DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS					W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENIN	G LEADS STYL	E				
General style: wide range; how weaker the hand how better the suit		Lead			tner's Suit	CATEGORY: BELGIAN TEAM CHAMPIONSIP	
Responses: all new suits forcing except 2 over 1	Suit		3rd-5 th			TEAM & DIVISION : BCOB2 - Honours	
	NT	3rd-5 <sup>th</sup>		same		PLAYERS: CARPENTIER Frédéric 2778	
	Subseq	Attitude;	Attitude; 3 <sup>rd</sup> of sequence			JOURDAIN JF 3114	
						<u> </u>	
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)		EADS				SYSTEM SUMMARY	
15-18; Stayman; Transfers	Lead	Vs. Suit			Γ		
	Ace		AK, Ax		AQ10	GENERAL APPROACH AND STYLE	
	King		AKx, KQJ, KQx, Kx		KQ109, AKQ	71. 0. 116.1	
	Queen		QJx, Qx		KQxx	Five Card Major	
	Jack		J10x, Jx		), J108, J109	4 Card ♦	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109x			A/K/Q 109x		
Weak NV; 10-14 VUL; new suit forcing	9	98xx			/K/Q/J 98x		
1♣ 2♦ = Majors	Hi-X	Even Odd		Even Odd			
Reopen: 10-14, 6 cards	Lo-X	IGNALS IN ORE	ED OF DDIOD			<del>-</del>	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's Lead	Declarer's Le		Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
1♣ 2♣ = ♣+♦ ; 1 m 2♦ = Majors ; 1Maj 2 Maj = other Maj + ♣	1	Small encouragin		cau	Italian	2♣ Game Forcing	
2  NT = 2  lowest; 1  Maj  3 ?  other Maj + 4		Short dummy :	g Count		Italiali	2♦ Game Folding 2♦ Multi	
21V1 = 2 lowest, 1 lviaj 5\frac{1}{2}. Other lviaj 1 \frac{1}{2}	Suit 2	Italian				24 With	
In balancing position: 2 NT 17-19	3					2♥ Majors	
	1	Small encouragin	g Count;unbloo	ck over K	Italian	2♠ Muiderberg	
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2						
Multi-Landy; D = 15+; vs. weak NT : 13+	3						
2 NT cue-bid over Landy and Muiderberg	Signals (i	ncluding Trumps):	Lavinthal		ı		
Constructive raises		er by low cards					
If opp doubles 2 ♣ Landy, pass = to play; RD = bid your best major	•						
			DOUB	LES			
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOI	UT DOUBLES (S	tyle: Responses:	Reonen			
D = T/O; resp : 2 NT Lebensohl, 3x positive; transfer answers at the		forcing 1 round; 42		Р	0/		
3-level; after jump overcall : Rubensohl as from 2 NT; 2 S = NF			r r -				
2 NT = 16-18; Stayman, Transfers; Impossible transfer = minors +							
ambition; $3 \triangleq =$ minors without ambition.							
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣						SPECIAL FORCING PASS SEQUENCES	
Over $1 \clubsuit$ : D = $\forall$ or Strong, $1 \spadesuit = \spadesuit$ , $1 \forall$ 2-suit same colour, $1 \spadesuit = 2$ -suit		SPECIAL, AR	TIFICIAL & CO	OMPETI	After opponents overcall, pass asks for a reopening double		
Majors or minors, $1NT = 2$ -suit $\spadesuit \spadesuit$ or $\heartsuit \clubsuit$ , $2NT =$ unknown preempt After $1 \clubsuit P$ $1 \spadesuit$ : $D = \heartsuit$ or strong, $1 \heartsuit = \spadesuit$ , $1 \spadesuit / NT$ same as above		DBLS/RDLS					
	Competiti	ve, game try and r	egative doubles		(except very unbalanced hands)		
1NT = always 2-suit							
OVER OPPONENTS' TAKEOUT DOUBLE						IMPORTANT NOTES	
Over 1♣: RD 10+; transfers						If opponents double Stayman or Transfer, pass denies a stopper!	
Over 1♦: RD transfer ♥; transfers							
Over 1-Major:RD 10+; transfers							

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OPENIN	TIC K IF	MIN. NO. OF CAR DS	NEG.D BL THRU						
G	AR TIF ICI AL			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING		
1♣		2	4♥		Inverted minors; strong major jumps; Walsh	1♣ - 1 ♦ - 1 NT = Walsh	Jump fits		
						Double 2			
1♦		4	4♥		same	3 <sup>rd</sup> or 4 <sup>th</sup> 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 = 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)  Jump fits		
1♠		same			Idem 1♥		•		
					Over 2♥: 2NT = 3 cards ♥				
INT				14+ to 17 balanced	3 level Stayman; 2♦ ♥ ♠ 3♣Transfers; 2NT = Nat, 3♦ nat limit, 3♥ nat srong, 3♠/4♠ minors, 4♦ Majors	Rubensohl; over $2 • Multi : D + D = penalty;$			
						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	$2 \blacklozenge = \text{relay}; 2 \checkmark / 4 / 3 4 \text{ natural}$	Romex			
2♦	X	0		Multi (SF or 2 M weak)	2 M = to play facing weak hand; 2 NT = relay	$3 \clubsuit = \min \text{ in } \blacktriangledown; 3 \spadesuit = \min \text{ in } \clubsuit; 3 \text{ M} = \max \text{ in}$			
					World Convention	other M; $2 \text{ NT} = 22-23 \text{ bal}$			
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 = slammish			
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 Major, not too many defensive				
4♦	X	same			strength				
4♥		7		Preempt	Weaker than 4m				
4♠		same							
4NT	X			Minor twosuiter (const.1-2 <sup>nd</sup> 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 <sup>rd</sup> control to play the Grand			
5♠				same		5 NT Josephine (0-1-2)			
				Exclusion BW					