DEFENSIVE AND COMPETITIVE BIDDING

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

6- 16 HP natural

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

2nd : 15-17 HP

4th : 8-10 HP

JUMP OVERCALLS (Style; Responses; Unusual NT)

6-suiter weak

2NT: Unusual 2NT

Reopen:

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

Michael's : 2 suiter ♥/♠ or 2 suiter other major/unknown minor

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

2nd : Texas

4th : Natural

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

Take-out double till 4♥/4♠

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

Crash against 1♣

OVER OPPONENTS' TAKEOUT DOUBLE

Redouble : 9+ HP

Truscott

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	4th	3th
NT	4th	3th
Subseq	Top of nothing	

Other: 9 and 10 : Cantar

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AH.	AH.
King	HV. or AH	HV. or AH
Queen	VB.	VB.
Jack	JT. or J.	JT. or J.
10	T9. or AJT. Or KJT.	T9. or AJT. Or KJT.
9	9.. or KT9. or AT9. or QT9.	9.. or KT9. or AT9. or QT9.
Hi-X	Top of nothing	Top of nothing
Lo-X	4th	4th

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	H-L	distribution	H-L
Suit 2			
3			
1	H-L	distribution	H-L
NT 2			
3			

Signals (including Trumps):

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Standard opening value

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Negative double

W B F CONVENTION CARD

CATEGORY: BELGIAN TEAM CHAMPIONSIP
TEAM & DIVISION : Lier 1 3 Nat D
PLAYERS: Yves Meyus (23336) / Marc Van Leuven (13749)

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

ACOL

Strong NT (15-17 HP)

2 over 1 : forcing 1 round

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♣ : 8+ tricks or 23+ HP

2♦ : Multi

2♥ or 2♦ : Muiderberg

2NT : weak 2-suiter minors

4♣ and 4♦ : south African Texas

Crash defence against Strong ♣ system

Michael's cuebid

After 1NT-opening : first intervention is Texas (2nd hand)

Lebensohl

RKC – Blackwood with 4NT, 4♦, 4♣ (1430)

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

PSYCHICS: possible

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		4	2♦	10-22 HP	1NT : 8-10 HP		
					Splinter – 2NT : Fit,16+HP , 3NT : fit 12-15 HP	Fitted : new suit : control	
1♦		4	2♦	10-22 HP	Splinter – 2NT : Fit,16+HP , 3NT : fit 12-15 HP	Fitted : new suit : control	
1♥		4	4♣	10-22 HP	Splinter – 2NT : Fit,16+HP , 3NT : fit 12-15 HP	Fitted : long suit trial	
1♠		4	4♣	10-22 HP	Splinter – 2NT : Fit,16+HP , 3NT : fit 12-15 HP		
INT				15-17 , balanced (5suit major possible , no singleton)	2 ♣ :Stayman : weak or strong , with or without major 2♦/2♥ : Jacoby 2♠ : transfer minors 3X : 6 suiter , 2 top honours 4NT : quantitative 4♣/4♦ : transfer ♥/♠	2♦ or 3♣ : minor suit ask Break up transfer : 4 card suit	
2♣				8+ tricks or 23+ balanced	2♦ : relay	2NT : 23-24 3NT : 25+	
2♦				Weak 6-suiter ♥ or ♦ (6-10 HP)	2♥ or 2♠ : pass or correct 2 NT : forcing	After 2NT : 2♣/2♦ 6-8 ; 2♥/2♠ : 9-11 (weak 6suiter)	
				Or semi forcing ♣ or ♦ Or balanced 20-21 HP		After 2♥ : 2NT : 20-22 , 2♠ : weak After 2♠ : 2NT : 20-22 , 3♥ : weak	
2♥		5		5 suit ♥ / 4+ suit minor	2NT : relay	3♣/3♦ : 4-suiter minor/ 3♥/3♠: 5+ minor	
				6-11 HP	3♣: pass or correct; 3♦: Invite; 3♥/4♥: Barrage		
2♠		5		5 suit ♠ / 4+ suit minor	2NT : relay	3♣/3♦ : 4-suiter minor/ 3♥/3♠: 5+ minor	
				6-11 HP	3♣: pass or correct; 3♦: Invite; 3♠/4♠: Barrage		
2NT		5/5 minors		Max 11 HP if non vulnerable	3♣/3♦ to play 4♣/4♦ RKC 3♥/3♠ : forcing 6 suiter		
3♣		6+		preempt			
3♦		6+		preempt			
3♥		7+		preempt			
3♠		7+		preempt			
3NT				gambling			
4♣	c	7+		Solid 7(8)suiter ♥	One over one asks for single or void	Color = short / rebid long suit = 7/2/2/2	
4♦	c	7+		Solid 7(8)suiter ♠	One over one asks for single or void	Color = short / rebid long suit = 7/2/2/2	
4♥		8+		preempt			
4♠		8+		preempt			
4NT				blackwood			