

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	
Natural	natural
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	
2° pos 15-18H	2♣ stayman 2♦/2♥/2♠/2NT transfer
4° pos 10-12H	2♣ stayman 2♦/2♥/2♠/2NT transfer
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 2♦ 6+M 2♥/2♠ 5+M & 4+m	
DBL good long suit 6+ , optionnal penalty	
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	odd-even	attitude	
NT	odd-even	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 or XJ10x head or X109x	Head of sequence	
Jack			
10		head or XJ10x head or X109x	
9			
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	
<p>CATEGORY: BELGIAN TEAM CHAMPIONSHIP</p> <p>TEAM NAMUR 2 DIVISION 3C</p>	
<p>PLAYERS: HUBLET Carlo 2411</p> <p> LIGOT Xavier 71587</p> <p> LECLERC Charly 71392</p> <p> JOBE Philippe 3950</p>	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
<p>MAJOR 5°</p> <p>BEST MINOR in quality Inverted minor</p> <p>1NT 15-17H</p> <p>2♣ MULTI 2♦ MULTI</p> <p>2♥/2♠ 5+M & 4+m</p>	
<p>Responses 2 over 1 10+HCP</p>	
SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENSE	
<p>2♥/2♠ with jump 6+ cards weak</p>	
<p>2 SUITER GHESTEM</p> <p>2NT = 2 lowest</p> <p>3♣ = 2 highest 1♣-2♦ = 2 Majors</p> <p>Cue-bid = highest & lowest 1♣-3♣= highest & lowest</p> <p>1♣-2♣ natural</p>	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES	
PSYCHICS: rare	

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1♣		3		12-23 HCP	Inverted minor Natural Jump are weak Spoutnik	Inverted minors	
1♦		3					
1♥		5					
1♠		5		12-23 HCP	Raise 2 = 8-10 , 2K = natural (no fit M) or fit M 5-7 raise 3-4 = preempt 5-10S 2 NT = fit 11-12 3 cards 3♣ = fit 11-12 4 cards 3♦ = fit 13+ 3 cards 3 M" = fit 13+ 4 cards others natural		
INT							
2♣	X	0		Majors 4+/4+ 5-11 HCP 20-23 H or 8 tricks strong undetermined Majors 5+/5+ GF	2♦ relay 2♥/2♠ suit preference 2NT F1, encouraging 3♣ fit Majors, F1, encouraging	2♥/2♠ weak 2NT...3♠ strong pass 2♠-2NT...3♠ strong 3♣/3♦ min 5-4 3♥/3♠ max 5-4 3NT max 5422 4X-4NT strong	
2♦	X	0					
2♥	X	5					
2♠	X	5		Major 6 (7) 5-11 HCP 24+ HCP or 9 tricks GAME FORCING 3 suiter 18+ HCP	2♥ relay 2♠ support 3♥ 2NT F1, encouraging 3/4♥ Preempt > pass or 3/4♠	p/2♠ weak 3♣=3 suiter 3♦....4♣ strong FG 3♣ max♥ 3♦ max♠ 3♥/3♠ min 3NT/4♦/4♥/4♠/5♣ strong FG 4♣ = 3 suiter	
2NT							
3♣3♦ 3♥3♠		7		Pre emptive	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	
3NT	X						
4♣	☒	0		8+♥ closed 8+♠ closed Pre emptive			
4♦	☒	0					
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 ♥	
						4♠GERBER 4-1 / 3-0 / 2A 0-3K / 2A 1-4K/ 2A 2 K MINWOOD = BW for minors 4-1/3-0,,	
						Exclusion BW 0-3 /1 /2/	
						Cue-Bid = control of asking	
						Grand Slam Force	

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