

| DEFENSIVE AND COMPETITIVE BIDDING |
|--|
| OVERCALLS (Style: Responses: 1 / 2 Level; Reopening) |
| Aggressive 1 level – sound 2-level |
| Freq. 4 card suit |
| Simple raise = courtesy |
| Jump raise = pre |
| NT res/ = NF |
| Good/bad NT |
| 1NT OVERCALL (2nd/4th Live; Responses; Reopening) |
| 2 nd pos : 15/18 HCP : as over 1 NT opening |
| 4 th Live : 10/13 HCP - natural |
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| |
| JUMP OVERCALLS (Style; Responses; Unusual NT) |
| Weak – new suit = 1 F |
| 2 suit : 2 NT = lower 2 unbid suits – Michaels cuebid |
| |
| Reopen: 2 NT = Bal 18/19 HCP |
| DIRECT & JUMP CUE BIDS (Style; Response; Reopen) |
| (1 ♣) – 2 ♣ = clubs |
| (1 ♠/1 ♦) – 2 ♦ = majors |
| (1 M) – cue = other M & m unknown |
| |
| VS. NT (vs. Strong/Weak; Reopening;PH) |
| Multi Defense : vs strong NT : DBL = or ♣ or ♦ & ♥/2 ♣ = or ♦ or ♥ & ♠/2 ♦=or ♥ or ♠ & ♣/2 ♥=or ♠ or ♣ & ♦/2 ♠ = ♠ & ♦/2NT=♥ & ♣ |
| |
| Vs weak : DBL = penalty/2 ♣ = or ♦ or ♥ & ♠/2 ♦ = ro ♥ or ♠ & ♣/2 ♥ = or ♠ or ♣ & ♦/2 ♠ = or ♣ or ♦ & ♥/2NT = or ♥ & ♣ or ♠ & ♦ |
| |
| VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) |
| World convention |
| After DBL : good/ bad NT |
| |
| VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣ |
| Multi defense ; DBL = or ♦ or ♥ & ♠/1 ♦ = or ♥ or ♠ & ♣/1 ♥ = or ♠ or ♣ & ♦/1 ♠ = or ♣ or ♦ & ♥/1 NT = or ♥ & ♣ or ♠ & ♦ |
| |
| OVER OPPONENTS' TAKEOUT DOUBLE |
| New suit = F1 – weak jump shifts |
| RDBL : MANSFIELD |
| 1 m - (DBL) - 2 M = weak raise // 1 M (DBL) ¾ M = pre raise |

| LEADS AND SIGNALS | | | |
|---|--------------------------------|--------------------------------|------------|
| OPENING LEADS STYLE | | | |
| | Lead | In Partner's Suit | |
| Suit | 3th/5 th (flexible) | 3th/5 th (flexible) | |
| NT | Small = promising | count | |
| Subseq | As above | As Above | |
| Other: vs NT : Kantar : 10 or 9 = top or 2 higher | | | |
| LEADS | | | |
| Lead | Vs. Suit | Vs. NT | |
| Ace | AKJ10(+) | AKJ10(+) | |
| King | AK or AK+ (ask distrib.) | KQJ(+) – KQ10+ | |
| Queen | QJ(+) | AQJx(+) -- KQxx | |
| Jack | J10(+) | J10(+) | |
| 10 | 109x(+) | KJ10x(+) or 10 x(+) | |
| 9 | 9xx(+) | K109x(+) or 9x(+) | |
| Hi-X | Sx, xSx | Sx | |
| Lo-X | Hxs | Hxs | |
| SIGNALS IN ORDER OF PRIORITY | | | |
| | Partner's Lead | Declarer's Lead | Discarding |
| 1 | Low | Hi/low = even | Italian |
| Suit 2 | | | |
| 3 | | | |
| 1 | Low | Hi/low = even | Italian |
| NT 2 | | | |
| 3 | | | |
| Signals (including Trumps): | | | |
| | | | |
| | | | |
| DOUBLES | | | |
| | | | |
| TAKEOUT DOUBLES (Style; Responses; Reopening) | | | |
| May be light | | | |
| Cue = forcing until a suit is bid twicd | | | |
| Reopen : same as above | | | |
| | | | |
| SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS | | | |
| Negative double thru 3 ♠ | | | |
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| W B F CONVENTION CARD |
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| CATEGORY: BELGIAN TEAM CHAMPIONSHIP NCBO: |
| PLAYERS: VERHOEVEN <i>Carl</i> (14155) |
| DE SCMHEPPER <i>Lieven</i> (11069) |
| |
| SYSTEM SUMMARY |
| GENERAL APPROACH AND STYLE |
| Natural : M 5+ -- 1♣ = 2+ -- 1♦ = 4+ T-walsh |
| PRE = classic -- inverted raises over m-opening |
| Aggressive comp. style |
| |
| 1 NT opening : 15/17 HCP |
| 2 over 1 responses after opening = forcing till 2 NT |
| |
| |
| SPECIAL BIDS THAT MAY REQUIRE DEFENSE |
| 2 ♣ = or weak with ♦ -- or semi game forcing – or 22/23 HCP |
| Or 28/29 HP - Or game forcing with strong bicolore |
| |
| 2 ♦ = MULTI (weak 2 M or GF) |
| |
| 2 ♥/♠ = Muidereberg (5 card M & 4+ m) |
| |
| Gambling 3 NT (solid m with outside stop) |
| |
| Weak jump shifts and raises in competition |
| |
| Over opponend 1 NT opening en strong ♣ opening |
| ‘MULTI DEFENSE’ |
| |
| |
| SPECIAL FORCING PASS SEQUENCES |
| 1 M – pass – 2NT – bid : pass is forcing |
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| |
| IMPORTANT NOTES |
| 4 th suit : forcing |
| 3th suit forcing on repeat m-opening colour |
| PSYCHICS: rare |

