DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

General Style : constructive

On level 1 = 5card 8 – 17

On level 2 : 6card, 10+ (5 card possible if stronger)

Reopening = same style but lower HCP range

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

2nd (15+) 16-18 can be semi-balanced

4th 11-14 can be semi-balanced

JUMP OVERCALLS (Style; Responses; Unusual NT)

Major = weak

Minor = preemptive

2NT = 2 lowest suits

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

1m – 2m: 5-5 highest + other

1M – cue : 5 other M and 5+ minor

1M – 3M : asking stopper, long suit minor

VS. NT (vs. Strong/Weak; Reopening;PH)

2♣: ♦ or M + m

2♦: ♥

2♥: majors

2♠: natural

2NT : ♣

3♣: minors; 3♦: majors, better than 2♥

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

Dbl : T/O

World convention

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

VS strong ♣ : Dbl = ♥&♣ // 1♦ = ♥&♦ // 1♥ = ♥&♠ // 1♠=♠&♣

1SA = ♠&♦ // 2♣ = minors // 2♦/♥/♠ = 6+ card

OVER OPPONENTS' TAKEOUT DOUBLE

1M – DBL – no changes

1m – DBL – inv minors unchanged (except 1m-dbl-2NT=weakest support)

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3th/5th (no sacrifice)	3th/5th (no sacrifice)
NT	2nd/4th	3th/5th
Subseq	Attitude	Attitude

Other:

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK or short, asks attitude	AK(J+) or short, asks attitude
King	AK or KQ or short, asks count	AK(J+) or KQ(10+) asks count
Queen	QJ or short	QJ(9+) or short
Jack	JT or short	(A/K poss) JT or short
10	(A/K/Q poss) T9 or short	(A/K/Q poss) T9 or short
Hi-X	1st/3th/5th (no sacrifice)	2nd/4th(high from doubleton)
Lo-X	1st/3th/5th (no sacrifice)	2nd/4th(high from doubleton)

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit 1	Att : LOW = ENC	Count (if nec)	Italian signals
2	Count	Lavinthal	
3	Suit preference		
NT 1	Att : LOW = ENC	Count (if nec)	Italian signals
2	Count	Lavinthal	
3	Suit preference		

Signals (including Trumps):

Italian signals

count : Hi/Low even number of cards

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

T/O dbl at least 2 cards in other suits or strong

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

NEG DBL through 4♠

DOPI/ROPI

W B F CONVENTION CARD

CATEGORY: BELGIAN TEAM CHAMPIONSHIP
TEAM & DIVISION : Pieterman I, IIB
PLAYERS: Dirk De Hertog (25716)
Johan Fastenakels (22641)

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5 card Majors, variable NT

1NT 9-11 HP NOT VUL in 1st, 2nd
1NT 12-14 HP Both VUL in 1st, 2nd; NVUL vs VUL in 3rd

1NT 15-17 HP V vs NV in 1st, 2nd ;NV vs NV & V vs V in 3rd
1NT 13-15 HP in 4th hand

2♣ : weak w ♦ or GF hands (not both Majors) or strong NT or strong gambling ♣

2♦ : weak w ♥ or weak 5/5 ♥+other or or SF m or strong gambling ♣ or SF or GF both Majors

2♥ : weak w ♠ or weak 5/5 ♠+m or SF ♥ or strong gambling ♥

2♠ : weak 5-5 minors or SF ♠ or strong gambling ♠

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

Variable NT

2♣ : weak w ♦ or GF hands (not both Majors) or strong NT or strong gambling ♣

2♦ : weak w ♥ or weak 5/5 ♥+other or or SF m or strong gambling ♦ or SF or GF both Majors

