


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
At 1 level: 7-15 and a 5+ card or 12-15 with a very good 4-card
At 2 level: 9-15HCP and a good (5)6 card.
Can be done with fewer HCP if favourable vuln or good distribution.
Responses from partner on overcall are natural (new colour is NF,
Jump shift is strongly invitational. Cuebid is 10+ with fit or
12+HCP without fit and ask opener to further describe hand with Xtr
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd and 4 th seat: (15)16-18HCP, semi-BAL, with stop.
Resp natural en cuebid asks for 4c major
Balancing seat: 10-13HP, BAL with stop; Resp natural.
In sandwich after 1m-P-1M, 1NT shows 5c unbid m + 4c unbid M
JUMP OVERCALLS (Style; Responses; Unusual NT)
6-10HCP, 6+c. Double jump overcall preemptive (7+c)
Resp natural. New suit is forcing.
Unusual NT in 2 nd & 4 th seat (not balancing) showing 2 lowest unbid
suits, weak (<12HCP) or strong (5- losers) [A15]
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cuebid in 2 nd seat = Michaels [A09]. Cuebid of a minor shows both
Majors, cuebid of a major shows other major & unknown minor
In 4 th seat, after 2 bid suit by OPP = lowest cuebid 54 (5c highest
Unbid suit), highest cuebid 55 & strong (12+) [D04]
VS. NT (vs. Strong/Weak; Reopening;PH)
DONT both against strong & weak NT opening, in 2 nd & 4 th seat.
Double shows 6+c (2♣ asks), a bid suit shows bicolor (54) in bid
Suit + higher suit (which suit is 5c is unknow). 2♠ shows only
Spades (normally 6c) and weaker than double followed by spades.
Resp. can pas with 3c support in suit bit, unless higher suit is
certainly better and then bids next suit to ask. DONT: 7-15HCP
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Suit shows 5+c (12+HCP). Jumps show 6+c strong (16+HCP)
2NT is natural (15-18HCP) with stop and double shows 12+HCP
& 3c supp unbid suit or strong (16+HCP). Resp Trf Lebensohl [A14]
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs. 1♣ and 2♣ strong: CRASH [A01] = X, ♠, NT show bicolor (55)
Of same color (X), rang (♠) or shape (NT). ♦ and ♥ are transfer bids
Showing unicolor ♥/♠.
OVER OPPONENTS' TAKEOUT DOUBLE
After 1M opening [D3]: fitbid, 2NT, 3NT show fit & strength. Direct
Sup is weak and follows LOTT, XX = 10+, new suit = freebid (NF)
After 1♣ [D01], 1♦/2♣ [D02]: suits bid in transfer.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd /5 th	Count (Hi/Lo = E/O) if not	
NT	4 th or MUD	supp, ATT if supp	
Subseq	ATT if new suit, otherwise often count		
Other: K for count, A/Q for ATT; J denies, 10 & 9 promises 0 or 2 higher H			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx, AKxx → ATT	AKQ(+), AQJ, AKxx	
King	AK AKxx(+), KQ(+) → CT	KQJ(+), Kx, AKxx	
Queen	KQx, QJx, Qx → ATT	KQJxx, QJ10x, AQJx	
Jack	J10x, Jx → ATT	J109(+), Jx	
10	Tx, T9(+), (A/K)JT(+)	Tx, T98(+), (A/K)JT(+)	
9	9x, (A/K/Q)T9(+)	9x, 987(+), (A/K/Q)T9(+)	
Hi-X	Sx, xSxx		
Lo-X	HxS(x), HxxxS(x)(+), xxS	HxS(x), HxxxS(x)(+), xSx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Lo = DISC	Lo = ODD	Lo = DISC
Suit 2	Lo = ODD	Or nothing	Or nothing
3	Suit preference		
1	Lo = DISC	Lo = ODD	Lo = DISC
NT 2	Lo = ODD	Or nothing	Or nothing
3	Suit preference		
Signals (including Trumps):			
Lo = DISC, Hi = encouraging			
Count after lead of the King, ATT after lead of Ace or Queen			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
2 nd : 12+ with supp unbid suits (with excellent shape 10+), 16+ any shape			
Resp: 0-8HCP, 9-11HCP with jump, 12+HCP or 10+ with 4♠4♥ cue			
1NT: 6-10HCP, freebid without jump 5-8HPC			
4 th : balancing 8+ with supp unbid suits, 13+ any shape; sandwich 10+			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative double till 3♠ + sputnik after opening 1M and bid RHO [D06]			
Responsive double [A13] – Maximum overcall doubles [A08]			
Support double also after transfer bid [D07]			
Rosenkranz (X after bid Part and 2 other colours by OPP shows H)			
Lead directing double after any artificial bid by OPP			
Lightner double [A11]			

W B F CONVENTION CARD
CATEGORY: BELGIAN TEAM CHAMPIONSHIP
TEAM & DIVISION: Sandeman 4, National 3
PLAYERS:
Marc Casteleyn (29678)
Koen Vercruysse (29707)

SYSTEM SUMMARY: Strong club
GENERAL APPROACH AND STYLE
1♦, 1M, 2♣: 10-15HCP (if 10 then good ones),
1♠: 16+ or 17+BAL; 2M: wk 5+; 1NT: 14-16HCP.
