

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Responses: cuebid is 11+ 3crd support or 15+ no fit
jump cuebid is 10+ 4crd support
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-17 with natural responses 11-14 when reopening
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak (5-10) 6-7crd Unusual 2nt (lowest remaining suits)
Reopen: Strong (13-16) 6crd; 2nt is 18-19
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Upper cuebids: (1m)-2m both majors (1M)-2M other major + diamonds Reopen: the same
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Multi-Landy vs. strong & weak nt Dbl vs. strong nt: 6+crd minor or 17+ 5M332 → 2♣ pass/correct Dbl vs. weak nt: 14+ or 12+ when reopening
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Upper cuebids; Unusual 4nt Dbl: takeout below game, penalty otherwise
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Mathe vs. strong 1♣: dbl both majors (54+); 1nt both minors (55+)
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
After 1nt: natural responses; rdbl is business After 2♣/♦: pass is length in doubled suit; rdbl is puppet to next higher suit, possibly to play there Other responses stay the same

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	<b>Lead</b>	<b>In Partner's Suit</b>	
<b>Suit</b>	3 <sup>rd</sup> /5 <sup>th</sup> Ace Attitude King Count	Attitude when supported; 3 <sup>rd</sup> /5 <sup>th</sup> otherwise	
<b>NT</b>	3 <sup>rd</sup> /5 <sup>th</sup> Ace Attitude King Count	Attitude when supported; 3 <sup>rd</sup> /5 <sup>th</sup> otherwise	
<b>Subseq</b>			
<b>Other:</b>			
<b>LEADS</b>			
<b>Lead</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>	
<b>Ace</b>	AK/AK <sub>x</sub> (x)	AKJ <sub>x</sub> /AK <sub>x</sub> (x)	
<b>King</b>	AK <sub>xx</sub> (x)/KQJ(x)	AKJT/AKJ <sub>xx</sub> /KQT9/KQT <sub>xx</sub> /AKQ(x)/KQJ(x)	
<b>Queen</b>	Standard or KQ/KQ <sub>x</sub> (x)	Standard or KQT <sub>x</sub> /KQ <sub>x</sub>	
<b>Jack</b>	Standard	Standard	
<b>10</b>	Standard	Standard	
<b>9</b>			
<b>Hi-X</b>			
<b>Lo-X</b>			
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>
<b>1</b>	Attitude	Count	Italian
<b>Suit 2</b>	Count on King		
<b>3</b>			
<b>1</b>	Attitude	Count	Italian
<b>NT 2</b>	Count on King		
<b>3</b>			
<b>Signals (including Trumps):</b>			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
STANDARD			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Negative and responsive doubles through 2♠			
Lead directing doubles on artificial bids			
Rosenkranz redouble			

W B F CONVENTION CARD
<b>CATEGORY:</b> BELGIAN TEAM CHAMPIONSHIP <b>TEAM &amp; DIVISION:</b> Wilg & Donk 1 (3rd NAT)
<b>PLAYERS:</b> Bart MAGERMAN (12314), Steven GIELEN (18816)
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Majors 5 – Diamonds 4 1nt 15-17 2nt 20-22
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Norwegian 2♣ Multi 2♦ Muiderberg
Upper cuebids Unusual 2/4nt
Multi-Landy Dbl vs. strong nt is 6+crd minor or 17+ 5M332
Mathe vs. strong 1♣
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
1M (overcall): 2nt inv+ 4crd support; cuebid inv+ 3crd support 1m (overcall): 3m weak (4-8) support; cuebid inv+ support 1nt (overcall): 2nt Lebensohl (slow shows)
<b>PSYCHICS</b>