| OPENING | TICK IF ARTIFICIAL | MIN. NO. OF CARDS | NEG.DBL THRU | | | | |
|----------------|--------------------|-------------------|--------------|---|--|---|---|
| | | | | DESCRIPTION | RESPONSES | SUBSEQUENT ACTION | COMPETITIVE & PASSED HAND BIDDING |
| 1♣ | | 2 | 3♠ | 9-21 HCP (exc. 4 card ♦) | Inverted minor - T-walsh | Reverses by opener = F 1 | |
| 1♦ | | 4 | 3♠ | 9-21 HCP | Inverted minor - natural | Reverses by opener = F 1 | |
| 1♥ | | 5 | 3♠ | 9-21 HCP | 1 NT = 6/10 hcp – 2 NT = GF with support 3♣/3♦ = Bergen raises 3♥ = pre | Same general principles as over 1 m 1 M – (pass) – 2 NT (GF) ▪ 3♣ = hand with singleton ▪ 3♦ = hand with a void Other M = natural 11/14 hcp Repeat M = 15+ hcp balanced 3 NT = 13/14 hcp balanced | Drury in 3th and 4 th position |
| 1♠ | | 5 | 4♥ | 9-21 HCP | As over 1♥ | As over 1♥ | Drury in 3th and 4 th position |
| INT | | | | 15/17 HCP 5 card M possible | NF stayman – does not promise 4 card M Jacoby trf / 3♣ = single or void ♦ or ♥ 3♦ = single or void ♣ or ♠ 3 M = short in M – 3 card other M | | |
| 2♣ | x | | | Or weak with ♦ Or str. NT 22/23 or 28/29 hcp Or any SF hand 8/9 tricks Or GF 2-colour hand | 2♦ = relay | | |
| 2♦ | x | | | Multi : weak 5/11 hcp With 6+card M – or GF hand | 2 NT forcing relay | 3♣ = min. hand ♥/3♦ = min. hand ♠ 3♥ = max. with ♠ / 3♠ = max. with ♥ | |
| 2♥ | | 5 | | Weak 5/11 hcp / 5♥ & 4+ m | 2♠ = to play – 2 NT = forcing relay 3♣ = asks for m NF – 3♦ = limit raise 3♥ = limit raise – 3♠ = limit in ♠ - 3 NT = to play | 2♥ - 2 NT – 3♣/3♦ = 5♥ & ♣/♦ < 9 HP 2♥ - 2 NT – 3♥/3♠ = 5♥ & ♣/♦ ≥ 9 HP 2♥ - 2 NT – 3 NT = 5♥ & 4 & 4♠ ≥ 9 HP | |
| 2♠ | | 5 | | Weak 5/11 hcp / 5♠ & 4+ m | As over 2♥ | As over 2♥ | |
| 3♣/3♦ 3♥/3♠ | | 6+ | | Pre | New suit = F 1 | | |
| 3NT | | | | Solid m with stop | 4♣ = pass or correct – 4 M = end – 5 = p or c | | |
| 4♣ | X | 7+♥ | | Pre in ♥ | No values to protect | | |
| 4♦ | X | 7+♠ | | Pre in ♠ | No values to protect | | |
| 4♥ | | 7+ | | Pre | Values to protect | | |
| 4♠ | | 7+ | | Pre | Values to protect | | |
| 4NT | | | | Minors 5+/5+ | | | |
| 5♣ | | | | | | HIGH LEVEL BIDDING | |
| 5♦ | | | | | | | |
| 5♥ | | | | | | | |
| 5♠ | | | | | | | |
| | | | | | | | |