DEFENSIVE AND COMPETITIVE BIDDING

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

Limited to 17 HCP

1/1 = F1, 2/1 = NF

Reopening Overcalls: limited to 15 HCP

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

2nd/4th Live: 15-18 → System on

Reopening: 10-14(15) → Stayman & Transfer bids on

JUMP OVERCALLS (Style; Responses; Unusual NT)

(1♣)-2♦ = MM; (1m)-2M = Weak; (1M)-3♣ = Other M + ♦

(1Any)-2NT: the 2 lowest suits

Reopen: Natural 12-14Hcp

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

(1♣)-2♣ = Natural, (1♦)-2♦ = MM;

(1M)-2M = Other M + ♣

3-level Cue bids: Asks for stopper

VS. (1NT) (vs. Strong/Weak; Reopening; Passed Hand)

2nd seat: X **(vs. Strong)** = m + M; X **(vs. Weak)** = 13+;

2♣ = Landy; 2♦ = Multi; 2M = M + m; 2NT = good m 2-suiter

4th seat: Same as above

Passed Hand: X = one m, Others = as above

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

Natural Overcalls, Take-out double

(2M)-3M = ♣ + ♦; (2M)-4m = m + Other M; (3m)-4m = MM

(2♦ Multi)-4m = m + ♥; (3♣) - 4♦ = ♦ + ♥

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

(Vs Strong ♣): X = MM; 1♦/1M/2♣ = natural; 1NT = m 2-suiter; 2♦/2M = pre-empt; 2NT = minors; Others = pre-empt

(Vs Strong 2♣): X = ♣; Others = Natural

OVER OPPONENTS' (TAKEOUT DOUBLE)

XX = 9+ HCP; 1/1 = Forcing; 2/1 = NF; 2NT = Truscott;

Jump raise = Pre-empt; Others = See openings & responses

After 1M-(X)-4m/3NT = Splinter m/Other M; 4 Other M = Natural

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd, 5th	same
NT	4th	3rd, 5th
Subsequent	Small encouraging	

Other: Vs NT, K asks for UB (attitude when dummy is Single or Void), A asks for attitude. Vs suit, K asks count, Ace asks attitude

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(+), Ax(+)	Same
King	AK, AKx(+), KQxx, Kx	KQJx, KQ10x, AKJx
Queen	QJ, QJxx	AQJx, QJ10x, KQx
Jack	J10, J10x	J10x, J109x
10	H109x, 109x, 10x	Same
9	H98x, 98x,	Same
Hi-X	Even	Even
Lo-X	Odd	Odd

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Count	Count	Count or SP or L= Enc
Suit 2	Small Enc. on A, Q	SP	Count
1	Count	Count	Count or SP or L= Enc
NT 2	Small Enc. on A, Q	Smith or SP	Count

Signals: Vs NT, Smith: Hi = Enc. by receiver/Disc. By leader

Vs suit: Suit preference, high-low shows interest for ruff or odd

Count: Standard (High-Low = Even)

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

At least opening values or equivalent in shape; Natural responses; Cue F1

Reopening X can be from 8 and a good shape

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Negative double up to (4♥)

Competitive double showing good hands

Double on artificial bids shows the suit

Lightner double

W B F CONVENTION CARD

CATEGORY: BELGIAN TEAM CHAMPIONSIP
TEAM : BBC3 H
PLAYERS: BIGDELI (1155) - VOLDOIRE (6880)

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Tendency 5 cards Major

1♣ may be 3-card

1♦ usually a good 4-card suit (also 4432)

1NT (14) 15-17 5cards Major & 6 cards minor or Single possible

2NT 20-21H 5card Major possible

2 over 1 responses: natural F1

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♣ any GF or SF M

2♦ Weak 2M, or Semi-forcing in m or Balanced 22-23

2♥ Weak ♥ and a minor suit

2♠ Weak ♠ and a minor suit

3NT Solid minor (no ace/king expected)

4 level natural

ABREVIATIONS

F1 = 1 round Forcing; GF = Game Forcing; SF = Semi Forcing; X = Double, XX = Redouble, PT = Playing Trick, P/C = Pass or Correct, SP = Suit Preference

Bid in ( ) = (Opponent's bids or Overcall)

SPECIAL FORCING PASS SEQUENCES

After our opening, X and XX, pass is forcing

IMPORTANT NOTES

Reverse bids forcing one-round; 3rd and 4th suit;

PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4♥	11-21	Natural, 2♣ = inverted m, **2♦/2M = Strong**, 2NT = Limit, 3♣ = Weak raise, 3♦/3M = Weak	If 1NT rebid, 2♣ = TRF to 2♦; 2♦ = GF relay If 2NT rebid, Wolf's sign-offs	2M = 5cM & 4c+♣ 8-10 (also after X or overcall)
					If (Overcall) → 1M = 4+, 3♣ = Weak, Q = Limit+, If (1NT Overcall) → 2♣ = Landy, 2any/3♣ = TRF	**After Overcall: Jump shift = Weak** 1♣-1M, 3♦/3♥(1♠) = Fit & GF+ with (5)6-4	
1♦		4(3)	4♥	11-21	Natural, 3♣ = Limit, Others same as after 1♣	Same as after 1♣	Same as after 1♣
					If (Suit or 1NT Overcall) → Same as after 1♣	1♦-1♠, 3♥ = Fit & GF+ with (5)6-4	
1M		5(4)	4♦ (1♥) 4♥ (1♠)	11-21	Natural, 2NT = 3/4cM 10-15, **3M = 4cM 7-9**, 3♠/4m/4♥ = Splinter 7-10, 3NT = 5cM 10-12, **2♠/3m = Strong, 3♥ = 6+♥ limite**	If 1NT rebid, 2♣ = TRF to 2♦; 2♦ = GF relay If 2NT rebid, Wolf's sign-offs 1M-2m, 3m any 12+ F1	2♣ Drury with at least Hx. 2♠(1♥)/3m/3♥(1♠) Fit Jump
					If (Overcall) → **3M = 4cM 7-9**, **Weak Jumps**, Q = 4cM GF, X may have 3cM limit+	If (1NT Overcall) → Natural; **2NT = 4cM GF**	
1NT				(14) 15-17, may have 5cM or 6cm or, rarely may have a Single	2♣ = Stayman; 2♦/♥/♠/2SA = TRFs for ♥/♠/♣/♦; 3♣/3♦ = TRFs for ♥/♠ 4♣ = 5/5 m slam, 4♦ = 5/5Ms Game or Slam,	1NT-2♣, 2♦ → 2♥=Weak ♥♠, 2♠=5c+♠ limit 1NT-2♣, 2♥ → 2♠= GF relay	1NT-2♣-2♦ → 3♥/3♠=Smolen
					If (Suit Overcall) → X = TO, P+X = TO, 2Y = NF,	P+2/3Y = F, 2NT/3Y = TRFs	
2♣	x	0		Bal 24+ (4th: 22+) or, Any GF or, SF M	2♦: Relay, 2M/3m = Natural Good suit If (Overcall) → X = TO, Pass can hide a penalty	2♣-2♦ → 2♥= Kokisch relay, 3M = SF M, 2NT= 24-26 (4th: 22-23), 4m= 6cm5cOm 11 PT	2♣-(2Y)-P-(P), X = Protective 2♣-2♦, 3NT = any 6m322
2♦	x	0		Multi Weak M or, Bal 22-23 or, SF m. **(4th= idem 6cM 10-12)**	2♥/2♠/3♥/3♠=P/ C, 2NT=F1 relay, New suit=F1, 4♣/4♦=TRF/Bid your suit, 4M=To play	2♦-2♥/♠ → 2NT = Bal 22-23, 3m = SF m 2♦-2NT → 3♣/♦= ♥/♠ mini, 3♥/♠=♠/♥ Maxi	

					If (2M) → X = TO, Pass can hide a penalty,
					2Y/3Y = NF, 2NT = F1 relay
						If (3m) → X = Penalty, 3♦ = NF, 3♥ = P/C.
						If (TO X) → Pass = ♦, **XX = relay**,
						2M = P/C Hx(x)	

2M		5		Weak 5cM/4c+m **(4th = Idem 11-12)**	2NT F1 relay, 3♣ P/ C, 3♦/3M=limit/Weak raise	2M-2NT → 3♣/♦ = 4c♣/♦, 3♥/♠ = 5c♣/♦	
					If (Overcall) → X = Penalty, 2NT = F1 relay	If (TO X) → XX = Strong, 2NT = relay	
2NT				20-21 rarely may have a Single	3♣ Stayman, 3♦/♥ = TRF, 3♠ = Both minors, 4m = natural, 4♥ = ♥+♠ Game, 4♠ = To play	2NT-3♣, 3M = 4/5cM, 3NT = Both M 2NT-3♣, 3♦ -3M = 4cM/5cAM	2NT-3♦/♥, 3♥/♠ = 3c♥/♠ Fit
3m		7(6)		Sound pre-empt 1st/2nd V or 2nd NV			
3M		7(6)		Pre-empt			
3NT	x			Gambling	4/5♣ → P/C; 4♦ GF relay; 4M=natural; 4NT slam	Over 4♦ → 4M/4NT shows M/m shortness	
4m		8(7)		Bad suit Pre-empt	**HIGH LEVEL BIDDING**		
4M	x	8(7)					
4NT				M 2 suited, 4/5 losers	5KC BW (0-3, 14, 2, 2+Q, 2+Void, 1 + Void), Controls, Josephine, Lightner		
5m		9(8)		Pre-empt			

1m-1M, 1NT- 2♣/2♦ relays exist even after Pass or Overcall of both opponents