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♣ = Pas of correct ♦)
1 ♠ => 2 ♠ = ♥ and ♣ of ♦ (3♣ = Pas of correct ♦)

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

Dubbel = Unicolor ♣ of ♦ // or 5 minor + 4 card higher
Landy = 2 ♣ (antwoord 2 ♦ in principe max 1 verschil)
Transfert 5 card or better
2 ♦ = 5+ ♥ / 2 ♥ = 5+ ♠

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

Dubbel = 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 :
Wannes Maes - 33.209
Viviane Janssens – 17.694
Guy Vervloessem – 19.898

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 => 1 ♥ or ♠ = 5 card and min 5 HP 1 NT = 8/10 NT Inverted Minor (10 HDP = 2 ♣ / 6-9 HDP = 3 ♣)	1 NT = 18/19 (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 New suit = 14 plus (control) 3 HP = 18/19 HP	
1 ♥		5	4 ♦	11 HP upto 21 HP	1 ♥ => 2 ♦ = 5/8 HDP 3 card fit or 10+ real 1 ♥ => 2 ♥ = 8/10 HDP 3 card fit Constructive 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 1 ♠ => 2 ♠ = 8/10 HDP 3 card fit Constructive		
I NT		1 except		15 / 17 HP (5/6 card possible) Exceptional 14 HP	2 ♣ = Puppet Stayman / Transfer Major / Minor 3 ♥ or 3 ♠ = single (max 3 card other major) 3 ♣ = asking 5 card major 3 ♦ = Quantitative =>	3♥ = 15 HP - 3♠ = 16 HP - 3ZT = 17 HP	
2 ♣	X			Less 12 HP 4+ ♥ and 4+ ♠ Or one suiter 8 / 9 tricks 2 NT Rebid = 20 / 21 HP 3 NT Rebid = 24 / 25 HP	2 ♦ = Relais (except after double when real) Common sense Puppet Puppet		
2 ♦	Multi			6 / 11 HP = 6 (7) card ♥ or ♠ One suiter 10 tricks 2 NT Rebid = 22 / 23 HP 3 NT Rebid = 26 HP plus	2 NT: Forcing (2 ♥/♠ convertible weakgame) => Common sence Puppet Puppet (4 ♣)	3 ♣: weak ♥ / 3 ♦ weak ♠ 3 ♥: stong ♠ / 3 ♠ : Strong ♥	
2 ♥	X	5		Muiderberg with 5♥ + 5 ♣ or 5 ♦	2 ♠: to play – 2 NT: strong relay => 3 ♣ : is to play minor (convertible)	3♣ or 3♦ = 6/7 (8) HP 3♥ = 5♣ // 3♠ = 5♦ and 9/10 HP	
2 ♠	X	0		5 ♣ and 5 ♦ 10/13 hp or game forcing	2 zt : forcing – asking hp and preference 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			