DEFENSIVE AND COMPETITIVE BIDDING		LEA	ADS AND SIGNALS		W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENIN	G LEADS STYLE				
Constructive		Lead In Partner's Suit			CATEGORY: BELGIAN TEAM CHAMPIONSIP	
1X = 5 card, 8-6 losers	Suit	3°-5°	3°-5°		TEAM & DIVISION	
2X=5-card, 7 losers or better	NT	3°-5°	3°-5°		PLAYERS: Kaveh Randjandiche	
					Louisa Henderix	
X= opening with 4 card major, unless strong	Subseq					
Partner fit with game interest goes through cue bid	Other: with honnor sequence, highest promises even distribution. 9 never promises 10. In partner's color always top honor in case of sequence.					
	promises	10. In partner's colo	r always top nonor in c	ase of sequence.		
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY	
2 <sup>nd</sup> : 16-18	Lead			Τ		
4 <sup>th</sup> 10-14	Ace	· · · · · · · · · · · · · · · · · · ·	Promise K, even distribution		GENERAL APPROACH AND STYLE	
Transfer & stayman responses	King		Uneven: promise A, even promise Q		5 card major with 4 card diamonds, strong NT	
	Queen		omise K, even promise		1X opening as of 12 points or no more than 7 losers	
	Jack		omise Q, even promise			
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	10 Uneven: promise J or 9, even promise 9				
Pre-emptive jumps with 6+-card	9	Doubleton	doubl			
2NT = 5-5 lowest remaining colors	Hi-X		3°-5° 3°-5°			
, 3 cuebid = 5-5 remaining highest colors	Lo-X	X 3°-5° 3°-5°				
Reopen:	SIGNAL	S IN ORDER OF P	PRIORITY			
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
3 cuebid: 5-5 remaining highest colors	1			Lavintahl		
	Suit 2			Lavintahl		
	3			Lavintahl		
	1			Lavintahl		
VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2			Lavintahl		
2C: both majors, at least 5-4	3			Lavintahl		
2D: long major	Signals (in	ncluding Trumps):	·			
2H/2S: 5 card with 4+minor			l =positive, high=obvio	ous switch OK		
2NT: both minors at least 5-5	· · ·	,	1 , 0			
X: at least equal points			DOUBLES			
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOI	T DOUBLES (Stv	le; Responses; Reoper	ning)	4	
X: opening, 2X 12-15 with 5 card, $3C/D$ : 14-17, 3 other major = 16+			onger, partner to jump	<u>e</u> :		
2NT: 16-18, $3NT$ with stopper and minor suite aside			ing: lebensohl response	1		
3 cue: ask for stopper, 4 cue both minors, 4C/D: C/D with other		r the population	6			
major						
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 or 2					SPECIAL FORCING PASS SEQUENCES	
	SPECIAI	L, ARTIFICIAL &	COMPETITIVE DB	LS/RDLS	NONE	
	If our NT	,	ing or in rebid), partner			
	(111-10)	c, 20 101 D cic)				
OVER OPPONENTS' TAKEOUT DOUBLE					IMPORTANT NOTES	
No change					Devenues no	
					PSYCHICS:NO	

U	IF MAL	MIN. NO. OF CARDS	NEG.DBL THRU						
OPENING	TICK IF ARTIFICIAL			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING		
1♣	Х	2			T-Walsh: 1D, 1H, 1S = transfer				
					Inverted minor; single jump new color =3-6 weak,				
					6 card				
1•		4			Inverted minor				
1.00					single jump new color =3-6 weak, 6 card				
1♥		5			Bergen raises, 2C can be with artificial with 3 card hearts, $2H= 6-9$ , $3H = to play$ , $2NT = 4hearts$ , as of 11+, $4H = to play$ , double jump = control bid				
1♠		5			Idem as 1H				
INT				15-17, no 5 card major	2C weak stayman, but can be without 4C major in case of limit bid				
					2D-2NT = transfer bid	With 4 card major fit, jump is min, 2NT is max			
2*				5+-4+ major weak or SF color hands	2D= relay, 2H preference hearts, 2NT as of limit hands requesting information, 3X to play	On 2NT respons, 3C/3D = minimal with 5 card in H/S; 3H/3S/3NT = maximal with 5 card in H/S or both; 4X= SF unicolor, 6/7NT are the NT hands			
				NT hands with 22-23 or 26-27					
2•				6+ major, 5-10 or GF color hands	2H/2S NON forcing relay versus weak hands, to be corrected by opener. 2NT as of limit hands requesting information. 3C/3D to play; 3H/3S to play in major and to be corrected	On 2NT respons, $3C/3D = minimal in H/S$ , $3H/3S$ is maximal in H/S, $4X = unicolor$ MF, $6/7NT$ are the NT hands			
				NT hands with 24-25 or 28-29					
2•				Muyderberg 5H-4+ card minor	2S = to play: $2NT$ = at least limit (without H) or stronger; $3C$ to play in minor and to be corrected; 3D = limit bid H, $3S$ = limit bid S, $3NT$ = to play	On 2NT respons, 3C/D = minimal with C/D; 3H/3S= maximal with C/D, 3NT= maximal 5-4-4 (minors)			
				5-10 points		`,,			
2♠				idem	idem	idem			
2NT				20-21	Puppet and transfer, transfer minor through 3S, 3NT = to play				
				Can be slightly unbalanced and 5 card major					
3 <b>♣</b> -3♠		7		5-10					
3NT				Gambling with 7 minor (AKDJxxx)					
4♣-4♠		8+		Pre-emptive to play					
4NT				Both minors weak					
5 <b>♣</b>				To play		HIGH LEVEL BI	DDING		
5•				To play					
5♥				To play					
5♠				To play					