

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
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd /4 th Live: 15-18 → System on
Reopening: 10-14 over (1m) & 10-15 over (1M) → Special Stayman & Transfer bids
JUMP OVERCALLS (Style; Responses; Unusual NT)
(1♣) - 2♦ & (1m) - 2M = Weak NV & 11-14 Vul.
Reopen: Natural 12-14Hcp
DIRECT & JUMP CUE BIDS (Style; Response; Reopening)
(1m) - 2m = ♠ + Other 2 suited → 2 Lowest = P/C
(1M) - 2M = Michaels → 2NT = bid your 2 nd suit
(1Any) - 2NT = 2 lowest, 3-level Cue bids: Asks for stopper
VS. NT (vs. Strong/Weak; Reopening; Passed Hand)
2 nd seat: X = Values; 2♣ = Landy; 2♦ = Multi; 2M = M + m; 2NT = Good Strong 2-suiter m + Any → 3♣ = relay → ? 3♦ = ♦ + M, 3M = M + ♣, 3NT = ♣ + ♦
4 th seat: X = Values; 2♣ = Landy; 2♦/2M = Natural, 2NT = Good Strong 2-suiter m + Any → See above
Passed Hand: 2♣ = Landy, 2♦/2M = Natural; 2NT = m 2-suiter
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Natural Overcalls, Take-out double, NT bids = Natural
(2M) → - 3M = Asks for Stop, - 4m = m + Other M, (3m) → - 4m = MM, - 4Am = Am + ♥, (3M) → - 4m = m + AM
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs Strong ♣ → - X = ♣; - 1♦ = T-O, - 1M = natural, -1NT = ♦ + ♥; - 2♣ = Michaels, - 2♦/2M = pre-empt; 2NT = minors
Vs Strong 2♣: X = ♣; Others = Natural
OVER OPPONENTS' TAKEOUT DOUBLE
XX = 9+ HCP, 1/1 = F1, 2/1 = NF, 2NT (1♣) = both m 6-8, 2NT(1♦/1M) = 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	3 rd , 5 th	same	
NT	4th	3 rd , 5 th	
Subsequent	Small encouraging		
Other: Vs NT, K asks for UB (attitude when dummy is short), 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	Italian or SP
Suit 2	Small Enc. on A, Q	SP	Count
3			
1			
NT 2	Count	Count	Italian or SP
3	Small Enc. on A, Q	Smith or SP	Count
Signals: Vs NT, Smith: Low = Enc. from both sides			
Vs suit: Suit preference, high-low shows interest for ruff or odd			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
At least opening values or equivalent; 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 CHAMPIONSHIP TEAM & DIVISION: BCOB1 H BIGDELI (1155) COENRAETS (543)
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
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 cards Major
1♣ : 2+ cards & may have 4 bad ♦
1♦ : usually a good 4-card suit (also 4432)
1NT: (14) 15-17 5cards Major & 6 cards minor possible
2NT: 20-21H 5card Major possible
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ Weak 2♦ or Bal 22-23 or any GF
2♦ Weak 2♥, or Semi-forcing ♣/♦/♠
2♥ Weak 2♠ or Semi-forcing ♥
2♠ Weak 5♠ and a minor
3NT Solid minor (no ace/king expected)
4♣/4♦ = NAMYATS (Good 8c♥/♠ or 7c♥/♠ & an A or K)
4♥/♠ = Natural Preempt
SPECIAL FORCING PASS SEQUENCES
After our opening, X and XX, pass is forcing
IMPORTANT NOTES
Reverse bids forcing one-round; 3 rd and 4 th suit;
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	4♥	11-21	1NT=8-10, Jump shift=Strong, 2♣=Inverted raise, 2NT=Limit, 3NT=To play, 3♣=Weak raise, 3♦/3M/4♣=Pre-empts If Suit Overcall → Next suit=5+, 2♣= 8-10, Q=Limit+, Others as without overcall	1♣-1♦ → 1NT Walsch 1♣-1X, 1NT → 2♣=Weak ♦ or Any Inviting, 2♦=GF relay, 2NT=Weak ♣ or any Strong 54 If 1NT Overcall → 2♣=Landy, 2♦/♥/♠=TRF	2♣ = 5c♣ 8-10, 2M=5cM & 4c♣ 8-10 (also after X or overcall)
