

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	
Natural	natural
INT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	
2° pos 15-18H	
4° pos 10-12H	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
2♥/2♠ weak 6 (7) cards	
Reopen:	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
2 suiter Ghestem	
VS. NT (vs. Strong/Weak; Reopening;PH)	
Multi Landy 2° & 4° position	
2♣ Landy	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
natural	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	
natural	
OVER OPPONENTS' TAKEOUT DOUBLE	
XX 10+HCP	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	attitude	attitude	
NT	attitude	attitude	
Subseq			
Other:			
Italian		attitude	
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Small encouraging asks count (even-odd)	Small encouraging asks count (even-odd)	
King			
Queen	Head of sequence	Head of sequence	
Jack			
10			
9		head or XJ10x head or X109x	
Hi-X	even-odd	even-odd	
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	even-odd		italian
Suit 2	Low card can be E		Suit preference
3			
1			
NT 2	Attitude		Suit preference
3			
Signals (including Trumps):			
attitude			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
natural			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
All artificial bids are alerted			

W B F CONVENTION CARD	
CATEGORY: BELGIAN TEAM CHAMPIONSHIP TEAM NAMUR 2 DIVISION 3C	
PLAYERS: Véronique de SAUVAGE 8369 Etienne Vandevyvere 2458	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
MAJOR 5°	
INT 15-17H	
SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENSE	
2♥/2♠ with jump 6+ cards weak	
2 SUITER GHESTEM	
2NT = 2 lowest	
3♣ = 2 highest	1♣-2♦ = 2 Majors
Cue-bid = highest & lowest	1♣-3♣= highest & lowest
1♣-2♣ natural	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES	
PSYCHICS: rare	

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				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3		12-23 HCP	Natural      Spoutnik		
1♦		4					
1♥		5					
1♠		5		12-23 HCP			
INT				15-17 H	2♣ stayman from 0 H , 3 levels 2♦/2♥/2♠/2NT Tranfer		
2♣	X	0		20-23 H or 8 tricks strong undetermined			
2♦	X	0		24+ HCP or 9 tricks GAME FORCING	2♥ relay      2		
2♥	X	5		Major 6+	2NT F1		
2♠	X	5					
2NT				20-21 HCP bal; Major 5 / minor 6 possible	3♣ Puppet Stayman 3♦/3H♥ tranfer for ♥/♠    3♠ tranfer for minor 3NT with 5♠ & 4♥ FG	3♦ 1-2 Major 4°   3♥/3♠ Major 5°   3NT no M	
3♣3♦ 3♥3♠		7		Pre emptive			
3NT	X			Gambling	4♣ ask for closed suit > pass or 4♦		
4♣ 4♦		8		Pre emptive			
4♥4♠		8					
5♣5♦ 5♥5♠		8		Pre emptive			
						HIGH LEVEL BIDDING	
						4NT BW 4-1/3-0/5-2/2+   5 keys if fit      4♠ BW5 if fit ♥	

