DEFENSIVE AND COMPETITIVE BIDDING

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

Natural style – suits up to 18HCP

Responses: 1/1 F1 - 2/1 NF - 2/2 F1 (excepted in COMP)

Cue = strong

Reopening: natural

same style/range up to 15-16HCP if reopening with a suit

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

2nd position: 16-18HCP

4th position live: to win (excepted passed hand status showing then a 2-suiter 5/6 lowest suit - 4+ highest)

Responses: Stayman/TRF if 1m opening /// TRF if 1M opening

Reopen: 11-14H excepted aft 1♠ opening: up to 16H (then 2♣ relay)

JUMP OVERCALLS (Style; Responses; Unusual NT)

Style: weak (very weak if NV vs V) - sound if V

Unusual 2NT = 2-suiter lowest suits

Reopen: natural intermediate

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

Direct cue-bid: 2-suiter (highest suits) even (1♣) - 2♣

Jump cue-bids: ask for stopper to play 3NT

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

DBL: penalty style

2♣ = ♥+♠ / 2♦ = 1-suiter Major / 2M = M + m / 2NT = ♣+♦

Reopen:

DBL: penalty style / 2♣ = ♥+♠ / 2NT = ♣+♦/ other = NAT

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

DBL: t/o till 4♥

Cue-bid and any 4m = 2-suiters

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

DBL = ♥+♠

NT = ♣+♦

Other = NAT

OVER OPPONENTS' TAKEOUT DOUBLE

RDBL = 10+ H

2NT and 3NT = sound support

1/1 F1 – 2/1 NF

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	Standard count	Standard count
NT	2nd - 4th best / Top of nothing	Standard count
Subseq	Low enc	Low enc

Other: switch through declarer : 0-2 style

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK(xx)	AK(xx)
King	AK(xxx…) / KQ…	Good suit, asks for unblock
Queen	QJ…	KQ short / AQJ… / QJ…
Jack	KJ10… / J10…	AJ10… / KJ10… / J10…
10	K109… / Q109… / 109…	(AKQ)109… / 109…
9	(KQJ)98… / 98…	(AKQJ)98… / 98… / 9xx
Hi-X	Even	Even
Lo-X	Odd	Odd

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Upside down att	Standard count	Odd = encouraging
Suit 2	Standard count	Standard suit pref	Even = suit pref
3	Standard suit pref		
1	Upside down att	Standard count	Odd = encouraging
NT 2	Standard count	Standard suit pref	Even = suit pref
3	Standard suit pref		

Signals (including Trumps):

Signals in trump suit: upside down count, suit pref

Signals vs NT: subsequent small cards enc for lead continuation (both sides)

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Natural standard style – Responses: NAT (Cue = values)

Same if reopening

(1NT) - DBL - (2X) - DBL = T/O

(1NT) - DBL - (2X) - P - (P) - DBL = T/O

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Lots of responsive and value doubles

Lightner Doubles (Lead-directing)

W B F CONVENTION CARD

CATEGORY: Green

NCBO: BELGIUM

PLAYERS: VAN MIDDELEM Guy (BEL 2123)
CALAS Damien (BEL 6890)

EVENT: European team championships Senior (2026)

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5 cards Major - 1♦ 4+ cards - 1♣ 2+ cards

1NT: 14+-17HCP – 2NT: 19+-21HCP

2♣: 22-23 or 26-27 HCP bal or strong 1-suiter ♣/♦/♠ or FG in ♥

2♦: any FG except strong 1-suiter in ♥ (not FG)
If balanced: 24-25 or 28+ HCP

2♥/♠: weak or very weak if NV vs V in 1st and 3rd position

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

3NT: solid minor suit – no side Ace or King (4th position: to play)

4♣: sound ♥ (4th position: to play)

4♦: sound ♠ (4th position: to play)

3m or 3/4M: PRE (very weak if NV vs V in 1st and 3rd position)

After 1X - (2Y jump): TRF bids as from 2NT

After (any WK 2) - Dbl - (P): 2NT is weak or strong (GF)

Lots of 2NT scrambling in competitive sequences

Natural game-try bids looking for complement (2NT general try)

After 1M - (1NT): natural bids

After 1m - (1NT): same defence as after 1 NT opening

Transfer bids after 1♣-(1♦/♥) and after 1♦-(1♥)

