DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS				W B F CONVENTION CARD
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING	OPENING LEADS STYLE			
Weak or Sound on 1-level; Sound on 2-level; responses are NAT and F1 on same level / other level = NF (but FNJ possible); CUE = (semi) FIT and 11+HCP;		Lead		In Partner's Suit	CATEGORY: BELGIAN TEAM CHAMPIONSHIP
	Suit	3th/5th		3th/5th	TEAM & DIVISION: SANDEMAN 2 (N2B)
	NT	3th/5th (exc	cep. 2nd)	3th/5th	PLAYERS: VAN DE WIELE Odette (10676) - FINAUT Patrick (11502)
	Subseq 3th/5th (excep. Low prom) 3th/5th		3th/5th		
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	Other: Kant	tar against NT			
2^{nd} pos. = 16-18HCP, (semi) BAL; $\neq =$ Transfer					
4^{th} pos. in reopening = 10-14HCP, (semi) BAL	LEADS				SYSTEM SUMMARY
After $1m-P-1M-1NT = 5$ card M' and $4+$ card m'	Lead Vs. Suit		Vs. NT		GENERAL APPROACH AND STYLE
			AK – Akx	Majors 5 – 🔶 4	
	King	KQx(x) - K	X	AKJx(x) - KQT(x)	
JUMP OVERCALLS (Style; Responses; Unusual NT)	Queen	QJx(x) - Qx		KQx(x) - QJT(x) - KQ - QJ	
1-Suit : Weak	Jack	JTx(x) - Jx		AQJx - JT9x(x)	
2-Suit: Sound or STR (MICHAELS)	10			AJTx(x)-KJTx(x)-T9x(x)	
	9	KT9x(x) - 9		AT9x(x) - KT9x(x) -	
				QT9x(x)	
Reopen: Weak	Hi-X	xxxxxx – x	xxx - xx	xxxxxx – xxxx - xx	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Lo-X	Lo-X xxxxx - xxx xxxx - xxx		xxxxx - xxx	
After 1m: $2 \\ \bullet = $ both majors, at least 5-5; 2NT = 2 lowest, at least 5-5	SIGNALS	IN ORDER OF F	PRIORITY		
CUE as answer on 2-suiter promises at least 2 cover cards and FIT	Partner's Lead Declarer's Lead		ad Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
		.o=ENCRG, .o/Hi=E	S/P	Lo=ENCRG	2♣ = Weak two in ♦ or semi-game forcing
		/P (Lavinthal)		Lo/Hi=E	2♦ = Weak two in one major or game forcing (MULTI)
VS. NT (vs. Strong/Weak; Reopening; PH)	3	× /		S/P (Lavinthal)	$2\Psi = 5$ card Ψ and 5 or more card in a minor (MUIDERBERG)
General: DBL = 4 card major + 5+ card minor; $2 \triangleq$ = majors (at least 5-4); $2 \blacklozenge$ = 6 card major; $2 \checkmark/2 \clubsuit$ = 5 card major + 4+ card minor (WOOLSEY)		.o=ENCRG, .o/Hi=E	Smith, Lo=+	Lo=ENCRG	$2 \neq = 5$ card \Rightarrow and 5 or more card in a minor (MUIDERBERG)
Against Weak NT: DBL = 14+HCP; $2 = majors$ (at least 5-4)	NT 2 S	/P (Lavinthal)	Lo/Hi=E	Lo/Hi=E	Possibly weak 3rd/4 th hand and/or 4 card major opening
	3	(Lutinului)	S/P	S/P (Lavinthal)	rossion weak on a maile and/or round major opening
	Signals (inc	luding Trumps): S	S/P (Lavinthal)		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		t: Hi-Lo in trumps		n ruff (ECHO)	
DBL=T/O		: Small cards are I			
3NT=to play; 4NT and Cue = 2-suiters		· Shiai caras are i	DOUBLES	in critte)	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣		Γ DOUBLES (Sty			
Against $1 \bigstar$: DBL= \heartsuit ; $1 \blacklozenge = \bigstar$; $1 \blacktriangledown = \diamondsuit$ +other suit; $1 \bigstar = \bigstar$ +other suit; 2x=short (3-suiter) or long (1-suit)	Many doub	les are for takeout.	. On low level d	ouble promises plus values.	SPECIAL FORCING PASS SEQUENCES
	SPECIAL,	ARTIFICIAL &	COMPETITI	VE DBLS/RDBLS	IMPORTANT NOTES
OVER OPPONENTS' TAKEOUT DOUBLE	RESP DBI	after T/O DBL 1	thru 3♠		DBL on SPL bid promises values in lower suit
