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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 CHAMPIONSHIP** |
|  **Cue-bid = minimum limit hand & 1 round forcing (ask for opening)** | Suit |  **High/low = even**  |  **Low/high = odd** | **TEAM & DIVISION National 3C** |
|  **Jump cue-bid = 9 - 11 HP & 4 card support** | NT |  **4th best** |  **Number of cards** | **PLAYERS: Van de Velde Kris 23191** |
|  **1NT = 9 - 12 HP ( maximum 2 card support )** | Subseq |  |  |  **Hoogstoel Alain 18163** |
|  **2NT = 13 - 15 HP ( maximum 2 card support )** | Other: |  |
|  |  |  |
| **1NT OVERCALL (2nd/4th Live; Responses; Reopening)** | LEADS | SYSTEM SUMMARY |
|  **2nd hand = 16 - 18 HP Stayman & transfer after opening 1♣/♦/♥/♠** | Lead | Vs. Suit | Vs. NT |
|  **Responses are the same as in 2nd hand after 1NT overcall** | Ace |  **Ask signal** |  **Ace King x** | GENERAL APPROACH AND STYLE |
|  | King |  **Ask number of cards** |  **AKJxx – KQJx – KQ10x** |  **5 card** **♥/♠ - longest minor with minimum 3-card ♣ or ♦** |
|  | Queen |  **Highest** |  **Highest or AQJxx** |  **1NT = 15 - 17 HP** |
|  | Jack |  **Highest** |  **AJ108 or KJ109** |  **2♣ = weak majors or semi-strong 1-suit color or 2-suit majors** |
| **JUMP OVERCALLS (Style; Responses; Unusual NT)**  | 10 |  **Highest or Q1098** |  **Highest or A1098 K1098** |  **2♦ = weak with 6 card major or 10 tricks or strongest bid** |
|  **2♦/♥/♠ = max. 10 HP with 6 card ( vulnerable = 12-15 HP )** | 9 |  **Highest** |  **Highest or A987 K987 Q987** |  **2♥/♠ = weak with 5/5 major + minor** |
|  **2NT = GHESTEM ( 2 lowest colors )** | Hi-X |  **Even** |  **Even** |   |
|  **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 |
|  **Cue-bid in 2nd hand = GHESTEM ( lowest & highest colors )** | 1 | **High = encouraging** |  **Number of cards**  |  **Italian Revolving** |  **2♣ = weak with majors** |
|  **2NT in 4th hand = 18 - 20 HP** | Suit 2 | **Low = discouraging** |  |  |  |
|  | 3 |  |  |  |  |
|  | 1 | **High = encouraging** |  **Number of cards**  |  **Italian Revolving** |  |
| **VS. NT (vs. Strong/Weak; Reopening;PH)** | NT 2 | **Low = discouraging** |  |  |  |
|  **MULTI LANDY : double = length in 1 color** | 3 |  |  |  |  |
|  **2♣ = both majors ( minimum 5-4 or 4-4-4-1 )** | Signals (including Trumps):  |  |
|  **2♦ = a 6 card major** |  |  |
|  **2♥/♠ = 5 card major + 5 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♦/♥/♠ = 8 - 15 HP with minimum 5 card double =** ♣ | SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS |  |
|  **1NT = 5 card** ♣ **+ 5 card ♥ 2**♣ **= 5 card ♦** **+ 5 card ♠** |  **Negative double >> 4♠** |  |
|  **2♦/♥/♠**  **= 5/5 color + color above 2NT = 5 card** ♣ **+ 5 card ♦** |  |  |
| 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** |  |  |
|  **1♥ - 2♦ - 2♠ = to play HIGH power double = 10+ HP** |  | **PSYCHICS:** |