

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
SOLID
INT OVERCALL (2nd/4th Live; Responses; Reopening)
DIRECT OVERCALL: (15)16-18
LAST HAND: 11-14
RESPONSES ARE SYSTEM ON (STAYMAN, JACOBY), DISREGARDING OPENING OPPS
JUMP OVERCALLS (Style; Responses; Unusual NT)
WEAK
UNUSUAL NT
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
MICHAELS CUEBID
VS. NT (vs. Strong/Weak; Reopening;PH)
DONT (X=1suit, 2-level=that suit+unknown higher suit)
RUBENSOHL AFTER OUR DISTURBED NT
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
OVER OPPONENTS' TAKEOUT DOUBLE
BERGEN (FOR MAJORS ONLY)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1/3/5	HI-LO=even	
NT	2/4	HI-LO=even	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx Ax	AKx	
King	AK Kx KQ	KQ10xx Kx	
Queen	(A)QJx	(A)QJx	
Jack	(A or K)JTx	(A or K)JTx	
10	(A,K or Q)T9 Tx	(A,K or Q)T9 Tx	
9	9x	9x	
Hi-X			
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	HIGH ENC	HI-LO=even	ITAL/LAV
Suit 2	COUNT		
3			
1	HIGH ENC	HI-LO=even	ITAL/LAV
NT 2	COUNT		
3			
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
SUPPORT DOUBLES			
SOS REDOUBLES			
LIGHTNER DOUBLE			

W B F CONVENTION CARD
CATEGORY: BELGIAN TEAM CHAMPIONSHIP TEAM & DIVISION: DUA 1 - NATIONAL IIB PLAYERS: PAUL SCHEUNDERS 22070 BART DELBEKE 24801
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5-CARD MAJOR, 4-CARD DIAMOND
WEAK 2 IN D, H, S
'DOUBLE DEUX'
2NT = MAJOR FIT & GF
LEBENSOHL (AFTER WEAK 2 AND MUIDERBERG)
STRONG JUMP-SHIFT RESPONSE = OPENING VALUE & SINGLE SUITED
2NT 'MODÉRATEUR'
SYSTEM ON AFTER INT - (X) -
1C - (1D) - X = 4C H
BERGEN RAISES
DONT
RUBENSOHL
INVERTED MINORS
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
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		RULE OF 20	2♣=+4♣,+10 3♣=+5♣,6-9		
1♦		4		RULE OF 20	2♦=+4♦,+10 3♦=+5♦,6-9		
1♥		5		RULE OF 20	2NT=FIT&GF; 3C=4♥,6-9; 3D= 4♥,10-11; 3H=4♥,0-6	AFTER 2NT: 3-LEVEL=14+,2ndSUIT; 3♥=6c;3NT=5332;4♥ MIN(11-13), 4-LEVEL SPLINTER	
1♠		5		RULE OF 20	2NT=FIT&GF; 3C=4♠,6-9; 3D= 4♠,10-11; 3H=4♠,0-6	AFTER 2NT: 3-LEVEL=14+,2ndSUIT; 3♠=6c;3NT=5332;4♠ MIN(11-13), 4-LEVEL SPLINTER	
INT				15-17	STAYMAN, 4 TRANSFERS		
2♣	X			GF	2D 0-7	3C SECOND NEGATIVE	
2♦		6		6-10	2NT ASKS FEATURE IF MAX		
2♥		6		6-10	2NT ASKS FEATURE IF MAX		
2♠		6		6-10	2NT ASKS FEATURE IF MAX		
2NT				20-22	NIEMEIJER		
3♣		7					
3♦		7					
3♥		7					
3♠		7					
3NT	X			GAMBLING			
4♣		8					
4♦		8	X				
4♥		8					
4♠		8					
4NT							
5♣						HIGH LEVEL BIDDING	
5♦						CONTROLS STARTING AT 3S	
5♥						SPLINTERS	
5♠						RKC 1430	
						SPECIFIC KINGS	