

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Unusual 2ZT: 2 lowest colors: 5-6 losers
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd hand: 15-17 HP
4e hand: 8-10 HP with stop
JUMP OVERCALLS (Style; Responses; Unusual NT)
6 card, weak
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels cuebid
VS. NT (vs. Strong/Weak; Reopening;PH)
Multi Landy
X: reversed Muiderberg
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Info X until 4S
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
OVER OPPONENTS' TAKEOUT DOUBLE

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3e 5e	Distribution	
NT	Idem or Kantar	Idem	
Subseq	3e 5e	Idem	
Other: Ace ask , King ask distribution			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Top of sequencee	Idem	
King	Idem	Idem	
Queen	Idem	Idem	
Jack	Idem	Idem	
10	Idem	Idem or Kantar	
9	Idem	Idem or Kantar	
Hi-X	Even n°		
Lo-X	Odd n°		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	H-L	Distribution	H-L
Suit 2			attitude
3			
1	H-L	Distribution	H-L
NT 2			
3			
Signals (including Trumps):			
Lavinthal			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Standard = opening value			
Negative double			
Na infodouble: redouble : 9+HP, new color if forcing			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			

W B F CONVENTION CARD
CATEGORY: BELGIAN TEAM CHAMPIONSHIP TEAM & DIVISION Lier 2 Nationale 3 PLAYERS: Jan Hens VBL: 28927 Kristien Mistiaen VBL: 19177
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card Major , 1 D = 4 card
Bergen Raise
1ZT: 15-17 HP
Inverted Minor
Blackwood 4ZT: answers 41-30-2 without Q of trump – 2 with 4K/4R: blackwood with K/R trump
DOPI/ROPI
Double Deux
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS:rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	4 H	11-20 HP	Inverted minor 2 over 1: mancheforcing	After 1C-3C: 3D: stop D+H, 3H: stop H+S 3S: stop S+D, 3ZT: stop D+H+S Double Deux	
1♦		4	4 H	11-20 HP	Inverted minor: 1ZT: 5-11 HP 2 over 1: mancheforcing	After 1D-3D: 3H: stop H+S, 3S: stop S+C 3ZT: stop C+H Double Deux	
1♥		5	4 H	11-20 HP	1 Bergen Raises, 2 over 1 mancheforcing	Double Deux	
1♠		5	4 H	11-20 HP	1 Bergen Raises, 2 over 1 mancheforcing	Double Deux	
INT			none	15-17 HP	2 C = stayman(may be weak) 2D,H,S,NT: transfer H,S,C,D		
2♣	X		none	a) weak with D b) 22-23 HP,balanced c) semiforcing minor d) manchforcing of semiforcing Major	2 D: to play 2ZT: forcing		
2♦	X		none	a)manche forcing minor b)24-25 HP,balanced c)6c Major &weak	2H: relay 2ZT: forcing: 16+ HP	Pass or correct 3C: 6c H minimal / 2D: 6c S minimal 3H: 6c S maximal / 3S: 6c H maximal	
2♥	X		none	Muiderberg: 5cH & 4+c minor weak	3C: pass or correct 3D: invite Others: strong		
2♠	X		none	Muiderberg: 5cS & 4+c minor weak	3C: pass or correct 3D: invite Others: strong		
2NT			none	20-21HP,balanced	3C=Niemeyer 3D,H=transfer		
3♣		6	none	Pre-emptive	natural		
3♦		6	none	Idem	idem		
3♥		6	none	Idem	idem		
3♠		6	none	Idem	idem		
3NT	X	7		Gambling			
4♣		7		Pre-emptive	natural		
4♦		7		idem	idem		
4♥		7		idem	idem		
4♠		7		idem	idem		
4NT							
5♣		8		Pre-emptive		HIGH LEVEL BIDDING	
5♦		8		idem			
5♥							
5♠							

