DEFENSIVE AND COMPETITIVE BIDDING

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

Normally constructive (8-15 HP), except after pass by partner

DBL with ± 4441 & 10+ HP or 5+c & 16+ HP

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

2nd: 15-17 HP

4th: 10-14 HP

JUMP OVERCALLS (Style; Responses; Unusual NT)

6+c with 6-11 HP

2NT: 55+c in lowest remaining colors & 6-13 HP

Level 3: preemptive (6+c)

Reopen: same

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

1♣/♦ – 2♣/♦: 55+c ♠ + ♦/♣ or ♥ with 6+ HP

1♥/♠ - 2♥/♠: 55+c ♠/♥ + ♣ or ♦ with 6+ HP

Always: can be weaker after a pass by partner

1X – 3X: gambling (asks for stop in X)

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

Strong: DONT & DBL with 6+c (2♠ with 6+c ♠ & 6-15 HP)

Weak: DBL = 18+ HP; 2♣/♦/♥ = DONT with 10-17 HP

2♠ or 3♣/♦/♥ = 6+c & 10-17 HP, 2ZT = 55+c ♣/♦ & 10-17 HP

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

2♦ till 3♣: 6+c & 8-15 HP, DBL with 16+ HP

1NT: 44+c ♣/♦ with 8-15 HP

2♣: 44+c ♥/♠ with 8-15 HP

OVER OPPONENTS' TAKEOUT DOUBLE

RDBL = penalty-oriented; other bids are natural

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	First – third - fifth	First – third - fifth
NT	First – third - fifth	First – third - fifth
Subseq	First – third - fifth	First – third - fifth

LEADS

Lead	Vs. Suit	Vs. NT
Ace	HESO	HESO
King	HESO	HESO
Queen	HESO	HESO
Jack	HESO	HESO
10	First – third - fifth	First – third - fifth
9	First – third - fifth	First – third - fifth
Hi-X	First – third - fifth	First – third - fifth
Lo-X	First – third - fifth	First – third - fifth

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	On/off (low/high)	On/off first color (low/high)	Lavinthal
Suit 2	Distribution high/low	Distribution high/low	Distribution high/low
3		Lavinthal	
1	On/off (low/high)	On/off first color	Lavinthal
NT 2	Distribution high/low	Distribution high/low	Distribution high/low
3		Lavinthal	

Signals (including Trumps):

On/off first color (low/high), next Lavinthal

DOUBLES

Reopening till 4432 with 8+HP

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

DBL for start on artificial bid or on 3NT contract (start color bid or ♠)

Support DBL

Competitive DBL

RDBL = penalty-oriented

W B F CONVENTION CARD

CATEGORY: Red
NCBO: RBBF, Belgium
PLAYERS: 18307 Erik Demeulemeester
13994 Ben Vandereet

ACOL SANS ATOUT 11-13 HP

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5-card ♠, 4-card ♦/♥

Weak NT = ± 11-13 HP until 5422 with 5c ♣/♦ (in 3th hand NV: 8-14 HP), 2NT = 19-20 HP until 5431 & 4441

2♠ to 3♥ opening: pre-empt in next color, strong in second color or strong with semi-balanced or bi- or tri-color

DOBTO: 2♣ to 2♥ opening = 44+c in color + higher color, 5-10 HP, no 0c & at least J9 in both colors (third hand: 5-12 HP)

Rebidding NT: possibly not mentioning 4c ♥/♠

Always apply rule of 18 for opening at 1-level

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

Weak NT = ± 11-13 HP until 5422 with 5c ♣/♦/♥ (in 3th hand NV: 8-14 HP), 2NT = 19-20 HP until 5431 & 4441

DOBTO: 2♣ to 2♥ opening = 44+c in color + higher color, 5-10 HP, no 0c & at least J9 in both colors (third hand: 5-12 HP)

2♠ to 3♥ opening: pre-empt in next color, strong in second color or strong with semi-balanced or bi- or tri-color

