

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)	
Natural	natural
INT OVERCALL (Responses; Reopening)	
2° pos 15-18H	2♣ stayman 2♦/2♥/2♠/2NT transfer
4° pos 10-12H	2♣ stayman 2♦/2♥/2♠/2NT transfer
JUMP OVERCALLS (Style; Responses; Unusual NT)	
2♥/2♠ weak 6 (7) cards	
Reopen:	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
2 suiter Ghestem	
1 NT	
2♣ Landy 2♦ 6+M 2♥/2♠ 5+M & 4+m, 2NT: 2 minors DBL good long suit 6+, optionnal penalty	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
natural	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	
natural	
OVER OPPONENTS' TAKEOUT DOUBLE	
XX 10+HCP	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Odd-even	attitude	
NT	4 th best	attitude	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Small encouraging asks count (even-odd)	Small encouraging asks count (even-odd)	
King			
Queen	Head of sequence	Head of sequence	
Jack			
10		head or XJ10x	
9		head or X109x	
Hi-X	even-odd		
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	even-odd		attitude
Suit 2	Low card can be E		Suit preference
3			
1			
NT 2	Attitude		Suit preference
3			
Signals (including Trumps):			
attitude			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
natural			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
All eventual artificial bids are alerted			

W B F CONVENTION CARD
CATEGORY: BELGIAN TEAM CHAMPIONSHIP TEAM NAMUR 3 DIVISION 3 C
PLAYERS:
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
MAJOR 5°
INT 15-17H
2♣ semi-forcing 2♦ forcing
2♥/ 2♠ 6 weak
SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE
2♥/2♠ with jump 6+ cards weak
2 SUITER GHESTEM
2NT = 2 lowest
3♣ = 2 highest 1♣-2♦ = 2 Majors
Cue-bid = highest & lowest 1♣-3♣ = highest & lowest
1♣-2♣ natural
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: no

OPENING	TICKET IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2		11-23 HCP Opening;best minor in quality	Priority to the major		
1♦		4					
1♥		5		11-23 HCP	2♦ = natural or fit weak 1 NT one round forcing raise 3-4 = preempt 5-10S 2NT = fit + 12 3 cards 3♣ = fit 9-11 4 cards 3♦ = fit 7-9 3 cards others natural	2 M: 6 M (11-14); 3 M: 6 M 15-17; 2 NT: 17-18; 3 NT: 18-19; 2m: best minor	
1♠		5					
1 NT				15-17 H Major 4	2♣ stayman from 8 H , 4 levels 2♦/2♥/2♠/2NT Tranfer Lebensohl		
2♣	X			One suiter (4 losing cards) or regular 22-23	2♦ relay 2♥/2♠ suit preference(5 M – 2 honors) 3♣/3♦ (6 m – 2 honors)g	2♥/2♠ weak 2NT...3♠ strong	
						pass 2♠–2NT...3♠ strong 3♣/3♦ min 5-4 3♥/3♠ max 5-4 3NT max 5422 4X-4NT strong	
2♦	X			3 losing cards Regular hands 24+ HCP GAME FORCING	2♥ no ace, 2♠ ace in major 3♣/3♦: ace in ♣/♦. 3♥/3♥: 5 cards with 2 honors 3NT: 2 aces		
2♥	X	6		Major 6	2NT: relay, 3 M if weak, 3 any if strong		
2♠	X	6					
2NT				20-21 ; Major 5 possible	3♣ Puppet Stayman 3♦/3♥ transfer for ♥/♠ 3♠ tranfer for minor 3NT if 4 pts	3♦ 1-2 Major 4° 3♥/3♠ Major 5° 3NT no M	
3♣3♦ 3♥3♠		7		Pre emptive	Another color: one round forcing		
3NT	X			Gambling	4♣ ask for closed minor suit > pass or 4♦		
4♣	E	0		8+♥ closed			
4♦	E	0		8+♠ closed			
4♥4♠		8		Pre emptive			
5♣5♦ 5♥5♠		8		Pre emptive			
						HIGH LEVEL BIDDING	
						4NT BW 30/41	
						Cue-Bid = control of asking	

