DEFENCE AND COMPETITIVE BIDDING

Dbl = informative

Constructive at level 1 (possible with 4 card)

weak jump

Cue bid
Michaels (bicolor)

Colour change after jump is forcing

1 NT

2de pos: 15-17

4de pos: 13-14

Colour change after intermediate bid is non-forcing

DEFENCE vs 1NT OPENING (Multi Landy)

Dbl = same force as the 1NT opener

2CL = both Majors

2D = long Major (5+card)

2H/2♠ = 5 H/S and 4+Minor

2NT = both Minors 5+/5+

3CL/3D = to play

DEFENCE vs 2H/2S weak

2S/3CL/3D/3H = to play (usually partner passes)

Dbl = other major and 12+ or 14+ without other major

2 NT / 4 NT both minors

3 NT = strong and stop

LEADS and SIGNALS

LEADS

	Lead
Color	small = promises
NT	fourth from the top
Ace	attitude
King	number
Queen	promises J or broken sequence
Jack	promises T or broken sequence
10	promises 9 or broken sequence
Low-X	promises honor

SIGNALS

Partners lead Low = encouraging

King lead = asking distribution high/low = even

REVAN

W B F SYSTEM CARD

Team : WESTRAND 1

Players : JACOBS Paul (30483)
NYS Piet (32708)
BORREMANS Jos (31621)

SYSTEM SUMMARY

General = Majors 5 with diamond 4-card,
with 4-4-4-1 open 1 D.

Strong 1 NT (15-17)

2 CL = semi-manche forcing or 22-23 HP
or weak diamonds

Multi 2D = manche forcing or weak major (max 10HP)

Muiderberg

3C = Niemeijer at 2NT

Cue-bid
MICHAELS bicolor
UNUSUAL 2NT

MULTI LANDY vs 1 NT opps

DRURY

Double Deux

4 NT = 5 keycards : 30/41/2/2 with Queen of trump

5NT = Kings
Exclusion Blackwood

OPENING	Conventional	MIN. CARD Number	NEG.DBL till	DESCRIPTION	ANSWERS	FOLLOW-ON ACTION
1 CL		2	4H	Rule of 20	Inverted minors	
1 D		4	4H		Inverted minors	
1 H / 1 S		5	4H		2H/2S = support Major 6-9HP 3H/3S = support major 10-11 HDP 2NT = support major, 12+ HDP	On 2 NT 3NT = 14-15 HDP 3CL = 16 HDP 3D = 17 HDP 3H = 18 HDP 3S = 19 HDP
1 NT				15-17HP 5 card Maj/6 Min possible	weak Stayman 3CL Niemeijer 4NT= quantitative.	
2 CL	X			Multi - 8-9 tricks or 22-23 HP - weak + length in diamonds	2D = relay	2NT = 22-23 HP answer as on 2NT opening
2 D	X			Multi - manche forcing 24+ HP or 9/10 tricks - weak + length in major	2 H = relay 2 NT = forcing	On 2NT 3 CL/D = weak H/S (min.) 3 H/S = weak S/H (max.)
2H / 2S				Muiderberg	3 CL = ask for minor 2NT= 14+HP, interrogating	On 2NT 3 CL/D = min. + minor 3 H/S = max. + minor CL/D
2 NT				20 - 21 HP 5 card Maj/6 Min possible	Niemeijer	
3CL/D/H/S				Preemptive, 2/3 rule vul/non vul		
4CL/R/H/S				Preemptive, 2/3 rule vul/non vul		