

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
<b>Style:</b> 5-card or opening, can be weak at 1-level
<b>Reopening:</b> colour 8-12H
Overcalls are constructive at 2-level
<b>Responses:</b> 1NT 8-10H; cue-bid $\geq$ 11DH forcing for one round; 2/1 forcing for one round; raises are competitive
<b>Responses:</b> raise = 11-13S; 1NT = 13(12)-15H; cue
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
<b>2<sup>nd</sup>:</b> 16-18H <b>Responses:</b> Stayman, transfers, 2NT=7H, 3NT=8H
<b>4<sup>th</sup>:</b> 17(16)-18H <b>Responses:</b> Stayman, transfers
<b>Reopening 1NT:</b> 10H-12H(13)H
<b>Responses:</b> Stayman, transfers, 2NT=12-13H, 3NT=14H-15
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
<b>2 Major</b> = weak2; 3♦ 3♥ 3♠ weak
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Ghestem
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
<b>Multi Defence</b> - partner anticipates on possible conversion
1 NT - D: 5+C ♣ or min 4-4 ♦/♥
2♣: 5+C ♦ or min 4-4 ♥/♠
2♦: 5+C ♥ or min 4-4 ♠/♣
2♥: 5+C ♠ or min 4-4 ♣/♦
2♠: min 4-4 ♠/♦
2NT: min 4-4 ♥/♣
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Dbl on weak 2: partner answers 2NT with limit (8HP+) = "mini-cue bid" with or without stopper or 4 card other major
Dbl on 2♦ (multi) : opening with $\geq$ 4 card ♥
Dbl on 2♣: split hand from 13H, to play against
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣</b>
Natural
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
A bid at 1 level is forcing at 2 level non forcing.
Raises are competitive: redbl $\geq$ 10H and can include a 3 card in partners 5 card
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LEADS AND SIGNALS																												
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Other: Lavinthal																												
<b>Doubles</b>																												
Style: Other colours																												
<b>Responses:</b> jump is 4card and $\geq$ 8H,10DH;																												
Cue-bid = $\geq$ 11DH game forcing on major; 1NT = 7-9H; 2NT= 10-11H																												
<b>Double on weak 2:</b> partner answers 2NT with limit (8HP+) = "mini-cue bid" with or without stopper or 4 card other major																												
<b>Reopening:</b> 8H+; <b>Responses:</b> colour: jump with opening; 1NT = 9-12H; 2NT = 13-15H																												
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>																												
<b>Double on jump overcall is take out</b>																												
Lightner-double against slam contracts																												
Lead double																												

WBF CONVENTION CARD
<b>CATEGORY: BELGIAN TEAM CHAMPIONSHIP</b>
<b>TEAM &amp; DIVISION Pieterman 4 National III D</b>
<b>PLAYERS:</b>
Alain Herssens 11818
Rene Moria 19771
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5 card major longest minor; with 4 card ♦
1 NT = 12-14 HP (NV) en 15-17 HP (V)
Multi 2" + Muiderberg, weak jump bids in Major
Negative doubles; support doubles; long suit-2NT trial bids; Splinter; High low signals are encouraging.
<b>RESPONSES:</b>
2 over 1 = $\geq$ 11DH forcing
1NT = 6(5) -10H
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1 NT (Non-Vulnerable): 12 – 14 HP
2♣ = game forcing, controls are bidden
2♦ = Multi
2 Major = Muiderberg
3 NT = gambling, closed 7-C minor
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>Defence against weak 2 Major, Multi and Muiderberg: Rubenshol</b>
1NT: Multi defence
Forth colour forcing
<b>2♣ Drury</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	Pass: in 1 <sup>st</sup> or 2 <sup>nd</sup> position <12H, 14DH; in 3 <sup>th</sup> or 4 <sup>th</sup> position <10H, 12DH		
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION
1♣	x	3		No 5 card Major, except 5♣/♠	After 1♣: priority to Major with weak 4+C ♦ 1NT = 8 -10 HP, No 4 card Major. 2♣: Inverted minor, 5kaart, > 9HP	2NT with Jump = 18-19 H, 1 NT can be with >15 HP
1♦	x	4		No 5 card Major, 4♦	1NT = 5 -10 HP, no 4C Major. 2♦: Inverted minor, 5 Card, > 9HP	2NT with jump = 18-19 H, 1 NT can be with >15 HP except 1♦ - 2♣ -2NT = 13-14HP
						New suit under opening suit < 20DH
					1NT = 6(5) -10HP, no 4C Major at 1 level	Above opening suit (reverse), without jump = 18-23 DHP (RF)
					New suit at 1 level: > 5 DHP	With jump, not reverse = 20-23 DHP (MF)
					New suit at 2 level: > 10 DHP	With jump and reverse (can be short) = super forcing with fit (23 J)
					Jump in new suit: Slamint. 16 HP of 18SP(fit)	At 4 level = splinter, 4-C fit, with 20 SP (or 18SP after bid at 2 level)
					Raise: single raise 6-10S, with jump 11-12SP	Relay after fit Major: 2NT asks for extra strength
					<b>In general after 1 Major:</b>	
1♥		5		5-C, longest Major, with 10H,12DH through 22H,23DH	2 NT = game forcing 3-C fit and more than 12 HP Bergen raises	3x, single/void
1♠		5		5-C, longest Major, with 10H,12DH through 22H,23DH	2 NT = game forcing 3-C fit and more than 12 HP Bergen raises	
						<b>4th suit forcing</b>
					After previous pass: <b>2♣ (Drury)</b> : Dbl or cue = limit	2♦ <14 DHP or 4k♦ with minimum 14 DHP
IQT				12-14 HP (Not Vulnerable) 15-17 HP (Vulnerable)	2♣ Puppet <b>Stayman + Texas</b>	2♦ 4k Maj; 2♥/♠=5k♥/♠
				Regular distribution		
				5-C Major possible	4NT quantitatief	
2♣				Unicolor or bicolour game forcing NT 24-25 HP	Number controls are bidden 0-1 / 2-3 / >4	3 of 4 X unicolor NT = 24 HP, followed by stayman and texas
2♦				Multi, Weak 2 Major or NT 22-23 HP	2♥: Weak Relay; 2NT: strong relay	Puppet stayman + texas if strong NT
2♥/♠				Muiderberg	Fit and 3ZT = stop ; 2ZT = Relay	After 2NT: 3 in new suit = not minimum with A of H
2NT				NT 20-21 HP	Puppet stayman and Texas	
3♣/♦		7(6)		Preemptive	constructive	<b>High level bidding</b>
3♥/♠		7(6)		Preemptive		<b>RKC Blackwood</b> 30, 41, 2, 2 + trump Queen, 5NT= 2 + void,
3NT				Closed 7-krt mineur		After Ase asking, King asking at 5 NT
4♣/♦				Preemptive for ♥/♠		With RKC: after 5♣/ 5♦ asks after Queen of trump with lowest bid (not trump suit)
4♥/♠				Preemptive, weaker than 4♣/♦		After 4 NT kwantitative <b>5NT is forcing</b> for small slam
						Dopi Ropi