DEFENSIVE AND COMPETITIVE BIDDING

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

Constructive, on 1 level possible with 4 cards

Weak jump overcalls

BUNI overcalls

Suit change after overcall is forcing

Overcall raises are pre-empt and according TNT

Overcalls over 1C are bid in transfer

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

BUNI : lowest suits

BUNI : lowest suits

JUMP OVERCALLS (Style; Responses; Unusual NT)

Jump overcalls are weak in majors, intermediate in minors

BUNI-overcalls

Reopen: same

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

Direct cue : BUNI overcall : minor cue : highest

Major cue : upper-lower

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

MULTI DEFENCE against strong NT, HELLO against weak 1NT

Same in 4th hand, same with passed hand

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

World convention , D = TO , 2NT = 16-18 ; 3NT to play

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

Trusscot defence against 1C strong

OVER OPPONENTS' TAKEOUT DOUBLE

Treated as no interference : including in T-walsh

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	1/3/5	1/3/5
NT	1/3/5	1/3/5
Subseq	Parity of residue	

Other:

LEADS

Lead	Vs. Suit	Vs. NT
Ace	HESO	HESO
King	HESO	HESO
Queen	HESO	HESO
Jack	HESO	HESO
10	HESO	HESO
9	HESO	HESO
Hi-X	doubleton	doubleton
Lo-X	normal	normal

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Obvious switch / Att	Suit preference	Suit preference
Suit 2	"	"	"
3	"	"	"
1	"	"	"
NT 2	"	"	"
3	"	"	"

Signals (including Trumps): suit preference

Count : high / low = even

Attitude : low = positive

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Contructive and shape +/- 4441 (at least 4432)

TO DBL – 1NT replace the 1NT overcall

1M-DBL-PASS- 1NT : conventional

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

TO

MULTI DEFENCE

Lightner

DOPI/ROPI/DOPE

Absolute doubles

W B F CONVENTION CARD

CATEGORY: ALL EVENTS
NCBO: WBF / EBF/ BBF / VBL
Players : Kate Van Waes VANDERVOORT DENIS de Caluwwé Jean-Raphael (28872/18890 /26388)

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

MAJORS 5, DIAMONDS 4

STRONG 1NT (15-17)

2C : multi precision /2D = multi

2H : 5+/4 majors /2S = 5+/4 majors (5/3 possible in 3th hand)

2NT = 20-21 ; niemeiyer

3C/D/H/S = transfer preempt, including GF hands

3NT = gambling without stopper

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

T-walsh over 1C

Multi-defence against 1NT strong

BOMA 2H : 5+ H /4 S

Multi precision 2C = weak with clubs/clubs+major or SF

BUNI overcalls : minor overcalls are bi-color ; minor jump over calls are intermediate

Minor cue, major cue, 1NT overcall are bi-colored

Transfer pre-empts, including GF hands

SPECIAL FORCING PASS SEQUENCES

Possible in waiting position

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	4D	Opening according rule of 18	T- WALSH	Standard, transfers after 2NT jump rebid	
				No 4 card D, no 5 card M	Inverted minor, 2D = weak in major		
1♦		4	4D	No 5 card of M	Standard, inverted minor, 2D = weak in major	Standard, transfers after 2NT jump rebid	
					Fierljeppen over 1m opening		
1♥		5	4D	Min 5 card	2NT = support 10+ ; 2C relay	Standard, idem	
					2M contructive, 3M weak, 4M disributional		
1♠		5	4D	Min 5 card	2NT = support 10 + : 2C relay	Standard,idem	
INT			4D	15-17	puppet, transfers, MSA	Rubenshol	
				6card m , 5 card M possible			
2♣	X	5	Nvt	Long weak C or clubs + M	2NT : strong relay, 2D weak/strong relay	Normal (X if strong)	
		0		SF hands , NT 22-23 / 26-27		X after overcall is penalty	
2♦	X	6	Nvt	Long weak M (6 card)	2H : weak relay, 2S invite for H, 2NT strong relay	Normal (X if strong)	
		0		MF hands, NT 24-25 / 28-29		X after overcall is penalty	
2♥	X	5		5+ card and 4 card S 6-10 (flex. In 3th hand)	2NT : relay , swiss		
				Can be 5/3 in 3th hand			
2♠	X	5		5 +/ 4 spade/Heart	2NT strong relay		
		X		5/3 in 3th hand possible	3/4 H/S : barrage		
2NT				20-21 regular, 5M and 6m possible	Puppet stayman, transfers, MSA		
3♣	X	6	4D	Transfer Preempt /GF hands	Normal		
3♦	X	7	4D	Transfer Preempt / GF hands	Normal		
3♥	X	7	4D	Transfer Preempt / GF hands	Normal		
3♠	X	7	4D	Preempt clubs	Normal		
3NT	X	7/8	4C	Preempt : long solid minor without stopper	Pas, 4C : pass or correct, 4D G forcing for minor		
4♣	X	5+/5+	4C	Pre-empt majors			
4♦		7/8	4D	Pre-empt D			
4♥		7/8	4H	Pre-empt H			
4♠		7/8	4S	Pre-empt S			
4NT	X	5+/5+		Minors pre-empt			
5♣				To play		**HIGH LEVEL BIDDING**	
5♦				To play		RKC : 41 30 2 2+ even+void odd+void ; odd +void	
5♥				To play		Control = mixed	
5♠				To play		Cue : forcing	
						DOPI ROPI DOPE	
						5NT : pick your slam	
						SSA;SKA; exclusive blackwood (from 4S on)	
						6 card RKC on bicolored hands	