DEFENSIVE AND COMPETITIVE BIDDING

overcalls (responses; 1 / 2 level; reopening)

(6)8 – 16(17) HCP 5 card - natural

2 level: (10)12-16(17) HCP 5 card natural

1NT overcall (2nd/ 4th hand; responses; reopening)

15 -18 HCP + stop ; resp Stayman, Jacoby

4th hand: (10)11-14 HCP ; resp Stayman, Jacoby

Jump overcalls

2NT = Unusual : lowest suits

Suit: 6+ card (5)6 - 10 HCP (wider range if partner passed)

DIRECT &JUMP CUE BIDS

1♣-2♣= both majors (5+,5+)

1♦-2♦= both majors (5+,5+)

1M-2M= other Major + unknown Minor (5+,5+)

1x-3x= good suit, asks stopper

Defense vs NT:

X= penalty (points)

2♣= both majors (3+, 3+)

2♦= one suiter major

2M= 5Major 4+ minor

4th hand: natural, only 2♣= both majors (3+, 3+)

Defense vs PREEMPTS (DBL; Cue-bids; Jump; NT-bid)

Dbl: take-out;
2NT : (15)16-18 HCP + stop
Overcall is constructive

4 NT after 3 S/H : minor suits

3 NT : to play

Leaping Michaels (5/5 or longer)

Defense vs strong artificial opening bids such as 1♣ or 2♣

X=♥, 1♦=♠, 1M= M+m

1NT= mineurs, 2♣= Majeurs

2♦/♥/♠= short or long

OVER OPPONENT'S T/O DBL

Transfers over 1M (x) or (1x) 1M (x)

LEADS and SIGNALS

LEADS

	lead	In Partner's suit
suitcontract	1/3/5	1/3/5
NT contract	1/3/5	1/3/5
	K= ask for deblock	

Other: K = Count, AQ= Attitude

LEADS

lead	suitcontract	NT-contract
Ace	Asks attitude	Asks attitude
King	Asks count	Asks deblock/count
Queen	QJ+, Qx	QJ9+, KQ+
Jack	(K)JT+	(K)JT+
10	(K)(Q)T9+, Tx	(K)(Q)T9+
9	(K)(Q)(J)98+, 9x	(K)(Q)(J)98+

SIGNALS

	Partner leads	Leader leads	Discarding
1	Attitude L/H	Count L/H even	Attitude L/H
trump 2	Count L/H even		Lavinthal
3	Lavinthal		
1	Attitude L/H	Count L/H even	Attitude L/H
NT 2	Count L/H even		Lavinthal
3	Lavinthal		

Smith in de second trick L/H is positive

DOUBLES

T/O DOUBELS (responses, balancing)

Opening strength - all other suits covered or 16+ HCP
About 3HP weaker in balancing seat
Can be weaker with good distribution

responses: Suit without jump: 0-8 HCP
Suit with jump: 9-11 HCP

Cuebid: 12+ HCP

SPECIAL, ARTIFICIAL & COMPETITIEVE DBLS/RDLS

DOPI – ROPI after bid or DBL on 4 NT

RDBL after DBL on Control bid: 1st Control

Support DBL

Lead DBL against artificial bids

WBF Convention Card

CATEGORY: Open

NCBO: Belgium

Players:
JOSSAER Jens BEL29680
VAN LAETHEM Elke BEL33099

SYSTEM SUMMARY
5♠5♥4♦2♣ opening

GENERAL APPROACH and STYLE

Natural

Walsh

2-over-1 GF

Double deux (Three Way Check Back)

Serious and non-serious bids

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♣=weak in ♦ or SF

2♦=weak in ♥ or GF

2♥=weak in ♥ and ♠ (4+/4+)

Splinter, Drury

Transfers on double on 1M
Many transfers like after 1c (1d) or 1m (1h) or 1m/1NT (3h),..

3th and 4th suit is RF

Lebensohl (after dbl on weak 2) and Rubensohl

Checkback Stayman

1C (1D) 1S = 4/4 M or weak with 5♥ and 4♠

Long suit trial, support DBL
Neg DBL till 4♥

Control bids on 4 and 5 level
RKCB: 41/30/2KC-Q/2KC+Q)
Exclusion Blackwood

Quantitative

SPECIAL FORCING PASS SEQUENCIES

DOPI - ROPI - DEPO after DBL or bid on 4 NT

DBL after stayman

IMPORTANT NOTES

PSYCHICS: Rare

OPENING	X as ARTIFICIAL	MIN. NUMBER OF CARDS	NEGATIVE DBL. THRU	DESCIPTION	RESPONSES	SUBSEQUENT ACTIONS	PASSED HAND BIDDING
1♣		2		11+ 1♣ with 3/3 in the minors	Walsh (1♦ does not promise 4+♦ , 1M= naturel but could have longer ♦, 1NT=11-12) Inverted minors: 2 level 10+ HP 3 level (4)6 - 9HP 2y with jump= 9-11 &6+card	1♣ - 1♦ - 1NT = could contain 4 card M 1♣ - 1♦ - 1M = nat, unbalanced	natural
1♦		4		11+ 1♦ with 4/4 minors			
1♥/1♠		5		11+ Could be weaker in 3th hand	3y with jump= 9-11 & 6+ card 2NT = GF 1NT = SF after opening in 1st or 2nd seat 2♥ / ♠ = 8-10	1♥/1♠ - 1NT - 2 NT = GF, no 5/5 1♥/1♠ - 1NT- 3x = 5/5, GF	Drury 2NT= 10-11, 4-card fit and short suit
1NT				15-17 HP balanced incl 5M332 Good 14 can be upgraded Slighty irregular is possible (4M5m, high single, bad 6m)	Stayman (could be weak) ; 2♦/♥/NT= transfers ♥/♠/♦ 2♠= INV BAL or ♣ Smolen 3♣ asks 5card M - 3♦ multi invite 3♥=4333; 3♠= 3433	Natural 1NT – 3♣ - 3♥/♠= 5 card, rest = 3♦ 1NT – 3♣ - 3♦ - 3♥/♠ = short	
2♣	X			Weak with ♦ or NT 22-23 HP; 26+ HP SF	2♦ relay, NF 2NT = asking, strong relay	After 2NT: 3 ♣/♥/♠: max, values 3 ♦: min	
2♦	X	5		Weak with ♥ or NT 24-25 HP GF	2♥ relay; NF 2♠,nat, invite but NF - 3♣,3♦: nat, RF 2NT = asking, RF	After 2NT: 3 ♣/♦/♠: max, values 3 ♥: min	Preëmpt could be good 5card suit.
2♥		4/4		Weak : ♥ and ♠ 5-10 HCP	2NT = asking, GF 3♣ : min (->3♦ asks), 3♦: 5/5 max, no void, 3♥/♠ : max, 3NT : 4/4 max, 4♣ : 5/5 void ♣, 4♦: 5/5 void ♦		Could be weaker or less distributional
2♠		6(5)		weak : 5-10 HCP 6+ card ♠ vul 5+ card ♠non-vul	2NT asking, RF New suit: nat – RF 3♦ = hearts; 3♥ = invite spades		
2NT				20-21 HCP semi-balanced 5 card ♥/♠possible, same as 1NT-opening	Jacoby transfers; Puppet 3♠ : minors	Accepting transfer shows fit.	
3♣/3♦/ 3♥/3♠		7(6)		Preemptive	3♣ (p) 3♦ = asks for a 3card M		Opening has a wider range and
3NT	X			gambling			could be with less distribution
4♣/ 4♦/ 4♥/ 4♠		8(7)		Preemptive			if partner has already passed