

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1/2 Level; Reopening)</b>
GENERAL STYLE = SOUND
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 ND H = POS 16-18 HCP
4 TH H = POS 11-14 HCP
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
WEAK
Unusual NT = 2 lower or bid suits
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct cue bid = 2 colours with highest
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
MULTI - CANDY
(DBL = Both majors)
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Take out DBL till 4 HEARTS
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
DBL = leading signal
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
TRUSCOTT on majors

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	Small = encouraging	Small = +	
NT	Same		
Subseq			
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKXX	AKXX	
King	KQ109X	KQ109X	
Queen	QJXX	QJXX	
Jack	J10XX	J10XX	
10	109KXX	109KXX	
9			
Hi-X			
Lo-X			
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	hi/lo = +	Same	Same
Suit 2	hi = +		
3			
1			
NT 2	hi = +		
3			
Signals (including Trumps):			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
key be light with classic shape			
cue = F			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Neg. dbl till 4H			
Support dbl / medbl.			

WBF CONVENTION CARD
<b>CATEGORY: BELGIAN TEAM CHAMPIONSHIP</b>
<b>TEAM &amp; DIVISION NAT III A</b>
<b>PLAYERS: Staf RASSEKAERI - Thiemy MAST</b>
12828 12378
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
MAJ 5 longest MIN
1 NT answer = NT
1 NT opp: 15/17 HCP (244)
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2 clubs = GF
2 DIAB
2 H WEAK
2 S
3 NT op = GAMBLING
2 NT overcall = 2 lower suits
Lebensohl
Neg dbls till 4H
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
SPLINTER
<b>PSYCHICS: RARE</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
				1♠	✓	3	4H
1♦	✓	3	4H	11-21 HCP		Reverse by responder = F GF	
1♥		5	5H	11-21 HCP		check back stayman	
1♠		5	4H	11-21 HCP			
INT				15-17 bal. Set high possible	TEXAS - STAYMAN - SPOLEN 4NT = QUANT. for Slam	2SP ⇒ 2 clubs 2NT ⇒ diamonds	
2♠	✓			GAME FORCE	2♦ = Relais others = Natural		
2♦		6		WEAK	2NT = Forcing	Same colour = weak	
2♥		6		WEAK	New colour = Forcing	New colour = Ask in that colour 3NT = Ask Q in op. colour	
2♠		6		WEAK			
2NT				20-22 bal.	TEXAS PUPPET STAYMAN		
3♠		6		WEAK			
3♦		6		✓			
3♥		6		✓			
3♠		6		✓			
3NT				GAMBLING			
4♠		7		PRE EMPTING			
4♦		7					
4♥		7					
4♠		7					
4NT							
5♠						HIGH LEVEL BIDDING	
5♦							
5♥							
5♠						SPLINTER (major) CONTROL BIDS RUE BIDS	
						DOI = ROP RKE Blackwood 4NT QUANT.	