pre

## DEFENSIVE AND COMPETETIVE BIDDING

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

In principle 6 upto 16 HP

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

2nd/3rd hand in principle 15 / 18 HP
4th hand 14 / 17 HP
Re-opening 18 / 19 HP

**JUMP OVERCALLS (Style; Reponses; Reopening)**

In priciple weak upto 12 HP with min 6 card

**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)**

Double = Unicolor ♣ of ♦ // or 5 minor + 4 card higher
Landy = 2 ♣ (response 2 ♦ in principle max 1 difference)
Transfert 5 card or better
2 ♦ = 5+ ♥ / 2 ♥ = 5+ ♠

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

Double = informative till 4 ♥
Jump bids = world convention

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

Against strong ♣ = Double = Majors
1 NT = Minors

**OVER OPPONENTS' TAKEOUT DOUBLE**

Redouble = 9 HP +

## LEADS AND SIGNALS

**OPENING LEADS STYLE**

| | Lead | In Partner's Suit |
|---|---|---|
| Suit | Even / odd (3rd / 5th) | Distribution |
| NT | Even / odd (3rd / 5th) | Distribution |

**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 |
| 9 | | |
| High - X | | |
| Low - X | | |

**SIGNALS IN ORDER OF PRIORITY**

| | Partners lead | Leader plays | discard |
|---|---|---|---|
| 1 | Small (encouraging) | distribution | Italian / Lavinthal |
| Kleur 2 | | | |
| 3 | | | |
| 1 | | | |
| ZT 2 | Same | Same | Same |
| 3 | | | |

**DOUBLES**

**TAKEOUT DOUBLES (Style; Responses; Reopening)**

Negative double till 2 ♠
Or upto 4 ♥ after Preempts

**SPECIAL, ARTIFICIAL & COMPETITIVE DBLS / RDLS**

## W B F CONVENTION CARD

**NAME TEAM: Kwadraat 1**
**CATEGORY: National**

**PLAYERS :**
Guy Vervloessem – 19.898
Viviane Janssens – 17.694

## SYSTEM SUMMARY

**GENERAL APPROACH AND STYLE**

5 card major (♥ / ♠) / 4 card diamonds (♦)
1 ♣ can be 1 card ! (forcing 1 round)
When opening 1 ♦, still can have 4/5 card ♣

1 NT: 15 / 17 HP (exceptional 14 or 18 HP)
Can be with 5/6 card
Exceptional with singleton

**SPECIAL BIDS THAT MAY REQUIRE DEFENSE**

1 ♣ => 1 ♦ = relay as from 0 HP (with or without ♦)

2 ♦ = Multi (Exceptionally with 7 card)

2 NT till 3 ♥ = Transfer weak min 6 card or
2 suits game with transferred colour
In principle with max 5 losers

3NT = Gambling

Bid after opponent intervention = Not forcing !

