

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS
Generally constructive, can be more aggressive
on 1 level
Wide range (4-16HCP on level 1; 10-16HCP on level 2).
1 NT OVERCALL
2nd hand : 15-18HP; Stayman, Transfers
In balancing seat : 11-14 HCP (not necessarily a stopper)
JUMP OVERCALLS
Weak (6-12HCP or wider depending on position and vulnerability)
In balancing seat : intermediate (10-15 HCP)
DIRECT CUE BIDS
1m – 2m: harts and other suit
2NT: lowest suits
1M-2M: Other mayor + minor
JUMP CUE BID: asks for a stopper
AGAINST PREEMPTS
Natural, T/O double,
World Convention (= Leaping Micheals)
AGAINST STRONG, ARTIFICIAL OPENINGS
Against strong club, x = majors, 1NT = minors as long as opponents did not show a suit
AFTER OPPONENT’S TAKE-OUT DOUBLE
Natural, F1
XX = 10(9)+ HCP, penalty oriented.

DEFENSIVE PLAY AND SIGNALS			
OPENINGS LEADS STYLE			
	Generally	In Partner's suit	
Suit contracts	3th, 5 th	3th, 5th	
NT contracts	3th, 5 th	3th, 5 th	
Subsequent			
First discard (low = encouraging)			
Normal count if necessary/lavinthal possible			
LEADS			
	Against suit contracts	Against NT contracts	
A	Asks for attitude , AK+	Same	
K	Asks for count, KQ+, AK+,	KQT9+, AKQT9+, UB	
Q	Asks for attitude, QJ+, Qx	KQT+, QJT+, QJ9+	
J	Asks for attitude, JT+, Jx	Same	
10	T9+, Tx	T9+, Tx	
9	98+, 9x	98+, 9x	
Honour (10)-X	3th	3th	
Small - X	highest	Same	
XXX	3th/5th	3th/5th	
10(J)-x-x			
SIGNALS WHEN FOLLOWING SUIT OR DISCARDING			
	Partner's lead	Declarer's lead	Discard
Suit	Small encouraging	Normal count	low encouraging
NT	Same	Same	Same
Signals (inclusive in trump suit):in trump sometimes lavinthal			
In general: UDCA			
Smith: high encouraging			
DOUBLES			
T/O DOUBLES			
Shows opening values and support for other suits, or a strong hand (16+)			
Against multi: 13-15 balanced or (16)17+			
Against weak NT: 14+ direct seat, 11+ balancing seat			
Against weak without known suit: 1 st x: card showing, 2 nd x: t/o, 3 rd + x: pen			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support double and redouble			
Negative double			
Lightner double			

W B F CONVENTIE KAART
PLAYERS : Clovis Dehayé & Jens Van Overmeire
NBO : Belgium
COMPETITION : EK
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card Majors
4 card ♦
♣ might be 2 cards
2 ♣: GF
2 ♦: 22-24 bal or 1 suiter SF
2 ♥: 6 card weak
2 ♠ : 6 card weak
2NT : 20-21HCP
3NT: gambling (minor)
SPECIALE COMPETITIVE BIDS that may require defence
SPECIAL FORCING PASS SEQUENCES
When people (pre-)sacrifice over our game.
IMPORTANT NOTES
3 ^e hand : 1x: possible weak
PSYCHICS: sometimes

OPENING	“X” IF ARTIFICIAL	MINIMAL NUMBER OF CARDS	NEGATIVE DOUBLE THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATION WITH A PASSED HAND
1♣		2	4♥	10-20HP	1M :could be with long diamonts	1NT : 4c M possible	
1♦		4	4♥	10-20HP	Natural		
1♥/1♠		5 (4)	4♥	10-20HP 3 ^e hand : 4+ ; possible weak	2NT : invitational or GF with fit Jumps: natural and strong 3NT: splinter OM		Reversed drury : Pas 1M – 2C – 2M = (sub)minimal 2NT : shortness
INT				(14)15-17 (semi)balanced: 5card major, 6card minor, (high) singleton are possible	2♣ : stayman-relay (can be weak or without M) 2♦/ ♥/♠/NT: transfer 3♥/♠ : (31)(54) or (21)55 4♣: majors, 4♦/ ♥ = transfers	Super accept over major transfer Pre-accept over minor transfer SMOLEN	
2♣	X			- GF	2♦ : relais	Over 2NT : 25+ balanced 2X : natural 3X : natural	
2♦	X			- 22-24 balanced - 1 suiter SF	2♥ : relais	Over 2NT : 22-24 balanced 2X : natural 3X : natural	
2♥				- Weak with ♥	2NT: strong relay New suit forcing Jump new suit : fit jumps	3♣ : Max + stop 3♦ ; Max + stop 3♥ : weak 3♠ : Max + stop	
2♠				- Weak with ♠	2NT: strong relay New suit forcing Jump new suit : fit jumps	3♣ : Max + stop 3♦ ; Max + stop 3♥ : Max + stop 3♠ : weak	
2NT				20-21HCP	Puppet Stayman		
3♣/♦/♥/♠		7(6)		Pre-empt 7(6) card			
3ZT	X			Gambling in minor	4/5m pas of correct 4♦ asks shortnes	4♥ : short m 4♠: short ♥ 4NT: short ♠	
4♣/♦		8(7)		Preempt, natural			
4♥/♠		6		To play	Wide range		
4ZT	X			Both minors		HIGH LEVEL BIDDING	
5♣		7		To play		Mixed cue-bids Dopi-Ropi	
5♦		7		To play		RKCB (41/30/52/52+TQ)	
5♥/♠		7		To play		5-level : Exclusion Blackwood	