DEFENSIVE AND COMPETITIVE BIDDING

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

Constructive

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

1NT = 16-18 in 2nd position, responses as with NT opening

1NT = 10-14 in reopening position

JUMP OVERCALLS (Style; Responses; Unusual NT)

jump overcall = weak

unusual NT = 2 lowest suits

Reopen:

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

direct cue: Michael's

jump cue: asks for stop for 3NT

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

Multi Landy 2♣ -- 2NT

DBL = Penalty

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

if natural, DBL = TO → Lebensohl

if in transfer, DBL = TO in bid suit, 1-over-1 strong take-out

Cue = inviting to 3NT

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

OVER OPPONENTS' TAKEOUT DOUBLE

RDBL = 9+HCP, no fit

major suit support bids (2NT and higher) unchanged

inverted minors unchanged

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3/5	3/5
NT	3/5 (flexible)	3/5
Subseq:	attitude	

Other:

LEADS

Lead	Vs. Suit	Vs. NT
Ace	from **A**K , Ax	id.
King	from **K**Q (can be AK)	
Queen	**Q**Jx…. Qx	
Jack	**J**Tx… Jx	
10	**T**9x… Tx	
others	1st/3rd/5th	1st/3rd/5th (occasional 4th best)

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	high =DISCG	suit preference	suit preference
Suit 2	Distr (vs. K)	distribution	distribution
3			
1	high = DISCG	suit preference	suit preference
NT 2	Distr (vs. K)	distribution	distribution
3			

Signals (including Trumps):

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

TO DBL: 10+, sound distribution;
RESPONSES: jump =9-11 with 5c; cue = opening values

DBL is penalty (or lead directing) over artificial bids, NT openings and after overcall over preemptive openings by partner

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

- Game try Double

W B F CONVENTION CARD

CATEGORY: IIIA
NCBO: BBF
PLAYERS:
Jef Vanparijs (21905) - Dirk Van Compernolle (15315) – Piet Vandereet (13995)

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5 card majors, 4 card diamond

Responses over 1 level opening:

1NT = 5-9HCP

1-over-1: 5+ HCP

2-over-1: is 9+ HCP

1NT = 15-17 HCP, without 5C major

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

Openings:

- 2♣ multi: weak with both majors or semi-forcing
- 2♦ multi: weak in either major or GF
- 2Major: Muiderberg
- 3NT: gambling

Responses:

1M - 2♣: limit+ with 3card in M OR natural

2♦ rebid is relay

2M rebid = 6+ card non-forcing

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♣	√	2	4♠	12-19 HCP	1-level bids natural		negative doubles
					inverted minors 2 ♥/♠: weak jumps (to play)		
1♦		4	4♠	12-19 HCP	idem	after 1NT => 2♣=ROUDI	
1♥ / 1♠		5	4♠	12-19 HCP	1NT= 5-9 HCP; 3card support possible in (4333)	after 1NT => 2♣=ROUDI	
					2♣ = semi-natural, limit+, can be with 3card support 2♦ = natural, limit+, can be with 3card support		
					2♥/♠ (same Major) = 3 card support, 6-9 HCP 2♥ (after 1♠) = 5 card, limit+, can be with 3card support		
					4card support: 3♣ (7-9), 3♦ (10-11), 3 M (2-6), splinters (11-15) 2NT: GF		
INT			4♠	15-17 HCP (no 5cM)	2♣ = weak Stayman		Rubensohl
					2♦/♥= Major suit transfers	2NT = max + 4card support	
					2♠/NT= minor suit transfers	1-over-1 = positive	
					3 in suit = GF, 6 card		
2♣	√	-	-	weak with both majors or 22-23 NT, can be unbalanced or semi-forcing openings	2♦=relay; 2 M = to play vs. weak hand	natural	
					2NT=strong relay		
2♦	√	-	2♠	weak 2 in a Major or 24+ NT or GF	2♥ = relay (may be passed) 2♠ = weak in ♠, limit in ♥ 3 ♥/♠ = pass or correct (support in both majors)		
					2NT= strong relay		
2♥/♠	√	5	3♦	Muiderberg 5M+4m, 6-9 HCP	2NT = relay, asking for minor (weak or strong)		
					3♣ = pass or correct		
					3♦ = G/T in major		
2NT				20-21 balanced	3♣= puppet Stayman		
					3♦/♥ transfers		
3♣/♦		6	-	pre-empt			
3♥/♠		7(6)	-	pre-empt			
3NT				gambling			
						HIGH LEVEL BIDDING	
4♣/♦		7+♥/♠		Near opening (8-9 tricks)		4NT: RKCB with responses 41, 30, 2, 2+Q	
4♥/♠		7+	-	pre-empt (7-8 tricks)		1-over-1 asks for Q of trumps	
						5NT = asking # Kings	
						5NT: grand slam try	