DEFENSIVE AND COMPETITIVE BIDDING

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

- Natural<16H / takeout double =>16H
- Gestem
- Brozel

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

2nd. Position: 15-17 H -> stayman/texas

4th position 10-12 H

JUMP OVERCALLS (Style; Responses; Unusual NT)

Weak: major 6 cards < 12HCP

Pre-emptive bid

Strong: Gestem

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

1C -> 2C = natural

Gestem = 2 suiter (extreme)

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

Brozel

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

Natural

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

natural

OVER OPPONENTS' TAKEOUT DOUBLE

Redouble: =>10H misfit

New suit: no forcing

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	Third/fifth	
NT	4th. or top of sequence	
Subseq		

Other: A K Romanet

LEADS

Lead	Vs. Suit	Vs NT
Ace	Romanet= attitude	Head of sequence
King	Romanet = parity	" "
Queen	Head of sequence	" "
Jack	" "	
10	" "	Encouraging
9		
Hi-X	Third-fifth	No force
Lo-X	" "	Fourth best

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead		Discarding
1	Italian		Italian
Suit 2			
3			
1	Italian		Italian
NT 2			
3			

Signals (including Trumps):

Italian

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

All distribution= >16H

Responses: 0-7 = 1 in suit

8-10 = jump in major or 1NT

11and+= double jump in major,2 NT/3NTor Cue-bid

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

W B F CONVENTION CARD

CATEGORY: BELGIAN TEAM CHAMPIONSIP
TEAM & DIVISION: NAMUR 4 Div III B
PLAYERS: PIROTTE Claude 71788
LENAERTS Pol 71899

SYSTEM SUMMARY

Vs. NT: 15/17 H

GENERAL APPROACH AND STYLE

MAJOR 5 cards suit

1 Diamond : 4 cards suit

1 NT : 15-17 HCP :

2 Diamonds : multi

Declarer's Lead

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2C::Strong undeterminated or 2majorsx4 < 12HCP

2D= multi =game forcing or weak 6 cards major

2H = 2 Majors 4° or 5° < 12HCP

2H or 2S =Muiderberg = weak 5 cards major + 4/5 cards minor

4th. Forcing suit

Drury (3rd and 4th position)

2C Roudinesco

Gestem

Check back Stayman

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

PSYCHICS: NO

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2		12 – 22HCP	1/1 = 5-15	1 NT = 12/14 H	Takeout double
					Jump 2/1 = weak		
1♦		4		12 – 22HCP	1/1 = 5-15	1NT = 12/14 H	1NT = 18-20 H
					Jump 2/1 = weak		Takeout double
1♥		5		12 – 22HCP	2/1 minor = 10 H	2 NT = 15/17 H	
					Jump 2S/1H = weak		
1♠		5		12 – 22HCP	2/1 minor = 10 H	2 NT = 15/17 H	
INT				15 – 17 H	Weak stayman		
					texas		
2♣	x			Strong: 8 tricks or	2 D relay or 2NT= 14H	2 suit = weak. / 3 suit = strong	2 C "ambigu"
				Weak: two-suiter majors		2 NT = 22-23 H	
2♦	x			Strong: forsing game or	2 H relay or 2NT = 14H	2 major = weak /3suit = strong forcing game	Ref; to 2D MULTI
				Weak: 6 cards major		2 NT = Forcing game	
2♥	x			Weak: 5 cards maj. + 4 cards minors	Pass = no force /2 S = long S and weak/3C= prefer minor/2SA = forcing		
2♠	x			Weak: 5 cards maj. + 4 cards minor (<12H)	Pass = no force /3C= prefer minor/2SA = forcing	natural	Ref. to Muiderberg
2NT				20 – 21 H	Baron / texas/3 S = 5 S and 4 H		
3♣		6-8		Pre-empt. bid (3downNV-2V)			
3♦		"		" "			
3♥		7-8		" "			
3♠		"		" "			
3NT	x	7		Minor closed (gambling)			
4♣		7-8		Pre-empt.bid(3downNV-2V)			
4♦	x			Two-suiter major	natural		
4♥		7-8		Pre-empt.bid(3downNV-2V)			
4♠		7-8		Pre-empt.bid(3downNV-2V)			
4NT	x			Two-suiter minor	natural		
5♣				Not applicable		**HIGH LEVEL BIDDING**	
5♦				" "		Blackwood 5 Keys	
5♥				" "		4 D = Two-suiter majors	
5♠				" "		4 NT = Two-suiter minors	
						Cue-bid	