DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses: 1/2 Level; Reopening)

Style : NAT ; Responses : 1/1 F1 ; 2/1 NF ; 2/2 F except in COMP ; Cue = force

Reopening: NAT

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

2nd position: 16 - 18; 4th position live: to win (except passed hand status: showing 2-suiter 5/6 – 4) ; reopening position 11 – 14

Responses: Stayman/Transfers on 1m ; Transfers on 1M

JUMP OVERCALLS (Style; Responses; Unusual NT)

Style: weak if non-vul.; serious if vul.

Unusual NT = lowest suits

Reopen: Style: intermediate; 2NT = 18–190 BAL

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

Direct cue bid: 2-suiter (highest suits)

Jump cue bid asks for stopper to play 3NT

Idem in reopening

VS. NT (vs. Strong/Weak; Reopening)

2nd hand: 2♣ = ♥/♠ ; 2♦ = Multi; 2♥/♠ = Muiderberg

4th hand: 2♣ = ♥/♠ ; another NAT

In all positions: double = penalty

VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

Doubles = take-out till 4♥

Cue bid = 2 suiter (highest suits)

Jumps & NT bids: NAT, strong

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

X = Majors; NT = minors

OVER OPPONENTS' TAKEOUT DOUBLE

Redouble 10+; 2NT & 3NT sound raise; 1/1 F1; 2/1 NF

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	Standard count	idem
NT	2nd/ 4th best; Top of nothing	Standard count
Subseq.		

Other:

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK short	AK short
King	AK long / KQ…	Good suit, asks to unblock
Queen	QJ…	KQ short, AQJ… / QJ…
Jack	KJ10… / J10…	AJ10… / KJ10… / J10…
10	K109… / Q109… / 109…	Honour 109 / 109…
9	Honour 98… / 98…	Honour 98 / 98…
Hi-X	Even	Even
Lo-X	Odd	Odd

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Upside down att.	Standard count	Odd = encouraging
Suit 2	Standard count		Even = suit pref..
3	Standard suit pref.		
1	Upside down att.	Standard count	Odd = encouraging
NT 2	Standard count		Even = suit pref.
3	Standard suit pref..		

Signals in the trump suit: Upside down count; suit pref.

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Style: NAT; Responses: NAT (Cue = force)

Reopening: NAT

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

A lot of responsive & value doubles; Lightner double

W B F CONVENTION CARD

CATEGORY: NATIONAL 3

PLAYERS:
Tanguy DE LIEDEKERKE 3124
Nathalie KUNKERA 70761

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5 cards Major - ♦/good 4 - 1♣ may be 2 cards

1NT 15 – 17

2♣ FG

2♦ Multi: 2H/2S weak or forcing

2♥: bic Majors Weak

2♠: Muyderberg 5 S+ 1 minor min 4

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

3NT: gambling - no side Ace or King

SPECIAL COMPETITIVE SEQUENCES

After 2any double pass: 2NT = negative or any GF with other M

After 1any 2jump: we play Rubensohl

A lot of 'scrambling' 2NT in competition

IMPORTANT NOTES

PSYCHICS: Light 3rd hand openings

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.D BL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	*	2	4♥	NAT, may be 2 cards	NAT (♦ may be bypassed) - strong single jumps	Roudi, Checkback, 3rd suit, 4th suit, splinters	Fit jumps
1♦		4	4♥	NAT	NAT - strong single jumps	Roudi, Checkback, 3rd suit, 4th suit, splinters	Fit jumps
1♥		5	4♦	NAT	NAT - strong single jumps - 2NT = fit, limit or + Splinter	Roudi, Checkback, 4th suit, splinters	Drury; fit jumps
1♠		5	4♦	NAT	NAT-– strong single jumps - 2NT = fit, limit or + splinter	4th suit, splinters	Drury; fit jumps
INT			4♥	15 – 17	F1 Stayman with 3 responses - 2 & 3 level transfers	Rubensohl if comp; Smolen; 4 level transfer	
2♣			3♦ till 4♥	FG	aces		
2♦			3♠ till 4♥	Multi: H/S weak or FI or balanced 22/23	2NT forcing		
2♥		4		H+ S weak	2NT relay		
2♠		5		Muyderberg 5S+ Minor 4	2NT relay		
2NT			4♥	20 - 21	Pupet	Smolen	
3♣		7 (6)		NAT, weak			
3♦		7 (6)		NAT, weak			
3♥		7 (6)		NAT, weak			
3♠		7 (6)		NAT, weak			
3NT		7		Gambling - no outside Ace/king	4♣ pass or correct		
4♣		7 (8)		Sound ♥			
4♦		7 (8)		Sound ♠			
4♥		7 (8)		NAT, weak			
4♠		7 (8)		NAT, weak			
4NT				Ace-asking			
5♣		8 (9)		NAT, weak		**HIGH LEVEL BIDDING**	
5♦		8 (9)		NAT, weak		KCBW 30-41 with Q ask	
5♥						Josephine	
5♠							