DEFENSIVE AND COMPETITIVE BIDDING

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

Direct seat: at the 1 level 8–15 HCP; at 2 level 10–15 HCP.

With a fit, fourth hand will support: 3-card support, 6–9 pts without a jump; with extra trumps and ruffing value: jump support. With 10+ pts: cuebid or X.

With 2-suiter: Michaels cuebid and Unusual NT

Balancing seat: at the 1 and 2 level: 8–12 HCP.

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

2nd hand: 15–18 HCP with a stopper if a major. Double first and then NT shows stronger hands (19+). In pass-out seat: 11–14 HCP and 2NT 18–20 HCP.

Responses: after LHO passes: system on (Stayman, Jacoby); after a bid by LHO: natural (to play) or double with values.

JUMP OVERCALLS (Style; Responses; Unusual NT)

Jump to 2: weak, 6+ cards (may include a 4-card major if passed hand). Jump to 3 and higher: weak, rule of 123. 3 of a minor may be with 6 cards.

Reopen: jump bid shows opening strength and 6 cards

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

Michaels or Leaping Michaels after a preemptive bid. Always 5-5; after a minor this shows both majors; after a major this shows the other major and a minor. 2NT (or higher, but not 3NT) is 5-5 in the lowest unbid suits.

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

Against strong 1NT: Multi-Landy (X = minor length, 2♣ = both majors, 2♦ = 6+ hearts or spades, 2M: 5-card major + 4+ minor; 2NT = 5-5 minors).
With a passed hand, 2♣ is to play and X shows majors (5/4).
Against weak 1NT: same, except double is for penalty.

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

Leaping Michaels: with two-suiter (e.g., 4♣ after 3♣ shows ♦+M; 4♦ shows both majors). Bidding in 2nd hand = 15+; in 4th hand = 10+.
Double is takeout through 4♥. 3NT = 17+ with stoppers.

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

Suit = 5+ cards, natural. Suit at the 2 level shows the bid suit + the next higher-ranking suit.

OVER OPPONENTS' TAKEOUT DOUBLE

Suit at the 1 level F1; suit at the 2 level 6–9 NF; RDBL = 10+. 2NT = 10+ and 4+ card major fit.

LEADS AND SIGNALS

OPENING LEADS STYLE

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

Other: Kantar vs NT (10 or 9 promises 0 or 2 higher honors).

Ace lead = attitude; King lead = count.

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(x) or A(x)	AKQ(x) or A(x)
King	AK, AKxx(x) or KQ(x)	AKQx(x) or KQJ(x)
Queen	QJx(x) or KQx(x)	QJTx(x) or KQT9(x)
Jack	JTx(x) or Jx	JT9x(x) or Jx
10	T9x or KJT(x)	T98(x) or AJT(x), KJT(x)
9	9x or KT9(x), QT9(x)	9x or A/K/Q + T9(x)
Hi-X	passive	passive
Lo-X	positive	positive

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Attitude or count	Count	Attitude
Suit 2	Count or attitude	Attitude	
3	Suit preference		
1	Count or attitude	Attitude	
NT 2	Suit preference		
3	Attitude or count	Count	Attitude

Signals (including Trumps):

direct attitude (high = encouraging). High-low for even; when discarding, Italian Lavinthal.

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

2nd hand: 12+ or slightly less with perfect distribution.

Over 4♠, double is penalty and 4NT is takeout.

4th hand (pass-out seat): from 8+ HCP.

Sandwich: 12+ with 4-4 in the unbid suits.

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Reopening double, negative double, support double, maximum double.

Lead-directing double after a conventional bid; support or top honor after cuebid of our suit; Lightner double.

W B F CONVENTION CARD

CATEGORY: BELGIAN TEAM CHAMPIONSIP
TEAM & DIVISION : Sandeman 3, National 3
PLAYERS:

Liliane Vandermeer – 18889
Lennart Heip – 17931
Marc Casteleyn - 29678

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5-card major, longest minor, 2/1 GF

2♣: GF or weak with 6+ diamonds.
2♦: Semi-GF or weak with 6+ hearts.

2♥: Weak with 5 card hearts and 5+ cards in other suit.
2♠: Weak with 5+ card spades

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

Drury: 2♣ shows a limit hand and fit after a PASS in the previous round.

Rubensohl: after a 2-level intervention over our 1NT.

Checkback Stayman after 2NT rebid; XYZ after 1-level rebid.

Niemeijer after 2NT opening.

Fourth suit F1.

After 1m – (pass) – 1X – (pass), 2m – (pass), the next unbid suit is artificial, GF, and asks for stoppers for 3NT.

Inverted minors.

