

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
General style: sound.
Responses: new suit 1 Level = F; raises, new suit 2 Level = NF; cue-bid = F.
Reopening: 5+card suit 7-12.
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
16-18, Stayman, transfers.
Reopening: on 1m = 10-13; on 1M = 11-14; Stayman, transfers.
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak 1-suiter - intermediate if VUL.
2NT = 2-suiter 5+5+ ( lower suits).
Reopening : 6-card suit 11-14.
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
2-suit: (1m)-2m = both M 5+5+; (1M)-2M = M'+ m 5+5+;
Weak NV; 10.
Reopening : same.
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Vs strong NT : Multi Landy : X = 4-card M 5+card m (response 2♣ for m, 2♦ for M) ; 2♣ = both M 4+4+; 2♦ = 6-card M; 2♥/2♠ = 5-card M 4+card m; 2 NT = m 2-suiter 5+5+; 3x = 6+card suit; Same in reopening. Vs weak NT : same except X = strong penalty oriented.
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X= Take Out; Response : 2 NT mini cue-bid.
2NT = 16-18; Stayman, transfers; impossible transfer = 4-card M'.
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Over (1♣): X = both M 4+4+; 1♦ = 5-card M; 1♥ = 2-suiter 5+5+ same colour; 1♠ = 2-suiter 5+5+ M or m; 1NT = 2-suiter 5+5+ ♠♦ or ♥♣; 2x = 6-card suit or 1(or 0) card in semi 3-suiter (4441) or (5431).
After (1♣)-P-(1♦): X = 5 card M; 1♥, 1♠, 1NT, 2x = same as above.
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Rdbl = 10+ penalty oriented.
New suit jumps are weak.

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	Count	Count	
NT	4 <sup>th</sup>	Count	
Subseq	Attitude		
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Asks for signal	AK(x), AKJ, AQ10, AKQ	
King	Asks for count or KQx...	Asks unblock or count	
Queen	QJx...	QJ10x... (can be KQx)	
Jack	J10x ... or KJ10x	J10(x) or KJ10x or AJ10x	
10	10(x) or 109(x)...	109(x)... or 10x	
9	9(x)	9x(x)	
Hi-X	Count	Top of nothing or xXxx	
Lo-X	Count	4th or HXx (H=A,K,Q,V,10)	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	High encouraging	Count	High encouraging
Suit 2	Count		
3			
1	High encouraging	Count	High encouraging
NT 2	Count		
3			
Signals (including Trumps):			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
11+ classic.			
Reopening 8+ classic.			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Spoutnik; Lightner double (against slams).			
Opener's Spoutnik or Rdbl = 3-card support or strong hand.			
1♣-(1♦)-X = both M 4+4+.			
1m-(1♥)-1♠ = 5-card ♠.			

W B F CONVENTION CARD
<b>CATEGORY: BELGIAN TEAM CHAMPIONSHIP TEAM &amp; DIVISION : PHENIX 4 – DIV 3C PLAYERS: VINGERHOETS , LUC 3746 MARINOF , NICOLAS 6851</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5-card M, 4-card ♦.
1 NT = 15-17.
1 M-(P)-2♣ : Drury 3 <sup>rd</sup> and 4 <sup>th</sup> positions.
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♣ = GF.
2♦ = Multi.
2♥ = M 2-suiter weak 4+4+.
2♠ = Muiderberg 5-card ♠ 4+card m.
Multi Landy defence against 1NT opening.
Rubensohl.
<b>SPECIAL FORCING PASS SEQUENCES</b>
After penalty oriented Rdbl, Pass = forcing 1 round.
<b>IMPORTANT NOTES</b>
PSYCHICS: V Seldom.

