

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
General style : wide range; the weaker the hand, the better the suit
Responses : all new suits forcing except 2 over 1
X : 12+H and good distribution or 17+H and any distribution
NT OVERCALL (2nd/4th Live; Responses; Reopening)
In direct overcall: 1NT: 15-18H. Responses: like on a regular 1NT except if it is doubled.
In direct overcall: 2NT: bicolor (55+): weak or strong
In balancing position : 1NT: 10-13H
In balancing position : 2NT means 17-19H REG
JUMP OVERCALLS (Style; Responses; Unusual NT)
Jump overcall: weak and long (preempt)
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue bid: bicolor (55+): weak or strong (not in 11-14H)
Responses: 2NT is constructive.
VS. NT (vs. Strong/Weak; Reopening;PH)
Against 1NT strong: With 10+H & 2M = 5+M and 4+m (kind of Muiderberg) 2♦ = 6+ unidentified M 2♣ = call for ♥ & ♠ X = strong 1NT Further constructive bid with 2NT
Against 1NT weak. Idem but with 7+H.
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
A colour means “12-15H and a nice colour”
X (double) means “12-15H and no nice colour” or “16+H”
Responses to X: a bid without jump (8-H), 2NT(9-10H), other(11+H)
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
A long color for a potential defense.
OVER OPPONENTS’ TAKEOUT DOUBLE
RD: 9+H
Any other bid is 8-H

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner’s suit	
Suit	3 rd – 5 th	Id	
NT	Small is promising(AK or Q)	Id	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK, Ax, ...	AKJ, AQ10, ...	
King	AKx, KQJ, KQx, Kx, ...	KQJ, KQ109, AKQ, ...	
Queen	QJx, Qx, ...	AQJx, QJ10xx, QJ9x, ...	
Jack	J10x, Jx, ...	QJx(x), J108, J109, ...	
Hi-X	Even	No A,K, or Q	
Lo-X	Odd	A,K, or Q	
SIGNALS IN ORDER OF PRIORITY			
	Partner’s Lead	Declarer’s Lead	Discarding
1	High encouraging	Count if useful for defense	Lavinthal
Suit 2	Short dummy: Lavinthal.		
1	High encouraging Unblock	Count if useful for defense	Lavinthal
NT 2	Smith call with a high card for negative		
Signals (including Trumps): Lavinthal for the 1 st discard. Odd/even for the subsequent ones.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Style: 10+H; the worse the distribution, the higher the points			
Responses: cue bid is forcing 1 round			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			

W B F CONVENTION CARD
CATEGORY: BELGIAN TEAM CHAMPIONSHIP
TEAM & DIVISION: BCOB4 3D
PLAYERS: for any pair among : 2708, 71196, 71213, 71394, 71862 and 72065
except for the following pair
Berro-Semal: 71213-71394
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Five-card Major– Diamond by 4
1NT: 15-17H, no five-card Major
2NT: 20-21H; five-card Major possible
2♣ Game semi-forcing
2♦ Game Forcing
2M Weak Major
3NT Gambling
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
After opponent overcall, “pass” asks for a reopening double if the opener is not long in the opponent colour.
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: no

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2		12H+ without M5 or strong enough	Inverted minors: 2C/3C/2SA: fit,HD= 11+/8-10/6-7 1NT: 8-10H, nofit, no 4+ cards in Maj 1Maj: 4+ cards (4+D possible) 1D: 6-7H or 8-10H with 5+D or stronger	-Walsh. -If opp overcalls with 1D: 1H means 5+H -If opp overcalls with 1H: 1S means 5+S	
1♦		4			Idem	Idem	
					1x – 1 M – 3 NT means 18-19H and 4card fit in M		
1♥		5		12H+(except perhaps in 3 rd or 4 th position)	Fit: Bergen and 2NT. 2♥ means 6-10HLD, 3 cards. Fit: 3♣, 3♦, 3♥: means 4 cards & 10 – 8 – 6HLD Fit: 2NT means 11+HLD Idem after opponents double or overcall (if there is a jump)	Responses to the 2NT fit: 3♣ = 12-14 + shortness; 3♦ = 12-14 bal; 3♥ = 15-19 bal; 3♠ = 15-17 + shortness; 3 NT = 18+ shortness;	If the opener is in 3 rd /4 th position, - 2♣ replaces the 2NT fit or - 3x is a 11+HLD fit with a long strong x color
1♠		5		Idem as for 1♥	Idem as for 1♥		
1NT				15-17H without M5	Mini-Stayman (with or without M), Transfer for all colours		
2♣	X			Unicolor strong or 2SA (22-23)	2D always		
2♦	X			all Gameforcing hands	2H always		
2♥		6+		Pre-empt (5-11H)	2SA constructive (Forcing 1 rnd) except after Pass		
2♠		6+		Pre-empt (5-11H)	2SA constructive (Forcing 1 rnd) except after Pass		
2NT				20-21H+ allowed with M5	Puppet Stayman, Transfer for M		
3♣		6+		Pre-empt (5-11H)			
3♦		6+		Pre-empt (5-11H)			
3♥		6+		Pre-empt (5-11H)			
3♠		6+		Pre-empt (5-11H)			
3NT	X			Gambling	Pass, 4C, 5C		
4♣		6+				HIGH LEVEL BIDDING	
4♦		6+				Blackwood (30-41-52)	
4♥		6+				Splinter	
4♠		6+				5NT Josephine when fitted, otherwise quantitative.	