand and/or 4 card major opening
<b>SPECIAL FORCING PASS SEQUENCES</b>
When the auction is forcing to a certain level
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: Rarely</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING or COMPETITION
1♣		2	4♥	11-20HCP	2♣=INVERTED, 10+ HCP; 3♣=6-9 HCP; 2♦/♥/♠=6+ card and 13+HCP 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;	2♣=INVERTED; 3♣=7-9HCP
1♦		4	4♥	11-20HCP	2♦=INVERTED, 10+ HCP; 3♦=6-9 HCP; 2♥/♠=6+ card and 13+HCP	/1M: 2M=possible 3 card /1♦-1M, 1NT: 2♦=(R) (ROUDI) /1♦-2♦, 2NT=12-13 BAL; 3♦=12-13 UNBAL;	2♦=INVERTED; 3♦=7-9HCP
1♥		5(4)	4♥	11-20HCP	2NT=SUPP+LIM; 3♣/♦/2♠=NAT, 6+ card 13HCP; 3NT/4♣/4♦ =SPL ♠/♣/♦ and 10-13HCP	/2NT: 3x=(semi) NAT, 13-14HCP; 3♥=MIN; 4♥= 15-16HCP; 3NT=17+HCP; 4x=NAT, 5 card	JUMP=FIT+Good suit 2♣=10+HCP+SUPP (DRURY), /DRURY: 2♥=weak opening
1♠		5(4)	4♥	11-20HCP	2NT=SUPP+LIM; 3♣/♦/2♠=NAT, 6+ card 13HCP; 3NT/4♣/4♦ =SPL ♥/♣/♦ and 10-13HCP	/2NT: 3x=(semi) NAT, 13-14HCP; 3♠= MIN; 4♠= 15-16HCP; 3NT=17+HCP; 4x=NAT, 5 card	JUMP=FIT+Good suit 2♣=10+HCP+SUPP (DRURY), /DRURY: 2♠=weak opening
INT			4♥	15-17HCP, (semi) BAL	2♣=(R); 2♦/♥/♠=TF for ♥/♠/♣ or ♦; 2NT=(8)9HCP; 4NT=quantitative	/2♣-2♦: SMOLEN; /2♦/♥: 3♥/♠=MIN with 4 card and 2NT=MAX with 4 card	
2♣	V			STR 1 or 2-suiter or 22-23HCP BAL	2♦=(R); 2NT=8+HCP; 2♥/♠/3♣/♦= 5+ good suit		
2♦	V			Game forcing	2♦=0-1 Italian controls; 2♥=2 Italian controls; etc	4NT= asking for number of queens	
2♥		6		6-11HCP	2NT=STR(R); 3♥=PRE;	/2NT: 3♣/♦/♠=MAX with honour	
2♠		6		6-11HCP	2NT=STR(R); 3♠=PRE;	/2NT: 3♣/♦/♥=MAX with honour	
2NT				20-22HCP, (semi) BAL	3♣=(R); 3♦/♥= TF for ♥/♠; 3♠=TF for ♣; 3NT=5 card ♠+4card ♥; 4♣=TF for ♦; 4NT=quantitative	/3♣: 3♦= 4-card major(s), 3♥/♠= 5 card; 3NT= no 4 or 5 card major	
3♣ / 3♦		(6)7		Solid suit in 1 <sup>st</sup> /2 <sup>nd</sup> pos.			
3♥ / 3♠		7		PRE			
3NT	V	7		AKQxxxx minor in 1 <sup>st</sup> /2 <sup>nd</sup> pos.	4♣=P/C; 4♦=STR(R), asks single		
4♣		(7)8		PRE	4♦/♥/♠=asking bid;	<b>HIGH LEVEL BIDDING</b>	
4♦		(7)8		PRE	4♣/♥/♠=asking bid;	RKCB; SPL; Serious 3NT; Cue bids: 1 <sup>st</sup> or 2 <sup>nd</sup> round; DOPI;	
4♥		(7)8		PRE	4♠/5♣/5♦=asking bid;	/known 2 suiter (at least 5-5): RKCB with 6 key cards	
4♠		(7)8		PRE	5♣/5♦/5♥=asking bid;	5 in new suit = Exclusion KCB	
4NT	V			Both minors	5♥/5♠=asking bid	/asking bid: 1 <sup>st</sup> step= No control; 2 <sup>nd</sup> step= 2 <sup>nd</sup> round; 3th step=1 <sup>st</sup> round	