2NT till 3♥: preemptive in trf or strong 6-5 or if M solid
Response to 1M: 1NT semi-F, 2X semi-FG with 2M min
Fitbids (const & comp), 3M/4M to play (wk or not), 2NT Jacoby
Response to 1♦ showing M if 4+, ART after 1♦-2♣
Response to 1♠ is points if wk (1♦ 0-7) other 8+ with 5+k
1♣ - Pos (8+) bids are followed by INQ bids [A12].
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Opening 1m, 1M, 1NT & 2♣: see above.
2♦: 6+♠ 10-13HCP OR 55m 7-13HCP OR 10-15 7+♦, not-SOL
2♥/2♠: 5+ wk (often with 4+k sidesuit)
2NT - 3♥: often preemptive trf, but could be strong 6-5 or SOL
3♠: 10+ solid any suit, 3NT: solid minor + side entry
1M RESP to 1♦ can be very weak (0+pt)
Trf LEB [A14] after 1NT overcall or double of weak 2-bid
XYZ after 1X-1Y-1Z (X=♦ or ♥) [A16]
SPECIAL FORCING PASS SEQUENCES
DOPI-ROPI [A04] & DEPO [A03]
Clear sacrifice bids at game level or above
Any high-level overcall of the strong 1♣ opening [D05]
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Double Jump in new suit = Splinter if minor over major
Jump Cue Bid by Opener = Splinter raise
PSYCHICS:
Never

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE BIDDING
1♣	X	NA	NA	All hands with 16+HCP UNB or 17+ (semi-)BAL.	1♦: 0-7HCP or 8+ with 4441, 1♥/1♠/2♣/2♦: 8+HCP & 5c, 1NT: 8+ BAL, 2♥/2♠: 5-7HCP, 6+c 2NT: AKQxxx in unknown suit	After 1♦ is 1♥ 20+HCP asking, 1♠ 16-24p with 4+c♠, other natural NF. After pos. response bids = ASK [A12]	PAS 0-7HCP, X: 8-11HCP BAL, 1NT: 8+ stop or 12+ after X, cue: 12+ no stop, suit: 5c trf, 8+HCP
1♦	X	1	NA	11-13 BAL or 10-15 UNBAL and not fitting other opening (trash-bid)	Suit w/o jump natural (1M can be weak). 2♥/2♠: 5♠4♥ 6-9HCP or 10-12HCP; 3♣/4♣: 45m or 55m, 6-9p; 3M or 4M to play; 1NT: 7-11, 2NT: 11-13, 3NT: 13-16HCP	After 1♥/1♠/1NT: NAT After 2♣/2♦: ART (2♥: BAL, 2♠: splinter, 2NT/3NT: 4441 or length ♦, 3♣: 3c fit, 3♦: 6+c, 3M: 6♦+5M)	Suits are bid in trf without jump. 1♦ - (X) - XX shows ♥. Jump bids have same meaning as without overcall.
