

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	
6- 16 HP natural	
INT OVERCALL (2nd/4th Live; Responses; Reopening)	
2 nd : 15-17 HP	
4 th : 8-10 HP	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
2 nd : 6-suiter weak	
2NT: Unusual 2NT	
Reopen: 12+ HP 6 suiter	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
Michael's : 2 suiter ♥/♠ or 2 suiter other major/unknown minor	
VS. NT (vs. Strong/Weak; Reopening;PH)	
2 nd & 4 th : Multi Landi	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
Take-out double till 4♥/4♠	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	
Natural	
OVER OPPONENTS' TAKEOUT DOUBLE	
Redouble : 9+ HP	
Truscott	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4th	3th	
NT	4th	3th	
Subseq	Top of nothing		
Other: 9 and 10 : Cantar			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AH.	AH.	
King	HV. or AH	HV. or AH	
Queen	VB.	VB.	
Jack	JT. or J.	JT. or J.	
10	T9. or AJT. Or KJT.	T9. or AJT. Or KJT.	
9	9.. or KT9. or AT9. or QT9.	9.. or KT9. or AT9. or QT9.	
Hi-X	Top of nothing	Top of nothing	
Lo-X	4th	4 th	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	H-L	Distribution	H-L
Suit 2			
3			
1	H-L	Distribution	H-L
NT 2			
3			
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Standard opening value			
Reopen: 11+ HP			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative double			
Support double			

W B F CONVENTION CARD
CATEGORY: BELGIAN TEAM CHAMPIONSIP
TEAM & DIVISION : Lier 1 3 Nat D
PLAYERS: Yves Meyus (23336) / Jan Hens (28927)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
ACOL
Strong NT (15-17 HP)
2 over 1 : forcing 1 round
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ : 8+ tricks or 23+ HP or weak 2♦
2♦ : Multi
2♥ or 2♠ : Muiderberg
2NT : weak 2-suiter minors
4♣ and 4♦ : south African Texas
Michael's cuebid
After 1NT-opening : Multi-Landy
Lebensohl
RKC – Blackwood with 4NT (1430)
Inverted Minors
Jump answers: 0 – 4 HP 6+ suiter
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: possible

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		4		10-22 HP	1NT : 8-10 HP, 2NT : Fit 0-5 HP Splinter – 2♣ : Fit,10+HP, 3♣ : fit 6-9 HP	Fitted : new suit : control	
1♦		4		10-22 HP	1NT : 8-10 HP, 2NT : Fit 0-5 HP Splinter – 2♦ : Fit,10+HP, 3♦ : fit 6-9 HP	Fitted : new suit : control	
1♥		4		10-22 HP	Splinter – 2NT : Fit,16+HP , 3NT : fit 12-15 HP	Fitted : long suit trial	
1♠		4		10-22 HP	Splinter – 2NT : Fit,16+HP , 3NT : fit 12-15 HP	Fitted : long suit trial	
INT				15-17 , balanced (5suit major possible , no singleton)	2♣ :Stayman : weak or strong , with or without major 2♦/2♥ : Jacoby 2♠ : transfer ♣, 2NT: transfer ♦ 3X : 6 suiter , 2 top honours 4NT : quantitative	Break up transfer : 4 card suit	
2♣	X			8+ tricks or 23+ balanced	2♦ : relay	2NT : 23-24 3NT : 25+	
				6 suiter ♦ (6-10 HP)			
2♦	X			Weak 6-suiter ♥ or ♠ (6-10 HP)	2♥ or 2♠ : pass or correct 2 NT : forcing	After 2NT : 2♣/2♦ 6-8 ; 2♥/2♠ : 9-11 (weak 6 suiter)	
				Or Forcing ♣ or ♦ Or balanced 20-22 HP		After 2♥ : 2NT : 20-22 , 2♠ : weak or pass After 2♠ : 2NT : 20-22 , 3♥ : weak or pass Niemeyer	
2♥	X	5/4+		5 suit ♥ / 4+ suit minor 6-11 HP	2NT : relay 3♣: pass or correct; 3♦: Invite; 3♥/4♥: Barrage	3♣/3♦ : 4-suiter minor/ 3♥/3♠: 5+ minor	
2♠	X	5/4+		5 suit ♠ / 4+ suit minor 6-11 HP	2NT : relay 3♣: pass or correct; 3♦: Invite; 3♠/4♠: Barrage	3♣/3♦ : 4-suiter minor/ 3♥/3♠: 5+ minor	
2NT	X	5+/5+ minors		Max 11 HP	3♣/3♦ to play 3♥/3♠ : forcing 6 suiter		
3♣		6+		preempt			
3♦		6+		preempt			
3♥		7+		preempt			
3♠		7+		preempt			
3NT	X			gambling			
4♣	X	7+		Solid 7(8)suiter ♥	One over one asks for single or void	Color = short / rebid long suit = 7/2/2/2	
4♦	X	7+		Solid 7(8)suiter ♠	One over one asks for single or void	Color = short / rebid long suit = 7/2/2/2	
4♥		8+		preempt			
4♠		8+		preempt			
4NT	X			blackwood			