

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
General style: natural 5+ card
Responses are natural, cue bid asks strength of overcall
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-17 HP in 2d position, good stop
Responses : Pass after 1NT : system on else natural
11-14 in 4 <sup>th</sup> .
Responses : Pass after 1NT : system on else natural
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
weak, 6+ card
Unusual NT = 5/5 without highest unbid major, 8-15 HP
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
2-suit: cue bid = 5/5 with highest unbid major, 8-15 HP
Jump cue bid asks for stopper
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Multi Landy
Dbl = penalty, promises values of opened nt (strong / weak)
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Dbl : takeout, responses are natural
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Natural (after artificial 1♣/♦ : 2♣/♦ = natural)
DBL = Majors, INT = Minors
All jump bids are weak
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Natural

<b>LEADS AND SIGNALS</b>			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> / 5 <sup>th</sup>	3 <sup>rd</sup> / 5 <sup>th</sup>	
NT	4 <sup>th</sup> best	4 <sup>th</sup>	
Subseq			
Other: MUD, top of nothing			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace		AK(J)	
King	KQ	KQ (J or 10)	
Queen	QJ	QJ (10or9) (A possible)	
Jack	(K) J10	J10 (A or K possible)	
10	109 (K or Q possible), 10x	109 (A, or possible)	
9	98 (K, Q or J possible), 9x	98,9x	
Hi-X	even	even	
Lo-X	odd	odd	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	En (dis)couraging	idem	idem
Suit 2	Even / odd		
3	Lavintal		
1	En (dis)couraging	idem	idem
NT 2	Even / odd		
3	Lavintal		
Signals (including Trumps):			
High card is encouraging or even number of cards			
Lavinthal in special situations			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Classic, jump response shows 8-11 HCP and 4+ card.			
Cue bid response is 12+ HCP			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			

<b>W B F CONVENTION CARD</b>
<b>CATEGORY: BELGIAN TEAM CHAMPIONSIP</b>
<b>TEAM &amp; DIVISION: Heusden 1 – Liga 2</b>
<b>PLAYERS:</b> Eeckman Piet 11444 Eeckhout Marc 16948
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Major 5, ♦4
Multi 2♦, Muiderberg 2♥,2♠
INT : 15-17, 5 card major is possible
splinters
Cue bids 4 level : 1 <sup>st</sup> or 2 <sup>nd</sup> round control
Cue bids 5 level : always 1 <sup>st</sup>
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Wash after 1♣ opening
Jump bids after I opening are weak 0-5 HCP and 6+
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: no</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4♥	(10) 11-20 HCP	Walsh 2♥/♠ : 6+ ♥/♠ and 0-5 HCP	2NT = 18/19 HP, 4-card major(s) possible	
1♦		3	4♥	(10) 11-20 HCP	Natural 2♥/♠ : 6+ ♥/♠ and 0-5 HCP	2NT = 18/19 HP, other 4card major possible	
1♥		5	4♥	(10) 11-20 HCP	Bergen raises; 2ZT=3+ support and MF;		
1♠		5	4♥	(10) 11-20 HCP	Idem 1♥		
INT				15-17 balanced, 5-card major possible	2♣ weak Stayman ; Jacoby ; 3♣ Puppet 4ZT quantitative for 6, 5NT quantitative for 7		
2♣	X		4♥	Semiforce+, 23-24 NT	2♦ : relay; 2♥/2♠/3♣/3♦ = good 5-card, 8+HCP; 2ZT : 8+ HP		
2♦		6	4♥	Multi : 25+ NT 5-10 HCP, 6+ Major	2♥ = non forcing relay, 2♠= inv with ♥ 2NT forcing	Strong NT : same as 2NT opening After 2NT : 3♣/3♦= min with ♥/♠, 3♥/3♠= max with ♠/♥	
2♥		5	4♥	6-11 HCP 5♥ and 4+ minor	3♣=P/C; 3♦=limit; 2NT 15+	After 2NT : 3♣/3♦= min with ♣/♦ 3♥/3♠= max with ♣/♦	
2♠		5	4♥	6-11 HCP 5♠ and 4+ minor	Idem 2♥	Idem 2♥	
2NT			4♥	20-22 balanced, 5422 is possible	Puppet Stayman ; Jacoby ; 3ZT=5♠+4♥ 5ZT quantitative		
3♣		6	4♥	Natural, preemptive			
3♦		6	4♥	Natural, preemptive			
3♥		7	4♥	Natural, preemptive			
3♠		7	4♥	Natural, preemptive			
3NT	X	7	4♥		4♣ : weak	Pass or 4♦	
4♣		7	4♥	Natural, preemptive			
4♦		7	4♥	Natural, preemptive			
4♥		7		Natural, preemptive			
4♠		7		Natural, preemptive			
4NT							
5♣		8		Natural, preemptive		<b>HIGH LEVEL BIDDING</b>	
5♦		8		Natural, preemptive		4 NT : 5 aces : 5♣ = 0,3 - 5♦ = 1,4 - 5♥ = 2,5 - 5♠ = 2,5 with trump Q	
5♥		8		Natural, preemptive		5NT = void with even number of key cards, 6♣ = void and odd number of KC	
5♠		8		Natural, preemptive		Queen Ask : next bid after response to 4 NT, 5NT = king ask	
						DOPI/ROPI	
						Rubensohl	