DEFENSIVE AND COMPETITIVE BIDDING

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

Classic

Ghestem

Jump = weak

When partner opens and opponent bids, response on 2 level is forcing

Rubensohl in case of overcall opponents after 1 NT opening of partner

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

2nd : 15-18 HCP balanced,

4th : balancing bid 10-14 P

Responses : cfr 1NT or natural in case of overcall opponents

JUMP OVERCALLS (Style; Responses; Unusual NT)

Weak with length

Ghestem

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

Ghestem

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

Multi landy (exception 2 ♥/♠ can be without a minor) X = 6 card m

Reopening: 2clubs = landy, rest natural, X = 12+ HCP

Vs Weak NT: X = (12)13+ HCP (system on),

colour = natural 5 card with opening

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

2 NT : - 16/18 with stop

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

Natural/classic

OVER OPPONENTS' TAKEOUT DOUBLE

Natural/classic

Rdbl = forcing

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	Small card shows honour	Parity
NT	Kantar Small card shows honour	Parity
Subseq		

Other:top of nothing

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx,Ax(+)	AK,AKx(+),AKJ10
King	KQ,KQJx,KQ10x	KQ,KQJx,KQ10x
Queen	QJ,QJx,QJ10x	QJ,QJx,QJ10x
Jack	J10,J10x,J1098 or AQJ	J10,J10x,J1098 or AQJ
10	10x,109(+) or KJ10	10x,109(+) or KJ10
9	9x,98 or Q109	9x,98 or Q109
Hi-X	Xx, Xxxx	Xxxx, XX,
Lo-X	xXx	xX

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	High = ENC	High = EVEN	Italian
Suit 2	High = EVEN		
3			
1	High = ENC	High = EVEN	Italian
NT 2	High = EVEN		
3			

Signals (including Trumps):

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

10 p and the unbid suits, offshape ok if 16+

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

W B F CONVENTION CARD

CATEGORY: BELGIAN TEAM CHAMPIONSIP
TEAM & DIVISION
PLAYERS:
30540 Inge Van Damme
30535 Willy De Nockere
20525 Els Clarysse

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Longest minor/5-card majors

Walsh

2 over1

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

Inverted minors

Ghestem

Double deux

Checkback stayman and rebid 2ZT

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

PSYCHICS: almost never

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3		11 HP and +	Walsh	Double deux	
1♦		3		11 HP and +	classic	Double deux	
1♥		5		11 HP and +	1 NT round forcing (6-11), possible with 3card fit 2 H : 3H and 8-11 p 2 over 1 = GF 3 & 4H: weak Jacoby 2NT FG 3+H (also after intervention)		
1♠		5		11 HP and +	Idem ♥		
INT				15-17 hp balanced	Stayman (can be without 4 card major) Jacoby	Smolen after stayman (min 10 P)	
					2 ♠ = transfer clubs (6card) 2 ZT = transfer 6 card diamonds 3 ♥/3♠ ; min 6, strong quantitative invitation (4ZT = 16-17p – 5 ZT = 20-21p)		
2♣	x			Multi GF, >=24p balanced	Relay 2♦	Pass = weak 2 ♦ 2 nt - 24-25 p 3 nt >=26-27 p	
				Or weak with ♦ (>=6cards)	Weak hand Relay 2♦ Strong hand : 2NT or own colour		
2♦	x			Multi Weak >= 6 card major	2♥ = relais (weak hand) 2♠ = limit hand supporting ♥ 2 NT= min. 15 p : rebid opener 3♣ = min with ♥ 3♦ = min with ♠ 3♥ = max with ♠ 3♠ = max with ♥	Opener rebids colour with a jump in case of 8/9 tricks	
				Or Semi GF 22-23 balanced or 8/9 tricks	classical		
2♥	x			No opening 5/5 major in case of non-vulnerable 5/4 or 4/4	Pass = weak with ♥ 2♠ = weak with ♠ 2NT : >=14/15 p		
2♠	x			Min 5/5 minors: 11-13 or MF	Weak hand : preference minor 2ZT = 10-12 p – rebid opener : 3♣ / 10-13 p = 6 ♣/5♦ 3♦ 10-13 p = 5 ♣/6♦ 3♥/3♠ = single/void 5/5 10-13 P 3ZT : 5/5 MF 4♣ = MF min 6 card 4♦ = MF min 6 card		

2NT				20-21 p	Puppet or jacoby - 3NT: 5♠/4♥ 3♠ : trf ♣ / 4♣ trf ♦		
3♣		7		preempt			
3♦		7		preempt			
3♥		7		preempt			
3♠		7					
3NT	x			gambling			
4♣		8		preempt			
4♦		8		preempt			
4♥		8		preempt			
4♠		8		preempt			
4NT				/			
5♣				preempt		**HIGH LEVEL BIDDING**	
5♦				preempt		Control bids - splinter	
5♥				preempt		4NT : RKC – 1430	
5♠				preempt		5 NT : king ask (0-1-2-3)	
						Exclusion blackwood (0,1,2 etc..)	