DEFENSIVE AND COMPETITIVE BIDDING

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

Level 1 → 8 – 15 hp /level 2 → 10 – 15 HP
2 raise = 7 - 9 HP Jump raise = weak with minimum 4 card fit

Cue-bid = minimum limit hand & 1 round forcing

Jump cue-bid = 9 - 11 HP & 4 card support

1NT = 9 - 12 HP (maximum 2 card support)

2NT = 12 - 15 HP (maximum 2 card support)

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

2nd hand = 15+ - 17 HP → system on after opening 1♣/♦

→ Transfer after opening 1♥/♠ (cue-bid = other major)

4th hand = 11 - 14 HP (with or without stop)

Responses are the same as in 2nd hand after 1NT overcall

JUMP OVERCALLS (Style; Responses; Unusual NT)

2♦/♥/♠ = max. 10 HP with 6 card (vulnerable = 12 - 15 HP)

2NT = GHESTEM (2 lowest colors)

3♣ = GHESTEM (2 highest colors)

Reopen:

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

Ceu-bid in 2nd hand = GHESTEM (lowest & highest colors)

2NT in 4th hand = 18 - 20 HP

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

MULTI LANDY : double = penalty

2♣ = both majors

2♦ = a 6 card major

2♥/♠ = 5 card major + 4 card minor

2NT = minors

4de hand : natural and dbl = majors

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

Wereldconventie en Leaping Michaels

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

1♦/♥/♠ = 7 - 15 HP with minimum 5 card double = ♣ en ♥

1NT = 5 card ♦ + 5 card ♠

2 level = 5/5 colour + colour above

OVER OPPONENTS' TAKEOUT DOUBLE

Redouble = minimum 10 HP

Bid on level 2 after opponents double = minimum 6 card to play

Truscott conventie

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	Low = encouraging	distribution
NT	4th best	distribution
Subseq		

Other:

LEADS

Lead	Vs. Suit	Vs. NT
Ace	Ask signal	Ace King x
King	Ask number of cards	AKJxx – KQJx – KQ10x
Queen	Highest	Highest or AQJxx
Jack	Highest	AJ108 or KJ109
10	Highest or Q1098	Highest or A1098 K1098
9	Highest	Highest or A987 K987 Q987
Hi-X	Even	Even
Lo-X	Odd	Odd

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	High = encouraging	Number of cards	lavinthal
Suit 2	Low = discouraging		
3			
1	High = encouraging	Number of cards	Lavinthal
NT 2	Low = discouraging		
3			

Signals (including Trumps):

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

General style

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Negative double >> 4♠

Support dbl

Optional dbl

SOS redubbel

W B F CONVENTION CARD

CATEGORY: BELGIAN TEAM CHAMPIONSIP

TEAM & DIVISION

PLAYERS: Bogaert Luc 27249
Demaecker Francois 24419

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5 card major - best or longest minor

1NT = 15 - 17 HP

2♣ = weak with 4/5 or 5/5 in the majors
SF all colors - NT 23-24 / 27-28

2♦ = game force all colors
NT 25-26/29-30

2♥/♠ = weak with 6 card

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

Lebensohl

Check back stayman

Unusual NT

4th colour

Puppet stayman

Exclusion RKC 4130

Drury

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

Each double after an artificial bid = lead in that colour

PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4♥	11 + HP	natural		
1♦		3	4♥	11 + HP	natural		
1♥		5	4♦	11 + HP	2NT = 12+ HP & minimum 4 card fit	Bergen raises	
					3 NT = 12+ HP & 4-3-3-3		
1♠		5	4♥	11 + HP	2NT = 12+ HP & minimum 4 card fit	Bergen raises	
					3 NT = 12+ HP & 4-3-3-3		
INT				(14) 15 - 17 HP	2♣ = STAYMAN with or without major	Can be week	
					2♦/♥/♠/ZT = transfer for ♥/♠/♣/♦ 3♣ = Puppet		
2♣				8/9 tricks / NT 23-24 NT 27-28	2♦= relay	2NT = 23 - 24 HP 3NT = 27 - 28 HP	
				Or weak majors		3 in colour = 8/9 tricks	
2♦				Weak with a 6 card ♥/♠	2♥ = relay 2♠ = to play 3♥ or 4♥	2NT = 25 - 26 HP 3NT = 29 - 30 HP	
				10 tricks / NT 25-26 / NT 29-30	2NT = forcing 3♥ = 3 card ♥ & ♠ (12 - 13 HP)	3 in colour = 10 tricks	
2♥				Weak with 6 card 5 - 10 HP	3♥ = preemptief 2NT = forcing	Ogust convention	
					2♠ = constructive 2NT = forcing		
2♠				Weak with 6 card 5 - 10 HP	3♠ =preemptief 2NT = forcing		
					3♥ = constructive 2NT = forcing		
2NT				20 - 21 HP	3♣ = PUPPET STAYMAN		
					3♦/♥/♠ = transfer for ♥/♠/♣	4♣= asking for aces after minor transfer	
3♣		6		Maximum 10 HP & max. 1 ace	Other colour = forcing game Jump = control	Rule of 2 & 3	
3♦		6		Maximum 10 HP & max. 1 ace	Other colour = forcing game Jump = control	Rule of 2 & 3	
3♥		7		Maximum 10 HP & max. 1 ace	Other colour = forcing game Jump = control	Rule of 2 & 3	
3♠		7		Maximum 10 HP & max. 1 ace	Other colour = forcing game Jump = control	Rule of 2 & 3	
3NT				7 card ♣ or ♦ AKQ with	4♣ = not forcing (weak relay)		
				maximum another Q	4♦ = slem ambition		
4♣		8		Maximum 10 HP & max. 1 ace	Other colour = control	Rule of 2 & 3	
4♦		8		Maximum 10 HP & max. 1 ace	Other colour = control	Rule of 2 & 3	
4♥		7		Maximum 10 HP & max. 1 ace	Other colour = control	Rule of 2 & 3	
4♠		7		Maximum 10 HP & max. 1 ace	Other colour = control	Rule of 2 & 3	
4NT							
5♣						HIGH LEVEL BIDDING	
5♦						Minorwood	
5♥							
5♠						After fit = Roman keycard 4NT aces → 1 or 4 / 0 or 3	
						2 without Queen of trump / 2 with Queen of trump	
						Without fit = 4NT aces (blackwood)→ 0 or 4 / 1 / 2 / 3	
						5NT = asking for kings → 0/4 - 1 - 2 - 3	