

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Aggressive 1 level – sound 2-level
Freq. 4 card suit
Simple raise = courtesy
Jump raise = pre
NT res/ = NF
Good/bad NT
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd pos : 15/18 HCP : as over 1 NT opening
4 th Live : 10/13 HCP - natural
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak – new suit = 1 F
2 suit : 2 NT = lower 2 unbid suits – Michaels cuebid
Reopen: 2 NT = Bal 18/19 HCP
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1 ♣) – 2 ♣ = clubs
(1 ♣/1 ♦) – 2 ♦ = majors
(1 M) – cue = other M & m unknown
VS. NT (vs. Strong/Weak; Reopening;PH)
Multi Defense : vs strong NT : DBL = or ♣ or ♦ & ♥/2 ♣ = or ♦ or ♥ & ♠/2 ♦ = or ♥ or ♠ & ♣/2 ♥ = or ♠ or ♣ & ♦/2 ♠ = ♠ & ♦/2NT = ♥ & ♣
Vs weak : DBL = penalty/2 ♣ = or ♦ or ♥ & ♠/2 ♦ = ro ♥ or ♠ & ♣/2 ♥ = or ♠ or ♣ & ♦/2 ♠ = or ♣ or ♦ & ♥/2NT = or ♥ & ♣ or ♠ & ♦
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
World convention
After DBL : good/ bad NT
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣
Multi defense ; DBL = or ♦ or ♥ & ♠/1 ♦ = or ♥ or ♠ & ♣/1 ♥ = or ♠ or ♣ & ♦/1 ♠ = or ♣ or ♦ & ♥/1 NT = or ♥ & ♣ or ♠ & ♦
OVER OPPONENTS' TAKEOUT DOUBLE
New suit = F1 – weak jump shifts
RDBL : MANSFIELD
1 m - (DBL) - 2 M = weak raise // 1 M (DBL) ¾ M = pre raise

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3th/5 th (flexible)	3th/5 th (flexible)	
NT	Small = promising	count	
Subseq	As above	As Above	
Other : Kantar : 10 or 9 = top or 2 higher			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKJ10(+)	AKJ10(+)	
King	AK or AK+ (ask distrib.)	KQJ(+) – KQ10+	
Queen	QJ(+)	AQJx(+) -- KQxx	
Jack	J10(+)	J10(+)	
10	109x(+)	KJ10x(+) or 10 x(+)	
9	9xx(+)	K109x(+) or 9x(+)	
Hi-X	Sx, xSx	Sx	
Lo-X	Hxs	Hxs	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low	Hi/low = even	Italian
Suit 2			
3			
1	Low	Hi/low = even	Italian
NT 2			
3			
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light			
Cue = forcing until a suit is bid twicd			
Reopen : same as above			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative double thru 3 ♠			

W B F CONVENTION CARD
CATEGORY: BELGIAN TEAM CHAMPIONSHIP * NCBO:
PLAYERS: VAN DER MEER <i>Griet</i> (22358)
DE SCMHEPPER <i>Lieven</i> (11069)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural : M 5+ -- 1♣ = 2+ -- 1♦ = 5+ T-walsh
PRE = classic -- inverted raises over m-opening
Aggressive comp. style
On opening 1 ♣ t-walsh answering
1 NT opening : 15/17 HCP
2 over 1 responses after opening = forcing till 2 NT
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2 ♣ = or weak with ♦ -- or semi GF 1 suit – or 22/23 HCP
Or 28/29 HP - Or GF with strong bicolore
2 ♦ = MULTI (or weak M 6+ card - or GF)
2 ♥/♠ = Muidereberg (5 card M & 4+ m)
Gambling 3 NT (solid m with outside stop)
Weak jump shifts and raises in competition
Over opponent 1 NT opening and strong ♣ opening
‘MULTI DEFENSE’
SPECIAL FORCING PASS SEQUENCES
1 M – pass – 2NT – bid : pass is forcing
IMPORTANT NOTES
4 th suit : forcing
3th suit forcing on repeat m-opening colour
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	3♠	9-21 HCP (exc. 4 card ♦)	Inverted minor - T-walsh	Reverses by opener = F 1	
1♦		5+	3♠	9-21 HCP	Inverted minor - natural	Reverses by opener = F 1	
1♥		5+	3♠	9-21 HCP	1 NT = 6/10 hcp – 2 NT = GF with support 3♣/3♦ = Bergen raises 3♥ = pre	Same general principles as over 1 m 1 M – (pass) – 2 NT (GF) ▪ 3♣ = hand with singleton ▪ 3♦ = hand with a void Other M = natural 11/14 hcp Repeat M = 15+ hcp balanced 3 NT = 13/14 hcp balanced	Drury in 3th and 4th position
1♠		5+	4♥	9-21 HCP	As over 1♥	As over 1♥	Drury in 3th and 4th position
INT				15/17 HCP 5 card M possible	NF stayman – does not promise 4 card M Jacoby trf / 3♣ = single or void ♦ or ♥ 3♦ = single or void ♣ or ♠ 3 M = short in M – 3 card other M		
2♣	x			Or weak with ♦ Or str. NT 22/23 or 28/29 hcp Or any SF hand 8/9 tricks Or GF 2-colour hand	2♦ = relay		
2♦	x			Multi : weak 5/11 hcp With 6+card M – or GF hand	2 NT forcing relay	3♣ = min. hand ♥/3♦ = min. hand ♠ 3♥ = max. with ♠/3♠ = max. with ♥	
2♥		5		Weak 5/11 hcp / 5♥ & 4+ m	2♠ = to play – 2 NT = forcing relay 3♣ = asks for m NF – 3♦ = limit raise 3♥ = limit raise – 3♠ = limit in ♠ - 3 NT = to play	2♥ - 2 NT – 3♣/3♦ = 5♥ & ♣/♦ < 9 HP 2♥ - 2 NT – 3♥/3♠ = 5♥ & ♣/♦ ≥ 9 HP 2♥ - 2 NT – 3 NT = 5♥ & 4 & 4♠ ≥ 9 HP	
2♠		5		Weak 5/11 hcp / 5♠ & 4+ m	As over 2♥	As over 2♥	
3♣/ 3♦ 3♥/3♠		6+		Pre	New suit = F 1		
3NT				Solid m with stop	4♠ = pass or correct – 4 M = end – 5 = p or c		
4♣	X	7+♥		Pre in ♥	No values to protect		
4♦	X	7+♠		Pre in ♠	No values to protect		
4♥		7+		Pre	Values to protect		
4♠		7+		Pre	Values to protect		
4NT				Minors 5+/5+			
5♣						HIGH LEVEL BIDDING	
5♦						Dopi/Ropi	
5♥						RKCB 41/30	
5♠						Exclusion BW	