DEFENSIVE AND COMPETITIVE BIDDING

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

2 suiter Michaël's cue-bid

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

2nd: 15-17HCP with stop in opening suit

4th: 10-12HCP with stop in opening suit

JUMP OVERCALLS (Style; Responses; Unusual NT)

2♥/♠: 6-10HCP, 6+ cards

Reopen:

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

2 suiter Michaël's cue-bid

2NT: 2 lowests

Cue-bid: highest & lowest (1♣-2♣ : natural)

1♣-2♦or 1♦/♥/♠-3♣: 2 others

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

2suit: suit 6°

2♣: 2 major suits (Landy)

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

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

OVER OPPONENTS' TAKEOUT DOUBLE

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	Odd-even	Attitude
NT	4th	Attitude
Subseq		

Other:

LEADS

Lead	Vs. Suit	Vs. NT
Ace	Singleton Highest of doubleton Small encouraging	AK / Ax(+)
King		AKxx / KQx(+) / head of ses
Queen		AQJx(+) / head of seq
Jack		Head of sequence
10		
9		
Hi-X		
Lo-X		

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Italian		Italian
Suit 2	Low can be encouraging		Low can be encouraging
3			
1	Italian		Italian
NT 2	Low can be encouraging		Low can be encouraging
3			

Signals (including Trumps):

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

All artificials bids are alerted

W B F CONVENTION CARD

CATEGORY: Green
NCBO: BELGIAN TEAM CHAMPIONSHIP
DIVISION 3D – NAMUR 3
PLAYERS: DOPCHIE Thierry 5014
HUBERT Charles 5275

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE
MAJOR 5°
1♦: 4 cards
1NT : 15-17HCP
2♣: strong, semi-forcing
2♦: strong, forcing game
2♥/♠: weak, 6 cards
2NT: 20-21HCP

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♥/♠ with jump: 6-10HCP, 6+ cards
Fourth suit forcing

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

PSYCHICS: no

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2		12-23HCP	Natural		
1♦		4			Spoutni Jump is weak		
1♥/♠		5		12-23HCP	2♥/♠: fit 6-10HCP 2NT: 11-12HCP, 3 cards 3♣: 11-12HCP, 4 cards 3♦: 13-15HCP, 3 cards 3oM: 13-15HCP, 4 cards		
1NT				15-17HCP	2♣: Stayman from 8 HCP 2♦/♥/♠/3♣: transfer (Texas) 4♦: 55(xx)		
2♣	X	0		20-23HCP or 8 tricks	2♦: relay		
2♦	X	0		24+HCP or 9 tricks (FG)	2♥: relay 2♠: ace in a major suit 2NT: 8+HCP 3m: ace of the minor suit 3NT: 2 aces		
2♥/♠		6		Pre-emptive	2NT: 14+HCP 3suit: 14+HCP, A or K 3NT: AKQxxx 4suit:0 or 1 card		
2NT				20-21HCP, major suit 5° possible	3♣: Stayman from 4 HCP 3♦/♥/♠/4♣: transfer (Texas) 4♦: 55(xx)		
3♣/♦/♥/♠		7		Pre-emptive	--		
3NT	X			Gambling			
4♣/♦/♥/♠		8		Pre-emptive			
5♣/♦/♥/♠		8		Pre-emptive			
						HIGH LEVEL BIDDING	
						4NT BW NT (aces): 30/41/2	
						5NT BW NT (kings): 30/41/2	