OPENING	TICK IF APPLICABLE	MIN. NO. OF CALLING	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	3♠	11-21	2♦ 10+ 5♣; 2♥/♠ weak (3-7) 3♣ weak (4-8) 6♣	1♣-2♦: 2nt min 2-3♣; 3♣ min 4♣; else GF 1♣-1M-1nt: 2♣ CBS (10+); 3♣ 6-9 1♣-1♦/M-2nt: 3♣ CBS / 1x-1y-3nt: 18-19 6crd x	
1♦		4	3♠	11-21 (4♦4♣ possible)	2♥/♠ weak (3-7); 3♣ 10+ 4♦ 3♦ weak (4-8) 5♦	1♦-1M-1nt: 2♣ CBS (10+); 3♣ 6-9 1♦-1M-2nt: 3♣ CBS / 1x-1y-3nt: 18-19 6crd x	
1♥		5	3♠	10-20	2♣ standard or 8-10 3crd support; 2♥ 4-7 2♠ weak (3-7) 2nt Jacoby; 3♣/♦ Bergen; 3♥ weak (3-6)	1♥-2♣: 2♦ min; 2♥ GF 4crd ♦ 1♥-2m: 2nt GF 1♥-2nt: 3x shortness; 3♥ 16+ no shortness; 3nt 14-15 no shortness; 4x 5crd; 4♥ 11-13 no shortness	
1♠		5	3♥	10-20	2♣ standard or 8-10 3crd support; 2♠ 4-7 2nt Jacoby; 3♣/♦ Bergen; 3♠ weak (3-6) 3♥ weak (4-8)	1♠-2♣: 2♦ min w/o 4crd ♥; 2♥ 4crd ♥; 2♠ GF 4crd ♦ 1♠-2x: 2nt GF 1♠-2nt: 3x shortness; 3♠ 16+ no shortness; 3nt 14-15 no shortness; 4x 5crd; 4♠ 11-13 no shortness	
1NT				15-17 possibly off shape	Stayman; Jacoby; 2♠ transfer ♣; 2nt transfer ♦ 3♣ Puppet Stayman	1nt-2♣-2x-2nt: possibly w/o 4crd major 1nt-2♣-2♦-2♥: pass/correct 1nt-3♣-3♦: no 5crd major (possibly w/o 4crd major)	
2♣	X			23-24/28+nt or any GF or weak (5-10) 54+ majors	2♦ no preference; 2♥/♠ preference; 2nt inv+ relay	2♣-2nt: 3♣ 54 min (3♦ asks); 3♦ 55 min/max; 3♥ 4♠ 5♥ max; 3♠ 5♠ 4♥ max 2♣-2x: 2nt 23-24; 3nt 28+	
2♦	X			Multi: 25-27nt or any semi-forcing or weak (5-10) 6-7crd ♥ or ♠	2♠ inv opposite ♥; 3♣/♦ GF 6+crd; 3♥/♠ pass/correct; 4♣ asks transfer to major; 4♦ asks major; 4♥/♠ own suit (7+crd)	2♦-2nt: 3♣ min ♥; 3♦ min ♠; 3♥ max ♠; 3♠ max ♥ 2♦-2M: 2nt 25-27	
2♥	X			Muiderberg: weak (5-10) 5♥ & 4+crd minor	3♣ pass/correct; 3♦ inv ♥; 3♥ weak; 2♠ to play	2♥-2nt: 3♣/♦ min; 3♥ max ♣; 3♠ max ♦	
2♠	X			Muiderberg: weak (5-10) 5♠ & 4+crd minor	3♣ pass/correct; 3♦ inv ♠; 3♠ weak; 3♥ to play	2♠-2nt: 3♣/♦ min; 3♥ max ♣; 3♠ max ♦	
2NT				20-22 possibly off shape	3♣ Puppet Stayman; 3♠ Minor Suit Stayman	2nt-3♠: 3nt no 4crd minor; 4♣/♦ 4+crd	
3♣		6					
3♦		6					
3♥		7					
3♠		7					
3NT	X	7		Gambling	4♣ pass/correct; 4♦ asks shortness	3nt-4♦: 4M shortness; 4nt no shortness	
4♣		7				<b>HIGH LEVEL BIDDING</b>	
4♦		7				Mixed cuebidding; cue in partners suit is A/K, cue in own first suit is AK/AQ/KQ, first cue when only shown one suit is A/K	
4♥		7				Roman Keycard Blackwood 1430; 5nt after 4nt asks specific kings	
4♠		7				DOPI/DEPO	
4NT							