DEFENSIVE AND COMPETITIVE BIDDING

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

Usually 5+ cards, 8-15H, constructive at 2-level

Reopening: 8+

Responses raise: law of total tricks

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

2nd 16-18; stayman, transfers

4th (reopening) 10-12(13)H; Stayman, transfers

JUMP OVERCALLS (Style; Responses; Unusual NT)

2-level: weak

3-level : pre-emptive

4♥/4♠- pre-emptive or to play (after earlier pass partner)

Unusual 2NT – 5+/5+ 2 lowest remaining

Reopen:

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

Direct cue bid: 2 highest remaining

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

Multi Defence VS 1NT– partner anticipates on possible conversion

	Strong NT	**Weak NT**
Double	(5) 6+♣ or min 4-4 ♦/♥	Penalty
2♣	(5) 6+♦ or min 4-4 ♥/♠	
2♦	(5) 6+♥ or min 4-5 ♠/♣	
2♥	(5) 6+♠ or min 5-5 ♣/♦	
2♠	min 4-5 ♠/♦	(5) 6+♣ or min 5-5 ♦/♥
2NT	min 5-5 ♣/♥	min 5-5 ♣/♥ or min 5-5 ♠/♦

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

Natural

2NT 15-17(18)H

4-level - Worldconvention

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

OVER OPPONENTS' TAKEOUT DOUBLE

Redouble: 10+H

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3th/5th	3th
NT	4th	3th
Subseq		

Other:

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKxx	AKQ(x), AKJ(x)
King	HQ, HQx(x), AK sec	KQJ(x), KQ10(x)
Queen	QD, QDx(x) …	AQJ(x), QJ10(x), QJ9(x)
Jack	J10, J10x, J10x(x)) …	AJ10(x), KJ10(x), J109(x),..
10	10 9, 10 9 x (x) …	A/K/Q 10 9 (x), 10 9(x)
9		
Hi-X	Parity or top of sequence	Top of sequence
Lo-X	3th / 5th	4th

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	H/L	If useful	H/L
Suit 2		HI – LO = pair	(H encouraging)
3			
1	H/L	If useful	H/L
NT 2		HI – LO = pair	(H encouraging)
3			

Signals (including Trumps):

Lavinthal

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Opening: double for unbid suits

Strong hand: first double than 5+ card

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Negative

Competitive

Responsive

Support

W B F CONVENTION CARD

CATEGORY: BELGIAN TEAM CHAMPIONSHIP
TEAM & DIVISION: AARSCHOT III D
PLAYERS: Roger Aertsens 10128
Guido Vandebeek 13937

25/09/2026

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5 card major, longest minor =>- 1♣ and 1♦ = 3+card:

1NT = (14) 15 -17

Multi 2♣ - weak 5/4M or semi forcing

Multi 2♦ - weak with 6c M or game forcing

Muiderberg 2♥/2♠

Gambling 3NT

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

Multi Defence against 1NT

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES / other conventions

Lebensohl

Drury

Roudy

Truscott

Walsh

PSYCHICS:rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	Pass: in 1st or 2nd position < 12 H, 14 DH; in 3th or 4th position < 10 H, 12 DH			
				DESCRIPTION	**RESPONSES**	**SUBSEQUENT ACTION**	**PASSED HAND BIDDING**
1♣		3	4♥	10-19	Walsh, inverted, 1NT = 8-10		
1♦		3	4♥	10-19	Inverted		
1♥		5	4♥	10-19	1NT – 5-10 2♥ 5-9, 3+ fit 2NT 10-15; 3c fit; regular 3♥ 8-10; 4c fit 3NT 11-14, 4c fit; regular Splinter 10-12, 4+ fit		
1♠		5	4♥	10-19	See 1♥		
INT				15-17	Stayman + Texas (+ 2♠ =>3♣; 3♣ => 3♦)		
				No 5c M; 5422 and 6c minor possible	3♦/3♥/3♠ => slam interest		
2♣	X			Multi, 5/4M weak			
				or SF (NT 22-23)		After 2NT Puppet Stayman + Texas	
2♦	X			Multi, weak in Major (6c)	2NT strong relay		
				or GF (NT 24+)	2♥/2♠/3♥/3♠/3♥/weak or less weak relay	After 2NT Puppet Stayman + Texas	
2♥/2♠		5M/4+m		Muiderberg 6-10H	2NT strong relay; 3♦ limit for Major 3♣ pass or correct	After 2NT 3♣ min with ♣ - 3♦ min with ♦ - 3♥ max with ♣ - 3♠ max with ♦	
2NT				20-21	Puppet Stayman + Texas		
				Singleton, 5422, 6c minor possible			
3♣/3♦		6+		Pre-emptive; +/- constructive			
3♥/3♠		7(6)		Pre-emptive			
3NT	X			Gambling			
4♣/4♦		7+		Pre-emptive			
4♥/4♠		7+		Pre-emptive (or to play in 3th and 4th position)			
4NT	X			6/6 minor			
5♣						**HIGH LEVEL BIDDING**	
5♦						Mixed control bids	
5♥						Splinter	
5♠						4NT = RKCB	
						4♣ = Gerber	
						DOPI / ROPI	