1♦		4	4♥	11-21	1NT=6-10, Others=Same as after 1♣	Same as after 1♣	2♣ Drury, Others= Same as after 1♣
1M		5	4♦ (1♥) 4♥ (1♠)	11-21	Jump shift=Strong, 2/1= F1, 1NT=NF, 2♣=3cM fit limit or natural F1, 3M=Pre-empt, 2NT=4cM limit+ or 3cM 15+, 3♠(1♥)=Pre-empt, 3NT/4m=Splinter 10-13, 4♥(1♠)=To play If Suit Overcall → 1NT/3NT=Nat, Q=3cM Limit+, 2NT=4cM Limit+, X may have 3cM limit+,	1♥-1♠, 1NT → As after 1m-1X, 1NT 1♥-1♠, 2NT → 3♣=relay for distribution 1M-2♣ → 2♦=Relay without 4c♥, 2♥=4c♥ 11+, Others= Good13+, 1M-2♦/2♥ → 2NT=13-14, 3X=15+ If 1NT Overcall → Natural, 2NT=minors, 3X= Pre-empt	2♣ = Drury with at least Hx. 2NT = 4 cards Fit & a short 2♠(1♥)/3m/3♥(1♠) Fit Jump, Others=same as without Pass but NF
1NT				(14) 15-17, may have 5cM or 6cm or, rarely a single	2♣= Stayman, 2♦/♥/♠/3♣=TRF, 2NT=limit, 3X=GF TRF, 4♣=5/5 m slam, 4♦=5/5 M game If 2M Overcall → X=TO, 2NT=Lebensohl, 3♦=TRF to AM, 2Y=NF, 3Y=GF, 3NT=No Stop, 3M= 4cAM No stop, If 2♣ Landy → P+X=Penalty, X=Penalty of one M, P+Bid=Competitive, 2M=Stop inv., 2NT=inv., 3m=F1, 3M=mm+shortness If 2♣=Artif. → X=Stayman, Others=System on	1NT-2♣, 2♦ → 2♥=Weak ♥♠, 2♠=GF relay 1NT-2♣, 2♥ → 2♠= GF relay If TRF overcall → P+X=penalty, P+2/3Y=NF, Others as after Nat. overcall If 2♦ Multi → Pass may hide 4/5cM & values, X=one 4cM, 2M=Competitive, P+X=Penalty. If X=Strong → XX=Positive, 2♣=Ambiguous, 2♦/M=5c+♦/M to play. If X=Artif. → XX=Strong, Others=System on	1NT-2♣, 2♦-3M=5cAM&4cM
2♣	x	0		Weak 2♦, Bal 22-23 or, Any GF	2♦: P/C, 2M/3m= Natural Good suit F1, 2NT=F1 relay If Overcall → X=TO, Pass can hide a penalty If X → P=♣, 2NT=F1 relay with fit, XX=Strong	2♣-2♦ → 2M= Kokisch style, 2NT= 22-23 2♦-2NT → 3♣/3♦=Wk 2♦+Shortness/mini, 3♥=Wk 2♦+♣/♥ force, 3♠=Wk 2♦+♠ force, 3NT= Wk 2♦ AKQxxx	2♣-(2Y)-P-(P), X=Strong without stop
2♦	x	0		Weak 2♥ or, SF ♣/♦/♠	2♥=P/C, 2NT=F1 relay, New suit=F1 If 2M Overcall → X=Penalty, 2Y/3Y=NF, 2NT=F1 relay If 3m Overcall → X=Penalty, 3♥=P/C	2♦-2NT → 3♣=Wk 2♥ mini, 3♦=Wk 2♥ Maxi, 3♥=Wk ♥ AKQxxx, 3♠=SF♠, 3NT=SFm, 4m=SFm Gambling style If T-O X → Pass=♦, XX=strong, 2NT=F1 relay	
2♥		0		Weak 2♠ or SF ♥	2♠=P/C, 2NT F1 relay, 3m=F1 If Overcall → X=Penalty If T-O X → Pass=♥ suit, XX=strong, 2NT=F1 relay	2♥-2NT → 3♣=Wk ♠ mini, 3♦=Wk ♠ Maxi, 3♥= Wk ♠ AKQxxx, 3♠=SF♥+4c♠, 3NT=6♥322, 4m=SF♥+4cm, 4♥=7c+♥ SF	
2♠		5		Weak 5c♠ & 4c+m	2NT=F1 relay, 3♣=P/C, 3♦/3♥= NF If T-O X → XX=Strong, 2NT=relay, 3m=Nat. NF	2♠-2NT → 3♣/♦=4c+♣/♦, 3♥/♠=4c+♣/♦ Maxi If Vul. The m has to be 5 cards	
2NT				20-21	3♣ Stayman, 3♦/♥=TRF, 3♠ → Both minors, 4m=Natural, 4M=To play with some ambition 2NT-3♦/♥, 3♥/♠=No fit, Others=Fit	2NT-3♣, 3♦-3♥=relay for m → 3♠/3NT=4c♣/♦, 4m=5cm, 4M=44m & 2cM 2NT-3♣, 3♦ → 3♠=5c♠/4c♥, 4m=Natural	2NT-3♦/♥, 3♥/♠= No fit
3NT	x			Gambling	4/5♣ → P/C; 4♦ GF relay; 4M=natural; 4NT slam	Over 4♦ → 4M/4NT shows M/m shortness	
4♣/4♦	x	0		NAMYATS	8c good ♥/♠ or 7c good ♥/♠ & 1A	HIGH LEVEL BIDDING: 5KC BW (03, 41, etc.)	
4NT				m 2 suited, 4/5 losers		Trump Q & outside K asking Relay	