

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style; Responses: 1/2 Level; Reopening)	
1 on 1: 2 nd and 4 th position	8H + 5 cards
INT OVERCALL (2 nd /4 th Live; Responses; Reopening)	
2 nd position	16-18H with stop in the opening color
4 th position	10-12H no stop possible
JUMP OVERCALLS (Style; Responses; Unusual NT)	
2 nd position	8H + 6 cards
Reopen:	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
Michaëls précised	
VS. NT (vs. Strong/Weak; Reopening; PH)	
Don't with good distribution - N.B. possible 4 cards if strong	
2 NT: 2 suits minor - strong	
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	
OVER OPPONENTS' TAKEOUT DOUBLE	

LEADS AND SIGNALS	
OPENING LEADS STYLE	
Lead	In Partner's Suit
Suit	Parity
NT	Parity
Subseq	
Other:	
LEADS	
Lead	Vs. Suit
Ace	A K J x x
King	A K - K O x
Queen	O J x
Jack	J 10 x - K J 10 x
10	J 10 9 x - A J 10 9 x
9	A 10 9 8 - O 10 9 x - 10 9 8 x
Hi-X	Sequence
Lo-X	Low promised
SIGNALS IN ORDER OF PRIORITY	
Partner's Lead	Declarer's Lead
1 High good	Discarding
Suit 2	Lavinthal
3	
1	
NT 2	Lavinthal
3	
Signals (including Trumps):	
DOUBLES	
TAKEOUT DOUBLES (Style; Responses; Reopening)	
Opening 12-16H or 17H All distribution	
4 th position: 8H minimum	
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS	
2 club - roundi - 2NT moderator - splinter - 4 th color forcing - spoutnik - blackwood 5 keys	
After 1NT: 4 clubs (ask pts) 4 NT = minimum - 5NT = middle - 6NT = maximum	

WBF CONVENTION CARD	
CATEGORY: BELGIAN TEAM CHAMPIONSHIP	
TEAM & DIVISION: CHARLEROI 4 JHC	
PLAYERS: WAUTHIER PIERRE 05079	
ALLARD GUY 70094	
LE RAT Michel 5261	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
5 cards major	
Best minor	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES	
PSYCHICS:	

OPENING	TI CK IF AR TI FI CI AL	MIN NO. OF CARDS	NEG .DB L THR U	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3		12H +	1♠ = 4 cards and maby 4 H of 4 SP 1♥/1♠ = 4 cards minimum INT = 8-10H - 2NT + = 11-12H balanced	on opponent overcall = no collant on opponent double XX with 11 pts + on opponent INT = weak colour of X penalty if strong	
1♦		3		12H + If weak, possible 4♦ or 5♣	1♥/1♠ = 4 cards minimum INT = 6 - 10H		
1♥		5		12H +	2NT with 11-12H fitted (1 of 2 pos.) 2♣ with 11-12 H fitted (3 of 4 pos.) 2♥/2♠ with 6/10 H fitted		
1♠		5		12H +	Stayman 3 resp. Pos. weak		
INT				15-17H regular hand	Texas minor 2SP (club) - 2NT (diamond)		
2♣				6-3-2-2 / 5-4-2-2 pos. - Strong 22-23H or max. 5 losers	Always 2♦		
2♦				Forcing game	Classical (the aces.)		
2♥		6		Weak all posit.	2NT min. 15 pts		
2♠		6		Weak all posit.	2NT min. 15 pts		
2NT				20-21H regular hand	Puppet		
3♣				}			
3♦				} 7 cards - weak			
3♥				}			
3♠				}			
3NT		7		9-10H - gambling in minor	Pass of 4 clubs		
4♣							
4♦							
4♥							
4♠							
4NT							
5♣							HIGH LEVEL BIDDING
5♦							
5♥							
5♠							