DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			LS	W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING L	EADS STYLE				
Level 1 5-16 pts		Lead		In Partner's Suit	NCBO: BELGIAN TEAM CHAMPIONSHIP TEAM & DIVISION : Namur 2 Div III B	
Level 2 8-16 pts	Suit	t CT; AK Romanet		T		
	NT	СТ	(T	PLAYERS: <u>Courtois</u> Ch 71053	
Michael's cue-bid	Subseq	Subseq			Louis Serge 70591	
	Other:Top o	of nothing				
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY	
2 nd /4 th : 15-18HL	Lead	ad Vs. Suit		/s. NT		
Responses : Stayman, Texas	Ace	AKx		AK(Q orJ)	GENERAL APPROACH AND SIYLE	
Reopening : : 10-13HL	King	AK - KQ		(Q (J or 10)	Major 5th	
	Queen	QJ	(QJ (10 or 9); KQxx	Diamond 4th	
	Jack	J 10		1 10 (9 or 8)	1 N 15-17	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10		/	A J 10, K J 10, 10x, 10 9 8	┫┣────	
Preempt.	9		/	4109, K109, Q109,987		
2♥/2♠: weak	Hi-X	Even	Even Even		┫┣────	
	LO-X	Odd Odd		Jad	┫	
	SIGNALS I	N ORDER OF PR		N: I'		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Pa	irther's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Cuebid : ASK for stopper		Low encour.	CI if neces	s. Italian	2 ♣ 20-23H or weak ♥/♠ or strong ♥/♠	
	Sult 2	CI IT necess.			2 + Multi	
	3		Smith	Ttalian	2 ♥ 2. Muyderberg	
VE NIT (vg. Strong (Wask: Despening: PH)		CT if manage	CT if no cod		l shangahi	
VS. NT (vs. Strong, weak, Reopening, PH)		CT IT NECESS.	CT IT NECES	5.	Lebersoni Multi Landu	
Multi-Lanay (20 = both majors or long Diamona)	Signala (incl	3 Signala (including Trumpa)			Dednique	
	Signais (incl				TWCD(Two Way Checkbook) Landy Drung Decentrants	
	Smith : sma	II = encour.			TWCB(Two Way Checkback), Lanay, Drury, Rosenkrantz	
			DOUBLES		<u>ا</u>	
			DOUDLED			
VS PDEEMTS (Doubles: Cue-bids: Jumps: NT Bids)		OUBLES (Style	· Desponses · Deo	penina)	4	
DRI ontimal	Standard		,		┫┠─────┤	
Natural					┨┠─────┤	
Cue bid : interest for minors						
VS ARTIFICIAL STRONG OPENINGS- i e 1* or 2*					SPECIAL FORCING PASS SEQUENCES	
Dbl = majors 5/4	SPECTAL A	ARTIFICIAL & CO		LS/RDLS		
1NT = minors 5/4	<u></u>				1	
					1	
OVER OPPONENTS' TAKEOUT DOUBLE					IMPORTANT NOTES	
XX 10 H +						
					1	
					PSYCHICS:	

	ЪЧ	. OF	THRU					
OPENING	OPENING TICK ARTIFICI		NEG. DBL	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING	
1*		2		10-23	1+: 1 or 2 majors <u>or</u> weak with 6 cards+; 1♥: 5 cards; 1 ▲ 5 cards; 1 NT 6-10H; 2♣=11H+, 5cards; 2+: 9H+& 5 cards+; 2♥/2+:6cards, 16H+; 2NT=11-12H; 3♣=6-10, 5cards			
1•		4		10-23 Inverted minor : 2+= 11+; 3+=6-10H				
1•		5		10-23	2+= 5-7HLD with fit or 11H+ with +; 2♥=8-10HLD; with fit 11HLD+ : 2NT or 2♣Drury; 3♣/+/♥ : Bergen	Splinter		
1♠		5		10-23	2•= 5-7HLD with fit or 11H+ with •; 2±=8-10HLD; with fit 11HLD+ : 2NT or 2±Drury; 3±/•/± : Bergen	Splinter		
INT				15-17H - 5 cards major possible	Stayman : 8H+ possible without major or weak	2•= no major; 2♥= 4cardsH (± possible); 2±= 4cards - no 4 cards ♥; 2NT=5 cards major		
					2♠= transfer ♣; 2NT=transfer ♦	2NT=max,3cards♣; 3♣=max, 3 cards♦		
2	×			Multi∶strong=20-23H or weak ♥/♠ or strong ♥/♠	2•: relay; 2♥/± : preference	NV: 2♥=weak, 5H&4S; 2♠=weak, 5S&4/5H; V : 2♥=weak with 5♥&5♠; any other bid is strong		
2•	×			Multi: strong 24H+ or weak (6cards ♥/♠)	2NT=asking			
2♥/2♠	×			Muyderberg : weak 5 cards major & 4cards minor	3♣:asking minor; 3+:with fit, asking strength; 2SA:no fit, asking strength and minor			
2NT				21-22H balanced; 5 cards major possible	3±:asking description; 3+-3♥=transfer; 3NT=5 cards ± & 3 cards ♥	3•:no 4cardsH; 3♥:4/5cardsH; 3±:5cardsS; 3NT:4cardsH&4cardsS		
3♠	×			transfer for pre-emptive 3+ or strong with 2 suits				
3♦	×			transfer for pre-emptive 3♥ or strong with 2 suits				
3♥	×			transfer for pre-emptive 3± or strong with 2 suits				
3♠	×	7		Long minor AKQxxxx				
3NT	x	7		transfer for pre-emptive 🕭				
4 ♣	x	8		Namyats (¥)				
4•	x	8		Namyats (*)				
4♥		8		pre-emptive		HIGH LEVEL BIDDING		
4♠		8		pre-emptive		Blackwood : in suit = keys; in NT= aces + kings		
4NT	×			Two minors 16-18H		Special responses : 5NT = 2 keys & 1 void; 6 ÷ : void in ÷ or suit higher than fit; 6x=void		