

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	
Response:Natural style	Cue ask for strength
1NT= 9-12 HCP	2NT= 13-14 HCP
Shifts= F1 excepted 2 over 1	jump shifts= nat + supp
IN BAL POS : nat NF	Id overcall (8-17 HCP)
Responses : nat style	Same as after overcall
INT OVERCALL (2nd/4th Live; Responses; Reopening)	
2 nd pos 15-18 HCP	resp id INT opening after 1♣/♦
	Tfr after opening 1♥/♠
4 th pos 9-13 HCP	same as 2 nd pos
JUMP OVERCALLS (Style; Responses; Unusual NT)	
Vul = Interm	
Non Vul = weak	
Bicol Ghestem	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
Jump cue bid ask for stopper	
VS. NT (vs. Strong/Weak; Reopening;PH)	
Multi-landy in 2 nd and 4 th pos	
Vs weak NT: 2♣ landy / other trfr / X = opening	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
(2M)-3M= ask stop or 2suiter m /2NT cue pos aft Dble	
(3m)- 4m = 2M	
(3m)-4om= om +♥// id in bal pos // and extend to (3M),(1/2M)-(3M)	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣	
Vs 1♣: Dble = ♥/ 1♦ = ♠ / 1♥/♠ = Muiderberg	
/ 2♣ = ♥+♠	
Aft (1♣)- P- (1♦): id except 1♥=♠	
Special Forcing Pass Sequences	
In control bids sequences / Against preempts	
Possible punitive passed hand after overcall	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3th-5th	count	
NT	4 th	count	
Subse			
Other: A and Q ask for enc or disc / K ask for count or unblock			
LEADS			
	VS no-trump	VS suit contracts	
AK	KQ QJ JT	T9	
AKx	KQx Qjx Jtx	T9x	
AKJx	KQxx QJT9 JT98	9xx	
KQJx	AJTx KJTx KJT9	xx	
AQJx	KQTx KQT9x KT98	xxx	
AJxx	QT9x Hxx Tx	xxx	
KJxxx	Kxxx Hxxx Hxxx	xxxx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	low(enc)	Even odd	italian
Suit 2	Even odd		
3	Suit preference		
1	low(enc)	Even odd	italian
NT 2	High discouraging		Levinthal
3			
Signals (including Trumps): Levinthal			
Smith (low encouraging)			
DOUBLES(enc)			
OVER OPPONENTS' TAKEOUT DOUBLE			
Aft 1M-(X): preempt raises /2♣ = 7-9 or GF 3c supp			
2NT=4c supp 11+ / Rdbble= 10+ poss 3c supp if 10-11/ jump= nat + supp			
Exept 2♣=wk/ Oth=nat nf// Aft 1m-(X) 3m=lim / 2NT= supp wk or str			
/2♥/♠ = wk / jump om = nat + supp			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Informative Dble + Rdbble = ½ support in Maj or strong			
Lightner Dble // game try Dble (if no space available)			
1♣-(1♦)-X= 44xx / 1♣-(1♦)-1♥/♠ = 4+cards			
1♣/♦-(1♥)-X denies 4♣ / 1♣/♦-(1♥)-1♠ = 4+ cards			

W B F CONVENTION CARD
CATEGORY: BELGIAN TEAM CHAMPIONSHIP
TEAM & DIVISION Phenix 2 Division I
Berben Martine 1461 Dubois Daniel 2717
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1♥/♠ = 5+cards / 1♦ = 4+cards / 1♣ = 2+cards
1NT 15-17 HCP / 2NT 20-21 HCP / 3NT closed minor
2♣ game forcing
2♦ multi
2♥ two suiter ♥:♠ at least 4-4 below opening
2♠ Muiderberg
4♣/♦ = Namyat
OPENING BIDS THAT MAY REQUIRE DEFENSE
2♣: game forcing
2♦: multi
2♥: bic ♥-♠ at least 4-4 6-10 HCP
2♠: Muiderberg
3 NT: closed minor
4♣/♦: defensive preempt in ♥/♠
4♥/♠: offensive preempt in ♥/♠ (side value)
SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE
2NT good bad after opponents support in majors
Transfer bids (2NT to 3♥ after jump overcalls (2X)
After 1♥:♠ - (1NT) - 2♣/♦/♥/♠ = transfers
After 1♣/♦ - (1NT) - 2♦/♥/♠ = transfers / 2♣ ask for majors
4Nt opening = strong 2 suiter ♣/♦
IMPORTANT NOTES
Drury (after passed) 2♣: 3cards/2♦:4cards balanced/2NT:4cards unbalanced
Game try bids (2NT or 3X at least ½ natural)
3 rd and 4 th suit forcing
PSYCHICS: rare

