DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

General Style : constructive

On level 1 = 5card 8 – 16

After 1♣ : 1♦ and 1♥ = transfer 8+ // 1♠ = 4♠ and 4+♦

On level 2 : BUNI bicolors

Reopening = same

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

2 lowest suits (see BUNI)

JUMP OVERCALLS (Style; Responses; Unusual NT)

Major = weak when NOT VUL and intermediate when VUL

Minor = intermediate

2NT = 2 lowest suits constructive

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

1M – cue : 5 other M and 5+C

1M – 3M : asking stopper, long suit minor

VS. NT (vs. Strong/Weak; Reopening;PH)

Multi Landy

2♣ : Majors

2♦ : 6 (+) card Major

2♥/♠ : Muiderberg

2NT : minors

3♣/♦/♥/♠ : To play

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

Dbl : T/O

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

VS strong ♣ : Dbl = ♥&♣ // 1♦ = ♥&♦ // 1♥ = ♥&♠ // 1♠=♠&♣

1SA = ♠&♦ // 2♣ = minors // 2♦/♥/♠ = 6+ card

OVER OPPONENTS' TAKEOUT DOUBLE

1M – DBL - Transfers

1m – DBL – inv minors unchanged (except 1m-dbl-2NT=weakest support)

1♥ - DBL – RDBL = 4+ card ♠ // 1♥ - DBL – 1♠ = T/O without ♠

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3th/5th (no sacrifice)	3th/5th (no sacrifice)
NT	3th/5th (no sacrifice)	3th/5th (no sacrifice)
Subseq	Attitude	Attitude

Other: HESO from sequence: Highest EVEN, Second ODD length

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK... (even length)	AK... (even length)
King	KQ... (even), AK... (odd)	KQ... (even), AK... (odd)
Queen	QJ... (even), KQ... (odd)	QJ... (even), KQ... (odd)
Jack	JT... (even), QJ... (odd)	JT... (even), QJ... (odd)
10	T9... (even), JT... (odd)	T9... (even), JT... (odd)
Hi-X	3th/5th (no sacrifice)	3th/5th (no sacrifice)
Lo-X	3th/5th (no sacrifice)	3th/5th (no sacrifice)

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	High=Obvious Switch	Lavinthal	Italian signals
Suit 2	Lavinthal	Lavinthal	Italian signals
1	Att : LOW = ENC	Lavinthal	Italian signals
NT 2	Lavinthal	Lavinthal	Italian signals

Signals (including Trumps): Reversed Smith Call

Order: Obvious Switch, Reversed Smith Call, Lavinthal, parity

count: Hi/Low even number of cards

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

T/O dbl at least 2 cards in other suits or strong or strong NT

With only 2 suits we use BUNI bicolor

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

NEG DBL through 4♠

SUPPORT DBL/RDBL

DOPI/ROPI

W B F CONVENTION CARD

CATEGORY: BELGIAN TEAM CHAMPIONSHIP
TEAM & DIVISION: Pieterman 2, 1 Nat.
PLAYERS: Wim Vanparijs (20724)
Koen Grauwels (20575)

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5 card Majors

1 NT 9-11 HP NOT VUL in 1st, 2nd

1 NT 12-14 HP Both VUL in 1st, 2nd; NVUL in 3rd ,Always in 4th
1NT 15-17 HP Vul vs NVUL in 1st, 2nd ;Vul in 3rd

2♣: weak with ♦ or SF or 19-21 / 24-25 / 26-27 BAL

2♦: Multi or GF unicolor or 22-23 / 28-29 BAL

2♥: Weak 5c ♥ + 4c ♠ (3c ♠ possible if at least also 4+c minor)

2♠: Muiderberg

2NT, 3♣, 3♦, 3♥: texas preëmpt or GF two suiter

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

1NT: Variable ranges

2NT→3♥ : texas preëmpt or GF two suiter

2♥ : Weak, 5c♥ + 4c♠ (3c ♠ possible if at least also 4+c minor)

3♠ : two suiter minor (5♣+ - 5♦+)

3NT : GAMBLING

1NT openings : No stayman. Transfer 4c Major

BUNI : Bicolor overcalls 4+/4+ two suiters:
Examples: (1x)-1NT: 2 remaining lowest
(1M)-2♣: 4(+)c Other Major, 5+(4)c♣
(1M)-2♦: 4(+)c Other Major, 5+(4)c♦
(1♦)-2♣: 4(+)c ♠, 5+(4)c♣
(1m)-2m : both majors, 4-4 possible
(Minimum strength depends on Distribution and level, typically 12+ on 2-levl if only 4-4. Often 4c in Major and longer in minor)

Bids in 3th hand can deviate in distribution/strength

SPECIAL FORCING PASS SEQUENCES

1NT - X - PASS (can be weak or strong) :
forces in principle RDBL **but can be passed out !**

