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| **DEFENSIVE AND COMPETITIVE BIDDING** |  | LEADS AND SIGNALS |  | W B F CONVENTION CARD |
| **OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)** | **OPENING LEADS STYLE** |  |
|  **2 raise = 7 - 9 HP Jump raise = weak with minimum 4 card fit** |  | Lead | In Partner’s Suit | **CATEGORY: BELGIAN TEAM CHAMPIONSIP** |
|  **Ceu-bid = minimum limit hand & 1 round forcing (ask for opening)** | Suit |  **High/low = even**  |  **Low/high = odd** | **TEAM & DIVISION National 2B** |
|  **Jump ceu-bid = 9 - 11 HP & 4 card support** | NT |  **4th best** |  **Number of cards** | **PLAYERS: Verschueren Gino 24233** |
|  **1NT = 8 - 12 HP ( maximum 2 card support )** | Subseq |  |  |  **Hoogstoel Alain 18163** |
|  | Other: |  |
|  |  |  |
| **1NT OVERCALL (2nd/4th Live; Responses; Reopening)** | LEADS | SYSTEM SUMMARY |
|  **2nd hand = 15 - 18 HP 🡪 Stayman & transfer after opening 1♣/♦** | Lead | Vs. Suit | Vs. NT |
|  🡪 **Transfer after opening 1♥/♠ ( cue-bid = other major )** | Ace |  **Ask signal** |  **Ace King x** | GENERAL APPROACH AND STYLE |
|  **4th hand = 11 - 14 HP ( with or without stop )** | King |  **Ask number of cards** |  **AKJxx – KQJx – KQ10x** |  **5 card** **♠ - 4 card ♥ + 4 card ♠ - 4 card ♦ - 3 card ♣** |
|  **Responses are the same as in 2nd hand after 1NT overcall** | Queen |  **Highest** |  **Highest or AQJxx** |  **1NT = 15 - 17 HP** |
|  | Jack |  **Highest** |  **AJ108 or KJ109** |  **2♣ = weak with majors or semi-strong** |
| **JUMP OVERCALLS (Style; Responses; Unusual NT)**  | 10 |  **Highest or Q1098** |  **Highest or A1098 K1098** |  **2♦ = weak with a 6 card major or strongest bid** |
|  **2♦/♥/♠ = max. 10 HP with 6 card ( vulnerable = 12 - 15 HP )** | 9 |  **Highest** |  **Highest or A987 K987 Q987** |  **2♥/♠ = Muiderberg ( 5 card major + 4 card minor )** |
|  **2NT = GHESTEM ( 2 lowest colors )** | Hi-X |  **Even** |  **Even** |  **Vulnerable = 5 card major + 5 card minor** |
|  **3♣ = GHESTEM ( 2 highest colors )** | Lo-X |  **Odd** |  **Odd** |  |
| Reopen:  | SIGNALS IN ORDER OF PRIORITY |  |
| **DIRECT & JUMP CUE BIDS (Style; Response; Reopen)** |  | Partner’s Lead | Declarer’s Lead | Discarding | SPECIAL BIDS THAT MAY REQUIRE DEFENSE |
|  **Ceu-bid in 2nd hand = GHESTEM ( lowest & highest colors )** | 1 | **High = encouraging** |  **Number of cards**  |  **Italian** |  **2♣ = weak with majors** |
|  **2NT in 4th hand = 18 - 20 HP** | Suit 2 | **Low = discouraging** |  |  |  |
|  | 3 |  |  |  |  |
|  | 1 | **High = encouraging** |  **Number of cards**  |  **Circulaire** |  |
| **VS. NT (vs. Strong/Weak; Reopening;PH)** | NT 2 | **Low = discouraging** |  |  |  |
|  **MULTI LANDY : double = length in a colour ( minimum 5 card )** | 3 |  |  |  |  |
|  **2♣ = both majors** | Signals (including Trumps):  |  |
|  **2♦ = a 6 card major** |  |  |
|  **2♥/♠ = 5 card major + 4 card minor**  |  |  |
|  **2NT = minors** | DOUBLES |  |
|  |  |
| **VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)** | **TAKEOUT DOUBLES (Style; Responses; Reopening)** |  |
|  **General style** |  **General style** |  |
|  |  |  |
|  |  |  |
| VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣ |  | SPECIAL FORCING PASS SEQUENCES |
|  **1♦/♥/♠ = 7 - 15 HP with minimum 5 card double =** ♣ | SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS |  |
|  **1NT = 5 card** ♣ **+ 5 card ♥ or 5 card ♦** **+ 5 card ♠** |  **Negative double >> 4♠** |  |
|  **2 level = 5/5 colour + colour above** |  |  |
| OVER OPPONENTS’ TAKEOUT DOUBLE |  | IMPORTANT NOTES |
|  **Redouble = minimum 10 HP** |  |  **Each double after an artificial bid = lead in that colour** |
|  **Bid on level 2 after opponents double = minimum 6 card to play** |  |  |
|  |  | **PSYCHICS:** |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **OPENING** |  **TICK IF****ARTIFICIAL**  | **MIN. NO. OF CARDS** | **NEG.DBL THRU** |  |
