

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 on 1 ; 2 nd and 4 th position 8H + 5 cards
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd position : 16-18H with stop in the opening color
4 nd position : 10-12H no stop possible
JUMP OVERCALLS (Style; Responses; Unusual NT)
2 nd position : 8H + 6 cards
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaëls précised
VS. NT (vs. Strong/Weak; Reopening;PH)
Don't with good distribution - N.B. possible 4 cards if strong
2 NT : 2 suits minor - strong
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
OVER OPPONENTS' TAKEOUT DOUBLE

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit		Parity	
NT		Parity	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A K x...	A K J x x	
King	A K - K Q x	K Q J x	
Queen	Q J x	A Q J x - Q J 10 x	
Jack	J 10 x - K J 10 x	J 10 9 x - A J 10 9 x	
10	10 9 x - K 10 9 x	A1098 - Q109x -1098x	
9			
Hi-X	Sequence	Sequence	
Lo-X	Low promised	4 th best	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low		Lavinthal
Suit 2			
3			
1			
NT 2			Lavinthal
3			
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Opening 12-16H or 17H All distribution			
4 th position : 8H minimum			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
2 club - roudi - 2NT moderator - splinter - 4 th color forcing -			
spoutnik - blackwood 5 keys			
After 1NT : 4 clubs (ask pts) 4 NT = minimum - 5NT = middle -			
6NT = maximum			

W B F CONVENTION CARD
CATEGORY: BELGIAN TEAM CHAMPIONSIP
TEAM & DIVISION CHARLEROI 3 IHC
PLAYERS: LERAT MICHEL 05261
ALLARD GUY 70094
SYSTEM SUMMARY
GENERAL AP ROACH AND STYLE
5 cards major
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
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♣		2		12H +	1♦ = 4 cards and maybe 4 H of 4 SP		
1♦		4		12H + If weak, possible 4♦ & 5♣	1♥/1♠ = 4 cards minimum 1NT = 8-10H - 2NT + = 11-12H balanced	on opponent overcall = collant on opponent double XX with 11 pts +	
					1♥/1♠ = 4 cards minimum 1NT = 6 - 10H	on opponent 1NT = weak colour of X penalty if strong	
						on opponent overcall = collant	
1♥		5		12H +	2♥/2♠ with 6/10 H fitted 2NT with 11-12H fitted (1 of 2 pos.) 2♣/2♦ natural and / or relay fitted with 13-15 H+ (3 of 4 pos.)		
1♠		5		12H +	identical		
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)		
2♣				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♦				} 7 cards - weak			
3♥				}			
3♠				}			
3NT		7		9-10H – gambling in minor	Pass of 4 clubs		
4♣							
4♦							
4♥							
4♠							
4NT							
5♣						HIGH LEVEL BIDDING	
5♦							
5♥							
5♠							