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♥/♠ = 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: Brozel
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 In réveil weaker

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 normally /K asks DeBlok	Odd-even
Subseq	A call, K parityQ/J O-e	

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 can be 4 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 1 Division IIIC
PLAYERS: Cartuyvels Luc 7466
Couvreur Daniel 72383

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE
Major 5th Diamond 4th
1NT = 15-17H
Italian attitude
Lavinthal discard when NT
1x 2y 2z = non forcing with z >x; 1x 2y Dbl = forcing

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
2 ♥: 2M weak

2♠ Muilderberg
Bergen raises

Landik: 1♣/♦–1NT–2♣ = min 4♥+ 4♠ < 9H

SPECIAL FORCING PASS SEQUENCES

none

IMPORTANT NOTES

none

PSYCHICS:

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♥ /♠ < 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 or without maj 4 cards; 2♠ = Texas ♣, 2NT = Texas ♦	After 2 ♠: 2NT = 3 cards ♣ with 1 high Hon. After 2NT: 3 ♣ = 3 cards ♦ with 1 high Hon.
2♣	x			• Game forcing. • If balanced ≥ 24H	2♦ = 0-1 italian control 2♥ = 2 italian controls 2♠ = 3 italian controls 3♣ = 4 italian controls, etc	Forcing game After 2NT: Puppet Stayman
2♦	x			• weak 6-card major • strong 1-suiter • 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+ both majors		(6/10H)	Pass: prefer ♥:2♠ prefer ♠; 3,4 M pre-emptive 2NT = strong (14H+)	On 2NT answer:3♣ 6-8H, 5♥ + 4♠;3♦6–8H, 5♠ + 4♥ 3♥ 8-10H, 5♠ + 4♥;3♠ 8-10H, 5♥+ 4♠ 3NT 8-10H 5♠ + 5♥;4 min: 5♠ + 5♥ with Void
2♠		5/4+		Muiderberg (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		6 cards possible
3♦		7		Id.		6 cards possible
3♥		7		Id.		In 2nd or 3rd hand can be 6 cards
3♠		7		Id.		In 2nd or 3rd 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 /WALSH
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♠						