

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
5+ cards 7-15 HDP
Natural
Cue-bid : Forcing 1 round
High Power
Take out double : at least 8HP: Responses: cue-bid forcing 1 round
1NT : 8-10HP 2/1 = min 8HP
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd : (15) 16-18 HP balanced
4 th : 10-14HP
Responses : See 1NT
JUMP OVERCALLS (Style; Responses; Unusual NT)
Natural- weak
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Micheals (5/5) 1m-1m : 5-5 M / 1M-2M : other M +m
VS. NT (vs. Strong/Weak; Reopening;PH)
Multi Landy
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
DBL=Major
NT=minor
OVER OPPONENTS' TAKEOUT DOUBLE
2 level : not forcing
RDBL : forcing

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Small card shows honour	Parity unless Q or J	
NT	Small card shows honour	Parity unless Q or J	
Subseq			
Other:top of nothing			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx,Ax(+)	AK,AKx(+),AKJ10	
King	KQ,KQJx,KQ10x	KQ,KQJx,K	
Queen	QJ,QJx,QJ10x	QJ,QJx,QJ9x	
Jack	J10,J10x,J1098	J10,J10x,J1098	
10	10x,109(+)	Aj10x,KJ10x	
9	9x,9xx	A109x,K109x,9x(xx)	
Hi-X	Xx	Xx,xXXx,XXXx	
Lo-X	xXx		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	High-Low		Direct High
Suit 2			
3			
1	High-Low : even		Lavinthal
NT 2	High: Encouraging		
3			
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
8+HP, 3+ in other colours or 17+ with any distribution			
Resp. = 0-8HP(jump)/12+ cue-bid/7-9HP+stop=1NT			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			

W B F CONVENTION CARD
CATEGORY: BELGIAN TEAM CHAMPIONSHIP TEAM & DIVISION SANDEMAN 2 PLAYERS: BOCKLANDT 10352 VAN DESTEEENE 13935
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Major 5
1♦ : 4(+) cards ♦
2♠ : weak at least 6 card
2♣ : Game forcing or weak 6-card ♦
2♦ : semi game forcing or weak 6-card ♥
2♥ :5/5 ♥/unknown
2NT : 20-21HP
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Micheals Cue-bid
World Convention
NAMYATS
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	X	2		11HP	1/1 : at least 4HP : 2♣ : inverted minor	Roudy	
				And +	Walsh after 1♣ (1♥/1♠ can mask length ♦)		
1♦		4		11 HP	Jump in M : weak and 6-card -	2NT : 12-13 HP	
				And +	2♦ : inverted minor	3♦ : 12-13 2♥/♠: >= 14HP	
1♥		5		11 HP and +	1♠: 4-card 1NT: Forcing 2/1: Game forcing 2♠: Jump Fit 2NT: Fit ♥ game forcing DRURY	Nat 4 th suit forcing 2NT : 15-17HP	
1♠		5		11 HP and +	1NT: Forcing 2/1: Game forcing DRURY 3♣/♦ : Jump Fit 2NT: Fit ♠ game forcing	Nat 4 th suit forcing 2NT : 15-17HP	
INT				15-17 HP balanced	2♣ Stayman 3 steps 4♦ : 5-5M 4NT: quantitatif		
					Jacoby trsf 2♠:trsf ♣ 2NT: Limit 3♣:trsf ♦		
2♣	X	0		Game forcing or	2♦ : relay 2♥/♠: Forcing 2NT: Forcing with ♦	OGUST	
				Weak ♦			
2♦	X	0		Semi Game forcing	2♥ : relay 2♠/NT : Forcing	OGUST	
2♥		5/5		6-10 HP	2♠: pas or correct 2NT: Forcing	Bid 2 nd color	
2♠		6		6-10HP	2NT : forcing	OGUST	
2NT				20-21 HP	Niemeyer / Transfer 3NT: 5♠/4♥ 3♠ : trf ♣ / 4♣ trf ♦ 4♥/4♠: single or void		
3♣		6+		weak			
3♦		6+		Weak			
3♥		7		Weak			
3♠		7		Weak			
3NT	X			Gambling			
4♣				Namyats			
4♦				Namyats			
4♥				To Play			
4♠				To Play			
4NT	6/5			To Play	6/5 ♣/♦		
5♣				To Play		HIGH LEVEL BIDDING	
5♦				To Play		Control bids	
5♥				To Play		4NT : RKC resp:4130 with 5 keys	
5♠				To Play		Rubensohl/Splinter/Trial bids	
						Inverted Minor,	