Splinter / Control bids

4de Colour = forcing 1 round

Cue with jump = trend Gambling

**PSYCHICS: In Principle not …**

| OPENING | TICK IF ARTIFICIAL | MIN. NO. OF CARDS | NEG. DBL THRU | DESCRIPTION | RESPONSES | SUBSEQUENT ACTION | COMPETITIVE & PASSED HAND BIDDING |
|---|---|---|---|---|---|---|---|
| 1 ♣ | X | 1 | 4 ♥ | 11 HP upto 23 HP | 1 ♦ = Relay – upto 28 HP =><br>1 ♥ or ♠ = 5 card and min 5 HP<br>1 NT = 8/10 NT<br>Inverted Minor ( 10 HDP = 2 ♣ / 6-9 HDP = 3 ♣ ) | 1 NT = 18/19<br>(can be followed by stayman) | |
| 1 ♦ | | 4 | 4 ♥ | 11 HP upto 21 HP | Inverted Minor ( 10 HDP = 2 ♦ / 6-9 HDP = 3 ♦ ) | 2 NT = 12 / 13 (14) HP<br>New suit = 14 plus (control)<br>3 HP = 18/19 HP | |
| 1 ♥ | | 5 | 4 ♦ | 11 HP upto 21 HP | 1 ♥ => 2 ♦ = 5/8 HDP 3 card fit or 10+ real<br>1 ♥ => 2 ♥ = 8/10 HDP 3 card fit Constructive<br>Bergen Raises / Splinter bids / Long suit trial | New color = Forcing | |
| 1♠ | | 5 | 4 ♥ | 11 HP upto 21 HP | 1 ♠ => 2 ♥ = 5/8 HDP 3 card fit or 10+ real<br>1 ♠ => 2 ♠ = 8/10 HDP 3 card fit Constructive | | |
| I NT | | 1 except | | 15 / 17 HP ( 5/6 card possible)<br>Exceptional 14 HP | 2 ♣ = Puppet Stayman / Transfer Major / Minor<br>3 ♥ or 3 ♠ = single ( max 3 card other major )<br>3 ♣ = asking 5 card major<br>3 ♦ = Quantitative => | 3♥ = 15 HP - 3♠ = 16 HP - 3ZT = 17 HP | |
| 2 ♣ | X | | | Less 12 HP 4+ ♥ and 4+ ♠<br>Or one suiter 8 / 9 tricks<br>2 NT Rebid = 20 / 21 HP<br>3 NT Rebid = 24 / 25 HP | 2 ♦ = Relais (except after double when real)<br>Common sense<br>Puppet<br>Puppet | | |
| 2 ♦ | Multi | | | 6 / 11 HP = 6 (7) card ♥ or ♠<br>One suiter 10 tricks<br>2 NT Rebid = 22 / 23 HP<br>3 NT Rebid = 26 HP plus | 2 NT: Forcing (2 ♥/♠ convertible weakgame) =><br>Common sence<br>Puppet<br>Puppet ( 4 ♣ ) | 3 ♣: weak ♥ / 3 ♦ weak ♠<br>3 ♥: stong ♠ / 3 ♠ : Strong ♥ | |
| 2 ♥ | X | 0 | | 20 HP+ with 5/4 or 4/5 ♥ and♠<br>Or Tricoulor | 2 ♠ : relay – asking what kind of game<br>3 ♣ : is to play minor (convertible) | 2 NT = 5/4 major<br>3 in color = under single or renounce | |
| 2 ♠ | X | 0 | | 5 ♣ and 5 ♦<br>10/13 hp or game forcing | 2 zt : forcing – asking hp and preference<br>3 ♣ is to play minor (convertible) | | |
| 2 NT | X | 5 | | Pre-empt in ♣ or 2 suiter strong | 3 ♣ not forcing – 3 ♦/♥/♠ forcing one round | If Preempt asf 6 card ! | |
| 3 ♣ | X | 5 | | Pre-empt in ♦ or 2 suiter strong | 3 ♦ not forcing – 3 ♥/♠ forcing one round | If Preempt asf 6 card ! | |
| 3 ♦ | X | 5 | | Pre-empt in ♥ or 2 suiter strong | 3 ♥ not forcing – 3 ♠ forcing one round | If Preempt asf 6 card ! | |
| 3 ♥ | X | 5 | | Pre-empt in ♠ or 2 suiter strong | | If Preempt asf 6 card ! | |
| 3 ♠ | X | 7 | | Pre-empt in ♣ or ♦ | | | |
| 3 NT | X | 6 | | Gambling | Long suit ♣ or ♦ | | |
| 4 ♣ | X | 7 | | Pre-empt in ♥ | | | |
| 4 ♦ | X | 7 | | Pre-empt in ♠ | | **Bergen Raises:** 3 ♣ : 7/9 HDP – 3 ♦ : 10/11 HDP – 2 NT: opening value | |
| 4 ♥ | | 7 | | Constructive | | **(remains after intervention) – Responses after 2 NT** | |
| 4 ♠ | | 7 | | Constructive | | 3 ♣ : 11/14 HP // 3 ♠ : 15/17 // 3 NT 18/19 HP – always with single or renounce | |
| 4 NT | | | | (Aces) : 5 ♣ 1 of 4 // 5 ♦ 3 of 0 // 5 ♥ 2 + King(s) | | 3 ♥ : 11/14 HP // 3 NT : 15/19 - without single or renounce | |
| | | | | DOPI - ROPI | | | |