2♥ : weak w ♠ or weak 5/5 ♠+m or SF ♥ or strong gambling ♥

2♠ : weak 5-5 minors or SF ♠ or strong gambling ♠

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♣	Y	2	4♠	11 - 20 HP If 1NT opening is not 15-17: bal 15-17 or unbalanced with clubs	T-walsh : 1♦/1♥: transfer ♥/♠ can hide 4+ card ♦ 1♠: no 4 M unless strong; Inverted minor Transfer M can be <6 HP if opening contains 15-17 NT	If 1NT opening is not 15-17: after 1C – M in transfer: 2M 4-card + balanced, 2NT 15+ unbalanced, 3M: 12-14 unbalanced 1X-1Y-1Z-2♣ : transfer ♦ (weak with ♦ or any limit) 1X-1Y-1Z-2♦ : Artificial, game forcing, no ♦ promised	
1♦	Y	2	4♠	11 - 20 HP other balanced range(s) or unbalanced with diamonds	inverted minor, 1M can be <6HP if opening contains only one NT range	If 1NT opening is not 15-17 or 9-11: after 1D – 1M: 2M 4-card + balanced, 2NT 15+ unbalanced, 3M: 12-14 unbalanced 1X-1Y-1Z: idem as on 1♣	
		4	4♠	If we open 1NT 15-17	inverted minor	1X-1Y-1Z: idem as on 1♣	
1♥		5	4♠	11 - 20 HP	1NT : 6-9 BAL or weaker with 3c+ ♥		
					2♣ : natural or 3card ♥ support, 10 + HCP 2♥ : good raise (7 - 10) 3+ card ♥ SWISS raises (2NT : 4c+ support, limit or better) 3♣/3♦: invite with ♣/♦	After 2♣ : 2♦ denies 6card ♥, 2♥ : 6 card After 2NT : 3♣ : 15-17, 3♦: 18-19, 3♥ : minimum, other bids indicate a short suit 12-14	
1♠		5	4♠	11 - 20 HP	same as 1♥	same as 1♥	
1NT			4♠	12-14 HP Both VUL in 1st, 2nd; NVUL vs VUL in 3rd 1NT 15-17 HP V vs NV in 1st, 2nd ;NV vs NV & V vs V in 3rd 13-15 HP in 4th hand	2♣: stayman (can be weak) 2♦/♥ : transfer ♥/♠; 2♠ : transfer ♣ 3♣ : weak or GF ♦ ; 3♦: limit ♦; 3M : single M (13)(45) 4♣ : 55m SI ; 4♦/♥ : transfer ♥/♠, not strong often 7c	Rubensohl after intervention	
			4♠	9-11 HP NOT VUL in 1st, 2nd	2♣: asking for majors 2♦/♥ : transfer ♥/♠; 2♠/2NT : transfer ♣/♦ 3X: to play; 4♣ : 55m SI ; 4♦/♥ : transfer ♥/♠, not strong often 7c	Rubensohl after intervention	
2♣	Y		-	weak with 6 card ♦ or GF hands (not both Majors) or strong NT or strong gambling ♣	2♦ relay, NF (passed out if weak ♦ opening)		
2♦	Y		-	weak with ♥ or weak 5/5 ♥+other or SF m or strong gambling ♣ or SF or GF both Majors	2♥ : relay, NF		
2♥	Y		-	weak with ♠ or weak 5/5 ♠+minor or SF ♥ or strong gambling ♥	2♠ : relay, NF		
2♠	Y		-	weak 5-5 minors or strong hands or SF ♠ or strong gambling ♠	3m to play, 2NT relay		
2NT			4♠	20-21, bal (semi-bal possible)	3♣: puppet stayman, 3♦/♥: transfer		
					3♠: minors SI, 3NT to play, 4m SI		
3X			-	Preempt, 6-10 HP, constructive in 1st, 2nd hand			
3NT			-	Gambling : long suit in ♣ or ♦	4/5 ♣ : pass or correct	**HIGH LEVEL BIDDING**	
4♣	Y	7+	-	Good 4H opening		RKCB; 5♣ 41; 5♦ 30; 5♥ 2; 5♠ 2 +Q; 5NT 2 with void, 6X: 1-3 with void in X (bid trump suit if void is higher suit)	
4♦	Y	7+	-	Good 4S opening		1 over 1 : asking Q of trumps	
4♥		7+	-	preëmt ♥		5 NT : specific K ask	
4♠		7+	-	preëmt ♠		Exclusion blackwood ;	
4NT				Minors		DOPI ROPI - DEPO	