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
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)

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

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

Double = informative till 4 ♥
Double after 4♠ is for punishment

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	Small promises	Distribution
NT	Small promises	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

SIGNALS IN ORDER OF PRIORITY

	Partners lead	Leader plays	discard
Colour	Small (encouraging)	distribution	Italian / Lavinthal
NT	Same	Same	Same

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
Patrick Van den Sanden - 35.537

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5 card major (♥ / ♠) / 4 card diamonds (♦)

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

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2 ♦ = weak in ♥ or strong 2 suiter ♥ and ?

2 ♥ = weak in♠ or strong 2 suiter ♠ and ?

Check Back Stayman

Inverted minors

Michaels Cue

Long suit trial / Control bids

Bergen Raises (remains after intervention)
3 ♥ of ♠ = 3/6 HDP
3 ♣ = 7/9 HDP
3 ♦ = 10/11 HDP
2 ZT: Opening and fit
=> 4 level or 3♠ (after 1♥) = single or renounce

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	2	4 ♥	11 HP upto 20 HP	1 NT = 6 / 10 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 ♦		4	4 ♥	11 HP upto 20 HP	1 NT = 6 / 10 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 20 HP	1 NT = 6 / 10 HP Bergen Raises / Splinter bids / Long suit trial		
1♠		5	4 ♥	11 HP upto 20 HP	1 NT = 6 / 10 HP Bergen Raises / Splinter bids / Long suit trial		
I NT		1 except		15 / 17 HP (5/6 card possible) Exceptional 14 HP	2 ♣ = Puppet Stayman / Transfer Major / Minor 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 = 22 / 23 HP => 3 NT Rebid = 28+ HP	2 ♦ = Relay (except after double when real, and redouble = bid your best Major) Puppet / Jacoby One suiter is bid with jump		
2 ♦	X	0		6 / 11 HP = 6 (7) cards ♥ => Or 2 suiter with ♥ +? 2 NT Rebid = 24 / 25 HP =>	2 NT = asking => 2 ♥ => pass or correct Puppet / Jacoby	After 2 ZT (asking) 3♥ = 6/8 HP met ♥ 3 ♣ /♦ / ♠ = 9/10 HP with control Other bidding Game forcing	
2 ♥	X	0		6 / 11 HP = 6 (7) cards ♠ => Or 2 suiter with ♠ +? 2 NT Rebid = 26 / 27 HP =>	2 NT = asking => 2 ♠ = pass or correct Puppet / Jacoby	After 2 ZT (asking) 3♠ = 6/8 HP met ♠ 3 ♣ /♦ / ♥ = 9/10 HP with control Other bidding Game forcing	
2 ♠	X	0		5 ♣ and 5 ♦ 10/14 HP or game forcing	2 NT: forcing – asking HP and preference 3 ♣ / 3 ♦ is to play		
2 NT	X	5		20 / 21 HP	Puppet / Jacoby		
3 ♣	X	7 (6)		Pre-empt			
3 ♦	X	7 (6)		Pre-empt			
3 ♥	X	7 (6)		Pre-empt			
3 ♠	X	7 (6)		Pre-empt			
3 NT	X	7		Gambling	Long suit ♣ or ♦		
4 ♣	X	8 (7)		Pre-empt			
4 ♦	X	8 (7)		Pre-empt			
4 ♥		8 (7)		Pre-empt			
4 ♠		8 (7)		Pre-empt		PSYCHICS: In Principle not …	
4 NT				(Aces) : 5 ♣ = 1 or 4 // 5 ♦ = 3 or 0 // 5 ♥ = 2 Aces + 0 Kings			
				// 5 ♠ = 2 Aces + 1 King // 5 NT = 2 Aces + 2 Kings // 6 ♣ = 2 + 3 // 6 ♦ = 2 + 4			