

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Good suit 8-15 HP at 2 level 10-15 HP
Answers : 1NT = 10-12 HP
2 NT = 13-14 HP
Support no jump : 7-10
Cue bid good support with >12HP
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17 HP with stop
4 th hand 11-14 HP
JUMP OVERCALLS (Style; Responses; Unusual NT)
6 cards 6-10 HP
Ghestem
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Ghestem
VS. NT (vs. Strong/Weak; Reopening;PH)
DONT
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Naturel
Worldconvention
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Naturel and forcing
OVER OPPONENTS' TAKEOUT DOUBLE

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Small promising	Small promising	
NT	Small promising	Small promising	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	On-off signal	Idem	
King	distribution	Idem	
Queen	On-off signal	On-off signal	
Jack	distribution	distribution	
10	Kantar	Kantar	
9	Kantar	Kantar	
Hi-X			
Lo-X	doubleton	doubleton	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Small = in-signal	Reversed distribution	Italian discard
Suit 2			
3			
1	Small = in-signal	Reversed distribution	Italian discard
NT 2			
3			
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
naturel			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support double and redoublet			
negative			
Lightner double			

W B F CONVENTION CARD
CATEGORY: BELGIAN TEAM CHAMPIONSHIP
TEAM BEVEREN 1 DIVISION 3d
PLAYERS:
Walter Kockx 12076
Marcel Van Overmeire 18572
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Majeur 5 Diamonds 4
2♣ : SF or weak ♦
2♦ : Multi
2♥/ 2♠ : Muiderberg
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: seldom

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	4♥	10 – 20 HP	T-Walsh	Double deux	
1♦		4	4♥	10 – 20 HP	Naturel and inverted minor		
1♥/1♠		5		10 – 20 HP	2NT : fit MF 2♠ shows singleton after 1♥	3♣: unknown singleton, 3♦: unknown chicane Color repeat 18-19 HP	
					3 level singleton 3♠ shows chicane after 1♥ 4 level chicane	3 NT 12-14 HP Other major 15-17 HP 4♣, 4♦ 5-5 distribution (12-15 HP)	
INT				(14)15 – 17 HP	2♣: stayman-relay (from 0 HP) 2♦ transfert ♥ or ♣ ; 2♠ transfert ♦ 2 NT : Niemaeyer; 3 level single or chicane	3♣: ask for further distribution Transfer refuse is fit and max	
2♣	X			Semi-MF (20-24 HP) iregular NT 23-24 or 27-28 HP Weak with ♦	2♦ : relay (weak or strong) All other forcing bids		
2♦	X			MF NT 25-26 HP Weak with 6-card major	2♥ : non-forcing relay 2 NT : relay +15 HP		
2♥/2♠				Muiderberg 6 – 10HP	2 NT : ask for minor 3♥/♠ : barrage	New color : forcing Support: invite	
2NT				21 – 22 HP	Modified puppet stayman 3♣ : minors 4♣/♦ : naturel and MF ORK		
3♣				Preëmtive			
3♦				Preëmtive			
3♥				Preëmtive			
3♠				Preëmtive			
3NT				Gambling in any color			
4♣				Preëmtive			
4♦				Preëmtive			
4♥				To play			
4♠				To play			
4NT				Both minors			
5♣						HIGH LEVEL BIDDING	
5♦						Dopi – Ropi	
5♥						RKC (41/30/52/52+TL)	
5♠						5 level exclusion blackwood	