OPENING	ARTIFICIAL TICKET	CARDS MIN. NO. OF	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	4♥	10-23 HCP (8+ in 3rd) 4 bad ♦ poss	Walsh Inv. Minor 2♦ limit in ♣ 2♥ 54xx 6-9 / 2♠ 54xx 10-11 / 3 preem/3♦/♥ / ♠ spl	2♣ / 2♦ DD 3rd 4th suit forcing	2 ov 1 nf aft overcall Cue= positive support
1♦		4	4♥	10-23 HCP (8+ in 3rd)	3♣ = limit in ♦ / 3♦ preempt / else= 1♣ opening	2♣ / 2♦ DD / 3rd 4th suit F	Id 1♣ opening
1♥		5			1NT F1//2M=3c 8-10//3♣ -♦-M Bergen//	Aft 1NT: 2m ½ Nat/ 3rd 4th suit forc	Drury(see recto)/Cue=posit supp
			4♦	10-23 HCP (8+ in 3rd)	2 ov 1 GF		
1♠		5			2NT=4c supp GF/ splinters/ 1♥-2♠ wk	2♣ Ch back Stay /Game try bids	Jump shift after pass= nat + supp
INT				15-17 HCP balanced	Stayman (3resp) / 2NT= natural Transfers : 2♦/♥/♠ / and 3♣ 4♣ = ♣+♦ // 4♦ = ♥+♠	After trf M, non rectif= max + 4c	If Dble Stayman, pass=no stop
2♣	x	0		Game forcing	2♦ relay other nat	Aft 2♣ -2X-2NT: id 2NT opening	Common sense
2♦	x	0		Multi: wk 6c M or strong	2NT F1 other NF		
2♥		4		7-10 HCP 2suiters ♥+♠	2NT relay 3m F1 other NF		
2♠		5		7-10 HCP Muiderberg	2NT relay		
2NT				20-21 HCP balanced 5 cards in ♥/♠ poss	3♣ Puppet Stayman / Trf: 3♦/♥ 3♠ = 54xx / 3NT= nat NF / 4♣ /♦ = nat F1	Rectif trf even with 2 cards 2NT-3♣ -3♦-4♦=44xx 2NT-3♦-3♠ 52xx	If Dble Stayman, pass=no stop Rectf trf aft overcall = supp
3♣		6		Preempt	Nat		
3♦		6		Preempt	Nat		
3♥		6		Preempt	Nat		
3♠		6		Preempt	nat		
3NT	x			Closed minor (♣ or ♦)	4 = pass or correct / 4♦ = relay		
4♣	x	0		Preempt in ♥/ defensive	4♦ = slam try		
4♦	x	0		Preempt in ♠/ defensive	4♥ = slam try	♠	
4♥		7		Preempt/offensive/side values	Common sense	♣	
4♠		7		Preempt/offensive/side values	id	♥	
4NT	x			Strong 2 suiter ♣/♦	id	♦	
HIGH LEVEL BIDDING							
Splinter bids/Control bids/Control asking bids aft preempts							
Blackwood 5Aces(inverted resp if ♣) / Blackwood for kings (1-2-3)							
Natural responses after question about Q of trumps // 5NT GSF							
If overcall After Blackwood (if no space) : Pass= 0-2-4/ Dble=1-3							
If overcall After Control bid: Pass 2nd round/Dble 1st / Else = no							
If Double After Control bid: Pass 2nd round/XX 1st round / else = no							