

We 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
(1m)-P-(P) → - 1NT=10-14, - 2NT=18-19
(1M)-P-(P) → -1NT=10-15, - 2NT=18-19
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd /4 th : 15-18 → System on
Reopening: 10-14 over (1m) → 2♣=Relay, Others=System on.
10-15 over (1M) → 2♣ Inv.+ Relay, 2M-1=♦, Others=System on
JUMP OVERCALLS (Style; Responses; Unusual NT)
(1Any) → Jump Overcalls = 5-10 NV & 11-14 Vul.
Reopening. Jump Overcall: 6+ Natural 12-14 Hcp,
3 rd level Overcall: (6)7+ Natural 12-14 HCP
Exception: (1Any)-P-(P) → 3♣= 2 Lowest
DIRECT & JUMP CUE BIDS (Style; Response; Reopening)
(1m)→2m=♠+X. (1m)-P-(P)→ - 2m=♠+X, - 3♣=♥+ Om
(1M)→ 2M=Michael. (1M)-P-(P) → - 2M= Michael, - 3♣= ♣+♦
(1Any)→ 2NT=2 lowest. (1Any) → 3Any: Asks for stop
VS. NT (vs. Strong/Weak; Reopening; Passed Hand)
2 nd seat: X=Values, 2♣=Landy, 2♦=Multi; 2M=M+m,
2NT=m 2-suiter
4 th seat: X=Values, 2♣=Landy, 2♦/2M=Natural,
2NT=m 2-suiter
Passed: X=10-12, 2♣=Landy, 2♦/2M=Natural; 2NT=m 2-suiter
VS. PRE-EMTS (Doubles; Cue-bids; Jumps; NT Bids)
Natural Overcalls, Take-out double, NT bids=Natural
(2M) → - 3M=Asks Stop, - (2M/3M) → 4m=m+OM
(2♦ multi)→ 4m=m+♥. (2m/3m) → - 4m=MM, - 4O m=Om+♥
(2♣ Precision) → - 3♣=MM, - 4♣=MM Game+, - 4♦=♦+♥.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs Strong ♣ → - X = ♣, - 1♦ = T-O (any shape with good opening),
-1NT = ♦+♥, - 2♣ = Michael, - 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 opening) = Truscott (fit & Invitation+),
Jump Raise = Pre-empt, Others = See Openings & Responses
After 1M-(X) → 4m/3NT = Splinter m/OM, 4 Other M= Nat.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd , 5 th	Same	
NT	2 nd (MUD From xXx) / 4 th	3 rd , 5 th	
Subsequent	Reverse Attitude		
Other: Vs NT, K asks for Un-block or Revers attitude when dummy is short, A asks for Revers attitude. Vs suit, K asks count, Ace asks Revers 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	Std Count or SP	Std Count	Italian (Odd Enc.)
Suit 2	Rev. Att. on A, Q, J	SP	Std Count or SP
3			
1	Std Count	Std Count	Italian (Odd Enc.)
NT 2	Rev. Att. on A, Q	Smith or SP	Std Count or SP
3			
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. Natural Responses.			
Reopening after (1m opening): X followed by 1NT=15-17 & 2NT=20-21.			
