DEFENSIVE AND COMPETITIVE BIDDING

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

5+card: 7+p on Level1; 10+p on Level2

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

2e and 3e hand: 15-18p

4e hand: 11-15p

JUMP OVERCALLS (Style; Responses; Unusual NT)

weak

Reopen: X or suit 9+p

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

Gesthem

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

X: 5+m and 4+M

2♣: ♥ and ♠

2♦: 6card M

2M: 5card M and 4+card m

2NT: ♣ and ♦

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

Worldconvention: infoX untill 3♠

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	1,3,5e	Parity: high=even
NT	Small promisses	Small promisses
Subseq		

Other:

LEADS

Lead	Vs. Suit	Vs. NT
Ace	Asks Q	Small promisses
King	HQ…	HQJ..; HQT..
Queen	QJ…	QJT..; QJ9…
Jack	JT….	Promiss T
10		Promiss 9
9		Promiss 8
Hi-X	Mostly no Interesse	Mostly no Interesse
Lo-X	Mostly Interesse	Mostly Interesse

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Small Asks		Small Asks
Suit 2			
3			
1			
NT 2			
3			

Signals (including Trumps):

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

W B F CONVENTION CARD

CATEGORY: BELGIAN TEAM CHAMPIONSIP
TEAM & DIVISION
PLAYERS:

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

M of 5; longest m

2♣:SMF or better

2♦: Multi

2♥: both M and <12p

2♠: 5card ♠ ans <12p

3ZT: gambling

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

4ZT: RKC4130

PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.D BL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	x	3		11+p	Inverted Minor 3♣ weak max 9p	1♣-2♣: 2NT and 3♣ NF	
						1♣-1M-1NT: 2♣: Roudi	
1♦	x	3		11+p	Inverted Minor 3♦ weak max 9p	1♦-2♦: 2NT and 3♣ NF	
						1♦-1M-1NT: 2♣: Roudi	
1♥		5		11+p	2♣: F; 2♥: 3card 6-9p; 3♥: 4card 3-7p; 4♥: 5+card		2♣: Drury
					3♦: 4+card 8-9p; 3♣: 4+card 10-11p		
1♠		5		11+p	2♣: F; 2♠: 3card 6-9p; 3♠: 4card 3-7p; 4♠: 5+card		2♣: Drury
					3♦: 4+card 8-9p; 3♣: 4+card 10-11p		
INT				15-17p no 5card M	2♣: Stayman; 2♦/♥/♣: Trf; 2NT: 9(8)p		
				Possible 6m			
2♣	x	0		SMF or better	2♦: 0-7p no Ace, no 2 Kings; 2♥: 1 red Ace		
					2♠: 1 black Ace; 2NT: 8+p no Ace; 3♣: 2 Aces <11p; 3♦: 2+Aces 11+p		
2♦	x	0		6card M 6-10p or	2♥: P/C; 2♠: Inv 4♥; 2ZT Asking (14+p)		
				3 Suits 20-25p (2NT-rebid)		2Z-rebid: 1° ask shortness; 2° ask strength (NB)	
2♥		4		4+card ♥ and ♠; <12p	2ZT: Asking	3m: short and max	
2♠		5		5card ♠; <12p	2ZT: Asking	3x: short and max	
2NT				20-22p possible 5M or 6m	3♣: puppet Stayman		
3♣		7		preempt			
3♦		7		preempt			
3♥		7		preempt			
3♠		7		preempt			
3NT				gambling			
4♣				preempt			
4♦				preempt			
4♥				preempt			
4♠				preempt			
4NT							
5♣						HIGH LEVEL BIDDING	
5♦							
5♥							
5♠							
¶	¶	¶	¶	¶	¶	¶	