

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
General Style : constructive
On level 1 = 5card 8 – 16
After 1♣ : 1♦ and 1♥ = transfer 8+ // 1♠ = 4♠ and 4+♦
On level 2 : BUNI bicolors
Reopening = same
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 lowest suits (see BUNI)
JUMP OVERCALLS (Style; Responses; Unusual NT)
Major = weak when NOT VUL and intermediate when VUL
Minor = intermediate
2NT = 2 lowest suits constructive
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1M – cue : 5 other M and 5+
1M – 3M : asking stopper, long suit minor
VS. NT (vs. Strong/Weak; Reopening;PH)
Multi Landy
2♣ : Majors
2♦ : 6 (+) card Major
2♥/♠ : Muiderberg
2NT : minors
3♣/♦/♥/♠ : To play
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Dbl : T/O
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
VS strong ♣ : Dbl = ♥&♣ // 1♦ = ♥&♦ // 1♥ = ♥&♠ // 1♠ = ♠&♣
ISA = ♠&♦ // 2♣ = minors // 2♦/♥/♠ = 6+ card
OVER OPPONENTS' TAKEOUT DOUBLE
1M – DBL - Transfers
1m – DBL – inv minors unchanged (except 1m-dbl-2NT=weakest support)
1♥ - DBL – RDBL = 4+ card ♠ // 1♥ - DBL – 1♠ = T/O without ♠

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3th/5th (no sacrifice)	3th/5th (no sacrifice)	
NT	3th/5th (no sacrifice)	3th/5th (no sacrifice)	
Subseq	Attitude	Attitude	
Other: HESO from sequence: Highest EVEN, Second ODD length			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK... (even length)	AK... (even length)	
King	KQ... (even), AK... (odd)	KQ... (even), AK... (odd)	
Queen	QJ... (even), KQ... (odd)	QJ... (even), KQ... (odd)	
Jack	JT... (even), QJ... (odd)	JT... (even), QJ... (odd)	
10	T9... (even), JT... (odd)	T9... (even), JT... (odd)	
Hi-X	3th/5th (no sacrifice)	3th/5th (no sacrifice)	
Lo-X	3th/5th (no sacrifice)	3th/5th (no sacrifice)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	High=Obvious Switch	Lavinthal	Italian signals
Suit 2	Lavinthal	Lavinthal	Italian signals
1	Att : LOW = ENC	Lavinthal	Italian signals
NT 2	Lavinthal	Lavinthal	Italian signals
Signals (including Trumps): Reversed Smith Call			
Italian signals			
count: Hi/Low even number of cards			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
T/O dbl at least 2 cards in other suits or strong or strong NT			
With only 2 suits we use BUNI bicolor			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
NEG DBL through 4♠			
SUPPORT DBL/RDBL			
DOPI/ROPI			

