DEFENSIVE AND COMPETITIVE BIDDING

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

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

16+HP / Responses :as after 1NT opening

JUMP OVERCALLS (Style; Responses; Unusual NT)

1-Suit : weak

2-Suit : Gesthem

Reopen:

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

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

Multi Landy

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

Vs.2X : Dbl = info & 15+HP ; 3 Y = 5+c & 10-15HP

Vs. 3X unto :Dbl=16+HP ; bid=12-15HP

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

Vs 1 C strong opening: Dbl = Majors

1 NT = minors

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	Low=odd n°; high =even n°	low =odd number high=even number
NT	Idem or Kantar	idem
Subseq	idem	idem

Other:

LEADS

Lead	Vs. Suit	Vs. NT
Ace	Top of sequencee	Idem
King		
Queen		
Jack		
10		Kantar
9		Kantar
Hi-X	Even n°	
Lo-X	Odd n°	

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	< = encouraging > = discouraging and preference for highest suit when even/for lowest suit when odd	High-low= even numb Low-high=odd numb	REVAN: 2-3-4=same color 5-6-7=asks directly 8-9-10=asks same value
Suit 2			
3			
1			
NT 2			
3			

Signals (including Trumps):

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Neg Dbl till 3 S

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

W B F CONVENTION CARD

CATEGORY: BELGIAN TEAM CHAMPIONSIP
TEAM & DIVISION Lier 2 Nationale 3 A

PLAYERS: Claessens Liev Vbl nr : 23875
Ceulemans Freddy Vbl nr : 10616

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5 card Major , 1 D = 4 card

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

1. 2 C : a) 8-9 tricks
   b) 23-24 HP,balanced
   c) bicolour Major : 6-11 HP
2. 2 D : a) manche forcing
   b) 25+ HP,balanced
   c) 6 c Major : 6-11 HP
3. Muiderberg : 6-11 HP & 5 c M & 4+ c minor

Special competitive bids:

1.Gesthem : (1X) – 2 X = 5+/5+ cards in opposite colours

(1 X) – 2 NT = 5+/5+ in lowest colors

(1 X) – 3 C = 5+/5+ in highest colors

2. Rubensohl in following situation: 1NT- (2X) - Rub

3. Multi Landy over (1NT)

SPECIAL FORCING PASS SEQUENCES

OVER OPPONENTS' TAKEOUT DOUBLE

IMPORTANT NOTES
PSYCHICS:rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	3 S	10-19 HP		4 th color = forcing	
					jumps : weak /		
1♦		4	3 S	10-19 HP	Idem as for 1 C	idem	
1♥		5	3 S	10-19 HP	1 NT = 6-10 HP	Superstayman	
					2NT till 4D=fit bids		
1♠		5	3 S	10-19 HP	Idem	Superstayman	
INT			none	15-17 HP	2 c = stayman(may be weak and without 4c M)	Natural	
				Balanced (single possible)	2 D,H,S,NT = transfer / 4 C = Gerber	Over overcall on 2-level: Rubensohl	
2♣	X		none	a) 8-9 tricks unicolor b) 23-24 HP,balanced c) bicolour Major,6-11 HP	2 D = weak and partner may choose his > M 2 H,S= 4+ card 3 H,S = limit hand,10-11 DHP and 4 c 2 NT = 12-14+DHP & fit or 15+HP	3 C= 6-8HP relais 3D 3H/S =5H/S ;3NT=5/5 4H=6H/4s;4S=6S/4H 3D=9-11HP 4/6 relais 3H 3S =6H/4S 3NT=6S/4H 3H/S=9-11HP&resp 5H/4S -5S/4H 3NT=9-11HP &5/5 3 in color=8Tticks 4 = 9 tricks	
2♦	X		none	a)manche forcing b)25+ HP,balanced c)6cMajor &weak,6-10 HP	2H=< 11HP 2S= 12-14 DHP & min 2c Major 2NT= 15+DHP	Pas or 2S = 6 c & weak 2NT = 25+HP 3 = manche forcing in color 3 NT = 27+ & no singleton 4 H/S = 11 tricks 3 C/D = resp 6H/6S & 6-8HP 3 M = 6cM & 9-10 HP	
2♥	X		none	Muiderberg: 5cH & 4+c minor 6-11HP	2NT = 15+DHP 3C = to play minor 3D*= fit M & 12-14DHP 3H=limit 10-11 DHP 3S=15+DHP&5+c S	3m=6-8HP 3H=9-11HP&4+ C 3S=9-11HP&4+ D	
2♠	X		none	Muiderberg : 5cS & 4+c minor 6-11HP	2NT = 15+DHP 3C = to play minor 3D*= fit M & 12-14DHP 3S=limit 10-11 DHP 3H=15+DHP&5+c S	idem	

2NT			none	20-22HP,balanced(single possible)	3C=Niemeyer 3D,H=transfer 3S* = 5cS&4cH	3D=4cmajor / 3Major=5cM	
3♣		7	none	Pre-emptive,max 11HP	natural		
3♦		7	none	Idem	idem		
3♥		7	none	Idem	idem		
3♠		7	none	Idem	idem		
3NT	X	Gambling	4C:relay				
4♣		8		Pre-emptive	natural		
4♦		8		idem	idem		
4♥		8		idem	idem		
4♠		8		idem	idem		
4NT							
5♣		8+		Pre-emptive		**HIGH LEVEL BIDDING**	
5♦		8+		idem		4 C = asking aces : 0/3 – 1/4 – 2 diff – 2 =	
5♥						5 C = asking kings : idem	
5♠						4 NT = RKC	
						DOPI / ROPI	