SPECIAL FORCING PASS SEQUENCES

DOPI - ROPI

IMPORTANT NOTES

PSYCHICS: very rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	3♠	11–21 HCP, no 5-card major unless very strong. With 3♣ and 3♦ we open 1♣; with 4-4 we open 1♦. Clubs may be longer than diamonds when opening 1♦.	Jump in a new suit to the 2 level shows 5+ cards and 0–5 HCP. Simple raise to 2m: 6–9 HCP; 3m: 10–11 HCP with 5+ card fit. XYZ after opener's 1NT rebid; Checkback after 2NT. After opener rebids his minor, the lowest new suit is artificial and GF. 2NT shows a minor fit and is very weak (<7 HCP).	After an overcall, 2m is stronger than 3m. Double shows 4 hearts and possibly 4 spades; 1♥ shows 5+ cards. New suit at the 2 level is 6–9 HCP, NF; new suit at the 3 level is F1.	
1♦		3	3♠	Same minor-opening structure as 1♣.	Same responses as after 1♣.	Same subsequent auctions as after 1♣.	
1♥		5	3♠	11–20 HCP, 5+ card major.	With fit: 2M = 8–10 HSP, 3M/4M weak, 2NT = 4+ card fit and 11+ HCP, 4X = splinter. 1NT = 6–11 HCP and forcing, with or without fit. 2X is natural and GF.	After 2NT, 3X shows shortness + strength. After an overcall, 2NT = 4-card fit and limit+. After 1M–2M, 2NT or 3X is a trial bid; 3M is preemptive.	2♣ by a passed hand shows fit and 10–11 HCP.
1♠		5	3♠				
INT				15–17 HCP, may include a 5-card major. May be 5422 if stoppers are held in the short suits.	2♣ promises no major; may be weak if short in clubs. 2♦/2♥/2♠/2NT are transfers, with 5+M or 6+m. 3m is weak with 5-5 minors.	After 2♠/2NT, the next bid shows a top honor in the minor. Responder's rebid of 3M afterwards shows shortness	
2♣	X			GF or weak (4-11HCP) with 6+ diamonds.	2♦ unless strong (14+).	2♣–2♦: P (weak); 2M (GF, 4+c), 3m (GF; 6+c and no 4kM.	
2♦	X			Semi-GF or weak (4-11HCP) with 6+c♥.	2♥ P/C; 2♠/3m NF, 2NT relay. 3♥/4♥: to play (unless opener has Semi-GF hand)	2♦–2NT: 3♣/3♦ is weak (min/max); other bids show Semi-GF hand.	
2♥		5		Weak (4-11HCP) with 5+c♥ and 5+c in other suit.	2♠ P/C; 2NT relay asking for side suit. 3m: NF, 3♥/4♥/3NT: to play; 3♠/4m: fit bid	2♥–2NT: 3m shows ♣/♦ as side suit. 3♥/3♠ shows ♥&♠ (min/max).	
2♠		5		Weak (4-11HCP) with 5+c♠	2NT relay; 3X natural NF, 4X: fit jump. 3♠/4♠/3NT: to play	2♠–2NT: 3m shows 5♠+4c♣/♦; 3M shows 6c♠ (max/min); 3NT = 5332.	
2NT				20–21 HCP, balanced. May exceptionally include a singleton top honor.	3♣ = Niemeijer; 3♦/3♥ = Jacoby; 3♠ = slam-invitational minor two-suiter; 3NT = 5♠/4♥.	After an overcall: DBL = penalty; suit at the 3 level is to play; cuebid = GF.	
3♣		6		Preemptive, 4–11 HCP. 3m may occasionally be only a 6-card suit.	The next suit asks opener whether he has the Ace in his long suit; if yes: bid the next suit; if no: bid 4m.		
3♦		6					
3♥		7		Preemptive, 4–11 HCP.			
3♠		7		Preemptive, 4–11 HCP.			
3NT	X	7		Gambling: solid minor, no outside A/K	Pass or 4♣ (pass or correct).	**HIGH LEVEL BIDDING**	
4♣		8		Preemptive, 4–11 HCP.		4NT Blackwood: 5♣ = 1 or 4; 5♦ = 0 or 3; 5♥ = 2 with 1 or 4 kings; 5♠ = 2 with 0 or 3 kings; 5NT = 2 with 2 kings. Next suit after 5m asks for number of kings. 4NT RKB: 5♣ = 1 or 4; 5♦ = 0 or 3; 5♥ = 2 or 5 without Q; 5♠ = 2 or 5 with Q; 5NT = even with a void; 6X = odd with a void in the bid suit. DOPI – ROPI; Exclusion Blackwood = 5X	
4♦		8		Preemptive, 4–11 HCP.			
4♥		8		Preemptive, 4–11 HCP.			
4♠		8		Preemptive, 4–11 HCP.			
4NT							
5m		8		Preemptive, 4–11 HCP.			