SPECIAL FORCING PASS SEQUENCES

High level competitive auctions

IMPORTANT NOTES

Vs opp 2-suiter: Lowest cue = support (lim +) / 4th suit = NAT F1
Highest cue = shows 4th suit (limited values)

PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	(X)	2	4♥	2+ cards	NAT (1♦ may be bypassed) / Str single jumps	2♣/♦ = relays aft 1m - 1X - 1Y /	Fit jumps
				10-22HCP	2♣ = Inverted support F1 / Splinters	3rd suit F1 / 4th suit F1 / Splinters	Trf bids aft 1♣-(1♦/♥)
1♦		4	4♥	4+ cards / 10-22HCP	Same principles as for 1♣ opening	Relays aft 1m - 1X - 2NT	Fit jumps / Trf bids aft 1♦-(1♥)
1♥		5	4♦	5+ cards / 10-22HCP	NAT / 1NT F1 if 1st-2nd hand op / Str single jumps	2♣/♦ = relays aft 1♥-1♠-1NT // Splinters	Fit jumps / 2♣ relay after PH
					2NT = support (limit + / 3+ cards) / Splinters	4th suit F1 / 1 1M-1NT-2NT = F1	
1♠		5	4♦	5+ cards / 10-22HCP	Same principles as for 1♥ opening	1M-2♣-2M = 6+ cards	Fit jumps / 2♣ relay after PH
INT			4♥	14+-17HCP (M5 / m6 poss)	3 resp Stayman (may be weak or with 5 cards M) 2NT = nat /// 2♦/♥/♠ + 3♣ = TRF	1NT- 2♦/♥-2NT = F1 // possible relays after Stayman or transfers // TRF bids if overcalls	
					3♦/♥/♠ = xx(54) hands // 4X = various 2-suiter		
2♣	X	0	3♦	22-23 or 26-27 HCP	2♦ = waiting / other = good suit	2♣ - 2♦ - 2♥ = FG in ♥ or 25-26HCP	
			till 4♥	Str 1-suiter ♣/♦/♠ or FG in ♥		2♣ - 2♦ - 2♥- 2♠ = art relay	
2♦	X	0	3♦	24-25 or 28+ HCP	2♥ = waiting / other = good suit	2♦ - 2♥ - 3♥ = NF	
			till 4♥	FG exc str 1-suit in ♥ (not FG)		Possible weak relays if FG	
2♥		6(5)		3-10HCP / Weak	2NT = relay		
				very wk NV vs V in 1st/3rd pos			
2♠		6(5)		3-10HCP / Weak	2NT = relay		
				very wk NV vs V in 1st/3rd pos			
2NT			4♥	19+-21HCP (M5 / m6 poss)	3 resp Stayman // 3♦/♥ = TRF // 3♠ = minors	2NT-3♣-3♦-3♥ = art relay asking for minors	
					4♣/♦/♥/♠ = double TRF		
3♣		7(6)		NAT 3-10H (weak or very wk)	New suit below game F1 / 3♣-3/4♦ = art relays		
3♦		7(6)		NAT 3-10H (weak or very wk)	New suit below game F1 / 3♦-4♣ = art relay		
3♥		7(6)		NAT 3-10H (weak or very wk)	New suit below game F1		
3♠		7(6)		NAT 3-10H (weak or very wk)	New suit below game F1		
3NT	X			Solid minor -no side Ace / King	4♣ = pass or correct / 4♦ = relay		
4♣	X	0		Sound preempt in ♥	4♦ = relay		
4♦	X	0		Sound preempt in ♠	4♥ = relay		
4♥		7(8)		NAT 3-10H (weak or very wk)			
4♠		7(8)		NAT 3-10H (weak or very wk)			
4NT				2-suiter ♣/♦ (weak or very wk)			
5♣		8(9)		NAT 3-10H (weak or very wk)		**HIGH LEVEL BIDDING**	
5♦		8(9)		NAT 3-10H (weak or very wk)		KCBW 41-30 with relay asking for trump Q	
5♥		8(9)		NAT 3-10H (weak or very wk)		Control bids / Splinters	
5♠		8(9)		NAT 3-10H (weak or very wk)		5NT (aft BW resp) = looking for grand slam (resp 6X = side King or the 2 others)	
						5NT w/o BW = could be looking for grand slam depending on trump quality	
						Lightner Doubles	
						Forcing pass sequences when our side is in attack	