DEFENSIVE AND COMPETITIVE RIDDING		LE	ADS AND SIGN	ALS	W B F CONVENTION CARD
OVERCALLS (Style: Resnonses: 1/2 Level: Reonening)	OPENING LEADS STYLE				<u> </u>
1 on 1; 2 <sup>nd</sup> and 4 <sup>th</sup> .position 8H + 5 cards		Lead		In Partner's Suit	CATEGORY: BELGIAN TEAM CHAMPIONSIP TEAM & DIVISION CHARLEROI 3 IIIC
	Suit			Parity	PLAYERS: WAUTHIER PIERRE 05079
	NT			<b>Parity</b>	ALLARD GUY 70094
	Subseq				AND GOT 10074
	Other:	, , , , , , , , , , , , , , , , , , ,			
					SYSTEM SUMMARY
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS				GENERAL AP ROACH AND STYLE
2 <sup>nd</sup> position: 16-18H with stop in the opening color	Lead	Vs. Suit		Vs. NT	
	Ace	A K x		AKJxx	5 cards major Best minor
4nd position: 10-12H no stop possible	King	AK-K	Q x	K Q J x	Best fillion
	Queen	Q J x		AQJx - QJ10x	
	Jack	J 10 x -	K J 10 x	J 10 9 x –A J 10 9 x	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	10 9 x -	K 10 9 x	A1098 – Q109x -1098x x – 109 8 x x	
2 <sup>nd</sup> position: 8H + 6 cards	9				
	Hi-X	Sequence	<del>2</del>	Sequence	
	Lo-X	Low proi	mised	4 <sup>th</sup> best	_
					SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Reopen:	SIGNALS IN ORDER OF PRIORITY				
Acceptant and a second a second and a second a second and		Partner's Lead	Declarer's Lea	nd Discarding	_
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		raither 8 Lead	Declarer's Lea	Discarding	
	1	High good		Lavinthal	
Michaëls précised	I	I		I	

Titleiland providea					
	Suit 2				
	3				
	1				
VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2			Lavinthal	
vs. N1 (vs. strong/weak; keopening;PH)					
Don't with good distribution - N.B. possible 4 cards if strong	3				
	Signals (i	ncluding Trumps):			
2 NT : 2 suits minor - strong					
			DOUBLES		
			DOUBLES		
	TAKEO	UT DOUBLES (Style	e; Responses; Reopeni	ing)	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	Opening	; 12-16H or 17H	All distribution		
	4th posit	ion: 8H minimum			
					SPECIAL FORCING PASS SEQUENCES
	SPECIA	L ARTIFICIAL & (	COMPETITIVE DBL	S/RDLS	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24	JI ECIA	L, ANTIFICIAL & (	COMI ETITIVE DDL	S/ <b>KDL</b> S	
	2 club –	roudi – 2NT modei	rator – splinter – 4 <sup>th</sup> c	olor forcing –	
	spoutnik				

	spoutnik – blackwood 5 keys	IMPORTANT NOTES
OVER OPPONENTS' TAKEOUT DOUBLE	After 1NT: 4 clubs (ask pts) 4 NT = minimum – 5NT = middle - and  6NT = maximum	
		PSYCHICS:

OPEN	TIC K IF	MIN. NO.	NEG. DBL				
ING	AR TIF ICI AL	OF CAR DS	THR U	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1.		3		12H +	1♦ = 4 cards and maby 4 H of 4 SP		
					1♥/1♠ = 4 cards minimum 1NT = 8-10H - 2NT + = 11-12H balanced	on opponent overcall = no collant on opponent double XX with 11 pts +	
1◆		3		12H +  If weak, possible 4♦ ετ 5♣	1 ♥/1 ♠ = 4 cards minimum $ 1NT = 6 - 10H$	on opponent 1NT = weak colour of X penalty if strong	
1♥		5		12H + {	2NT with 11-12H fitted (1 of 2 pos.)		
				{	2♣/ 2♦ with 13-15 + H fitted ( 3 of 4 pos.)		
1 🖍		5		12H + {	2♥/2♠ with 6/10 H fitted		
INT				15-17H regular hand	Stayman 3 resp. Pos.weak		
				6-3-2-2 / 5-4-2-2 pos	Texas minor 2SP (club) - 2NT (diamond)		
24				Strong 22-23H or max.5 losers	Always 2◆		
2♦				Forcing game	Classical (the aces.)		

	_					
2♥		6	Weak all posit.	2NT min. 15 pts		
2♠		6	Weak all posit.	2NT min. 15 pts		
2NT			20-21H regular hand	Puppet		
3♣			}			
3♦			3 7 cards - weak			
3♥			}			
3♠			}			
3NT		7	9-10H – gambling in minor	Pass of 4 clubs		
4 <b>♣</b>						
4◆						
4♥						
4♠						
4NT						
5 <b>%</b>					HIGH LEVEL BIDDING	
5♦						
5♥						
5♠						