

DEFENSIVE AND COMPETITIVE BIDDING

VERCALLS (Style; Responses; 1/2 level; Reopening)
 natural
 NT OVERCALL (2nd/4th Live; Responses; Reopening)
 2nd position 1 NT with 15+ - 18 HCP
 4th balancing 1 NT with 10 - 13 HCP (same as opening 1NT)
 IMP OVERCALLS (Style; Responses; Unusual NT)
 suit : 2 Hearts or 2 Spades over opponent's opening are weak
 suit : 3 Diamonds, 3 Hearts or 3 Spades weak
 suit : 2 NT over opponent's level 1 opening = 2 lowest suits
 suit : 3 Clubs over opponent's level 1 opening = 2 highest suits
 RECT and JUMP CUE BIDS (Style; Responses; Reopen)
 rect Cue-bid is a Gesthem two-suiter (the highest and the lowest)
 imp cue-bid asks for a stopper to play 3 NT except Gesthem 3 Clubs

1 NT (vs. Strong / Weak; Reopening; PH)
 Clubs Landy = at least 4-4 major two-suiter
 Diamonds = Unspecified major one-suiter
 Hearts = two-suiter 5-card Heart and a 4/5/6-card minor
 Spades = two-suiter 5-card Spade and a 4/5/6-card minor
 IT = 5-5 minor two-suiter
 Double = either a 5+ minor and a 4-card major or a diamond one-suiter
 PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
 Double with at least 13 HCP (2 NT response = mini cue-bid 8-10 HCP)
 3 C, 3 D, 3 H = 6 cards one-suiter with at least 12 HCP
 T natural 15-17 H Points and at least 1 and 1/2 stopper
 3-bid = 5-5 Minor two-suiter
 Clubs is a 5-5 two-suiter with 5 Clubs and 5 cards in other Major
 Diamonds is a 5-5 two-suiter with 5 Diamonds and 5 in other Major
 ARTIFICIAL STRONG OPENINGS
 natural
 ER OPPONENTS' TAKEOUT DOUBLE
 Double with at least 10 HCP
 Major - X - 2NT = 3/4-card raise support (+ jump fit after Pass)
 Major - X - XX followed by support shows limit hand 3-card support

LEADS AND SIGNALS

OPENING LEADS STYLE
 Lead In Partner's Suit
 Suit 3rd and 5th 3rd and 5th
 NT 2nd and 4th 2nd and 4th
 Other : 3rd and 5th 3rd and 5th
 LEADS
 Lead Vs. Suit Vs. NT
 Ace AKQx AKQ AKx AK Ax AKQx AKQ AKx AK Ax A
 King KQJx KQ10x KQx KQ KQJxx KQJx KQJ KQ10x
 Queen QJ10x QJ9x Qx QJ10x QJ9x Qx
 Jack J109x J108x J10x J109x J10x J10
 Ten K109x Q109x 1098x 109 A109x K109x Q109x 1098x
 Nine 109xx 9x 109xx 9x 9x
 Hi-x 3rd and 5th 3rd and 5th
 Low 3rd and 5th 3rd and 5th

SIGNALS IN ORDER OF PRIORITY
 Partner's Lead Declarer's Lead Discarding
 Suit 1 Attitude Count 1st Italian discard
 Suit 2 Count Count
 NT 1 Attitude Count 1st Italian discard
 NT 2 Count Count
 Attitude with low cards on Ace, Queen and Jack
 Third and Fifth or unblock on King

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)
 Unconditionnal Double with at least 17+ HCP
 Balancing Double with at least 8 HCP
 Spoutnik Double with at least 7 HCP
 SPECIAL, ARTIFICIAL & COMPETITIVE DOUBLES
 Lead Double vs. High Level Bid
 Lead Double vs. Artificial Strong Opening
 REDOUBLES
 Redouble with at least 10 HCP
 SOS on opponent's penalty sequences

**WORLD BRIDGE FEDERATION
 CONVENTION CARD**

System Category : **Belgium**
 NCBO : **2416065 Baseacq Christian**
 Players : **1708 Desquiviv Philippe G Hi EA EA E Jacques**
 Event : **All**
 6443

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

1 Club opening with at least 2-card and any 11-23 HCP hand
 1 Club opening may be a semi strong hand with a Major one suiter
 4-card Diamonds
 5-card Majors
 1 NT 15-17 (possible 5-card major)
 2 Clubs **11-15 with 5 Clubs**
 2 Diamonds = Multi 1) Weak Major Two or 2) Semi Strong Hand
 2 Hearts = weak with **5 Hearts and 4/5/6 card minor**

2 NT = 20-21 (possible 5-card major)

3 NT = gambling minor one suiter with 7/8-card by AKQ

4 NT = weak minor at least 6-5 two-suiter

4 Clubs → 4 Hearts 4 Diamonds → 4 Spades
 SPECIAL BIDS THAT MAY REQUIRE DEFENCE

1 Club opening with at least 2-card and any 11-23 HCP hand

1 Club opening may be a semi strong hand with a Major one suiter

2 Clubs **11-15 sub.**

2 Diamonds = Multi 1) Weak Major Two or 2) Semi Strong Hand

2 Hearts = weak with **5 Hearts and 4 3/6 card minor**

2 Spades = weak with 5 Spades and a 4/5/6-card minor

3 NT = gambling minor one suiter with 7/8-card by AKQ

4 Clubs = 8-card weak Heart one suiter to be played by partner

4 Diamonds = 8-card weak Spade one suiter to be played by partner

4 NT = weak minor at least 6-5 two-suiter

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

PSYCHICS :