IMPORTANT NOTES

PSYCHICS: Very Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	Y	2	4♠	11 - 20 HP (NOT VUL in 1st, 2nd it can be any 12-14 NT)	T-Walsh: transfer ♥/♠ can hide 4+ card ♦ inverted minor	2 way checkback: 1X-1Y-1Z-2♣ : transfert♦ (limit or to play), doesn't promise any ♦	
						1X-1Y-1Z-2♦ : Artificial, game forcing, no ♦ promised	
1♦	Y	2	4♠	11 - 20 HP **Not VUL** : 1st, 2nd seat (4cD or 15-17 NT)	inverted minor	1♦ - 1X - 1SA rebid : 15-17 (when NVUL: 1st, 2nd)	
		4	4♠	11 - 20 HP **VUL** or 3rd, 4th seat			
1♥		5	4♠	11 - 20 HP	1NT: 6-9 BAL or weaker with 3c+ ♥	2♣ : limit + asking 3♣ : 5♥/5♣ weak, 2SA : 5♥/5♣ limit	
					2♣ : natural or 3card ♥ support, 10 + HCP 2♥ : good raise (7 - 10) 3 or 4 card ♥ SWISS raises (2NT: 4c+ support, limit or better) 3♣/♦: 8-11 and 6+ card	After 2♣ : 2♦ denies 6card ♥, 2♥ : 6 card After 2NT : 3♣ : 15-17, 3♦: 18-19, 3♥ : minimum	
1♠		5	4♠	11 - 20 HP	same as 1♥	same as 1♥	
INT	Y			9 - 11: **Not VUL** : 1st, 2nd seat 12-14: Both Vul 1st, NVUL 2nd, Always 4th 15-17: VUL vs NVUL 1st, 2nd; VUL 3th	2♣: weak ♦ / 5cM 8+ / GF bal/55m/55M/4441 / minors S.I. 2♦/♥ : transfer ♥/♠; weak 5c+ or 8+ 4c or 10+ 6c 2♠ : transfer ♣ or limit ♦ 3♣ : weak or GF ♦ ; 3♦ 6cM limit ; 3M : single M (13)(45) 4♣ : 55m SI ; 4♦/♥ : transfer ♥/♠, not strong often 7c or SI	2♦; further : transfers/pass/NT or short suit at 3-level 2NT : max & 4card fit, retransfer Rubensohl after intervention	
2♣	Y		4♠	Weak with 5+ card ♦	2♦ relay, NF (passed out if weak ♦ opening)		
				or Acol strong 2 or 19-21 / 24-25 BAL	2NT: forcing relay 15+ HP		
2♦	Y		4♠	Multi: weak 6c Major or GF	2♥ : relay 2♠ : positive for ♥	after 2NT: 3♣ min 6♥; 3♦ min 6♠; 3♥ max 6♠; 3♠ max 6♥	
				or 22-23 / 26-27 BAL	2NT : forcing relay 15+ HP		
2♥			4♠	5♥/4♠ 6 - 11 HP	2♠: to play 2NT: forcing relay		
				Possible 3 card ♠ if also 4+card minor	3♣: pass/correct 3♦: limit 3 or 4 ♥/♠: to play		
2♠			4♠	5♠/4c+ minor: 6 - 11 HP	2NT: asking for minor (weak or strong)	After 2NT: 3♣ = 4c ♠; 3♦ = 3-5-1-4; 3♥ = 3-5-4-1	
				Possible 3 card minor in 3th seat	3♣ : limit with both minors; 3♦ : limit with ♠	3♠ = 3-5-0-5; 3NT = 3-5-5-0	
2NT	Y		4♠	Texas for ♣ (weak with 6+ card ♣)			
				or GF ♣ with other (5+ / 5+)			
3♣	Y		4♠	Texas for ♦ (weak with 6+ card ♦) or GF ♦ with Major (5+ / 5+)	3♥/♠ : forcing		
3♦	Y		4♠	Texas for ♥ (weak with 6+ card ♥) or GF ♥ & ♠(5+ / 5+)	3♠ : forcing		
3♥	Y		4♠	Texas for ♠ (weak with 6+ card ♠) or GF ♠ with minor (5+ / 5+)			
3♠	Y	7	4♠	Both minors weak (5+ / 5+)			
3NT	Y		4♠	Gambling: long suit in ♣ or ♦	4/5 ♣ : pass or correct	**HIGH LEVEL BIDDING**	
4♣		7+	4♠	preempt ♣		RKCB 5♣ 41;5♦ 30;5♥ 2; 5♠ 2 +Q;5NT 2 with void	
4♦		7+	4♠	preempt ♦		1 over 1: asking Q of trumps	
4♥		7+	4♠	preempt ♥		5 NT: specific K ask	
4♠		7+	4♠	preempt ♠		Exclusion blackwood	
4NT				Specific Asking for Aces		DOPI ROPI	