pre

DEFENSIVE AND COMPETETIVE BIDDING

OVERCALLS (Style; Responses; 1 / 2 Levels; Reopening)

In principle 8 upto 15 HP

INT OVERCALL (2nd / 4th Live; Reponses; Reopening)

1 NT = 15 - 17 HP
4th hand 10 - 14 HP

JUMP OVERCALLS (Style; Reponses; Reopening)

Jump = 6-11 HP with 6 card
2 NT = 2 Suiter lowest remaining coulors

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

Michaels Cue => 2 Suiter
1 ♣ => 2 ♣ = ♥ and ♠
1 ♦ => 2 ♦ = ♥ and ♠
1 ♥ => 2 ♥ = ♠ and ♣ of ♦ (3♣ = Pass of correct ♦)
1 ♠ => 2 ♠ = ♥ and ♣ of ♦ (3♣ = Pass of correct ♦)

VS . NT (vs. Strong / weak; reopening; PH)

DONT
Double = Long suit – response 2 ♣ = Pas or correct
2 ♣ = ♣ + unknown major (2♦ asking 4 card major)
2 ♦ = ♦ + unknown major (2♥ is pass or correct)
2 ♥ = ♠ + ♥
2 NT = ♣ + ♦

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

Against Multi and pre-empt : Double = 14-17 No stop
2 NT = 14-17 with stopper
3 ♣ = 18+

VS. ARTIFICIAL STRONG OPENINGS – i.e. 1♣ of 2♣

Against strong ♣ = Double = Majors
1 NT = Minors

OVER OPPONENTS' TAKEOUT DOUBLE

Truscott

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	Small promises	Small promises
NT	Small promises	
Other	M U D	M U D

LEADS

Leads	Against colour contract	Against NT-contract
Ace	Asking for Queen	Same
King	Asking for distribution	Same
Queen	Asking for Jack	Same
Jack	Possible with King	Same
10	Possible with Queen	Same

SIGNALS IN ORDER OF PRIORITY

	Partners lead	Leader plays	discard
Colour	High = positive	distribution	High = positive
ZT	Same	Same	Same

Discard (also in Trump) Lavinthal

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Info / Strong info

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS / RDLS

W B F CONVENTION CARD

NAME TEAM: Kwadraat 1
CATEGORY: National

PLAYERS :
Jos Geens - 11.809
Guy Vervloessem - 19.898

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5 card ♠ / ♥ and 4 card ♦

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

Weak 2 ♦ / ♥ / ♠ (5 – 10 (11) HP

Truscott – after intervention with double
1♠ => 3♠ = 6-9 DHP and 4 card fit
1♠ => 2NT = 10+ DHP and fit
1♠ => Double => Re-double = 10+ HP
1♠ => 2♠ and 1♠ => 4♠ weak
Same after 1♥ opening

Inverted minors

Michaels Que

Control bids

PSYCHICS: In Principle not …

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1 ♣		2		10 - 19 HP	Natural Inverted Minor (10 HDP = 2 ♣ / 6-9 HDP = 3 ♣)		
1 ♦		4		10 - 19 HP	Natural Inverted Minor (10 HDP = 2 ♦ / 6-9 HDP = 3 ♦)		
1 ♥		5		10 - 19 HP	Natural	New colour = Forcing	
1♠		5		10 - 19 HP	Natural	New colour = Forcing	
I NT		2		15 / 17 HP (5 card possible)	2 ♣ = Stayman (can be weak) 3 ♣ = Niemeyer Jacoby Majors and Minors		
2 ♣	X			Semi or Manche forcing	2♦ = Relay 2♥ or 2♠ or 3♣ or 3♦ => 5 card and 8+ HP	Jump 3 level = unicolour 8,5 tricks Jump 4 level = Manche Rebid on 2 level = 2 suiter	
2 ♦	X	6		5 – 10 (11) HP	2 NT => Relay	After 2 ZT (asking) 3 ♦ = 5/8 HP 3 ♣ / ♥ / ♠ = 9/10 HP with control	
2 ♥	X	6		5 – 10 (11) HP	2 NT => Relay	After 2 ZT (asking) 3♥ = 5/8 HP 3 ♣ / ♦ / ♠ = 9/10 HP with control	
2 ♠	X	6		5 – 10 (11) HP	2 NT => Relay	After 2 ZT (asking) 3♠ = 5/8 HP 3 ♣ / ♦ / ♥ = 9/10 HP with control	
2 NT	X	2 or Ace sec		20 – 22 HP	3 ♣ = Niemeyer – Jacoby 3 NT = 4 ♥ + 5 ♠		
3 ♣	X	6		6 – 10 (11) HP	3 ♦ not forcing – 3 ♥/♠ forcing one round	If Preempt asf 6 card !	
3 ♦	X	6		6 – 10 (11) HP	3 ♥ not forcing – 3 ♠ forcing one round	If Preempt asf 6 card !	
3 ♥	X	6		6 – 10 (11) HP		If Preempt asf 6 card !	
3 ♠	X	6		6 – 10 (11) HP			
3 NT	X			Gambling	Long suit ♣ or ♦		
4 ♣	X	8		Pre-empt			
4 ♦	X	8		Pre-empt		**Bidding at high level**	
4 ♥		8		Pre-empt		Controle bidding	
4 ♠		8		Pre-empt			
4 NT				(Aces) 5 ♣ = 4 or 1 / 5♦ = 3 or 0 / 5 ♥ = 2		1 NT => 4 NT Qauntitive	