

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

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

W B F CONVENTION CARD
CATEGORY: BELGIAN TEAM CHAMPIONSHIP TEAM & DIVISION: Wilg & Donk 1 (3rd NAT)
PLAYERS: Nora AERTS (10126), Toon VAN HEUGTEN (13688), Steven GIELEN (18816)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Majors 5 – Diamonds 4 Int 15-17 2nt 20-22 2/1 GF
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Multi 2♦ Muiderberg
Upper cuebids Unusual 2nt
Multi-Landy Dbl vs. strong nt is 6+crd minor
Mathe vs. strong 1♣
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
Int (overcall): Rubensohl 1M (overcall): 3M weak support; cuebid inv+ support 1m (overcall): 3m weak (4-8) support; cuebid inv+ support
PSYCHICS

OPENING	TICK IF APPLICABLE	MIN. NO. OF CARDS	NEG. DBL THRU				PASSED HAND BIDDING
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	
1♣		2	4♥	11-21	2♣ 10+ 5♣; 2♥/♠ weak (3-7) 3♣ weak (4-8) 6♣	1♣-2♣: 2nt 12-14bal; 3♣ 12-14unbal; 3nt 18-19bal (2-3♣); else 15+ 1♣-1M-1nt: 2♣ Roudi (10+); 3♣ 6-9 1♣-1♦/M-2nt: 3♣ asks major	
1♦		4	4♥	11-21 (4♦4♣ possible)	2♦ 10+ 4♦; 2♥/♠ weak (3-7) 3♦ weak (4-8) 5♦	1♦-2♦: 2nt 12-14bal; 3♦ 12-14unbal; 3nt 18-19bal; else 15+ 1♦-1M-1nt: 2♣ Roudi (10+); 3♣ 6-9 1♦-1M-2nt: 3♣ asks major	
1♥		5	4♦	10-20	1nt forcing (3crd ♥ possible); 2/1 GF; 2♥ 8-10 2♠ weak (3-7) 2nt Jacoby; 3♣/♦ Bergen; 3♥ weak (3-6)	1♥-2nt: 2x shortness; 3♥ 16+ no shortness; 3nt 14-15 no shortness; 4x 5crd; 4♥ 11-13 no shortness	
1♠		5	4♦	10-20	1nt forcing (3crd ♠ possible); 2/1 GF; 2♠ 8-10 2nt Jacoby; 3♣/♦ Bergen; 3♠ weak (3-6) 3♥ weak (4-8)	1♠-2nt: 2x shortness; 3♠ 16+ no shortness; 3nt 14-15 no shortness; 4x 5crd; 4♠ 11-13 no shortness	
1NT			3♠	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			23-24nt or any semi-forcing	2♦ relay		
2♦	X			Multi: 25+nt or any GF 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♥	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♠ transfer ♣; 3nt 5♠4♥; 4♣ transfer ♦		
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					
4♦		7					
4♥		7				Roman Keycard Blackwood 1430	
4♠		7					
4NT							