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 suit at same level = 1 round F

Mixed raise: Intervention 1M followed by Resp 2NT = 4 cards 7-9H

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♥/♠ = 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: Multi-Landy

Vs 1NT weak: Multi-Landy

2NT = 2 minor suits

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

After 2♥/♠ weak: 4♣= ♣ + M, 4♦= ♦ + M, cue-bid = 2 minors 5 3♣/♦ = 6 cards

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
Ace	small encouraging	Odd-even	Italian
KQJ	Odd-even	Id.	
Smith	yes		
NT			
Ace	small encouraging	Odd-even	Lavinthal
King	Unblock	Id.	
Q	Small encourages		
J	odd/even		
Smith	yes		

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= 6 cards suit

W B F CONVENTION CARD

CATEGORY: BELGIAN TEAM CHAMPIONSIP
TEAM & DIVISION : SMOHAIN 2 Division IIID
PLAYERS: PASCAL Thomas 72433
COUVREUR Daniel 72383

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Major 5th Diamond 4th

1NT = 15-17H

Italian attitude

Lavinthal discard when NT

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♣ multi Both majors Weak or Forcing game

2♦ multi

2♥ Muiderberg

2♠ Muiderberg

Bergen raises

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 ♣ = 10H+HLD 5 cards	
					3 ♣ = 6-10HLD 5 cards	
1 ♦		4		11H+ Natural	2 ♦ = 10H+HLD 5 cards	
					3 ♦ = 6-10HLD 5cards	
1♥/1♠		5		11(10)H+ Natural	2♥/♠ = 8-10 H, 2♦= 4 cards+♦ or weak fit <8H; 2NT = 11HLD+ fitted (cue-bid after overcall); Bergen raises; Splinter	After 2 ♦: recall 2♥ /♠ < 16HLD, new suit > 16HLD. 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	Stayman: weak with 2 maj. 4 cards or 8H+ Maj 4 cards; 2♠ = Texas ♣, 3 ♣ = Texas ♦	
2♣	x			• Weak 5-5 major • Game forcing. • If balanced ≥ 24H	2♦ = normal 2♥ = if better than ♠ 2♠ = if better than ♥ 2NT = 15+	Forcing game After 2NT: Puppet Stayman
2♦	x			• weak 6-card major • strong 1-suiter/8 Tricks • balanced 22-23H	2♥ no ambition facing a week two, 2♠some ♥ fit NF 3♥ with double major fit 2NT = strong (14H+) Other suit weak	After 2NT declarer: Puppet Stayman After 2NT responder: 3♣ weak with ♥, 3♦ weak with ♠, 3♥ max of weak 6-card ♠, 3♠ max of a weak 6-card ♥.
2♥		5/4+		Muidenberg (6-10H) 5♥ + ≥ 4 min	Pass: prefer H;2♠ prefer ♠; 3,4 M pre-emptive 2NT = strong (15H+)	On 2NT answer: 3♣ 6-8H, 5♥ + 4♣ 3♦6–8H, 5♥ + 4♦ 3♥ 8-11H, 5♥ + 4♣ 3♠ 8-11H, 5♥+ 4♦
2♠		5/4+		Muidenberg (6-10H) 5♠ + ≥ 4 min	3♣ preference minor suiter 3,4 ♠ pre-emptive 3♦ one round force 2NT strong (14H+)	Pass or correct On 2NT answer: 3♣ 6-8H with ♣, 3♦ 6-8H with ♦ 3♥ 8-10H with ♣, 3♠ 8-10H with ♦
2NT				20-21H balanced 5 cards Major possible	Puppet stayman; Texas; 3♠ = 5♠ + 4♥	After Texas 3♦: 3♠ = 5 cards ♠ and only 2 cards ♥ After Texas 3♥: 3NT =5 cards♥ and only 2 cards ♠
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				4-steps Classic Roudi, WALSH DRURY
4♦		8				Checkback Stayman
4♥		8		Possible 7 cards with minor 4 cards		3rd Suite Force
4♠		8		Idem		4th Suite Force
4NT	x			Two strong minor suiters		Roman Key cards Blackwood
5♣ / 5♦						Exclusion Blackwood
5♥ / 5♠						2NT trial bid