

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1/2 Level; Reopening)
5+ cards 7-15 HDP
Natural
Cue-bid : Forcing 1 round
When partner opens and opponent bids, response on 2 level are forcing
Take out double : at least 8HP: Responses: cue-bid forcing 1 round 1NT : 8-10HP 2/1 = min 8HP
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd : (15) 16-18 HP balanced
4 th : 10-14HP
Responses : See 1NT
JUMP OVERCALLS (Style; Responses; Unusual NT)
Natural
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Micheals (5/5) 1m-1m : 5-5 M / 1M-2M : other M +m
VS. NT (vs. Strong/Weak; Reopening;PH)
Multi Landy
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
DBL=Major
NT=minor
OVER OPPONENTS' TAKEOUT DOUBLE
2 level : not forcing
RDBL : forcing

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Small card shows honour	Id	
NT	Small card shows honour	id	
Subseq			
Other:top of nothing			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx,Ax(+)	AK,AKx(+),AKJ10	
King	KQ,KQJx,KQ10x	KQ,KQJx,K	
Queen	QJ,QJx,QJ10x	QJ,QJx,QJ9x	
Jack	J10,J10x,J1098	J10,J10x,J1098	
10	10x,109(+)	Aj10x,KJ10x	
9	9x,9xx	A109x,K109x,9x(xx)	
Hi-X	Xx	Xx,xXXx,XXXx	
Lo-X	xXx		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	High-Low	High-Low = even	Italian
Suit 2			
3			
1	High-Low : even		Italian
NT 2			
3			
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
8+HP, 3+ in other colours or 17+ with any distribution			
Resp. = 0-8HP(jump)/12+ cue-bid/7-9HP+stop=1NT			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			

W B F CONVENTION CARD
CATEGORY: BELGIAN TEAM CHAMPIONSIP TEAM & DIVISION SANDEMAN 2 PLAYERS: BONTINCK ANNE 16262 QUIQUEMPOIX MICHEL 19686
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Major 5
1♦ : 4(+) cards ♦
2♥/♠ : weak at least 6 card
2♣ : 8/9 tricks – 22/23 HP balanced
2♦ : game forcing
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Micheals Cue-bid
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	X	3		11HP And +	1/1 : at least 4HP : 2♣ : inverted minor Walsh after 1♣ (1♥/1♠ can mask length ♦)	Check Back Stayman	
1♦		4		11 HP And +	Jump in M : strong 6 card - 2♦ : inverted minor		
1♥		5		11 HP and +	1/1 : at least 4HP // 3 minor : max 4HP & 7 card 2NT : forcing 3-card support (not after interv 1:1)	Nat 4 th suit forcing	
1♠		5		11 HP and +	See 1♥		
INT				15-17 HP balanced	2♣ Niemeyer / 4♦ : 5-5M / Transfer m and M		
2♣	X	0		8-9 tricks – 22/23 HP balanced	2♦ : relay	Natural/over 2NT : sec=opening 2NT	
2♦	X	0		Game forcing	2♥ : no ace, no 2 Kings, < 8HP 2♠ : 1 ace and < 8HP 2NT : >= 8HP or 2 Kings, no ace, 3♣ : 1 ace and >=8HP, 3♦ : 2 aces	Natural/over 2NT : sec=opening 2NT	
2♥		6		6-11 HP	2NT : forcing 1 round and OGUST	Bidding = key cards	
2♠		6		6-11HP	2NT : forcing 1 round and OGUST	Bidding = key cards	
2NT				20-21 HP	Niemeyer / Transfer 3NT: 5♠/4♥ 3♠ : trf ♣ / 4♣ trf ♦ 4♥/4♠: single or void		
3♣		7		weak			
3♦		7		Weak			
3♥		7		Weak			
3♠		7		Weak			
3NT	X			Gambling			
4♣				Pre-empt			
4♦				Pre-empt			
4♥				Pre-empt			
4♠				Pre-empt			
4NT							
5♣						HIGH LEVEL BIDDING	
5♦						Control bids	
5♥						4NT : RKC resp:4130 with 5 keys	
5♠						Rubensohl/Splinter/Trial bids	
						Inverted Minor,	

