

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Can be strong up to 16hp if no support for other suits
Weak jump overcall
INT OVERCALL (2nd/4th Live; Responses; Reopening)
16/18 hp balanced no stayman or transfer
Same on weak 2♥ / ♠
4 th hand reopening 1NT 10/12
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak jump overcall little defensive value
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels cue bid
Jump cue bid is natural
VS. NT (vs. Strong/Weak; Reopening;PH)
Multi Landy
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Double is for take out
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Natural
OVER OPPONENTS' TAKEOUT DOUBLE
Redouble is forcing after 1♦/1♥/1♠ opening

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	attitude	attitude	
NT	attitude	attitude	
Subseq			
Other: 4 th best – small promising			
LEADS			
Lead	Vs. Suit	Vs. NT same	
Ace	A , AK , AKx		
King	Sequence or AK.		
Queen	Sequence		
Jack	Sequence or Jx		
10	Seq. or top		
9	9 top		
Hi-X	even		
Lo-X	odd		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	encouraging	parity	encouraging
Suit 2	parity		parity
3	Suit preference		Suit preference
1	encouraging		encouraging
NT 2	parity		parity
3	Suit preference		Suit preference
Signals (including Trumps):			
Hi lo= even			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Pattern			
Lowest possible answer can be weak			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Sputnik on 1♥ / ♠ intervention with passed hand			
Double on 2♥ / 2♠ intervention on partners 1♣ opening =			
4/6 hp with support for other major			

W B F CONVENTION CARD
CATEGORY: BELGIAN TEAM CHAMPIONSIP
PLAYERS: Yves & Francine Campana Christian Crekillie & Willem Devisschere
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Strong club 17 hp or more or equivalent
Point asking 1♦= 0/6 = 1♥ = 7/8 = 1♠ =9/10 building up per 2hp
5 card majors 11/14 hp 1NT forcing
1♦ 11/14 no 5card major any distribution 2♣ forcing
Change of suit non forcing
1NT 15/16 hp
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣ = 17+ or equivalent
1♦ = 11/14 any distribution no 5card major 2♣ forcing response 2♦ = 11/12 2♥/♠= 11/14 + 4card 2 NT 13/14
1♥/♠ = 11/14 5card forcing is 1NT/ 2♣ answer= 11/12
2♣ = 6/10 5/5 or 5/4 majors 2♦ asking 2NT forcing =15/16 6card ♣
2♦ multi 6/10 ♠/♥ 6card or 15/16 ♦ 6card= 2♦ relay 2NT forcing
2♥/2♠ = 15/16 with good 5card+ 2NT forcing
2NT = 11/14 with 5/5 in minors
SPECIAL FORCING PASS SEQUENCES
pass by 1♣ opener if response of partner has been positive = 1♥ + pass by forcer (1NT) if openers' response maximum
IMPORTANT NOTES

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	x	0		any distribution 17hcp+ point asking	1♦=0/6 1♥=7/8 1♠=9/10 building up per 2 points also on intervention up to 2♥/but 3♣ is natural or asking and 7+hp/ double on 1level = 4/6 hp x on 2♥ =4/6	NT rebid without 5 card+ first bid 5cards + then 4cards 1♥ on 1♦ is reasking hcp	same 1♠ on reasking is 0/3 1NT or 2♣ 4/5/6 no 5card / other bids are 5cards+ stayman + texas on NT rebid when minimum response
1♦	x	0		11/14 hp any dist no 5card major	change suit non forcing / jump suit weak = 2♣ forcing- x=forcing = 3♦/♠ asks 3NT	On 2♣ forcing 2♦ 11/12 then rebid natural // 2♥/♠=11/14 +4card 2NT forcing on 2♦	NATURAL
							3♣/♦ asks for 3NT
1♥		5		5card 11/14hp	1NT forcing /redouble is forcing/double on 2level = 7/10 / 2NT game forcing/ pass<10hcp or no bid to improve the contract / suit change not forcing	2♣=11/12 on forcing 1NT or xx / natural rebids --jump in forcing situation is void or single with support for other suits	suit change not forcing / 3♣/♦ asks for 3NT
1♠		5		Same as above			
INT		5		15/16 hp regular distribution 14/16 in 4 th hand	stayman texas 9hp=2NT 10/15 = 3NT		
2♣		5		6/10 + 5/5 or 5/4 majors nv 15/16 6card ♣	2♦ relay 2NT forcing	= 3♣ weak 5/5 3♦ strong 5/5 //3♥/♠ 5/4 hp 8/10	
2♦	x			Multi 15/16 with 5/6 card ♦ or 6/10 6card major	2♥ relay 2NT forcing 14 hp+	3♣ / 3♦ strong ♦ or ♣	3♥/♠ max major 3NT AKQxxx
2♥				15/16 with 5card	2NT = 9 hp+ forcing	3 in other major is 3 card others natural	
2♠				15/16 with 5card	Same as above		
2NT		5/5		5/5 minor suit 11/14 hp	natural		
3♣		7		good 7card with tops			
3♦		7		good 7card with tops			
3♥		7		7card			
3♠		7		7card			
3NT				gamble with long minor			
4♣				weak preempt			
4♦				weak preempt			
4♥				to play			
4♠				to play			
4NT				Ace asking			
5♣						HIGH LEVEL BIDDING	
5♦						Blackwood 4NT 5♣ 0/3 = 5♦ ¼ = 5♥ 2 = 5♠ 2 + K of trump or 1 K in NT	
5♥						Dopi	
5♠						Jump in forcing situation is singleton or void	