DEFENSIVE AND COMPETITIVE BIDDING

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

Responses:
1 NT = 8-11 H
Jump fit non constructive
Cue-bid = 11H+ fitted or not
New suite at same level = 1 round F

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

2nd pos. :16(15)-18H
4th pos. : balancing : 10-13H
Responses: Stayman, Texas if no overcall.
Natural suit after overcall.
4th pos.: 1NT= 4M+5/6m when opponents have bid the 2 other suits

JUMP OVERCALLS (Style; Responses; Unusual NT)

2♥ 2M /2♠ = weak 6 cards ♥/♠
Ghestem 2-suiter
Other jumps pre-emptive

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

Ghestem 2-suiter

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

Vs 1NT 15-17H: MultiLandy
Vs 1NT weak: DBL = 14H+
2♣ = Landy
2♦/♥/♠ = natural
2NT = 2 minor suites

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

After 2♥/♠ weak: 4♣= ♣ + M, 4♦= ♦ + M, cue-bid = 2 minors 5
2NT = 16-18H, 3NT = 19-22H

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

Dbls are lead directing

OVER OPPONENTS' TAKEOUT DOUBLE

Rdbl = 10H+ (fit possible)
Suit = weak (6cards+) except 2♦ after 1 Major opening
Bergen raises still valid after 1 Major opening

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	odd-even or Hon.sequence	Odd-even
NT	4th best (normally)	Odd-even
Subseq	A call, K parity, Q/K:odd-	

Other: New suit lead: small encouraging

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK(x+)	AKQ(x+) or AK(x+)
King	KQ (x+) or AK	KQJ(xx+) or AKJ(xx+)
Queen	QJ(x+)	QJ10(x+) ADJ(x+) AKQx
Jack	J10(x+) or Jx	J109(x+)
10	109(x+) or 10x	
9	98(x+) or 9x	
Hi-Lo	even number cards	same
Lo-Hi	odd number cards	same

SIGNALS IN ORDER OF PRIORITY

Suit	Partner's Lead	Declarer's Lead	Discarding
A	small encouraging	Odd-even	Italian
K,Q,J	Odd-even	Id.	
NT			
A/Q/J	Small encouraging	Odd-even	Lavinthal
King	Unblock	Odd-even	

Signals (including Trumps): High Low: impair n° of trumps

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Standard
After Double of Opponents 1♦/♥: then 1♥/ 1 ♠ M promises 5 cards

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Lead directing on opponent's conventional bids
X after opening 1NT= 4 card M and a 5card minor suit

W B F CONVENTION CARD

CATEGORY: BELGIAN TEAM CHAMPIONSIP
TEAM & DIVISION : SMOHAIN 2 Division IIID
PLAYERS: Brams Anne 073067
Couvreur daniel 72383

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE
Major 5th Diamond 4th
1NT = 15-17H
Odd/Even
Lavinthal discard when NT, and Italian for suit

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

Over opening 1♣/♦/♥: jump 2 ♠ weak 6 cards
opening 1♣/♦: jump 2 ♥ weak 6 cards
opening 1♥/♠ : double jump = splinter

Rubensohl when overcall is not artificial

2♦ Forcing game response Aces
2 ♣ strong 6 cards with 8 tricks or 22/23 H
2♥/ 2♠ 6 card weak
Bergen raises also over intervention

Landik: 1♣/♦–1NT–2♣ = min 4♥+ 4♠ < 9H

SPECIAL FORCING PASS SEQUENCES

none

IMPORTANT NOTES

none

PSYCHICS: No but weak overcalls can be very weak

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION
1 ♣		2		11H+ Natural	2 ♣ = 10HLD+ 5 cards	Response 2SA or 3 ♣ MIN.
					3 ♣ = less than 10HLD cards	
1 ♦		4		11H+ Natural	2 ♦ = 10H +5 cards	Response 2SA or 3 ♦ MIN.
					3 ♦ =less than 10 HLD and 5cards	
1♥/1♠		5		11(10)H+ Natural	2♥/♠ = 8-10 H, 2♦= 4 cards+♦ or weak fit <8H; 2NT = 11HLD+ fitted (also after overcall); Bergen raises; Splinter	After 2 ♦: recall 2♥ /♠ < 17HLD, new suit > 17HLD. After 2NT: 3♣=11–14 HLD with void or sing, 3♦=12–14H reg, 3♥ = 15-17HLD with v/s, 3♠=15–17H reg, 3NT = 18-19H reg. 4x :18H+ with v/s
INT				In principle 15-17H balanced 5-card major possible	Stayman: weak with 2 maj. 4 cards or 8H+ with Maj 4 cards; 2♠ = Texas ♣, 3♣ = Texas ♦	
2♣	x			• 8 tricks or regular 22-23H	2♦ = relay	After 2NT: Puppet Stayman
2♦	x			• Game forcing • If balanced ≥ 24H	2♥ no A; 2♠ 1 A;2NT:8H/2K 3♣1A 8H+;3♦:2A	After 2NT: Puppet Stayman
2♥		6 cards		(6/10H)	2NT = strong (14H+)	After 2 NT bid strength if weak rebid M
2♠		6 cards		(6/10H)	2NT strong (14H+)	After 2 NT bid strength if weak rebid M
2NT				20-21H balanced 5 cards Major possible	Puppet stayman; Texas; 3♠ = 5♠ + 4♥	
3♣		7		5-11H		In 3rd hand can be 6 cards
3♦		7		Id.		In 3rd hand can be 6 cards
3♥		7		Id.		In 3rd hand can be 6 cards
3♠		7		Id.		In 3rd hand can be 6 cards
3NT	x	7		7 cards minor without other control		***OTHER CONVENTIONS***
4♣		8				Classic Roudi,
4♦		8				Checkback Stayman
4♥		8		Possible 7 cards with minor 4 cards		
4♠		8		Idem		4th Suit Force
4NT	x			Two strong minor suiters		Roman Key cards Blackwood
5♣ / 5♦						Exclusion Blackwood
5♥ / 5♠						