

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Responses:
1 NT = 9-12 H
Jump fit non constructive
Cue-bid = 11H+ fitted or not
New suite at same level = 1 round F
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd pos. :16(15)-18H
4 th pos. : balancing : 10-13H
Responses: Stayman, Texas if no overcall.
Natural suit after overcall.
4 th 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 suites
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	4 th 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	Odd encouraging	Odd-even	Italian
King	Odd-even	Id.	
NT			
Ace	Odd encouraging	Odd-even	Lavinthal
King	Unblock	Id.	
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			

W B F CONVENTION CARD
CATEGORY: BELGIAN TEAM CHAMPIONSIP TEAM & DIVISION : SMOHAIN 1 Division IIID
PLAYERS: PASCAL Thomas 7243C
STEED Mercedes 8798
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Major 5 th Diamond 4 th
1NT = 15-17H
Italian attitude
Lavinthal discard when NT
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Over opening 1♣/♦/♥: jump 2♠ strong 6 cards
opening 1♣/♦: jump 2♥ strong 6 cards
opening 1♥/♠ : double jump = splinter
Rubensohl when overcall is not artificial
2♣ multi
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 ♣ = 6-8HLD 5 cards 3 ♣ = 9-11HLD 5 cards but weak after DBL	
1 ♦		4		11H+ Natural	2 ♦ = 6-8HLD 4 cards 3 ♦ = 9-11HLD 4 cards but weak after DBL(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+ with or without maj 4 cards; 2 ♠ = Texas ♣, 3 ♣ = Texas ♦	
2 ♣	x			- Weak 5-5 major - Game forcing. - Strong 5-5 major - If balanced ≥ 24H	2 ♦ = normal 2 ♥ = if better than ♠ 2 ♠ = if better than ♥ 2NT = 15+	Forcing game After 2NT: Puppet
2 ♦	x			- weak 6-card major - strong 1-suiter - balanced 22-23H	2 ♥ no ambition facing a weak 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 ♥ 8-10H, 5 ♥ + 4 ♣ 3 ♠ 8-10H, 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 3 rd hand can be 6 cards
3 ♦		7		Id.		In 3 rd hand can be 6 cards
3 ♥		7		Id.		In 3 rd hand can be 6 cards
3 ♠		7		Id.		In 3 rd hand can be 6 cards
3NT	x	7		7 cards minor without other control		OTHER CONVENTIONS
4 ♣		8				4-steps Classic Roudi,
4 ♦		8				Checkback Stayman
4 ♥		8		Possible 7 cards with minor 4 cards		3 rd Suite Force
4 ♠		8		Idem		4 th Suite Force
4NT	x			Two strong minor suiters		Roman Key cards Blackwood
5 ♣ / 5 ♦						Exclusion Blackwood
5 ♥ / 5 ♠						