1♥		5	3♠	10+ to 15HCP, 5+c M. If 14-15p then hand is UNBAL.	1NT: semi-forcing (5-12HCP), 2X: (semi)-FG, 3X: fitbid [A05], 2NT: Jacoby2NT (FG with 4c SUPP) [A06], 4X shows void and is EKB [A02]	After 1NT & 2X: NAT (2M = MIN). After 2NT: 3X=SPL, 4X=55 with 5L, 3M=MAX w/ good suit, 3NT=MAX bad suit, 4M=MIN.	Suit with jump: NF, with jump: fitbid, 2NT: INV with SUP, cuebid FG with SUP, X strong w/o fit or negative
1♠		5	3♥				
INT				14-16HCP, BAL or semi-BAL (possible with (5422), (32)(26), singleton ♦K/♦A, 5cM).	4-suit TRF (2♦, 2♥, 2♠, 2NT), 2♣ asks for a 5cM but RESP can pass on any reply. 3X is used to show bicolor minors, 4♣ is 55M, 4♦/4♥ is TRF showing FG+ strength with 6+cM	After 2♣: 2♦ denies 5cM, 2M shows 5cM. After 1NT-2♣, 2♦: 3♣ asks 4cM, 3♦/3♥ TRF, 3♠: asks 4c m.	TRF LEB after O/C [A14]. After double all bids remain unchanged
2♣		5		10-15, 5c♣+4cM or 6+c♣	2♥/2♠: 5-9p to play; 2♦: INQ, 2NT: PUP to 3♣ to show strong bicolor hands or weak with clubs; 3X: TRF with 6+c, 3♠: 6♠4♥	After 2♣-2♦: 2♥ = 4cM, 2♠ = 13-15HCP w/o 4cM; 2NT = stops, 3♣ = MIN; 3X = 65	After O/C or Double, suits are bid in TRF.
2♦	X	NA		OR 10-13 6c♠ OR 7-12 55m OR 10-15 7+c good ♦	2♥ ASK, 2♠ to play (if ♠), 2NT INV with ♠ & a minor, 3X natural (NF)	After 2♥: 2♠ = 6c♠, 2NT = 55m, 3♦ = 7c♦; 3♥ = 6♠4♥ MAX, 3♠: 7c♠ MAX	Standard
2♥		5		5-9HCP 5+c♥, no (332)5	2♠ asks for eventual side color, 2NT asks for length & strength. Other bids NAT	After 2♠: 2NT = side suit ♠, 3♣/3♦: suit ♣/♦, 3♥: 6c♥.	Standard
2♠		5		5-9HCP, 5+c♠, all hands	2NT asks length & strength, 3♥: INV with 6c♥	After 2NT: 3♣ = 5cM, other suits show 6cM MIN (3M), MAX (3oM if 3oM, 3NT if not), 3♦ is intermediate.	Standard
2NT	X	6+♣		Or PRE m (TRF) or strong (65) with 6+c suit bid in TRF	With extras TRF is not accepted and RESP either bids best contract or invites opener to game in his suit, F1	After TRF, PAS if PRE. Else new suit at 3 level shows (65) with 5L or 4 level (no jump) (65) with 4L or 3NT with SOL7c.	Standard
3♣	X	6+♦					
3♦	X	6+♥		Or PRE M (TRF) or strong (65) with 6+cM (TRF) or M AKQxxxx + H in side suit			
3♥	X	6+♠					
3♠	X	7+?		10+ SOL unknown suit (7+c)	3NT with stops, else 4♣ (P/C) or 4♦ (INQ)	After 4♦: 4♥/4♠ SPL, 4NT m SPL, else 5♣	Standard
3NT	X	7+m		SOL minor (7+c) + side suit H	PAS with stops, 4♣ or 4♦ otherwise	NAT	Standard
4♣/4♦	X	7+M		Preemptive in major, letting partner play the game	4♥/4♠	Standard	Standard
4♥/4♠		7+M		Preemptive, to play	PAS or Kickback to ask for keycards	HIGH LEVEL BIDDING	
4NT	X	66m		Preemptive	Natural, non-forcing	Trial = Modified Kokish [A10], splinter bids, control cuebids. 3NT (♠ trump) or 3♠ (♥ trump) is non-serious asking partner to cue with extras.	
5♣/5♦		8+m		Preemptive (rule of 2 and 3)	Natural	Keycard ask = Kickback [A07]: suit above trump at 4 level asks for keycards RBK alike (step 1 = 30, step 2 = 41, 3 = 2 w/o Q, 4 = 2+Q, 5 = even+void, 6X = odd + void in suit Blackwood (no agreement): 40, 1, 2, 3. Specific King Ask via Kickback [A07]	