We DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

Limited to 17 HCP

1/1 = F1, 2/1 = NF

Reopening Overcalls: limited to 15 HCP

(1m)-P-(P)→ - 1NT=10-14, - **2NT=18-19**
(1M)-P-(P)→ -1NT=10-14, - **2NT=18-19**

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

2nd/4th: 15-18 → System on

Reopening: 10-14 over (1m) → 2♣=Relay, Others=System on.

10-14 over (1M) → 2♣ Inv.+ Relay, Others=System on

JUMP OVERCALLS (Style; Responses; Unusual NT)

(1Any) → Jump Overcalls = 5-10 NV & 11-14 Vul.

Reopening. Jump Overcall: 6+ Natural 12-14 Hcp,

3rd level Overcall: (6)7+ Natural 12-14 HCP

DIRECT & JUMP CUE BIDS (Style; Response; Reopening)

(1♣)→2♣ Nat; (1m)->2K=MM.

(1m)-P-(P)→ - **2m=♠+X, - 3♦=♥+ Om**

(1M)→ 2M=Michael. (1M)-P-(P) → - **2M= Michael, - 3♣= ♣+♦**

(1m)→ 2D=Both M →
3Any: Asks for stop

VS. NT (vs. Strong/Weak; Reopening; Passed Hand)

2nd seat: X=Values, 2♣=Landy, 2♦=Multi; 2M=M+m,
    2NT=m 2-suiter

4th seat: X=Values, 2♣=Landy, 2♦/2M=Natural,
    2NT=m 2-suiter

Passed: X=10-12, 2♣=Landy, 2♦/2M=Natural; 2NT=m 2-suiter

VS. PRE-EMTS (Doubles; Cue-bids; Jumps; NT Bids)

Natural Overcalls, Take-out double, NT bids=Natural

(2M) → - 3M=Asks Stop, - (2M/3M) → **4m=m+OM**

(2♦ multi)→ **4m=m+♥**. (2m/3m) → - **4m=MM, - 4O m=Om+♥**

(2♣ Precision) → - **3♣=MM, - 4♣=MM Game+, - 4♦=♦+♥**.

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

Vs Strong ♣ → - X = ♣, - 1♦ = T-O (any shape with good opening),
-1NT = ♦+♥, - 2♣ = Michael, - 2♦/2M = Pre-empt, 2NT=minors

Vs Strong 2♣: X = ♣; Others = Natural

OVER OPPONENTS' TAKEOUT DOUBLE

XX = 10+ HCP, 1/1 = F1, 2/1 = NF, 2NT (1♣) = both m 6-8,

2NT (1♦/1M opening) = Truscott (fit & Invitation+),

Jump Raise = Pre-empt, Others = See Openings & Responses

After 1M-(X) → **4m/3NT = Splinter m/OM**, 4 Other M= Nat.

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd, 5th	Same
NT	2nd (MUD From xXx) / 4th	3rd, 5th
Subsequent	Reverse Attitude	

Other: Vs NT, K asks for Un-block or Revers attitude when dummy is short, A asks for Revers attitude. Vs suit, K asks count, Ace asks Revers attitude

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(+), Ax(+)	Same
King	AK, AKx(+), KQxx, Kx	KQJx, KQ10x, AKJx
Queen	QJ, QJxx	AQJx, QJ10x, KQx
Jack	J10, J10x	J10x, J109x
10	H109x, 109x, 10x	Same
9	H98x, 98x,	Same
Hi-X	Even	Even
Lo-X	Odd	Odd

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
Suit	1	Std Count or SP	Std Count	Italian (Odd Enc.)
	2	Rev. Att. on A	SP	Std Count or SP
	3	Count on K		
NT	1	Std Count	Std Count	Italian (Odd Enc.)
	2	Rev. Att. on A, Q, J	Smith or SP	Std Count or SP
	3			

Signals: Vs NT, Smith: Low = Enc. from both sides

Vs suit: Suit preference, high-low shows interest for ruff or odd

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

At least opening values or equivalent. Natural Responses; Cue F1

Reopening: X can be from 8 and a good shape. Natural Responses.

Reopening X followed by **1NT=15-17** & **2NT=20-21**.

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Negative double up to 4♥

Competitive double showing good hands

Double on artificial bids shows the suit

Lightner double

W B F CONVENTION CARD

COENRAETS (543) – NEVE (1665)

CATEGORY: BELGIAN & INTERNATIONAL EVENTS

F1 = 1 Round Forcing; GF = Game Forcing; SF = Semi Forcing;
X = Double, XX = Redouble, PT = Playing Trick,
P/C = Pass or Correct, SP = Suit Preference. cm/M: cards m/M

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5 cards Major

1♣ : 2+ cards & may have 4 bad ♦

1♦: usually a good 4 cards suit

1NT: (14) 15-17 Possible 5cM & 6cm or Single

2NT: 20-21H Possible 5cM or Bad 6cm or Single

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♣ Weak (5-10) 6+♦, or Bal 22-23 or any GF

2♦ Weak (5-10) (5)6+♥, or SF ♣/♦/♠.

2♥ Weak (5-10) (5)6+♠ or SF ♥

2♠ Weak (5-10) 5♠ and 4+m

3NT Solid m (no out-side A or K expected)

4♣/4♦ = NAMYATS (Good 8c♥/♠ or 7c♥/♠ & an A or K)

4♥/♠ = Natural Pre-empt

SPECIAL FORCING PASS SEQUENCES

After our opening, (X) and XX, Pass is forcing till 2Sp,

IMPORTANT NOTES

Reverse bids: forcing one-round, 3rd and 4th suit.

