DEFENSIVE AND COMPETITIVE BIDDING

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

2ZT = unusual : 2 lowest remaining suits (5-6 losers)

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

2 nd : 16-18 HP. Responses: all systems answers

4th l : 8-11 HP

JUMP OVERCALLS (Style; Responses; Unusual NT)

6 card, no opening

Reopen:

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

Cuebid = Michaels cuebid

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

2nd hand : Multi Landy , Inverted Muiderberg

4th hand : Double for majors

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

Double : take-out through 4 ♥

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

OVER OPPONENTS' TAKEOUT DOUBLE

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3th / 5th	Distribution
NT	Idem or Kantar	Idem
Subseq	3th / 5th	Idem

Other: on lead of Ace/queen : small is encouriging

: On lead of King : high is even

LEADS

Lead	Vs. Suit	Vs. NT
Ace	Promises king	idem
King	Promises A or Q	idem
Queen	Promises K or J	idem
Jack		
10	Top or Kantar	Idem
9	Top or Kantar	idem
Hi-X	Even	
Lo-X	Odd	

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Lowe = positive	Distribution	Italian
Suit 2			
3			
1	Lowe = positive	Distribution	Italian
NT 2			
3			

Signals (including Trumps):

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Opening values

After opponents take out double : redouble=9+HP , new suit=forcing

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

DOPI , ROPI

W B F CONVENTION CARD

TEAM : Lier 2
Division : National 3:
PLAYERS: Jan Hens (VBL 28927)
Walter Van Velthoven (VBL 13895)

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Majors 5 , ♦ 4

Bergen raises , Drury

1 NT : 15-17 HP

Inverted minors , double deux

4NT:RKC Blackw:4-1,3-0,2 without, 2with Q of trump

4♣,4♦:RKC Blackw (trump=♣/♦)

T-Walsh

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	x	2	4♥	11-20 HP	Inverted minors. 1 NT : 5-11 HP T-Walsh	After 1 ♣ – 3 ♣: 3 ♦ = stop ♦ and ♥ , 3 ♥ = stop ♥ and ♠,	
						3 ♠= stop ♠and ♦, 3 NT= stop ♦,♥ and ♠.	
1♦		4	4♥	11-20 HP	Inverted minors. 1 NT : 5-11 HP	After 1♦ – 3♦: 3 ♥ = stop ♥ and ♠ or stop ♣,♥ and ♠, 3♠= stop ♠and ♣, 3 NT= stop ♣and ♥ .	
1♥		5	4♥	11-20 HP	Bergen raises, 2/1 = gameforcing		
1♠		5	4♥	11-20 HP	Bergen raises, 2/1 = gameforcing		
INT			none	15-17 HP	Stayman(van be weak) . 2♦/2♥/2♠/2NT : transfers 4♣ : both majors ; 4♦ and 4 ♥ trfs		
2♣	x		none	a) weak with ♦, b) 22-23 HP, NT-distribution, c) SF minor suit, d) MF or SF major suit	2♦: to play : 2 NT: forcing		
2♦	x		none	a) MF minor suit, b) 24-25 HP, NT-distribution, c) 6card ♥/♠, weak	2 ♥ = relay, 2 NT = forcing, 16+ HP.	After 2 ♥ : pass or correct. After 2NT: 3 ♣ = 6c ♥ min., 3 ♦ = 6c ♠ min., 3 ♥ = 6c ♠ max, 3 ♠ = 6c ♥ max.	
2♥			none	Muiderberg	3♣ = pass or correct, 3♦ = invite, else = strong		
2♠			none	Muiderberg	3♣ = pass or correct, 3♦ = invite, else = strong		
2NT			none	20-21 HP	3♣=Niemayer		
3♣		7		preempt			
3♦		7		preempt			
3♥		7		preempt			
3♠		7		preempt			
3NT	x	7		Gambling			
4♣	x	7		Transfer ♥			
4♦	x	7		Transfer ♠			
4♥		7		preempt			
4♠		7		preempt			
5♣		8		preempt		**HIGH LEVEL BIDDING**	
5♦		8		preempt			