DEFENSIVE AND COMPETITIVE BIDDING

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

Natural natural

1NT OVERCALL (Responses; Reopening)

2° pos 15-18H 2♣ stayman 2♦/2♥/2♠/2NT transfer

2♣ stayman can be weak

4° pos 10-12H 2♣ stayman 2♦/2♥/2♠/2NT transfer

JUMP OVERCALLS (Style; Responses; Unusual NT)

2♥/2♠ weak 6 (7) cards

Reopen:

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

2 suiter Ghestem

1 NT

2♣ Landy 2♦ 6+M 2♥/2♠ 5+M & 4+m, 2NT: 2 minors

DBL good long suit 5m+, 4M+, optional penalty

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

natural

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

natural

OVER OPPONENTS' TAKEOUT DOUBLE

XX 10+HCP

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	Small encouraging asks count (even-odd)	Small encouraging asks count (even-odd)
King		
Queen	Head of sequence	Head of sequence
Jack		
10		head or XJ10x
9		head or X109x
Hi-X	even-odd	
Lo-X		

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	even-odd		attitude
Suit 2	Low card can be E		Suit preference
3			
1			
NT 2	Attitude		Suit preference
3			

Signals (including Trumps):

attitude

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

natural

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

All eventual artificial bids are alerted

W B F CONVENTION CARD

CATEGORY: BELGIAN TEAM CHAMPIONSHIP
TEAM NAMUR 3 _ DIVISION 3 D

PLAYERS: Ph. Clève, P. Degembe, Th. Hawia, X. Hawia

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

MAJOR 5°

1NT 15-17H

2♣ semi-forcing **2♦ forcing**

2♥/ 2♠ 6 weak

SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENSE

2♥/2♠ with jump 6+ cards weak

2 SUITER GHESTEM

2NT = 2 lowest

3♣ = 2 highest 1♣-2♦ = 2 Majors

Cue-bid = highest & lowest 1♣-3♣= highest & lowest

1♣-2♣ natural

SPECIAL FORCING PASS SEQUENCES

		IMPORTANT NOTES
		PSYCHICS: no

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED H BIDDIN
1♣		2		11-23 HCP Opening:best minor in quality	Priority to the major	Walsh	
1♦		4					
				11-23 HCP	1 NT one round forcing raise 3-4 = preempt 5-10S 2NT = fit + 12 3 cards 3♣ = fit 9-11 - 4 cards 3♦ = fit 7-9 - 4 cards others natural		
1♥		5				2 M: 6 M (11-14); 3 M: 6 M 15-17; 2 NT: 17-18;	
						3 NT: 18-19; 2m: best minor	
1♠		5					
1 NT				15-17 H Major 4	2♣ stayman from 8 H , 4 levels 2♦/2♥/2♠/2NT Tranfer Lebensohl		
2♣	X			One suiter (4 losing cards) or regular 22-23	2♦ relay 2♥/2♠ suit preference(5 M – 2 honors) 3♣/3♦ (6 m – 2 honors)g	2♥/2♠ weak 2NT...3♠ strong pass 2♠−2NT...3♠ strong 3♣/3♦ min 5-4 3♥/3♠ max 5-4 3NT max 5422 4X-4NT strong	
2♦	X			3 losing cards Regular hands 24+ HCP GAME FORCING 3 suiter 18+ HCP	2♥ no ace, 2♠ ace in major 3♣/3♦: ace in ♣/♦. 3♥/3♥: 5 cards with 2 honors 3NT: 2 aces		
2♥	X	6		Major 6	2NT: relay, 3 M if weak, 3 any if strong		
2♠	X	6					
2NT				20-21 ; Major 5 possible	3♣ Puppet Stayman 3♦/3H♥ tranfer for ♥/♠ 3♠ tranfer for minor 3NT if 4 pts	3♦ 1-2 Major 4° 3♥/3♠ Major 5° 3NT no M	

3♣3♦ 3♥3♠		7		Pre emptive	Another color: one round forcing		
3NT	X			Gambling	4♣ ask for closed minor suit > pass or 4♦		
4♣	≡	0		8+♥ closed			
4♦ 4♥4♠ 5♣5♦ 5♥5♠	≡	0 8		8+♠ closed Pre emptive			
		8		Pre emptive			
						HIGH LEVEL BIDDING	
						4NT BW 41/30	
						,	
						Cue-Bid = control of asking	