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 8 - 13 HP

JUMP OVERCALLS (Style; Reponses; Reopening)

Jump = 12 HP+ with 6 card

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

Ghestem => 2 Suiter

2 NT = Lowest remaining colours
Cue = Highest en Lowest remaining colours
3♣ = Highest remaining colours

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

DONT
Double = Long suit
2 ♣ = ♣ + unknown major
2 ♦ = ♦ + unknown major
2 ♥ = ♠ + ♥
2 NT = ♣ + ♦

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

Against weak NT: 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

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LEADS AND SIGNALS

OPENING LEADS STYLE

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

LEADS

Leads	Against colour contract	Against NT-contract
Ace	A K	A K Q – A K J
King	K Q or K A sec	K Q J – K Q T
Queen	Q J	A Q J – Q J T – Q J 9
Jack	J T	A (K) J T – JT9 – JT8
10	T 9	T + Honor ?
9	No honor	No honor
High - X		
Low - X	Promises	

SIGNALS IN ORDER OF PRIORITY

	Partners lead	Leader plays	discard
Kleur	High / Low		High / Low
	= even number		= even number
ZT			

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
Rosette Bosmans - 29.484

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5 card ♠ / 4 card ♥ and ♦ / 3 card ♣

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

Flannery 2 ♦ = 5 card ♥ and card 4 ♠ (11-15 HP)

3rd colour forcing

Jump in colour, after passed hand = 8-10 HP with 6+ card

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PSYCHICS: In Principle not …

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1 ♣		3		10 - 19 HP	Natural Inverted Minor (10 HDP = 2 ♣ / 6-9 HDP = 3 ♣)		Jump = 6+ card and 8-10 HP
1 ♦		4		10 - 19 HP	Natural Inverted Minor (10 HDP = 2 ♦ / 6-9 HDP = 3 ♦)		Jump = 6+ card and 8-10 HP
1 ♥		4		10 - 19 HP	Natural	New color = Forcing	Jump = 6+ card and 8-10 HP
1♠		5		10 - 19 HP	1 NT = Forcing one round		Jump = 6+ card and 8-10 HP
I NT		2		15 / 17 HP (5 card possible)	2 ♣ = Questioning (not promising) 3 ♣ = Niemeyer Jacoby Majors and Minors	1 NT => 2♦ => 2♥ => 2 NT = 4 card ♠	
2 ♣	X			Manche forcing	2 ♦ = Relay 2♥ or 2♠ or 3♣ or 3♦ => 5 card and 8+ HP		
2 ♦	X			5 cards ♥ and 4 cards ♠ (with 11 – 15 HP)			
2 ♥	X	5		8/9 tricks or 20 HP+	2 NT => Relay		
2 ♠	X	5		8/9 tricks or 20 HP+	2 NT => Relay		
2 NT	X	2 or Ace sec		20 – 22 HP	3 ♣ = Niemeyer – Jacoby		
3 ♣	X	7		6 – 10 (11) HP	3 ♦ not forcing – 3 ♥/♠ forcing one round	If Preempt asf 6 card !	
3 ♦	X	7		6 – 10 (11) HP	3 ♥ not forcing – 3 ♠ forcing one round	If Preempt asf 6 card !	
3 ♥	X	7		6 – 10 (11) HP		If Preempt asf 6 card !	
3 ♠	X	7		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) Romain Key Cards		1 NT => 4 NT Qauntitive	