

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 using transfer Lebensohl.
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)
0-9HCP, 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)
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cuebid in 2 nd seat = Michaels. 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 is natural, 2NT: 55 & strong (12+)
VS. NT (vs. Strong/Weak; Reopening;PH)
Vs. strong 1NT: 2m = nat+M, 2M = nat., X = 1m or both Majors.
X can also be good 2♠ overcall or other good hand. 2NT = both m or strong MAJS. Reopening same.
Resp. can pass with 3c support in suit bit, unless higher suit is certainly better and then bids next suit to ask (pass or correct).
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
Vs. 2♦ multi: Natural + CRASH (see below)
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs. 1♣ and 2♣ strong: CRASH = 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: fitbid, 2NT, 3NT show fit & strength. Direct sup is weak and follows LOTT, XX = 10+, new suit = freebid (NF)
After 1♣, 1♦/2♣: 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	Smith, 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(+), KJT(+)	Tx, T98(+), (A/K)JT(+)	
9	9x, (K/Q)T9(+)	9x, 987(+), (A/K/Q)T9(+)	
Hi-X		Sx, xSxx	
Lo-X	HxS(x), HxxxS(x)(+), xxS	HxxS(x), xSx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Lo = ENC	Lo = ODD	Lo = ENC
Suit 2	Lo = ODD	Lo = Reverse Smith	Or nothing
3	Suit preference		
1	Lo = ENC	Lo = ODD	Lo = ENC
NT 2	Lo = ODD	Lo = Reverse Smith	Or nothing
3	Suit preference		
Signals (not including Trumps):			
Lo = ENCouraging, Hi = DISC			
Count after lead of the King, ATT after lead of Ace or Queen			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
2 nd : 12+ with sup unbid Maj-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 sup unbid Maj-suits, 13+ any shape; sandwich 10+			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative double till 7♠ + sputnik after opening 1M and bid RHO			
Responsive double after takeout – Maximum overcall doubles			
Support double also after transfer bid			
Rosenkranz (X after bid Part and bid by both OPP shows H)			
Lead directing double after any artificial bid by OPP			
Lightner double			

W B F CONVENTION CARD
CATEGORY: BELGIAN TEAM CHAMPIONSHIP
TEAM & DIVISION: Sandeman 3, National III
PLAYERS:
Marc Casteleyn (29678)
Koen Vercruysse (29707)
SYSTEM SUMMARY: Strong club
GENERAL APPROACH AND STYLE
1♦, 1M, 2♣: 9-16HCP (12-17 distribution points),
1♠: 18+ distrib points; 2M: 6+ 15-17dist; 1NT: 15-17HCP.
2NT till 3♥: preemptive in trf or strong 6-5 or if M solid
Response to 1M: next bid is relay asking strength & distrib
Other bid is transfer, 3min are mini-splinters, 2♠ is fit with void
Response to 1♦ showing M if 4+, ART after 1♦-2♣
Response to 1♣ is points if wk (1♦ 0-6) other 7+ with 5+k
1♣ - Pos (7+) bids are followed by INQ bids.
Rem: strength is calculated in distribution points
= Corrected honor points + length points + shortness points.
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Opening 1m, 1M, 1NT & 2♣: see above.
2♦: 6+M 0-8HCP OR 7+♦, not-SOL 12-17distrib. points
2♥/2♠: 6+ 15-17distribution (no 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 after 1NT overcalled, our 1NT overcall or X of weak 2
XYZ after 1X-1Y-1Z (X=♦ or ♥)
SPECIAL FORCING PASS SEQUENCES
DOPI-ROPI & DEPO
Clear sacrifice bids at game level or above
Any high-level overcall of the strong 1♣ opening
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Jump Cue Bid by Responder = Splinter raise
PSYCHICS:
Almost 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 18+DP (all points can be adjusted in any situation).	1♦: 0-7DP or 8+ with 4441, 1♥/1♠/2♣/2♦: 8+DP & 5c, 1NT: 8+ BAL, 2♥/2♠: 5-7HCP, 6+c	After 1♦ is 1♥ 20+DP asking, 1♠ 16-24p with 4+c♠, other natural NF. After pos. response bids = ASK.	PAS 0-7HCP, X: 8-11HCP BAL, 1NT: 8+ stop, cue: 12+ no stop, suit: 5c trf, 8+HCP, jump: 6+c trf 4-7p
1♦	X	1	NA	12-14 BAL or 9-16 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: 11-12, 3NT: 13-16HCP	After 1♥/1♠/1NT: NAT After 2♣/2♦: ART (2♥: BAL, 2♠: splinter, 2NT/3NT: 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♥ 1♠		4 4	7♠ 7♥	9+ to 16HCP, (12-17DP) 4+c M. If 4M then with exactly 4oM.	Next bid is relay, asking strength & distribution. Other bids are transfers. Jump to 3♣/3♦/3M shows mini-splinter. 2♠ shows 5c fit + void somewhere.	After relay: show strength first. After transfer to other major, 3m shows fit (3+c) and is mini-splinter.	Suit without jump: NF, with jump: fitbid, 2NT: INV with SUP, cuebid GF with SUP, X strong w/o fit or negative
INT				15-17HCP, BAL (possible with (5422), 6c minor, no 5cM).	4-suit TRF (2♦, 2♥, 2♠, 2NT), 2♣ asks for a 4cM but RESP can pass on any reply. 3X is used to show bicolor minors, 4♣ is 55M, 4♦/4♥ is TRF showing GF+ strength with 6+cM	After 2♣: 2♦ denies 4cM, 2M shows 4cM.	TRF LEB after O/C and double.
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♠ = 14-17DP w/o 4cM; 2NT = stops, 3♣ = MIN; 3X = 65	After O/C or Double, suits are bid in TRF.
2♦	X	NA		OR 0-9HCP 6+c Maj OR 12-17DP 7+c good but not SOL ♦	2♥/2♠ pass or correct, 2NT INQ	After 2NT = 3m MAX, 3M MIN, 3NT ♦	Standard
2♥		6		15-17DP, 9+HCP, unicolor	2♠ relay, 3m/3♥ is minisplinter with fit (7-12DP), 2NT shows 5♠ with or without ♥ fit.	After relay show short suit & extra length. After 2NT, 3m minisplinter else 3M	Standard
2♠		6		15-17DP, 9+HCP, unicolor	2NT relay, 3m/3♠ is minisplinter with fit (7-12DP), 3♥ shows 5♥ with or without ♠ fit.	After relay show short suit & extra length. After 3♥, 3♠ or 4♥ or 3NT.	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+♦		Or PRE M (TRF) or strong (65) with 6+cM (TRF) or M AKQxxxx + H in side suit			
3♦	X	6+♥					
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	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 1/2/3/4)	Natural	Keycard ask = Kickback: 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	