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 – 18 HP; responses: same as 1 NT
4th : 9 – 14 HP; responses: same as 1 NT

JUMP OVERCALLS (Style; Responses; Unusual NT)

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

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

Ghestem

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

DONT

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	Small promising	3rd-5th
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	H/L even nr crds		
3			
1	Small encouraging		
NT 2	H/L: even nr crds		
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 = 9+

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

support double

W B F CONVENTION CARD

CATEGORY: BELGIAN TEAM CHAMPIONSIP
TEAM & DIVISION: Forum 2
PLAYERS: Erik Gerlo 1083 – Eddy Van Sinay 17414

SYSTEM SUMMARY

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

Inverted Minors

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

DONT
GAMBLING 3 NT

JACOBY TRANSFER
JACOBY 2 NT

UNUSUAL 2 NT

STAYMAN RELAY

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

Opening in 3th hand can be weaker

PSYCHICS:

OPENING	ARTIFICIAL TICK IF	CARDSMIN. NO. OF	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 ♣	x	0		Semi-forcing : 8 tricks or 22-23 HP	2 ♦: relay 2 ♥/2 ♠: good 5+ card 2ZT : 8+HP 3 ♣/3 ♦: good 5+ card	Stayman after 2 NT	
2 ♦	x	0		Game-forcing : 9+ tricks or 24+ HP	italian controls : 2 ♥=0-1; 2♠=2 ; 2ZT=3, ..	Stayman after 2 NT	
2 ♥/2 ♠		6		6-10 HP	2 NT: 14+ HP X : forcing X with jump : fit and slem interest		
2 NT				20-21 HP, balanced 5-card ♥/♠ possible	3 ♣: Puppet Stayman 3 ♦, 3 ♥: Jacoby transfer 3 NT : 5-10 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, <11 HP			
3 NT	x	7		Gambling	Pas or 4 ♣		
4 ♣/♦/♥/♠		8 (7)		To play			
4 NT	x			Bicolore minor		**HIGH LEVEL BIDDING**	
5 ♣/♦/♥/♠						RKC Blackwood 3 0 – 4 1	
						Exclusion Blackwood	
						Splinter	