

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
General style : wide range; how weaker the hand how better the suit
Responses : all new suits forcing except 2 over 1
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18; Stayman; Transfers
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak NV; 10-14 VUL; new suit forcing
Reopen: 10-14, 6 cards
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1♣ 2♣ = ♠+♦ ; 1m 2♦ = Majors; 1Maj 2 Maj = other Maj + ♣
2 NT = 2 lowest; 1 Maj 3♣ = other Maj + ♦
In balancing position : 2 NT 17-19
VS. NT (vs. Strong/Weak; Reopening;PH)
Multi-Landy; D = 15+ vs; strong; 13+ vs. weak
2 NT cue-bid over Landy and Muiderberg
Constructive raises
If opp doubles 2♣ Landy, pass = to play; RD = bid your best major
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
D = T/O; resp : 2 NT Lebensohl, 3x positive; transfer answers at the 3-level; after jump overcall : Rubensohl as from 2 NT; 2 S = NF
2 NT = 16-18; Stayman, Transfers; Impossible transfer = minors + ambition; 3♠ = minors without ambition.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Over 1♣: D = ♥ or Strong, 1♦ = ♠, 1♥ 2-suit same colour, 1♠ = 2-suit Majors or minors, 1NT = 2-suit ♠♦ or ♥♣, 2NT = unknown preempt
After 1♣ P 1♦ : D = ♥ or strong, 1♥ = ♠, 1♠/NT same as above
OVER OPPONENTS' TAKEOUT DOUBLE
Truscott (inverted in minors)
RD = 10+ penalty oriented

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd-5 th	same	
NT	3rd-5 th	same	
Subseq	Attitude; 3 rd of sequence	count	
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK, Ax	AKJ, AQ10	
King	AKx, KQJ, KQx, Kx	KQJ, KQ109, AKQ	
Queen	QJx, Qx	KQx, KQxx	
Jack	J10x, Jx	QJx(x), J108, J109	
10	109x	109x, A/K/D 109x	
9	98xx	98x A/K/Q/J 98x	
Hi-X	Even	Even	
Lo-X	Odd	Odd	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Small encouraging	Count	Italian
Suit 2	Short dummy : Italian		
3			
1	Small encouraging	Count;unblock over K	Italian
NT 2			
3			
Signals (including Trumps): Lavinthal			
Smith peter by low cards			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
10+; cue forcing 1 round; 4x = preempt			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Competitive, game try and negative doubles			

W B F CONVENTION CARD
CATEGORY: BELGIAN TEAM CHAMPIONSIP
TEAM & DIVISION : BCOB2 - Honours
PLAYERS: JOURDAIN JF 3114
KURGAN Daniel 2690
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Five Card Major
4 Card ♦
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ Game Forcing
2♦ Multi
2♥ Majors
2♠ Muiderberg
Variable 1NT:
a) 9-11 in 1 st and 2 nd if NV
b) 12-14 in 1 st and 2 nd if V/V; in 3 rd if NV/V
c) 13-15 in 4 th
d) 15-17 in 1 st , 2 nd , 3 rd if V/NV; in 3 rd V/V and NV/NV
SPECIAL FORCING PASS SEQUENCES
After opponents overcall, pass asks for a reopening double
(except very unbalanced hands)
IMPORTANT NOTES
If opponents double Stayman or Transfer, pass denies a stopper !

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.D BL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	4♥		Inverted minors; strong major jumps; Walsh	1♣ - 1♦ - 1 NT = Walsh Double 2	Jump fits
1♦		4	4♥		Same	3 rd or 4 th suit forcing for LIMIT hands 1x - 1 M - 3 NT = balanced raise, 18-19	
1♥		5	4♦		2♣ is ambiguous, either NAT either 3-card limit raise in M; 2 NT = fit game force; 3♣ = 9-11 H, 4-card support;; 3♦ = 6-8, 4-card support; 3♥ = preempt; 3 NT = splinter; 3♠ = long and weak	3♣ = 11-14 + shortness; 3♦ = 12-14 bal; 3♥ = 15-19 bal; 3♠ = 15-17 + shortness; 3 NT = 18+ unbal; 4x = NAT concentrated 5+-5+, 12-15 HCP; same after opponents double but not after suit overcall (2 NT = 4card raise)	2♣ Drury (2♦ ambiguous) 2 NT = 4card support + shortness (3♣ asks)
1♠		same			Idem 1♣ Over 2♥: 2NT = 3 cards ♥		Jump fits
INT				9 to 17 (according to position and vulnerability)	2♣ 3 level Stayman; 2♥♥ Transfers;	2♣ after Stayman: relay for distr; Rubensohl; over 2♦ Multi : D + D = penalty;	
					After weak NT: 2♣ asking for strength; 2NT minors	P+ D = T/O; over 2♣ Landy : D can hold a further penalty double; 2 M = cue; 3 NT to play with or without stopper	
2♣	X	0	jumps	Game Forcing	2♦ = Relay 2♥/♠/3♣ forcing (teams); 2NT relay	Romex	
2♦	X	0		Multi (SF or 2 M weak)	2 M = to play facing weak hand; 2 NT = relay World Convention	3♣ = mini in ♥; 3♦ = mini in ♠; 3 M = maxi in other M; 2 NT = 22-23 bal	
2♥		4		Majors (never more ♥ than ♠)	2NT = strong relay, 3m nat. NF, 4m Splinter fit ♠	2♥ 2NT: 3♣ 5431 max, 3♦ 5431 min, 3♥ 4441 max, 3♠ 5422 min, 3NT 5422 max	
2♠		5		Muiderberg (5♠ & 4+m)	2NT = strong relay; 3♣ = P/C; 3♦ = transfer ♥; 3♥ = limit raise	3♣/♦ mini + suit; 3♥ maxi with ♣; 3♠ maxi with ♦; 3 NT = 5440; 2 NT + fit = slamish	
2NT				20-21 bal	Romex		
3♣		6		Preempt (constructive in 1/2nd)	New suit forcing; 4♣ = control asking with silent opponents		
3♦		same					
3♥		same					
3♠		same					
3NT		7		Gambling	4♣ = p/c; 4♦ asks for shortness; 4M = nat; 4 NT quantitative		
4♣	X	7		Namyats	8 to 8,5 tricks in ♥/♠, not too many defensive		
4♦	X	same			strength		
4♥		7		Preempt	Weaker than 4♣		
4♠		same			Weaker than 4♦		
4NT	X			Minor twosuit (const. 1-2 nd h.)			
5♣				Preempt		HIGH LEVEL BIDDING	
5♦				same		30-41 RKCB; first level after resp asks for trump Q; 5 NT asks for kings (1-2-3-4)	
5♥				same		New suit at level 6 often demands 3 rd control to play the Grand	
5♠				same		5 NT Josephine (0-1-2)	
						Exclusion BW	