SPECIAL FORCING PASS SEQUENCES

PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	8-19 HP	Walsh, jump to 2♦/♥/♠ with 5+c ♦/♥/♠ & O-5 HP	Rebid NT if balanced (even with 4c ♥/♠)	Always apply law of
					1♦ waiting bid	Checkback Stayman after NT rebid	total tricks
1♦		4	4♥	8-19 HP		Possibly bid support with 3+c if other 1c	Bidding after previous
							pass always promises
1♥		4	4♥	8-19 HP	Fit bids after 1♥/♠ with 4+c: 3♣ with 10-11 HP, 3♦ with 8-9 HP, 3♥/♠ with 0-5 HP		maximum for non-
					Fit bids after 1♥/♠ with 3+c: 2♥/♠ with 6-9 HP, 2♣ with		bidding hand
1♠		5	4♥	8-19 HP	10-11 HP and 2NT with 12+ HP		
INT	x		4♥	Balanced till 5422 & 11-13 HP	2♣: Adapted Stayman, 2♦ – 2NT: transfer next color	2♣: 2♦ = 4c ♥/♠, 2♥/♠ = 5c ♠/♥,	
				(in 3th hand NV: 8-13 HP)		3♣/♦ = 5k ♦/♣, 2/3NT = 4333 & 11-12/13 HP, 3♥/♠ = 4432 with 2c ♥/♠ & 3c ♠/♥	
2♣	x			5-10 HP, 4+c ♣, 4+c ♦/♥/♠ & no 0c	Next bid asks for second color, 2NT = asking, other bid =		
				(in 3th hand: 5-12 HP)	to play; 3♥/♠ = 5c ♥/♠, 17 + HP & 0-3c ♠/♥		
2♦	x			5-10 HP, 4+c ♦, 4+c ♥/♠ & no 0c			
				(in 3th hand: 5-12 HP)			
2♥	x			5-10 HP, 44+c ♥/♠ & no 0c			
				(in 3th hand: 5-12 HP)			
2♠	x			Preempt ♣, MF ♦ or MF bicolor or semi-balanced 21-22 HP until 5431	Mostly bid 3♣ unless game over the preempt ♣	3♥→3♠ + 3NT/4♣/♦ = 55+c ♥ + ♠/♣/♦ 3♠→3NT + 4♣/♦/♥ = 55+c ♠ + ♣/♦ & ♣/♦	
2NT	x			Balanced till 5431/4441 & 19-20 HP	Niemeyer		
3♣	x			Preempt ♦, MF ♥ or MF tricolor or semi-balanced 23-24 HP until 5431	Mostly bid 3♦ unless game over the preempt ♦	3♠/4♣/♦/♥ = 4441 with A in 1c or 5440 with 1-c ♣/♦/♥/♠	
3♦	x			Preempt ♥, MF ♠ or semi-balanced 25-26 HP until 5431	Mostly bid 3♥ unless game over the preempt ♥		
3♥	x			Preempt ♠, MF ♣ or semi-balanced 27+ HP until 5431	Mostly bid 3♠ unless game over the preempt ♠		
3♠	x			Gambling: 7k ♣/♦ with AKQ and			
				no other AKQ			
3NT	x			Gambling: 7k ♣/♦ with AKQ and at			
				least A or Kx in other color			
4♣	x			Preempt ♥ without Hx or Qxx in other color			
4♦	x			Preempt ♠ without Hx or Qxx in other color			
4♥				Preempt ♥ with Hx or Qxx in other color			
4♠				Preempt ♠ with Hx or Qxx in other color			
4NT	x			55+c ♣/♦ & 10-19 HP			
5♣				7+c ♣ & 10-19 HP		**HIGH LEVEL BIDDING**	
5♦				7+c ♦ & 10-19 HP		RKC & Exclusion blackwood (both 4130, but 3041 if trump = ♣)	
5♥						DOPI/ROPI	
5♠							