Light opening possible in third seat

PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	4♥	11-21	1NT=8-10, Inverted minor raise. Jump shift=Strong. 3NT=To play. 3♣=Preempt raise, 3♦/3M/4♣=Pre-empts 2/1= F1, If Suit Overcall → Next suit=5+, 2♣= 5-9, Q=Limit+, Others as without overcall	1♣-1♦ → 1NT Walsh (Can have 1 or 2 4cM) 1♣-1M, NT→ - 2♣=Weak ♦ or Any Inviting, - 2♦=GF relay, - 2NT=Weak ♣ or GF 5m4X 1♣-1♦, 1NT → 2NT=Inviting If 1NT Overcall → 2♣=Landy, 2♦/♥/♠=**Natural**	Jump X=5cX & 4c♣ 8-10 (also after X or overcall) Fit jump
1♦		4	4♥	11-21	1NT=6-10, Others=Same as after 1♣	Same as after 1♣	Fit Jump
1M		5	4♦ (1♥) 4♥ (1♠)	11-21	Jump shift=Strong, 2/1= F1, 1NT=Nf up to 11 2♣=3cM fit limit or natural F1, 3M=Pre-empt, 2NT=4cM limit+ or 3cM 13+, 3♠(1♥)=Pre-empt, 3NT/4m=Splinter 10-13, 4♥(1♠)=To play	1♥-1♠, 1NT → As after 1m-1X, 1NT 1♥-1♠, 2NT → 3♣=relay for distribution 1M-2♣ → 2♦=Relay without 4c♥, 2♥=4c♥ 11+, Others= Good13+, 1M-2♦/2♥ → 3NT=18-19 1M-2NT→ Artificial hand description	2♣ = Drury. 2NT = 4 cards Fit & a short 2♠(1♥)/3K/3♥(1♠) Fit Jump, Others=same as without Pass
					If Suit Overcall → 1NT/3NT=Nat, Q=3cM Limit+, 2NT=4cM Limit+, X may have 3cM limit+,	If 1NT Overcall → **Natural**, 2NT=minors, 3X= Pre-empt	
1NT				(14) 15-17, may have 5cM or 6cm or, rarely a single	2♣= Stayman, 2♦/♥/♠/3♣=TRF, 3♦/♥= GF+ TRF 2NT=Inv, 3♠/4♣=5/5m GF/Slam, 4♦=5/5M Game	1NT-2♣, 2♦ → 2♥=Weak ♥ ♠, 2♠=GF relay 1NT-2♣, 2♥ → 2♠= GF relay 1NT-2♣, 2♠-3M=5cAM&4cM	3♣→ 5,5 minor 3♦→Ask for a Major 5 3M→ singl, 5,4 minor
					If 2M Overcall →2Y=NF; X=TO, Rubentex If 2♦ Multi→Pass may hide 5cM & values, If X=Artif.→ XX=Strong, Others=System on If X=Strong→ XX=Positive, 2♣=Ambiguous,	If TRF overcall→ P+X=penalty, P+2/3Y=NF, If Landy X=one 4cM, 2M=value, P+X=Penalty. 3M→short. If 3-level overcall, x=TO; suit=transfer	
2♣	x	0		6+♦ 5-10, Bal 22-23 or, Any GF *May be weak 5 cards ♦ in 3rd position	2♦: P/C, 2M/3m= Natural Good suit F1, 2NT=F1 If Overcall → X=Penalty, Suit= NF, 2NT= F1* If X→ P=♣, 2NT=F1* with ♦ fit, XX=ok for D L	2♣-2♦ → 2M= Kokisch style, 2NT= 22-23 2♣-2NT → 3♣=Wk ♦ any short; 3♦ very W ♦, 3♥=Wk 2♦+♣/♥ force, 3♠=Wk 2♦+♠ force,	2♣-(2Y)-P-(P), X=Strong without stop 3NT= Wk 2 ♦ AKQxxx
2♦	x	0		(5*)6+♥ 5-10 or, SF ♣/♦/♠ *May be 5 cards in 3rd position	2♥=P/C, 2NT=F1 relay, New suit=F1	Similar developments as after 2♣ opening bid	
2♥	x	0		(5*)6+♠ 5-10 or SF ♥ *May be 5 cards in 3rd position	2♠=P/C, 2NT F1 relay, 3m=F1	Similar developments as after 2♣ opening bid	
2♠		5		5c♠ & 4c+m 5-10 *May be without 4+m in 3rd position	2NT=F1, 3♣=P/C, 3♦/3♥= to play If X→ XX=Strong, 2NT=Asks m, 3m=Nat. NF	2♠-2NT→ 3♣/♦=4c+♣/♦, 3♥/♠=4c+♣/♦ Maxi If Vul. The m has to be 5 cards	
2NT				(19)20-21, Possible 5 cards M, 6 cards m or Single	3♣ Relay, 3♦/♥=TRF, 3♠→ Both minors, 4m=Natural, 4M=To play with some ambition. 2NT-3♦/♥, 3♥/♠=No fit, Others=Fit	2NT-3♣, 3K-3♥=relay for m→ 3♠/3NT=4c♣/♦, 4m=5cm, 4M=44m & 2cM 2NT-3♣, 3♦ → 3♠=5c♣/4c♦, 4m=Natural	2NT-3♦/♥, 3♥/♠= No fit
3NT	x			Gambling, AKQxxxx m, outside K not expected	4/5♣→P/C; 4♦ GF relay; 4M=natural; 4NT slam	Over 4♦ → 4M/4NT shows M/m shortness	
4♣/4♦	x	0		NAMYATS	8 cards good ♥/♠ or 7c good ♥/♠ & 1A	HIGH LEVEL BIDDING: 5KCBW (03, 41, etc.).	Followed by Trump Q &
4NT				m 2 suited, 4/5 losers		outside K asking Relays	