

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>	
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	natural
NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	
o pos 15-18H 2♣ stayman 2♦/2♥/2♠/2NT transfer	
o pos 10-12H 2♣ stayman 2♦/2♥/2♠/2NT transfer	
UMP OVERCALLS (Style: Responses; Unusual NT)	
♥/2♠ weak 6 (7) cards	
open:	
DIRECT & JUMP CUE BIDS (Style: Response; Reopen)	
2♣/2♥/2♠/2NT	
S. NT (vs. Strong/Weak; Reopening; PH)	
multi Landy 2° & 4° position	
2♣ Landy 2♦ 6+M 2♥/2♠ 5+M & 4+m	
DBL good long suit 6+ , optional penalty	
PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)	
2♣/2♥/2♠/2NT	
S. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	
2♣/2♥/2♠/2NT	
OVER OPPONENTS' TAKEOUT DOUBLE	
♣X 10+HCP	

<b>LEADS AND SIGNALS</b>		
<b>OPENING LEADS STYLE</b>		
Suit	Lead	In Partner's Suit
NT	Odd-even	attitude
Subseq	4 <sup>th</sup> best	attitude
Other:		
<b>LEADS</b>		
Lead	Vs. Suit	Vs. NT
Ace	Small encouraging asks count (even-odd)	Small encouraging asks count (even-odd)
King	Head of sequence	Head of sequence
Queen		
Jack		
10		head or X110x
9		head or X109x
Hi-X		
Lo-X	even-odd	
<b>SIGNALS IN ORDER OF PRIORITY</b>		
	Partner's Lead	Declarer's Lead
1	even-odd	Discarding attitude
Suit 2	Low card can be E	Suit preference
3		
1		
NT 2	Attitude	Suit preference
3		
Signals (including Trumps):		
<b>DOUBLES</b>		
TAKEOUT DOUBLES (Style: Responses; Reopening)		
		natural
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>		
All eventual artificial bids are alerted		

<b>W B F CONVENTION CARD</b>	
CATEGORY: BELGIAN TEAM CHAMPIONSHIP	
TEAM NAMUR 1 DIVISION 3 B	
PLAYERS:	Carlo HUBLET 2411
	Xavier LIGOT 71587
<b>GENERAL APPROACH AND STYLE</b>	
<b>SYSTEM SUMMARY</b>	
MAJORS <sup>o</sup>	
BEST MINOR in quality Inverted minor	
INT 15-17H	
2♣ MULTI 2♦ MULTI	
2♥/2♠ 5+M & 4+m	
Responses INT forcing 2 over 1 10+HCP	
<b>SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENSE</b>	
2♥/2♠ with jump 6 cards (5-7) & 6-11HCP	
<b>2 SUITER GHESTEM</b>	
2NT = 2 lowest	
3♣ = 2 highest 1♠-2♦ = 2 Majors	
Cue-bid = highest & lowest 1♣-3♣ = highest & lowest	
1♣-2♣ natural	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
<b>IMPORTANT NOTES</b>	
PSYCHICS: no	

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♣		3		12-23 HCP	Natural		
♦		4					
♥		5		12-23 HCP	Raise 2 = 8-10. 2♦ = natural or fit weak raise 3-4 = preempt 5-10S 2NT = fit 11-12 3cards 3♣ = fit 11-12 4 cards 3♦ = fit 13-15S 3 cards 3M'' = fit 13-15S 4 cards others natural		
♠		5					
NT				15-17 H Major 5 / minor 6 / 5-4 cards possible	2♣ stayman from 0 H, 4 levels 2♦/2♥/2♠/2NT Transfer Lebensohl		
♣	X	0		Majors 4+/4+ 5-11 HCP 20-23 H or 8 tricks strong undetermined Majors 5+/5+ GF	2♦ relay 2♥/2♠ suit preference 2NT F1, encouraging 3♣ fit Majors, F1, encouraging	2♥/2♠ weak 2NT...3♠ strong pass 2♠-2NT...3♠ strong 3♣/3♦ min 5-4 3♥/3♠ max 5-4 3NT max 5422 4X-4NT strong	
♦	X	0		Major 6 (7) 5-11 HCP 24+ HCP or 9 tricks GAME FORCING 3 suiter 18+ HCP	2♥ relay 2♠ support 3♥ 2NT F1, encouraging 3/4♥ Preempt > pass or 3/4♠	p/2♠ weak 3♣=3 suiter 3♦...4♣ strong FG 3♣ max♥ 3♦ max♠ 3♥/3♠ min 3NT/4♦/4♥/4♠/5♣ strong FG 4♣ = 3 suiter	
♥	X	5		Major 5+ & minor 4+ 5-11HCP	2NT F1 3♦ F1 with fit		
♠	X	5			3♣ pass/correct		
NT				20-21 HCP bal: Major 5 / minor 6 possible	3♣ Puppet Stayman 3♦/3H♥ transfer for ♥/♠ 3♠ transfer for minor 3NT with 5♠ & 4♥ FG	3♦ 1-2 Major 4° 3♥/3♠ Major 5° 3NT no M	
♣3♦		7		Pre emptive			
♥3♠							
NT	X			Gambling	4♣ ask for closed suit > pass or 4♦		
♣	Ξ	0					
♦	Ξ	0		8+♥ closed 8+♠ closed			
♥4♠		8		Pre emptive			
♣5♦		8		Pre emptive			
♥5♠							
<b>HIGH LEVEL BIDDING</b>							
4NT BW 4-1/3-0/5-2/2+ 5 keys if fit							
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							