DEFENSIVE AND COMPETITIVE BIDDING

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

Solid:
1 on 1: 8-15 HP, 5+
2 on 1: 10-15 HP, 5+

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

2nd : 15 – 17 HP; responses: same as 1 NT
4th : 11 – 14 HP; responses: same as 1 NT

JUMP OVERCALLS (Style; Responses; Unusual NT)

Not-vulnerable: 0 – 12 HP; vulnerable : 8+ HP
Unusual 2 NT: 2 lowest not mentioned colors

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

Michaels cuebid

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

Multi Defence

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

Take-out double till (inclusive) 4♥: good opening
X = 5+ card and opening
2 NT: 15-18 HP with solid stop

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

OVER OPPONENTS' TAKEOUT DOUBLE

redouble: 10+ HP
X = forcing

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd-5th	3rd-5th
NT	4th	
Subseq	Small promising	

Other:
King: count

LEADS

Lead	Vs. Suit	Vs. NT
Ace	Calls for attitude	Id.
King	Calls for distribution	Id.
Queen	QJx(xx)	Id.
Jack	J10(xx)	Id.
10	Top of nothing	Id.
9	Top of nothing	Id.
Hi-X	Top of nothing or even nr cards	Id.
Lo-X	3rd-5th	Small promising

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Small encouraging		
Suit 2	L/H even nr cards		
3			
1	Small encouraging		
NT 2	L/H: even nr cards		
3			

Signals (including Trumps):

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

8-16 HP, short in opening or 17+ HP, all distributions
Responses: jump from 8+; cue is forcing
4th hand: infodubbel = 10+

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

support double

W B F CONVENTION CARD

CATEGORY: BELGIAN TEAM CHAMPIONSIP
TEAM & DIVISION: Forum 2
PLAYERS: Michael Roggen 30489 – Marc Lamberts 30484

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE
Major 5
Diamonds 4
1 NT: 15-17 HP
2 ♥, 2 ♠: 6-10 HP
2 ♣: semi forcing
2 ♦: Game forcing

Inverted Minors

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

GAMBLING 3 NT
BERGEN RAISES
JACOBY TRANSFER
JACOBY 2 NT

UNUSUAL 2 NT

WORLD CONVENTION

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

Opening in 3th hand can be weaker

PSYCHICS:

OPENING	MIN. NO. OF CARDS	NEG.DBL TH	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1 ♣	2	4 ♥	11-19 HP	Inverted minors		
1 ♦	4	4 ♥	11-19 HP	Inverted minors		
1 ♥	5	4 ♥	11-19 HP	2 NT : fit and forcing		
1 ♠	5	4 ♥	11-19 HP	2 NT : fit and forcing		
I NT			15-17 HP, no 5-card ♥/♠	Pas: 0-7 ; no 5-card ♥/♠		
				2 ♣: weak Stayman, not necessary with Major(s)	2 ♦: no 4 ♥ and no 4 ♠ 2 ♥:: 4 ♥ and maybe 4 ♠ 2 ♠: 4 ♠ and no 4 ♥	
				2 ♦: 0+ transfer ♥	2/3 ♥	
				2 ♥: 0+ transfer ♠	2/3♠	
				2 ♠: 0+ transfer ♣	3 ♣ or 2 NT	
				2 NT : 0+ transfer ♦	3 ♦ or 3 ♣	
				3 NT: 10-15 no 5 card ♥/♠		
				4 NT: 16-17 quantitative	6 ZT or pas	
2 ♣	0		Multi semi-forcing : 8 tricks or 22-23 HP Max 10HP 4/5 majors	2 ♦: relay 2 ♥/2 ♠: max 13HP, no preference 2NT : 14+HP	After 2 NT 3 ♣ ask 4 card major 3♦ weak 6-7HP	
2 ♦	0		Multi game-forcing : 9+ tricks or 24+ HP Max 10HP 6 majors	2 ♦ relais 2NT : 14+HP	After 2 NT 3 ♣ 6–7HP 6 ♥ 3♦ 6-7HP 6♠ 3 ♥ 8-10HP 6♠ 3 ♠ 8–10HP 6 ♥	
2 ♥/2 ♠	5		Muiderberg 6-10 HP	2 NT: 14+HP 3 ♣ ask minor	3 ♣/♦ 4card minor 3 ♥/♠ 5card minor	
2 NT			20-21 HP, balanced 5-card ♥/♠ possible	3 ♣: Puppet Stayman 3 ♦, 3 ♥: Jacoby transfer 3 NT : 4-10 HP 4 NT: quantitative, 11-12 HP	after 3♣ : - 3♦= at least 1 4-card Maj - 3♥/♠ : 5-card	
3 ♣/♦/♥/♠	7 (6)		Pre-empt: 7(6)c, max 10 HP			
3 NT	7		Gambling	Pas or 4 ♣		
4 ♣/♦/♥/♠	8 (7)		To play			
					HIGH LEVEL BIDDING	
5 ♣/♦/♥/♠					RKC Blackwood 41-30	
					Exclusion Blackwood	
					Splinter	