DEFENSIVE AND COMPETITIVE BIDDING

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

- 6 – 15 HP: support = 3+crd, up to 9 HP
- 9 – 11 HP in re-opening, only cuebid = F
- GHESTEM, 5+ / 5+. 14+HP
- Info double

OUR 1NT OVERCALL (2nd/4th , Responses, Reopening)

- 15 – 17(18) HP >> on minor opening as on 1 NT opening
- On major opening >> **RE**bensohl * see special bids
- In reopening = 9 – 11 HP >> natural,

Cue = RF

JUMP OVERCALLS (Style; Responses; Unusual NT)

- 6(5)+crd, 8 – 11 HP, NF

>> New suit = NF, Cuebid = strong, possibly support

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

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

Modified Multi Landy (2nd & 4th hand)

- Double on weak NT (12 – 14) = 15 - 17+ HP in 2nd hand, long minor on 15 – 17 HP
- 2 ♣ = Majors (5+ / 4+)
- 2 ♦ = 6+Crd Major ♥ / ♠
- 2 ♥ / 2 ♠ = **5**+Crd Major + 4+Crd min. (**NO Muiderberg**)
- 2 NT = 5+Crd / 5+Crd minors

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

-

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

- 2 suit bids: ghestem like: high-low, the lowest, the highest
- Double = 12+ hp, ♣ + other suit
- Suit = solid 5+Crd (for ♣ first PAS)

OVER OPPONENTS' TAKEOUT DOUBLE

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	Small = +, kantar	Odd / Even
NT	4th best / kantar	
Subseq		

Other: MUD, Middle-Up-Down

LEADS

Lead	Vs. Suit	Vs. NT
Ace		
King		
Queen	A Q J 10 or Q J 10…	A Q J 10 or Q J 10…
Jack	J 10 9	J 10 9
10	Top of nothing / Kantar	Top of nothing / Kantar
9	Top of nothing / Kantar	Top of nothing / Kantar
Hi-X		
Lo-X		

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	High – low	Count	Roman Italian
Suit 2			
3			
1	High Low	Lavinthal on dummy`s	Roman Italian
NT 2		single or void	
3			

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

- Support DBL / RDBL = 3+crd

SPECIAL BIDS

- World convention adapted (2 5+Crd)
- On opponents weak 2 / muiderberg:

>> X / 2 NT = 12 – 14 / 15+ with 4-crd other Major,

>> 3 ♣ / 3 ♦ = 12 – 14 / 15+ without 4-crd other Major

W B F CONVENTION CARD

CATEGORY: BELGIAN TEAM CHAMPIONSHIP
TEAM WAASMUNSTER 1 3de NATIONALE A
PLAYERS: KETELS Alexander 27497
ZAMAN Joan 30116
VAN HOUDENHOVE Patrick 20654

2026 – 2027 (update 04/09/26)

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

1 ♣ = 2+crd

1 ♦ / 1 ♥ / 1 ♠ = 5+crd (except 4441, 1 ♦ with 4-crd)

1 NT = 15 – 17 HP

2 ♣ = All SF hands / NT 20(19) - 21 / 25 - 27 or weak 5+crd ♥

2 ♦ = All GF hands / NT 22 - 24 / 28+ or weak 5+crd ♠

2 ♥ = weak ♥ & ♠ 5+ / 4+ any order, 5 – 11 HP

2 ♠ up to 3 ♠ = weak transfers suit or strong bicolors 4 – 5 losers

3 NT = Gambling

*** SPECIAL BIDS THAT MAY REQUIRE DEFENSE**

REbensohl (After 1 NT & opponent 2X)

>> Double = penalty

>> 2Y = to play

>> 2 NT = transfer 3 ♣ >> PASS or Suit on 3-level to play

>> 3 ♦ / 3 ♥ = transfer, 5+crd ♥ / ♠ GF

>> 3 ♣ = REbensohl (kind of stayman)

>> 3 ♦ = no stop, 4-crd ♥ and/or ♠ possible

>> 3 ♥ / 3 ♠ = 4+crd with stop

>> 3 NT = no 4-crd major with stop

1 NT – opponents double: as on1 NT – pas, 1 extra bid:

>> Redouble = minor length (6+crd)

Jumps on partners opening is GF on 1st & 2nd hand opening

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

All 2 ♣ reply on 1-level suit opening (1st / 2nd hand) are 16+ HP

On this 2 ♣ openers rebid also promise 16+ HP with 2 NT (on minor opening) and with 3 ♣ (on Major opening)

PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	WAASMUNSTER 1	Alexander KETELS No 27497, Joan ZAMAN No 30116 & Patrick VAN HOUDENHOVE No 20654		
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	
1 ♣		2+crd		2+crd, 12 (10/11) – 19 (20) HP	T-walsh, only 1 NT* & 3 ♣ * Inverted minor	Double deux 2 ♣ = GF, 16+HP	INVERTED MINOR:
					2 ♦ / 2 ♥ = jump transfert: GF, 12 – 15 HP, 5+Crd ♥ or ♠	1 NT* = transfert 2 ♣, Inv. Minor 5 – 8 HP	via DD, 2 ♣ - 2 ♦ - 3 ♣ = 12+HP via 1 NT - 2 ♣ - 3 ♣ = 9 – 11 HP
1 ♦		5+crd		12 (10/11) – 19 (20) HP	1 NT with poss.support ♦ 3 ♦ = Inverted minor (8 – 9 max) Double deux	2 ♦ / 2 ♥ = 5+Crd ♥ / ♠, GF, 12-15 HP 1st & 2nd hand, 3rd & 4th = 5+Crd ♥ / ♠, 4 – 7 HP	2 ♠ = 10-11HP, no Majors (4-Krt) all possible hands
				4 – 4 – 4 – 1♣ >> 1 ♦ with 4-crd	Jumps = GF, 12 – 15 HP 2 ♣ = 16+HP	1 ♦ - 3 ♣ = GF, 12 – 15 HP, no Majors (4-Krt)	
1 ♥		5+crd		12 (10/11) – 19 (20) HP	1 ♠ = RF >> 1 NT, probably no 4-crd ♠	1 ♥ - 2 ♠ = 5-Crd ♠, 12-15 HP, GF >>>>>>>	>> Only on 1st & 2nd hand only
					1 NT = RF, with 4+crd ♠ 2 ♣ = 16+HP	On X >> Truscott	
1 ♠		5+crd		12 (10/11) – 19 (20) HP	2 over 1 = GF, 12 – 15 HP 2 ♣ = 16+HP	2* ♣ = Inverted Drury >> only 2 ♦ = weak >>>	on 3rd – 4th handopening
					♠ on 3-level = 4-crd support, up to 7 HP	1 ♠ - 3♣/♦/♥ = support, control,,GF 12-15 HP	
1 NT		2+crd		15 – 17 HP (never 5-4-2-2)	Stayman, Niemeijer, All transfers	To play 3 NT trough 3 ♠	
					2 ♠ asked strength, possible weak ♣	From direct 3 NT = special bids, GF / Slamtry	
2 ♣	x			SF suit or, NT 20 – 21 / 25 – 27	2 ♦ = relay	***	
				or weak, 6 – 10 HP, 5+crd ♥*	2 NT = 15+HP, ask distribution	*on 1st & 2nd hand > no 3-crd ♠	
2 ♦	x			GF suit or NT 22 – 24 / 28+	2 ♥ = relay	***	
				or weak, 6 – 10 HP, 5+crd ♠*	2 NT = 15+HP, ask distribution	*on 1st & 2nd hand > no 3-crd ♥	
2 ♥	x	5+/4+		weak ♥ and ♠ (4+/5+any order)	pas / 2 ♠ = preference	3 ♥ / 3 ♠ = pre-empt on weak opening bid	
				5(4) – 10(11) HP	2 NT = strong relay, 16+HP		
2 ♠	x			bicolor ♣ – ♦, 5+ / 5+	3 ♣ / 3 ♦ to play	***	
				4 – 5 losers*	2 NT >> strong, GF		
2 NT	x			weak ♣ (5 11 HCP) or ♣ + ♥, 4 - 5 losers*	3 ♣ = to play opposite weak hand	Bicolors = 5+Crd / 5+Crd Preempts = 7+Crd 3 NT rebid = strong bicolor + control side suits	
3 ♣	x	7+Crd		weak ♦ / or ♦ + ♠, 4 - 5 losers	3 ♦ to play opposite weak hand ***	3 NT rebid = strong bicolor + control side suits	
3 ♦	x	7+Crd		weak ♥ / or ♥ + ♠, 4 - 5 losers	3 ♥ to play opposite weak hand ***	3 NT rebid = strong bicolor + control side suits	
3 ♥	x	7+Crd		weak ♠ / or ♣ + ♠, 4 - 5 losers	3 ♠ to play opposite weak hand ***	3 NT rebid = strong bicolor + control side suits	
3 ♠	x	7+Crd		bicolor ♦ + ♥ , 4 - 5 losers	***		
3 NT	x	7+crd		Gambling ♣ or ♦			
4 ♣		7+crd		To play 10 -11HP NV / 12-13 V	No king to protect		
4 ♦		7+crd		To play 10 -11HP NV / 12-13 V	No king to protect		
4 ♥		7+crd		To play	Possibly king to protect		
4 ♠		7+crd		To play	Possibly king to protect		
4 NT				Blackwood or RKC	4 – 1 / 3 – 0 / 2 / 2 + Queen of trump		
5 ♣		7+crd		To play		**SPECIAL BIDS / HIGH LEVEL BIDDING**	
5 ♦		7+crd		To play		2 ♣ on all 1-level suit openings (1st / 2nd hands only) = 16+ HP	
5 ♥					*** Good opening, possible minimum 10 HCP		
5 ♠					according n° of tricks and/or n° of losers	Any suit on high level with abnormal jump = exclusion Blackwood	
						1 ♣ - 1 NT = replacing 2 ♣ inverted minor, GF, no 4-crd Major, 5 – 8 HP	