

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
Raptor or 18+, in last position 10-14
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Non vulnerable weak (0-10), vulnerable intermediate, cue-bid = GF two-colors, Ghesthem
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Strong 16+ 2 Suiter
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Extended multilandy
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
4♣ = minor-major, 4♦ = major-major
4♥ = 6+ and minor 4+, 4♠ = 6+ and minor 4+
4NT=2lowest, DBL = length or very strong
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
DBL=MM, 1NT=mm, on level 2 DONT
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Non forcing bids (excepted on level 1 suit)

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	attitude	attitude	
NT	4 <sup>th</sup> best		
Subseq			
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	K	K	
King	A or Q	A or Q	
Queen	J, (9)	J, (9)	
Jack	10, (8)	10, (8)	
10	9	A,K,Q,9 (7)	
9			
Hi-X			
Lo-X	Doubleton or attitude		
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Small E	ODD-EVEN	Small E
Suit 2	High D		
3			
1	Small E	ODD-EVEN	Count
NT 2	High D		
3			
Signals (including Trumps):			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Dopi-Ropi			

W B F CONVENTION CARD
<b>CATEGORY: BELGIAN TEAM CHAMPIONSHIP TEAM &amp; DIVISION</b>
<b>PLAYERS: 22939 : Plompen Dirk, 15946 Schiltz Bart</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Majors by 5
INT (14) 15-17
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
t-montreal, Extended multi landy, Raptor, Namyats
2♣ Weak majors or SF
2♦ Weak major 6 (7,8) or GF
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: Rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2		11-19	t-montreal, weak jumps, 2♣= 11 or 19+ (denies 5-card major), 2♦ = 12-18 (denies 5-card major), 2NT = fit and destructive (0-5(6), 3♣ = barrage 6-9, 4♣ = major-major strong, 4♦ = major-major weak	After 2♣ or 2♦ bidding of 2NT or higher is GF	2♣= 11 (denies 5-card major)
1♦		2		11-19	Natural, weak jumps, 2♣= 11 or 19+ (denies 5-card major), 2♦ = 12-18 (denies 5-card major), 2NT = fit and destructive 0-5(6), 3♦ = barrage 6-9, 4♣ = major-major strong, 4♦ = major-major weak	After 2♣ or 2♦ bidding of 2NT or higher is GF	2♣= 11 (denies 5-card major)
1♥		5		11-19	Natural, Bergen, 2♣= 10-11 or 19+ (denies 5-card major), 2♦ = 12-18 (denies 5-card major),	After 2♣ or 2♦ bidding of 2NT or higher is GF	2♣= 11 (denies 5-card major)
1♠		5		11-19	Natural, Bergen, 2♣= 10-11 or 19+ (denies 5-card major), 2♦ = 12-18 (denies 5-card major),	After 2♣ or 2♦ bidding of 2NT or higher is GF	2♣= 11 (denies 5-card major)
INT				(14) 15-17 (18) 5-card major and 6-card minor is possible	Stayman, Jacoby, transfer minors, Puppet-Stayman 4♣ major-major strong, 4♦ major-major to play, 4♥ minor-minor strong, 4♠ minor-minor to play	Smolen, Refusal transfer = fit and 16+ 4♦ on 4♣ = demanding aces, 4♠ on 4♥ = demanding aces, 4NT on 4♥ = want to play 4NT	
2♣	x			Weak with both majors, Semi-forcing, 22-23, 26-27, 30-31	2♦ Relay, 2♥ = preference or fit, 2♠ = invitation, 2NT = asking after strength of opener, 3♣ = invitation, 3♦ = invitation with ♥, 3, 4♥ or ♠ = barrage, 4♣ demands after longest major in transfer, 4♦ demands longest major		
2♦	x			Weak with length in one major, GF, 24-25, 28-29	2♥ Relay, 2♠ = willing to play 3♥, 2NT = asking after strength of opener, 3♣ = invitation, , 4♣ demands after major in transfer, 4♦ demands major		
2♥				Muiderberg (6-11) in first and second hand	2NT = asking after strength of opener, 3♣ = pass or correct, 3♦ = invitation, 3 or 4♥ = barrage		
2♠				Muiderberg (6-11) in first and second hand	2NT = asking after strength of opener, 3♣ = pass or correct, 3♦ = invitation, 3 or 4♠ = barrage		
2NT				20-21 Singleton, 5-card major and 6-card minor is possible	Puppet-stayman, 3♠=transfer minor, 3 NT = 5♠ and 4♥, 4♣ = major-major strong, 4♦ = major-major weak 4♣ major-major strong, 4♦ major-major to play, 4♥ minor-minor strong, 4♠ minor-minor to play	Refusal transfer to major = 2 (1) in major and 5 in other major, 4♦ on 4♣ = demanding aces, 4♠ on 4♥ = demanding aces, 4NT on 4♥ = want to play 4NT	
3♣		5		preempt			
3♦		5		preempt			

3♥	x			Preempt ♣		
3♠	x			Preempt ♦		
3NT				Preempt in ♣ or ♦ with additional stop		
4♣	x	6		Namyats		
4♦	x	6		Namyats		
4♥		6		Preempt		
4♠		6		Preempt		
4NT				Minor-minor or major-major		
5♣				Preempt	<b>HIGH LEVEL BIDDING</b>	
5♦				Preempt		
5♥				Preempt		
5♠				Preempt		
5NT				Minor-minor or major-major		