1x=F1, RDBL=10+HCP	MAX DBL				At low level Reopening may be (very) weak
		L bid promises va	lues in lower sui	it	

U	IF SIAL	MIN. NO. OF CARDS	NEG.DBL THRU						
OPENING	TICK IF ARTIFICIAL			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING or COMPETITION		
1*		2	4♥	10-21HCP	2♣=INVERTED, 10+ HCP; 3♣=6-9HCP; 2♦/2♥/2♣=6 card and 3-7HCP 1M=NAT but ♦ length possible (WALSH)	/1M: 2M=possible 3 card /1♣-1x, 1NT: 2♣=(R) (ROUDI) /1♣-2♣, 2NT=12-13 BAL; 3♣=12-13 UNBAL;	/1x: 2x-1=INV w/o STOP; CUE=INV w/ STOP; 2y=TRF,F1; 2NT=0-6HCP with ♣; 3♣=7-9HCP		
1•		4	4♥	10-21HCP	2◆=INVERTED, 10+ HCP; 3◆=6-9HCP; 2♥/2♠=6 card and 3-7HCP;	/1M: 2M=possible 3 card /1◆-1M, 1NT: 2♣=(R) (ROUDI) /1◆-2◆, 2NT=12-13 BAL; 3◆=12-13 UNBAL;	/1x: 2x-1=INV w/o STOP; CUE=INV w/ STOP; 2y=TRF,F1; 2NT=0-6HCP with \diamond ; 3 \diamond =7-9HCP		
1♥		5(4)	4♥	10-21HCP	1NT=F1R; 2♥=3 card+8-10HCP; 2NT=SUPP+FG; 3♣= 4-card ♥, 8 losers; 3♦= 4-card ♥, 9 losers; 3NT/4♣/4♦ =SPL ♠/♣/♦ and 10-13HCP	/2NT: 3x=short and 12-14HCP; 3♥= 15+HCP; 4♥= 11-13HCP; 3NT=18+HCP	JUMP=FIT+Good suit 2♣=10+HCP+SUPP (DRURY), /DRURY: 2♥=weak opening		
14		5(4)	4♥	10-21HCP	1NT=F1R; 2♠=3 card+8-10HCP; 2NT=SUPP+FG; 3♣= 4-card ♠, 8 losers; 3♠= 4-card ♠, 9 losers; 3NT/4♠/4♠ =SPL ♥/♠/♠ and 10-13HCP	/2NT: 3x=short and 12-14HCP; 3♠= 15+HCP; 4♠= 11-13HCP; 3NT=18+HCP	JUMP=FIT+Good suit 2♣=10+HCP+SUPP (DRURY), /DRURY: 2♣=weak opening		
INT			4♥	15-17HCP, (semi) BAL	2♣=(R); 2♦/♥/♠/♣=TF for ♥/♠/♠/♦; 2NT=(8)9HCP; 3♦=5-card M+BAL; 3♥/♠=short in ♠/♥; 4♣= 2 suiter majors, game or better; 4NT=quantitative	<pre>/2♣-2♦: SMOLEN; /2♦/♥: 3♥/♠=MIN with 4 card and 2NT=MAX with 4 card; /3♦: 3♥=(R): 3♠=5-card ♥ / 3NT=5-card ♠</pre>			
2♣	V			Weak 2 in •; STR 1 or 2-suiter or 22-23HCP BAL	2 ♦ =(R); 2NT=8+HCP; 3 ♣ / ♦ /♥/ ≜ =8+HCP, 5+card	/2NT rebid: as on 2NT opening			
2♦	V			Weak 2 in a major or game forcing	$2\Psi/2 / 3\Psi/3 / 4\Psi = P/C (PRE); 2NT=STR(R);$	/2NT: $3 \neq /3 \neq =$ MIN with \forall / \Rightarrow , $3 \forall /3 \Rightarrow =$ MAX with \Rightarrow / \forall	/2♦-DBL: Pas=single or void M		
2♥		5		and 4+card minor, 6-11HCP	2NT=STR(R); 3♣=P/C; 3♦= Game try with SUPP; 3♥=PRE;	/2NT: 3♣/3♦= MIN with ♣/♦, 3♥/3♠= MAX with ♣/♦			
2♠		5		and 4+card minor, 6-11HCP	2NT=STR(R); 3♣=P/C; 3♠= Game try with SUPP; 3♣=PRE;	/2NT: 3♣/3♦= MIN with ♣/♦, 3♥/3♠= MAX with ♣/♦			
2NT				20-21HCP, (semi) BAL	3 = (R); 3 / 3 = TF for / 2; 3 = TF for 3NT = 5 card $2 + 4$ card $?; 4 = TF \text{ for } 2; 4NT = quantitative$	/3♣: 3♦= 4-card major(s), 3♥/3♠= 5 card			
3♣/3♦		(6)7		Solid suit in 1 st /2 nd pos.	FLINT (R) when NV;				
3♥/3♠		7		PRE					
3NT	V	7		AKQxxxx minor suit	$4 = P/C$; $4 \neq 4 \neq 4 \neq =$ asking bid;				
4♣	V	(7)8		AKQxxxxx or (AKQxxxx + Ace) in ♥	4♥=to play; 4♦/4♠/5♣=asking bid;	HIGH LEVEL BIDDING			
4•	V	(7)8		AKQxxxxx or (AKQxxxx + Ace) in ♠	4 ≜ =to play; 4 ♦ /4 ♥ /5 ♣ =asking bid;	RKCB; SPL; Cue bids: 1 st or 2 nd round; DOPI;			
4♥		8		PRE	4 ♠ /5 ♣ /5 ♦ =asking bid;	/known 2 suiter (at least 5-5): RKCB with 6 key cards			
4 ♠		8		PRE	5♣/5♦/5♥=asking bid;	5 in new suit = Exclusion KCB			
4NT	V			Both minors	5♥/5♠=asking bid	/asking bid: 1 st step= No control; 2 nd step= 2 nd round; 3th step=1 st round			