DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS					W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENING L	EADS STYLE					
General style: wide range; how weaker the hand how better the suit	Lead			In Part	ner's Suit	CATEGORY: BELGIAN TEAM CHAMPIONSHIP	
Responses: all new suits forcing except 2 over 1	Suit	3rd-5 th				TEAM & DIVISION: BBC2 – Honour Division	
	NT	3rd-5 th		same same		PLAYERS: CARPENTIER Frédéric 2778	
	Subseq		of sequence	count		JOURDAIN Jean-François 3114	
	Third from 3 touching cards towards declarer						
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY	
15-18; Stayman; Transfers	Lead Vs. Suit			Vs. NT	1		
13 10, Sulyman, Hunslers	Ace	AK, Ax		AKJ, A		GENERAL APPROACH AND STYLE	
BAL: 10-14, Stayman, Transfers over 1m; Transfers over 1 M. Impossible transfer = Stayman.	King	AKx, KQJ,	KQx, Kx		Q109, AKQ	OEMERICAL TROPOGRAPHO STITLE	
	Queen	QJx, Qx		KQx, I	Cqxx, QJ10, QJ9	Five Card Major	
	Jack	J10x, Jx			, J108, J109	4 Card ♦ (except in 1st or 2nd seat NV)	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109x			A/K/Q 109x	Variable NT (9-11 in 1 st or 2nd seat NV)	
Weak NV; 10-14 VUL; new suit forcing	9	98xx			/K/Q/J 98x		
1m 2♦ = Majors (Precised Michaels)	Hi-X	Even		Even	12 (10) 011		
This 2 v Triangula (Triangula)	Lo-X	Odd		Odd			
Reopen: 10-14, 6 cards		ORDER OF P	RIORITY	0 444			
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		tner's Lead	Declarer's I	ead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
1♣ 2♣ = ♠+♦ ; 1 m 2♦ = Majors ; 1Maj 2 Maj = other Maj + ♣		all encouraging	Count	3000	Italian	2♣ Game Forcing or weak in ♦	
$2 \text{ NT} = 2 \text{ lowest}; 1 \text{ Maj } 3 \text{ e}; \text{ other Maj } + \text{ e}; 1x-3x : asks for a stopper}$		ort dummy:	Count		Italiali	2♦ Multi: weak in a M, or strong undeterminated	
2 1 1 2 10 west, 1 may 5 2. outer may 1 4, 1 x 5x . usks for a stopp	Italian					27 Main : Weak in a 141, or strong and communica	
In balancing position: 2 NT 17-19	3					2♥ 5+♠ , 4+♥, 6-11 HCP	
81	1 Sm	all encouraging	Count;unblo	ock over K	Italian	2♠ Muiderberg (5♠ and 4+ m)	
VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2	<u> </u>	Í				
Multi-Landy; D = 15+; vs. weak NT : 13+	3						
2 NT cue-bid over Landy and Muiderberg	Signals (inclu	ding Trumps): L	avinthal		<u>I</u>		
Constructive raises	Smith peter b						
If opp doubles 2 \(\Delta \) Landy, pass = to play; RD = bid your best major	Similar peter o	y 10 W caras					
ir opp acaretes 2 1 Zanaj, pass ve praj, res eta jeur ettermajer	DOUBLES						
			DOCELL	,			
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT I	OOUBLES (Styl	e. Resnonses	· Reonenii			
D = T/O; resp : 2 NT Lebensohl, 3x positive; after jump overcall :				, reopenn	-		
Rubensohl as from 2 NT; 2 S = NF; (2 M) 3M: minors; 4m = this	10+; cue forcing 1 round; 4x = preempt						
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♣						SPECIAL FORCING PASS SEQUENCES	
Over $1 - 2 = 2 + 4 + 4 + 4 = 2 + 4 + 4 = 2 + 4 + 4 = 2 + 4 =$	SPECIAL A	RTIFICIAL &	COMPETIT	IVE DRI S	/RDLS	After opponents overcall, pass asks for a reopening double	
Over 14 . $D = 4 + 4 + 1$ Majors, $1141 = 4 + 4 + 1$ Hintors, $24 = 5 + 3 + 1$ Majors, $24 = 4 + 4 + 1$ Majors, $24 = 4 + 1$ M	SI ECIAL, A	KIIIICIAL &	COMILITI	I Y EI DDEN	ILLO	2 The opponents overeally pass asks for a reopening double	
After 1♣ P 1♦: D = majors or strong, 1NT same as above	Competitive, game try and negative doubles					(except very unbalanced hands)	
Over 2\(\frac{1}{2}\) or 2\(\frac{1}{2}\): NAT	Competitive,	barrie ary and neg	541110 4040103	,		(cheept very unoutuneed numbs)	
OVER OPPONENTS' TAKEOUT DOUBLE						IMPORTANT NOTES	
Over 14: RD 10+; transfers						If opponents double Stayman or Transfer, pass denies a stopper!	