Reopening after (1M opening): X followed by NT at lowest level=16-17			
Reopening after (1M opening): X followed by JUMP to 2NT=20-21			
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
COENRAETS (BEL543) - BIGDELI (BEL1155)
CATEGORY: BELGIAN & INTERNATIONAL EVENTS
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. cm/M: cards m/M
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 cards Major
1♣ : 2+ cards & may have 4 bad ♦
1♦ : usually a good 4 cards suit (also 4432)
1NT: (14) 15-17 Possible 5cm & 6cm or Single
2NT: 20-21H Possible 5cm or Bad 6cm or Single
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ Weak (5-10) 6+♦, or Bal 22-23 or any GF
2♦ Weak (5-10) (5)6+♥, or SF ♣/♦/♠
2♥ Weak (5-10) (5)6+♠ or SF ♥
2♠ Weak (5-10) 5♠ and 4+m
3NT Solid m (no out-side A or K expected)
4♣/4♦ = NAMYATS (Good 8c♥/♠ or 7c♥/♠ & an A or K)
4♥/♠ = Natural Pre-empt
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♣=5-9, Q=Limit+, Others as without overcall	1♣-1♦ → 1NT Walsch (Can have 1 or 2 4cM) 1♣-1M, NT → 2♣=Weak ♦ or Any Inviting, - 2♦=GF relay, - 2NT=Weak ♣ or GF 5m4X 1♣-1♦, 1NT → 2NT=Inviting If 1NT Overcall → 2♣=Landy, 2♦/♥/♠=Natural	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♣ Natural, Others=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♥ → 3NT=18-19 If 1NT Overcall → Natural, 2NT=minors, 3X= Pre-empt	2♣ = Drury. 2NT = 4 cards Fit & a short 2♠(1♥)/3m/3♥(1♠) Fit Jump, Others=same as without Pass
1NT				(14) 15-17, may have 5cM or 6cm or, rarely a single	2♣= Stayman, 2♦/♥/♠/3♣=TRF, 3♦/♥= GF+ TRF 2NT=Inv, 3♠/4♣=5/5m GF/Slam, 4♦=5/5M Game If 2M Overcall → X=TO, 2NT/3♣=TRF to 3♣/♦, 3♦=TRF to AM, 2Y=NF, 3Y=TRF, 3NT=No Stop, 3M= 4cAM No stop, If (2♣) Landy → P+X=Penalty, X=Penalty of 1 M, P+Bid=Competitive, 2M=Stop inv., 2NT=inv., 3m=F1, 3M=mm+shortness If Artificial (2♣) → 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		6+♦ 5-10, Bal 22-23 or, Any GF	2♦: P/C, 2M/3m= Natural Good suit F1, 2NT=F1 If Overcall → X=Penalty, Suit= NF, 2NT= F1* If X → P=♣, 2NT=F1* 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,	2♣-(2Y)-P-(P), X=Strong without stop 3NT= Wk 2♦ AKQxxx
2♦	x	0		(5*)6+♥ 5-10 or, SF ♣/♦/♠ *May be 5 cards in 3 rd position	2♥=P/C, 2NT=F1 relay, New suit=F1 If 2M Overcall → X=Penalty, Suit=NF, 2NT=F1 If X → P=♣, 2NT=F1* with ♥ fit, XX=Strong If 3m Overcall → X=Penalty, 3♥=P/C	2♦-2NT → 3♣=Wk 2♥ mini, 3♦=Wk 2♥ Maxi, 3♥=Wk ♥ AKQxxx, 3♠=SF♠, 3NT=SF m, 4m=SF m Gambling style If X → Pass=♦, XX=strong, 2NT=F1 relay	
2♥		0		(5*)6+♠ 5-10 or SF ♥ *May be 5 cards in 3 rd position	2♠=P/C, 2NT F1 relay, 3m=F1 If Overcall → X=Penalty, Suit=NF, 2NT=F1 If X → Pass=♥ suit, XX=strong, 2NT=F1 with ♠ fit	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		5c♠ & 4c+m 5-10 *May be without 4+m in 3 rd position	2NT=F1, 3♣=P/C, 3♦/3♥= NF If X → XX=Strong, 2NT=Asks m, 3m=Nat. NF	2♠-2NT → 3♣/♦=4c+♣/♦, 3♥/♠=4c+♣/♦ Maxi If Vul. The m has to be 5 cards	
2NT				(19)20-21, Possible 5 cards M, 6 cards m or Single	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♣/♦, 2NT-3♦/♥, 3♥/♠= No fit 4m=5cm, 4M=44m & 2cM 2NT-3♣, 3♦ → 3♠=5c♠/4c♥, 4m=Natural	
3NT	x			Gambling, AKQxxxx m, No A/K	4/5♣ → P/C; 4♦ GF relay; 4M=natural; 4NT slam	Over 4♦ → 4M/4NT shows M/m shortness	
4♣/4♦	x	0		NAMYATS	8 cards good ♥/♠ or 7c good ♥/♠ & 1A	HIGH LEVEL BIDDING: 5KCBW (03, 41, etc.).	Followed by Trump Q & outside K asking Relays
4NT				m 2 suited, 4/5 losers			