DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS				W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENING LEADS STYLE					
Natural natural	Lead		In Partner's Suit	CATEGORY: BELGIAN TEAM CHAMPIONSHIP		
	Suit	odd-even		attitude	TEAM NAMUR 2 DIVISION 3C	
	NT odd-even			attitude		
	Subseq				PLAYERS: HUBLET Carlo 2411	
	Other:				LIGOT Xavier 71587	
	<u>Italian</u> attitude			attitude	<u> </u>	
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS				JOBE Philippe 3950	
2° pos 15-18H 2♣ stayman 2♦/2♥/2♠/2NT transfer	2♣ stayman 2♦/2♥/2♠/2NT transfer Lead Vs. Suit Vs. NT			_		
	Ace	Small enc		Small encouraging		
4° pos 10-12H 2♣ stayman 2♦/2♥/2♠/2NT transfer	man 2 ♦ /2 ♥ /2 ♠ /2 NT transfer  King asks count (even-odd) asks count (even-odd)		asks count (even-odd)	SYSTEM SUMMARY GENERAL APPROACH AND STYLE		
	Queen	Head of se	quence	Head of sequence		
JUMP OVERCALLS (Style; Responses; Unusual NT)	Jack		•		MAJOR 5°	
2♥/2♠ weak 6 (7) cards	10	head or X		head or XJ10x	BEST MINOR in quality Inverted minor	
2472% Work 0 (7) Cards	9	head or X	X109x	head or X109x	1NT 15-17H	
	Hi-X	even	-odd	even-odd	2♣ MULTI 2♦ MULTI	
Reopen:	Lo-X				2♥/2♠ 5+M & 4+m	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		IN ORDER OF P				
2 suiter Ghestem	P	artner's Lead	Declarer's Le		Responses 2 over 1 10+HCP	
		even-odd		italian		
	Suit 2 I	ow card can be E		Suit preference	SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENSE	
	3				2♥/2♠ with jump 6+ cards weak	
VS. NT (vs. Strong/Weak; Reopening; PH)	1					
Multi Landy 2° & 4° position	NT 2	Attitude		Suit preference	2 SUITER GHESTEM	
2♣ Landy 2♦ 6+M 2♥/2♠ 5+M & 4+m					2NT = 2 lowest	
DBL good long suit 6+, optionnal penalty		Signals (including Trumps):			$3 \clubsuit = 2 \text{ highest}$	
	attitude	attitude			Cue-bid = highest & lowest 1 *-3 *= highest & lowest	
			DOUBLES		1 * - 2 * natural	
	TA KEOUT	DOUBLEG (G)		<b>.</b>	_	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		DOUBLES (Styl	e; Responses;	Reopening)	_	
natural	natural					
	<b>↓</b>				-  <u></u>	
	<b>↓</b>				<del> </del>	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24	SPECIAL	ARTIFICIAL &	COMPETITI	VE DRI S/RDI S	<del>-</del>	
natural		l bids are alerted	COMILITI	VE DDES/RDES	<del>-</del>	
	7 Kii di tillicid	i olus arc alcited			SPECIAL FORCING PASS SEQUENCES	
	<u> </u>				SFECIAL FORCING FASS SEQUENCES	
OVER OPPONENTS' TAKEOUT DOUBLE	<b>↓</b>					
XX 10+HCP	1					
					IMPORTANT NOTES	
					INITURIANI NULES	
					PSYCHICS: rare	
					- ~	

OP EN IN G	TIC K IF AR TIF ICI AL	MIN. NO. OF CARDS	NEG .DB L THR U	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1.		3		10.00 HGD	Inverted minor		
1♦		3		12-23 HCP	Natural Jump are weak Spoutnik	Inverted minors	
1♥		3			Raise $2 = 8-10$ , $2K = $ natural (no fit M) <b>or</b> fit M 5-7		
1♥		5		12-23 HCP	raise 3-4 = preempt 5-10S		
1.		5			2 NT = fit 11-12 3 cards $3 \clubsuit$ = fit 11-12 4 cards $3 \spadesuit$ = fit 13+ 3 cards $3 \spadesuit$ = fit 13+ 4 cards		
1♠		3			others natural		
INT				15-17 H	24 stayman from 0 H, 5 levels		
				Major 5 / minor 6 / 5-4 cards possible	2 ♦/2 ♥/2 ♠/2NT Tranfer Lebensohl		
2.	X	0		Majors 4+/4+ 5-11 HCP	2♦ relay	2♥/2♠ weak 2NT3♠ strong	
2-4-				20-23 H or 8 tricks strong undetermined	2√/2♠ suit preference	pass 24-2NT34 strong	
				Majors 5+/5+ GF	2NT F1, encouraging	3♣/3♦ min 5-4 3♥/3♠ max 5-4 3NT max 5422	
2.	V	0		M-: (7) 5 11 HCD	3.4 fit Majors, F1, encouraging	4X-4NT strong	
2♦	X	0		Major 6 (7) 5-11 HCP 24+ HCP or 9 tricks GAME FORCING	2♥ relay 2♠ support 3♥ 2NT F1, encouraging	p/2♠ weak 3♣=3 suiter 3♠4♣ strong FG 3♣ max ♥ 3♠ max ♠ 3♥/3♠ min	
				3 suiter 18+ HCP	3/4♥ Preempt > pass or 3/4♠	$3NT/4 + 4 + 4 + 5 + \text{strong FG} \qquad 4 + 3 \text{ suiter}$	
2♥	X	5		Major 5+ & minor 4+ 5-11HCP	2NT F1 3♦ F1 with fit		
2♠	X	5			3. pass/correct		
2NT				20-21 HCP bal; Major 5 / minor 6 possible	3. Puppet Stayman	3♦ 1-2 Major 4° 3♥/3♠ Major 5° 3NT no M	
				Major 37 minor o possible	3 ♦/3H♥ tranfer for ♥/♠ 3 ♠ tranfer for minor 3NT with 5 ♠ & 4 ♥ FG		
3 <b>♣</b> 3 <b>♦</b> 3 <b>♥</b> 3 <b>♠</b>		7		Pre emptive			
3NT	X			Gambling	4♣ ask for closed suit > pass or 4♦		
4 <b>.</b>	田田田	0		8+♥ closed			
4♦		0		8+♠ closed			
4 <b>∀</b> 4♠		8		Pre emptive			
5 <b>*</b> 5♦ -		8		Pre emptive			
						HIGH LEVEL BIDDIN	C.
						4NT BW 4-1/3-0/5-2/2+ 5 keys if fit 4 BW5 if	
						4.4 GERBER 4-1 / 3-0 / 2A 0-3K / 2A 1-4K/ 2A 2 K	
						MINWOOD = BW for minors 4-1/3-0,,,	
						Exclusion BW 0-3 /1 /2/ Cue-Bid = control of asking	
						Grand Slam Force	