

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
General style : wide range; how weaker the hand how better the suit
Responses : all new suits forcing except 2 over 1
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18; Stayman; Transfers
BAL : 10-14, Stayman, Transfers over 1m; Transfers over 1 M. Impossible transfer = Stayman.
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak NV; 10-14 VUL; new suit forcing
1m 2♦ = Majors (Precised Michaels)
Reopen: 10-14, 6 cards
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1♣ 2♣ = ♠+♦ ; 1 m 2♦ = Majors ; 1Maj 2 Maj = other Maj + ♣
2 NT = 2 lowest; 1 Maj 3♣: other Maj + ♦; 1x-3x : asks for a stopper
In balancing position : 2 NT 17-19
VS. NT (vs. Strong/Weak; Reopening; PH)
Multi-Landy; D = 15+; vs. weak NT : 13+
2 NT cue-bid over Landy and Muiderberg
Constructive raises
If opp doubles 2 ♣ Landy, pass = to play; RD = bid your best major
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
D = T/O; resp : 2 NT Lebensohl, 3x positive; after jump overcall : Rubensohl as from 2 NT; 2 S = NF; (2 M) 3M : minors; 4m = this minor + other Major
2 NT = 16-18; Stayman, Transfers; Impossible transfer = minors + ambition; 3 ♠ = minors without ambition.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Over 1♣: D = 4+-4+ Majors; 1NT = 4+-4+ minors; 2♣ = 5+-5+ Maj. 2♦ = Multi; 2M 5 + 5 in a minor; 2NT = pre-empt any suit; 3x sound
After 1♣ P 1♦ : D = majors or strong, 1NT same as above
Over 2♣ or 2♦: NAT
OVER OPPONENTS' TAKEOUT DOUBLE
Over 1♣: RD 10+; transfers
Over 1♦: RD transfer ♥; transfers
Over 1-Major:RD 10+; transfers

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd-5 th	same	
NT	3rd-5 th	same	
Subseq	Attitude; 3 rd of sequence	count	
Third from 3 touching cards towards declarer			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK, Ax	AKJ, AQ10	
King	AKx, KQJ, KQx, Kx	KQJ, KQ109, AKQ	
Queen	QJx, Qx	KQx, Kqxx, QJ10, QJ9	
Jack	J10x, Jx	QJx(x), J108, J109	
10	109x	109x, A/K/Q 109x	
9	98xx	98x, A/K/Q/J 98x	
Hi-X	Even	Even	
Lo-X	Odd	Odd	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Small encouraging	Count	Italian
Suit 2	Short dummy : Italian		
3			
1	Small encouraging	Count; unblock over K	Italian
NT 2			
3			
Signals (including Trumps): Lavinthal			
Smith peter by low cards			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
10+; cue forcing 1 round; 4x = preempt			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Competitive, game try and negative doubles			

W B F CONVENTION CARD
CATEGORY: BELGIAN TEAM CHAMPIONSHIP TEAM & DIVISION : BBC2 – Honour Division PLAYERS: CARPENTIER Frédéric 2778 JOURDAIN Jean-François 3114
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Five Card Major
4 Card ♦ (except in 1 st or 2 nd seat NV)
Variable NT (9-11 in 1 st or 2 nd seat NV)
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ Game Forcing or weak in ♦
2♦ Multi : weak in a M, or strong undetermined
2♥ 5+♠, 4+♥, 6-11 HCP
2♠ Muiderberg (5♠ and 4+ m)
SPECIAL FORCING PASS SEQUENCES
After opponents overcall, pass asks for a reopening double
(except very unbalanced hands)
IMPORTANT NOTES
If opponents double Stayman or Transfer, pass denies a stopper !

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.D BL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	4♥		Inverted minors; strong major jumps; Walsh	1♣ - 1♦ - 1NT = Walsh Double 2; transfers after 1♦, 1♥ or X.	Jump fits
1♦		4	4♥		same	3 rd /4 th suit for LIMIT hands; trsf after 1♥ or X 1x - 1M - 3NT = balanced raise, 18-19	
1♥		5	4♦		2♣ is ambiguous, either NAT either 3-card limit raise in M; 2NT = game force; 3♣ = 6-8 H, 4-card support; 3♦ = 9-11 H, 4-card support; 3♥ = preempt; 3NT = splinter; 3♠ = long and weak	3♣ = 11-14 + shortness; 3♦ = 12-14 bal; 3♥ = 15-19 bal; 3♠ = 15-17 + shortness; 3NT = 18+ unbal; 4x = NAT concentrated 5+-5+, 12-15 HCP; same after opponents double but not after suit overcall (2NT = 4card raise)	2♣ Drury (2♦ ambiguous) 2NT = 4card support + shortness (3♣ asks, 3♦ anti-♣ relay)
1♠		same			Idem 1♥ Over 2♥: 2NT = 3 cards ♥	3♣ asks for the strength	Jump fits
INT				a) 1 or 2 nd seat : 9-11 b) others : 14+ to 17 balanced	Over weak NT : 2♣ Stayman, 2♦/♥ transfers, 2♠ limit, 2NT = minors, 3x = preempt; Over strong NT, 3 level Stayman; 2♦♥♠ 3♣ Transfers; 2NT = Nat, 3♦ nat limit, 3♥ nat strong, 3♠/4♠ minors, 4♦ Majors	Rubensohl; over 2♦ Multi : D + D = penalty; P + D = T/O; over 2♣ Landy : D can hold a further penalty double; 2M = cue; 3NT to play with or without stopper	
2♣	X	0	jumps	Game Forcing or weak in ♦	2♦ = to play facing weak hand; 2♥/♠/3♣/3♦ natural	Romex	
2♦	X	0		Multi (SF or 2M weak)	2M = to play facing weak hand; 2NT = relay World Convention	3♣ = mini in ♥; 3♦ = mini in ♠; 3M = maxi in other M; 2NT = 22-23 bal	
2♥		4		Majors (never more ♥ than ♠)	2NT = strong relay, 3m nat. NF, 4m Splinter fit ♠	2♥ 2NT: 3♣ 5431 max, 3♦ 5431 min, 3♥ 4441 max, 3♠ 5422 min, 3NT 5422 max	
2♠		5		Muiderberg (5♠ & 4+m)	2NT = strong relay; 3♣ = P/C; 3♦ = transfer ♥; 3♥ = limit raise	3♣/♦ mini + suit; 3♥ maxi with ♣; 3♠ maxi with ♦; 3NT = 5440; 2NT + fit = slammish	
2NT				20-21 bal	Romex, Transfers (rectification = no or bad fit)	3♦ = no 4♥; 3♥ = 4+♥; 3♠ = 5♠; 3NT = 4-4M	
3♣		6		Preempt (constructive in 1/2nd)	New suit forcing; 4♣ = control asking with silent opponents		
3♦		same					
3♥		same		Not constructive NV			
3♠		same		same			
3NT		7		Gambling	4♣ = p/c; 4♦ asks for shortness; 4M = nat; 4NT quantitative		
4♣	X	7		Namyats	8 to 8,5 tricks in Major, not too many defensive		
4♦	X	same			strength		
4♥		7		Preempt	Weaker than 4m		
4♠		same					
4NT	X			Minor two-suiter (const. 1-2 nd h.)			
5♣				Preempt		HIGH LEVEL BIDDING	
5♦				same		30-41 RKCB (41-30 ♣ fit) ; first level after resp asks for trump Q; 5NT asks for kings (1-2-3-4)	
5♥				same		New suit at level 6 often demands 3 rd control to play the Grand	
5♠				same		5NT Josephine (0-1-2)	
						Exclusion BW	