DEFENSIVE AND COMPETITIVE BIDDING

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

Strong overcall

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

2th/4th multi Landy

JUMP OVERCALLS (Style; Responses; Unusual NT)

Weak jump overcall

Ghestem

Reopen:

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

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

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

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

2CL

OVER OPPONENTS' TAKEOUT DOUBLE

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3 th 5th best	
NT	3 th 5th best	
Subseq		

Other:

LEADS

Lead	Vs. Suit	Vs. NT
Ace	attitude	
King	number	
Queen	Promises J	Promises J and 10 or 9
Jack	Promises 10	
10	Promises 9	
9		
Hi-X		
Lo-X		

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Italian	Italian	Italian
Suit 2	Italian		
3			
1	Italian		
NT 2	Italian		
3	Italian		

Signals (including Trumps):

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Short in bid color

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Support DBLS/RDLS

W B F CONVENTION CARD

CATEGORY:
NCBO:
PLAYERS: Christiane Deprez
Philippe Coulon

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE
Majors 5 best minor
Strong NT
2 Cl strong major
2 D multi
2 H/S Muiderberg

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

4NT blackwood
5CL 3-0 aces
5D 1-4 aces
5H 2 aces 0-3 Kings
5S 2 aces 1-4 Kings
5NT 2 aces 2 Kings

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

		PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4H	Rule of 20			
1♦		3	4H	Rule of 20			
1♥	5		4H	Rule of 20	2H/2S		
					Bergen 4 card support 3D 6-7 HP, 3CL 8-9 HP		
1♠	5		4H	Rule of 20	2NT support 11+ support points 4H/4S weak raise	3CL11-14 HP single or void 3D asking single 3D 11-14 HP regular 3H 15-17 HP regular 3S 15-17 HP single or void 3NT asking single 3NT 18-19 HP regular 4 CL 18-19 HP single or void CL 4 D 18-19 HP single or void D 4H/4S 11-12 HP 6+ card	
INT				15-17 HP	Weak Stayman possible Transfer Major/Minor (2S for CL or D)	After Stayman 1NT - 2CL 2D – 3CL 3D 4 or 5 D 4333 or 5332 3H 2minors 3H 2S 3S 2minors 3S 2H 3NT 4 or 5 CL 4333 or 5332 After Stayman 1NT - 2CL 2H- 3CL 3D 4H 4D 32 3H 4H333 3S 4H 4S 32 3NT 4H 4CL 32 After Stayman 1NT - 2CL 2S – 3CL 3D 4S 4D 32 3S 4S333 3NT 4S 4CL 32	
2♣	x			8-9-10 tricks Major	2D relay		

2♦				Multi 6H or 6S weak or 24 HP	2H relay 2S support to 3H 2NT asks description	3CL min weak H 3D min weak S 3H max weak S 3S max weak H	
2♥	x			Muiderberg	2NT asking for minor 3CL asking strength	3D strong Muiderberg 3H weak Muiderberg	
2♠				Muiderberg	2NT asking for minor 3CL asking strength	3D strong Muiderberg 3H intermediate Muiderberg 3S weak Muiderberg	
2NT				20-21 HP	3CL Puppet Stayman 3D/H transfer H/S 3S 5S-4H game forcing 3H transfer S followed by 4H slam trial		
3♣				pre-emptive 7 card			
3♦				pre-emptive 7 card			
3♥				pre-emptive 7 card			
3♠				pre-emptive 7 card			
3NT				Gambling			
4♣				pre-emptive 8 card			
4♦				pre-emptive 8 card			
4♥				pre-emptive 8 card			
4♠				pre-emptive 8 card			
4NT				Strong bicolor minor			
5♣						**HIGH LEVEL BIDDING**	
5♦							
5♥							
5♠							