| **DESCRIPTION** | **RESPONSES** | **SUBSEQUENT ACTION** | **PASSED HAND BIDDING** |
| 1♣ |  |  **3** |  **4♥** |  **11 + HP** | **Inverted minor** |  |  **2NT = 11 HP** |
|  |  |  |  |  | **2♦/♥/♠ = 3 - 5 HP with a 6 card** |  |  |
| 1♦ |  |  **4** |  **4♥** |  **11 + HP** | **Inverted minor** |  |  **2NT = 11 HP** |
|  |  |  |  |  | **2♥/♠ = 3 - 5 HP with a 6 card** |  |  |
| 1♥ |  |  **4** |  **4♦** |  **11 + HP** | **2NT = 10 - 12 HP or 16+ HP & minimum 4 card fit** | **1♥ - 3♥ = 4 card support & weak** |  |
|  |  |  |  |  | **1♥ - 2♣ can be a 3 card 1♥ - 2♦ = 5 card** |  |  |
| 1♠ |  |  **5** |  **4♥** |  **11 + HP** | **2NT = 10 - 12 HP or 16+ HP & minimum 3 card fit** | **1♠ - 3♠ = 4 card support & weak** |  |
|  |  |  |  |  | **1♠ - 2♣ can be a 3 card 1♠ - 2♦ = 5 card** |  |  |
| INT |  |  |  |  **15 - 17 HP** | **2♣ = STAYMAN with or without major** | **With 5/4 ♥/♠ always Stayman 🡪after 2♦ =** |  |
|  |  |  |  |  | **2♦/♥/♠/ZT = transfer for ♥/♠/**♣/**♦** | **bid on level 2 = limit bid on level 3 = forcing** |  |
| 2♣ |  |  |  | **Weak with minimum 5/4 ♥/♠**  | **2♦ = relay 2♥/♠ = best major** | **2NT = 23 - 24 HP 3NT = 27 - 28 HP** |  |
|  |  |  |  | **9 tricks / NT 23-24 / NT 27-28** | **2NT = forcing ( also after 2♣ - 2♦ - 2♥/♠ - 2NT )** | **3 in colour = 9 tricks**  |  |
| 2♦ |  |  |  | **Weak with a 6 card ♥/♠** | **2♥ = relay 2♠ = to play 3♥ or 4♥** | **2NT = 25 - 26 HP 3NT = 29 - 30 HP** |  |
|  |  |  |  | **10 tricks / NT 25-26 / NT 29-30** | **2NT = forcing 3♥ = 3 card ♥ & ♠ ( barrage )** | **3 in colour = 10 tricks**  |  |
| 2♥ |  |  |  | **5 card ♥/4 card minor 5 - 10 HP** | **3♣ = no fit ♥ & pass or correct to 3♦** |  |  |
|  |  |  |  | **Vulnerable = always 5/5** | **2♠ = to play 2NT = forcing** |  |  |
| 2♠ |  |  |  | **5 card ♠ /4 card minor 5 - 10 HP** | **3♣ = no fit ♠ & pass or correct to 3♦** |  |  |
|  |  |  |  | **Vulnerable = always 5/5** | **3♥ = to play 2NT = forcing** |  |  |
| 2NT |  |  |  |  **20 - 22 HP** | **3♣ = PUPPET STAYMAN** |  |  |
|  |  |  |  |  | **3♦/♥/♠ = transfer for ♥/♠/**♣ **4♣ = transfer for ♦** |  |  |
| 3♣ |  |  **6** |  | **Maximum 10 HP & max. 1 ace**  | **Other colour = forcing game Jump = control** |  **Rule of 2 & 3** |  |
| 3♦ |  |  **6** |  | **Maximum 10 HP & max. 1 ace** | **Other colour = forcing game Jump = control** |  **Rule of 2 & 3** |  |
| 3♥ |  |  **7** |  | **Maximum 10 HP & max. 1 ace** | **Other colour = forcing game Jump = control** |  **Rule of 2 & 3** |  |
| 3♠ |  |  **7** |  | **Maximum 10 HP & max. 1 ace** | **Other colour = forcing game Jump = control** |  **Rule of 2 & 3** |  |
|  |  |  |  |  |  |  |  |
| 3NT |  |  |  | **7 card ♣ or ♦ AKQ with** | **4♣ = not forcing ( weak relay )** |  |  |
|  |  |  |  | **maximum another Q** | **4♦ = slem ambition** |  |  |
| 4♣ |  |  **8** |  | **Maximum 10 HP & max. 1 ace**  | **Other colour = control** |  **Rule of 2 & 3** |  |
| 4♦ |  |  **8** |  | **Maximum 10 HP & max. 1 ace** | **Other colour = control** |  **Rule of 2 & 3** |  |
| 4♥ |  |  **7** |  | **Maximum 10 HP & max. 1 ace** | **Other colour = control** |  **Rule of 2 & 3** |  |
| 4♠ |  |  **7** |  | **Maximum 10 HP & max. 1 ace** | **Other colour = control** |  **Rule of 2 & 3** |  |
| 4NT |  |  |  |  |  |  |  |
| 5♣ |  |  |  |  |  | HIGH LEVEL BIDDING |
| 5♦ |  |  |  |  |  | **1NT - 4♣ = asking for aces 1NT - 4♦ = 5 card ♥ + 5 card ♠ ( 8 - 12 HP )** |
| 5♥ |  |  |  |  |  | **2NT – 4♣ = asking for aces**  |
| 5♠ |  |  |  |  |  | **After fit = Roman keycard 4NT aces 🡪 1 or 4 / 0 or 3**  |
|  |  |  |  |  |  |  **2 without Queen of trump / 2 with Queen of trump** |
|  |  |  |  |  |  | **Without fit = 4NT aces 🡪 1 or 4 / 0 or 3 / 2 / 2 + 1 king / 2 + 2 kings** |
|  |  |  |  |  |  | **5NT = asking for kings 🡪 0 - 1 - 2 - 3**  |
|  |  |  |  |  |  | **Blackwood exclusion 4♠/5♣/♦/♥ 🡪 0/3 - 1/4 - 2 without Qot - 2 with Qot** |