DEFENSIVE AND COMPETITIVE BIDDING

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

5+ CARD 8-10 HCP

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

15-16 HCP. : SYSTEMS ON

JUMP OVERCALLS (Style; Responses; Unusual NT)

OPENING 8+ CARD

Reopen:

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

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

NATURAL

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

NATURAL

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

OVER OPPONENTS' TAKEOUT DOUBLE

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3TH	
NT	4TH	
Subseq		

Other:

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK; pr AX or partner suit	Idem
King	KQJ or partners suit	Idem
Queen	QJT or partners suit	Idem
Jack	JT9 or partners suit	idem
10	Top of nothing	Idem
9	Top of nothing	Idem
Hi-X	Top of nothing	Idem
Lo-X	encouraging	idem

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	HIGH ENCOUR.		ROMAN LAVINT
Suit 2			
3			
1	HIGH ENCOUR;		ROMAN LAVINT
NT 2			
3			

Signals (including Trumps):

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

W B F CONVENTION CARD

CATEGORY: BELGIAN TEAM CHAMPIONSIP
TEAM & DIVISION
PLAYERS:
LUC MAES 27260
JAN PEETERS 28241

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

SYSTEM STRONG CLUBS

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

1♣ 16+ HP ANY DISTRIBUTION
1♦ 11/15 HCP NO 5CARD MAJOR
2♣ WEAK BOTH MAJORS
2♦ WEAK ONE MAJOR
2 NT : UNUSUAL

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	X	0		16+ HCP	1♦ = 0/5HCP ➔	1♥ = JO-CONVENTION	
				ANY DISTRIBUTION	1♥ = 6/8HCP, … (3HCP UP)		
1♦	X	0		12/15 HCP	2♣ = RELAY (10+HCP) ➔	2♦/2M = MIN. 2NT/3x = MAX	
				NO 5CARD MAJOR	NEW SUIT = NOT FORCING. 2M = GAME FOCRING 5C		
1♥		5		12/15 HCP			
1♠		5		12/15 HHCP			
INT				15/16 HCP BALANCED	STAYMAN / JACOBY		
2♣	X	0		WEAK BOTH MAJORS	PREFERENCE WHEN WEAK		
					2 NT : FORCING (15+)		
2♦	X	0		WEAK ONE MAJOR	2♥ = WEAK RELAY		
					2♠ = LIMIT HEARTS. 2NT = STRONG RELAY		
2♥		5		15/16 HCP 5+	0-7HCP :P. 5CRD AND 0-7 : 3X		
					8+ HPC 2 SA. 9+HCP AND FIT : 4♥		
2♠		5		15/16 HCP 5+	-7HCP :P. 5CRD AND 0-7 : 3X		
					8+ HPC 2 SA. 9+HCP AND FIT : 4♠		
2NT				11/14HCP VUL. 5C ♣/♦	NATURAL		
				8/14 HCP NON VUL 5C ♣/♦			
3♣		7		WEAK			
3♦		7		WEAK			
3♥		7		WEAK			
3♠		7		WEAK			
3NT		7		GAMBLING			
4♣				ACES?			
4♦							
4♥							
4♠							
4NT							
5♣				KINGS?		**HIGH LEVEL BIDDING**	
5♦						ACE 4♣ KING 5♣	
5♥						4♥ 1 RED 4♠ 1BLACK 4SA 2 ACES	
5♠						4♦ : 0/3 ACES	