OPENING	ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♥	11-19	Walsh; 1NT 8-10. 2♦, 2♥, 2♠ = FG 6+card S-SOL.	1♣-(P)-1♦-(P)-1NT = Walsh. 2♣ Roudi on 1NT. 3 <sup>rd</sup> and 4 <sup>th</sup> suit forcing.	1♣-(X)-2 NT weak with m; 3♣ limit raise.
1♦		4	4♥		1NT 6-10. 2♥, 2♠, 3♣ = FG 6+card S-SOL.	2♣ Roudi on 1NT. 3 <sup>rd</sup> and 4 <sup>th</sup> suit forcing.	same
1♥		5	4♦	11-19 (weaker possible in 3 <sup>rd</sup> /4 <sup>th</sup> position).	1♣ can be weak with fit. 1NT NF can be weak with fit. 2♣/♦ are ambiguous, either NAT either fit FG. 2 NT = 3-card support limit raise. 2♠, 3♣, 3♦ = FG 6+card S-SOL. 3♥ = 4-card support limit raise. 3♠, 4♣, 4♦ = splinter. 4♥ = 5-card support limit raise.	1♥-(P)-1♠-(P)-2NT or 1♥-(P)-1NT-(P)-2NT = FG; RESP: 3♣ relay; RESP: 3♦ = 5+♥ 4♦; 3♥ = 6+card ♥ w/ 8 tricks, 3♠ = 5+♥ 4♠; 3SA = 5+♥ 4♣. 4 <sup>th</sup> suit forcing.	2♣ Drury (RESP 2♦ ambiguous). After X : 2 NT = 3-card support limit raise. After overcall: 2 NT = NAT 11-12. After X or overcall: 3♥, 4♥ = preempt.
1♠		same					
1NT				15-17 BAL, possible (5422).	2♣ = 3- level Stayman (can be weak or without M when 8-9); 2♦, 2♥, 2♠, 2NT = transfer; 3x = strong.	Smolen: 1NT-(P)-2♣-(P)-2♦-(P)-3♥ = 54xx 8,5-9; 3♠ = 45xx 8,5-9.	Rubensohl: X=8+; 2x NAT weak; 2SA, 3♣, 3♦, 3♥ = transfers.
2♣	X	0	jumps	FG	2♦ = 0, 1 Italian CTRL; 2♥ = 2, 3 Italian CTRL; 2♠ = 4, 5 Italian CTRL; 2NT = 6+ Italian CTRL.	2 NT = 24+ BAL, possible semi-BAL or (4441).	
2♦	X	0		Multi (semi-F or 2M weak 6-10).	2M = to play facing weak hand.	2 NT = 22-23 BAL, possible semi-BAL or (4441). 3♣/♦ semi-F 6+card w/ 9 tricks 16+.	
					2NT = strong relay.	3♣ = MIN in ♥; 3♦ = MIN in ♠; 3 M = MAX in other M.	
2♥		4		M 2-suiter 4+4+ (5+5+ VUL) 6-10 (8-10 if 44).	2NT = strong relay; 3m NAT NF; 4m transfer.	3♣ = MIN; 3♦ = 44xx MAX; 3♥ = 45xx MAX; 3♠ 54xx MAX; 3NT 55(21) MAX; 4♣ 5530 MAX; 4♦ 5503 MAX.	
2♠		5		Muiderberg 5-card ♠ 4+card m 6-11.	2NT = strong relay; 3♣ P/C; 3♦ = strong relay; 3♥ = 6+card ♥ NAT NF.	After 2NT: 3♣/♦ MIN w/ ♣/♦; 3♥ MAX w/ ♣; 3♠ MAX w/ ♦. After 3♦: 3♣ MIN; 4♠ MAX.	
2NT			4♥	20-21 BAL, possible semi-BAL or (4441).	3♣ Puppet Stayman; 3♦, 3♥, 3♠ = transfer; 3NT = 54xx.	After 3♣: 3♦ = one or both M 44; 3♥ = 5-card ♥; 3♠ = 5-card ♠; 3SA = no M.	
3♣		7(6)		Preempt (CONST in 1st/2nd).	New suit = F		
3♦		7(6)		Same			
3♥		7(6)		Preempt			
3♠		7(6)		Same			
3NT	X			Gambling SOL 7+card m	4♣ = P/C; 4♦ asks for shortness; 4 M = NAT		
4♣		7+		Preempt	4 M = NAT		
4♦		7+		Same	4 M = NAT		
4♥		7+		Same			
4♠		7+		Same			
4NT	X			m 2-suiter			
5♣		8+		Same		<b>HIGH LEVEL BIDDING</b>	
5♦		8+		Same		5 key Blackwood (30-41-52-2&Q-E&void-O&void); first level after response asks	
5♥		8+		Same		for trump Q: 1 <sup>st</sup> level = no; 2 <sup>nd</sup> level = yes.	
5♠		8+		Same		5 NT asks for kings (40-1-2-3).	
						Exclusion BW.	