W B F CONVENTION CARD
CATEGORY: BELGIAN TEAM CHAMPIONSHIP TEAM & DIVISION: Pieterman I, 2 Nat. PLAYERS: Wim Vanparijs (20724) Koen Grauwels (20575)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card Majors
1 NT 9-11 HP NOT VUL in 1 st , 2 nd
1 NT 12-14 HP Both VUL in 1 st , 2 nd ; NVUL in 3 rd , Always in 4 th
1NT 15-17 HP Vul vs NVUL in 1 st , 2 nd ; Vul in 3 rd
2♣ : weak with ♦ or SF or 19-21 / 24-25 / 26-27 BAL
2♦ : Multi or GF unicolor or 22-23 / 28-29 BAL
2♥ : Weak 5c ♥ + 4c ♠ (3c ♠ possible if at least also 4+c minor)
2♠ : Muiderberg
2NT, 3♣, 3♦, 3♥ : texas preempt or GF two suiter
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1NT: Variable ranges
2NT→3♥ : texas preempt or GF two suiter
2♥ : Weak, 5c♥ + 4c♠ (3c♠ possible if at least also 4+c minor)
3♠ : two suiter minor (5♣+ - 5♦+)
3NT : GAMBLING
1NT openings : No stayman. Transfer 4c Major
BUNI : Bicolor overcalls 4+/4+ two suiters: Examples: (1x)-1NT: 2 remaining lowest (1M)-2♣: 4(+c) Other Major, 5+(4)c♣ (1M)-2♦: 4(+c) Other Major, 5+(4)c♦ (1♦)-2♣: 4(+c) ♠, 5+(4)c♣ (1m)-2m : both majors, 4-4 possible (Minimum strength depends on Distribution and level, typically 12+ on 2-level if only 4-4. Often 4c in Major and longer in minor)
Bids in 3th hand can deviate in distribution/strength
SPECIAL FORCING PASS SEQUENCES
1NT - X - PASS (can be weak or strong) : forces in principle RDBL but can be passed out !
IMPORTANT NOTES
PSYCHICS: Very Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				PASS ED HAND BIDDI NG
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	
1♣	Y	2	4♠	11 - 20 HP	T-walsh : transfer ♠/♠ can hide 4+ card ♦ inverted minor	2 way checkback : 1X-1Y-1Z-2♣ : transfert ♦ (limit or to play), doesn't promise any ♦ 1X-1Y-1Z-2♦ : Artificial, game forcing, no ♦ promised	
1♦	Y	2	4♠	11 - 20 HP Not VUL : 1 st , 2 nd seat	inverted minor	1♦ - 1X - 1SA rebid : 15-17 (when NVUL: 1st, 2nd)	
		4	4♠	11 - 20 HP VUL or 3 rd , 4 th seat			
1♥		5	4♠	11 - 20 HP	1NT : 6-9 BAL or weaker with 3c+ ♥	2♣ : limit + asking 3♣ : 5♥/5♣ weak, 2SA : 5♥/5♣ limit After 2♣ : 2♦ denies 6card ♥, 2♥ : 6 card After 2NT : 3♣ : 15-17, 3♦ : 18-19, 3♥ : minimum	
					2♣ : natural or 3card ♥ support, 10 + HCP 2♥ : good raise (7 - 10) 3 or 4 card ♥ SWISS raises (2NT : 4c+ support, limit or better) 3♣/♦ : 8-11 and 6+ card		
1♠		5	4♠	11 - 20 HP	same as 1♥	same as 1♥	
INT	Y			9 - 11: Not VUL : 1st, 2nd seat 12-14: Both Vul 1 st , NVUL 2 nd , Always 4 th 15-17: VUL vs NVUL 1 st , 2 nd ; VUL 3th	2♣: weak ♦ / 5cM 8+ / GF bal/55m/55M/4441 / minors S.I. 2♦/♥ : transfer ♥/♠; weak 5c+ or 8+ 4c or 10+ 6c 2♠ : transfer ♣ or limit ♦ 3♣ : weak or GF ♦ ; 3♦ 6cM limit ; 3M : single M (13)(45) 4♣ : 55m SI ; 4♥/♥ : transfer ♥/♠, not strong often 7c or SI	2♦: further : transfers/pass/NT or short suit at 3-level 2NT : max & 4card fit, retransfer Rubensohl after intervention	
2♣	Y		4♠	Weak with 5+ card ♦	2♦ relay, NF (passed out if weak ♦ opening)		
				or Acol strong 2 or 19-21 / 24-25 BAL	2NT : forcing relay 15+ HP		
2♦	Y		4♠	Multi : weak 6c Major or GF	2♥ : relay 2♠ : positive for ♥	after 2NT: 3♣ min 6♥; 3♦ min 6♠; 3♥ max 6♠; 3♠ max 6♥	
				or 22-23 / 26-27 BAL	2NT : forcing relay 15+ HP		
2♥			4♠	5♥/4♠ 6 - 11 HP	2♠ : to play 2NT : forcing relay		
				Possible 3 card ♠ if also 4+card minor	3♣ : pass/correct 3♦ : limit 3 or 4 ♥/♠ : to play		
2♠			4♠	5♠/4c+ minor: 6 - 11 HP	2NT: asking for minor (weak or strong)	After 2NT: 3♣ = 4c ♠; 3♦ = 3-5-1-4; 3♥ = 3-5-4-1 3♠ = 3-5-0-5; 3NT = 3-5-5-0	
				Possible 3 card minor in 3th seat	3♣ : limit with both minors; 3♦ : limit with ♠		
2NT	Y		4♠	Texas for ♣ (weak with 6+ card ♣)			
				or GF ♣ with other (5+ / 5+)			
3♣	Y		4♠	Texas for ♦ (weak with 6+ card ♦) or GF ♦ with Major (5+ / 5+)	3♥/♠ : forcing		
3♦	Y		4♠	Texas for ♥ (weak with 6+ card ♥) or GF ♥ & ♠ (5+ / 5+)	3♠ : forcing		
3♥	Y		4♠	Texas for ♠ (weak with 6+ card ♠) or GF ♠ with minor (5+ / 5+)			
3♠	Y	7	4♠	Both minors weak (5+ / 5+)			
3NT	Y		4♠	Gambling: long suit in ♣ or ♦	4/5 ♣ : pass or correct		
4♣		7+	4♠	preĕmt ♣		RKCB 5♣ 41; 5♦ 30; 5♥ 2; 5♠ 2 +Q; 5NT 2 with void	
4♦		7+	4♠	preĕmt ♦		1 over 1: asking Q of trumps	
4♥		7+	4♠	preĕmt ♥		5 NT: specific K ask	
4♠		7+	4♠	preĕmt ♠		Exclusion blackwood	
4NT				Specific Asking for Aces		DOPI ROPI	