Over 1♦: RD 10+, transfers Over 1♦: RD transfer ♥; transfers						in opponents dodole stayman of fransier, pass defiles a stopper :	
Over 1-Major:RD 10+; transfers						1	
Over 1-iviajor.KD 10+; transfers	L						

OPENIN G	TIC K IF AR	MIN. NO. OF	NEG.D BL					
	TIF ICI AL	CAR DS	THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING	
1♣		2	4♥		Inverted minors; strong major jumps; Walsh	1♣ - 1 ♦ - 1 NT = Walsh	Jump fits	
						Double 2; transfers after 1♦, 1♥ or X.		
1♦		4	4♥		same	3 rd /4 th suit for LIMIT hands; trsf after 1♥ or X		
						1x - 1 M - 3 NT = balanced raise, 18-19		
1♥		5	4•		2♣ is ambiguous, either NAT either 3-card limit raise in M; 2 NT = game force; 3♣ = 6-8 H, 4-card support; 3 ♦ = 9-11 H, 4-card support; 3♥ = preempt; 3 NT = splinter; 3♠ = long and weak	3♣ = 11-14 + shortness; 3♦ = 12-14 bal; 3♥ = 15-19 bal; 3♠ = 15-17 + shortness; 3 NT = 18+ unbal; 4x = NAT concentrated 5+-5+, 12-15 HCP; same after opponents double but not after suit overcall (2 NT = 4card raise)	2♣ Drury (2 ♦ ambiguous) 2 NT = 4card support + shortness (3♣ asks, 3♦ anti-♠ relay)	
							Jump fits	
1♠		same			Idem 1♥			
					Over 2♥: 2NT = 3 cards ♥	3 ♣ asks for the strength		
INT				a) 1 or 2 nd seat : 9-11 b) others : 14+ to 17 balanced	Over weak NT: 2♣ Stayman, 2♠ /♥ transfers, 2♠ limit, 2 NT = minors, 3x = preempt; Over strong NT, 3 level Stayman; 2♠ ♥ ♠ 3♣Transfers; 2NT = Nat, 3♠ nat limit, 3♥ nat srong, 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; 2 M = cue; 3 NT 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 2 M weak)	2 M = to play facing weak hand; 2 NT = relay	$3 \clubsuit = \min \text{ in } ♥; 3 ♦ = \min \text{ in } ♠; 3 M = \max \text{ in}$		
					World Convention	other M; 2 NT = 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 ♦; 3 NT = 5440; 2 NT + fit = slammish		
2NT				20-21 bal	Romex, Transfers (rectification = no or bad fit)	$3 \spadesuit = \text{no } 4 \heartsuit$; $3 \heartsuit = 4 + \heartsuit$; $3 \spadesuit = 5 \spadesuit$; $3 \text{ NT} = 4 - 4 \text{M}$		
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; 4 NT 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			
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 reskings (1-2-3-4)	sp asks for trump Q; 5 NT asks for	
5♥				same		New suit at level 6 often demands 3 rd control to	play the Grand	
5♠				same		5 NT Josephine (0-1-2)		
						Exclusion BW		