DEFENSIVE AND COMPETITIVE BIDDING

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

1 Suit : 5crd : 6-16HCP; 4crd 9-16 HCP

Jump RAISE=PRE, 4crd fit

Weak Jump

Michaels Cue Bid

Unusaul 2NT

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

2nd POS : 15-18 HCP: ALL CONVENTIONS AS 1NT-OPENING

4TH POS : 10-14 HCP/ RESP=NAT

JUMP OVERCALLS (Style; Responses; Unusual NT)

1-Suit :

2-Suit : Weak 2NT=lower colors; 2 unbid suits

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

MICHAELS Cue Bid (1M or 1m) – 2NT (5/5/) lowest colors;

(1M) – Cue-bid (5/5) other major + unknown minor

(1m) – 2M WEAK - 6crd

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

LANDY: 2♣= ♥+♠, 4/4, then 2NT=F1; MULTI LANDY: 2♦=6crdM

2♥/♠ : color + minor (5/4)

DBL : 16^{+} HP

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

T/O DBL THRU 4♥

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

Dbl = opening 12^{+}

OVER OPPONENTS' TAKEOUT DOUBLE

New suit=F at 1-level.

TRUSCOTT : 2NT=Limit raise or better

Double Jump=Splinter

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LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	Small promise	1st/3rd/5th
NT	4th flex - (Att)	1st/3rd/5th
Subseq	As above; Att	As above; Att

Other:

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(+);Ax(+);AKJ10 (+)	AK; AKx (+)
King	KQ;KQ109x;KQJ(+);KQx(+)	KQ;AKJ10(+);KQ109(+)
Queen	QJ; QJx(+)	KQx(+);QJ;QJx(+);AQJx(+)
Jack	J10; J10x(+);	J10; J10x(+);
10	HB10x; 109x(+); H109x(+); 10x	HB10x; 109x(+); H109x(+); 10x
9	H109x; 98x (+)	H109x, 98x (+)
Hi-X	Sx; HxS;HxSx; SxSx; HxxS	Sx; Sxx;9Sxx; HxxS (+)
Lo-X	Idem	Idem

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Hi=ENCRG	Hi/Lo=Even	Hi=ENCRG
Suit 2	Hi/Lo=Even	H / P	Hi/Lo=Even
3	HI=ENCRG		
1	Lo=DISCRG	Hi/Lo=Even	Hi=ENCRG
NT 2	Hi/Lo=Even	H/ P	Hi/Lo=Even
3	HI=ENCRG+ S/P		

Signals (including Trumps):

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Opening Values; 1m - (DBL) – 1M – (2M) = NAT

2nd: 12^{+} HP or less with better shape

4th: 9^{+} Hp or less with better shape

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Neg DBL Thru 4♥; 1♣-(1♦)-DBL: 4^{+}cards in both M

1m-(1♥)-DBL: Exactly 4♠. 1m-(1♠)-DBL suggest 4^{+}♥, 6^{+}HCP;

NEG DBL, then new suit F1; SUPP DBL: 3crd support non-MIN. OR STR BAL; RESP DBL: after T/O DBL THRU 3♠

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W B F CONVENTION CARD

CATEGORY: GREEN
NCBO: BEL
PLAYERS: TERRY Luc - 14691 - MINJAUW Elsje –19192
BONTE Ludo - 17575 - OOGHE Ph. – 14682
SIMOENS D. – 21632 – ROGIEST Jo – 12894
DINGENS Jp – 11356
VANDENBULCKE Bea - 13993

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Natural; 5-card M; BERGEN RAISES; longest minor ;

PRE: Classic;

2M : Muiderberg

2♣ : Both Majors – weak (4-4)

1NT Opening : 15 – 17 HP

2 OVER 1 Response : Promise rebid

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

GAMBLING 3NT (SOL m, no outside STOP)

LEBENSOHL – SLOW after 2-level O/C of 1NT

MUIDERBERG

MULTI 2 DIAMONDS

2 ♣ WEAK BOTH MAJORS

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

4th Suit = F by UPH

PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	3♠	11 – 20 HCP	1 NT= 6 – 9 HP. Others Natural.	2♣ CHECKBACK; Splinter	
					3♣ PRE (6 – 9 HCP)	Reverses by Opener= F1, By Resp=FG; Jump 4♣= STR raise on M	
1♦		3	3♠	11 – 20 HCP	1 NT= 6 – 9 HP. Others= As Over 1♣	2♣ Checkback; Splinter	
1♥ / 1♠		5	3♠	11 – 21 HCP	1NT=6–9 HP. 2NT=FG RAISE. Bergen raises (3♣/♦); 3M=PREEMPT; 3OM/4♣/♦ = Splinter, 11 – 14 HCP, 3NT=12-14 HP Bal = 3 or 4 crd fit	Reraise+PRE; Double raise=Limit; Same general principles as over 1m	
INT				15 – 17 HP, BAL,	2♣=STAYMAN, does not promise 4-card M; JACOBY TRF;	SMOLEN after 2♦; breaking transfert=4crd fit on 2♦/♥, strong	
				5-card M possible	3♣=PUP STAY; 4♦=5/5 M GF	3crd top honor on 2♠ / 2NT, LEBENSOHL	
2♣	x	0	3♠	22-23 HP if BAL	2♦=weak relay, 0-14 HCP 2♥/♠ : Weak relay longer ♥ or ♠	2♣-2♦; 2♥ weak bic ♥/♠ other strong, 8 tricks 2♠ - 2♥ - 2NT (22 – 23 Hp) Puppet	
				Strong single suiter	2♣ - 2♥/♠ - 3♣♦♥♠ : strong 8 tricks	2♣-2♦; 2♠/3♣/3♦ good suit 8 tricks	
				Weak 4/4 major	2NT=strong relay 14^+ HP	2♣ - 2NT - 3♣(4/4 weak min)	
2♦	x	0		GF – Strong bal	2♥=relay weak, 2NT 14^+ Hp	2♦-2♥-2♠-3♣= NEG (or ♣ + pos)	
				Any strong hand	2♦ - 2♥ - 3♣♦♥♠ strong 9 tricks	2♦-2♥-3x-3NT = NEG	
				NT 24^+ HP	2 ♦ - 2NT – 3♣ Puppet Stayman		
				Multi – weak 2 majors			
2♥/ 2♠		5		Muiderberg Weak (6 -10 Hp); 5crd M – 4crd m	2NT= 14^+ Hp F1 3♣ = NF To play 3♣ or 3♦ 3 NT – To Play.	On 2NT : 3♣/♦ = weak - 3♥/♠ = max + good suit.	
2NT				21 -22 HP Bal	PUP STAY; JACOBY TRF; 3♠=5crd♠+4crd♥;		
					4♣=5/5 M slem; 4♦=5/5M to play; 4NT=KW		
3♣ / 3♦		6		Pre : undisciplined NV; Classic VUL	New suit = F1		
3♥ / 3♠		6		PRE : Classic VUL	Other M = NAT, 4m=cue		
3NT	x			GAMBLING : Solid m no stops		**HIGH LEVEL BIDDING**	
						BLACKWOOD; RKCB;DOPI ROPI;LIGHTNER	
4♣		7		PREEMPT Classic VUL		MIXED CUE BIDS	
4♦		7		PREEMPT Classic VUL		**SPLINTERS (1♠ - 3♥!! Also)**	
4♥		8		PREEMP Classic VUL			
4♠		8		PREEMP Classic VUL			
4NT				Blackwood.			