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

JUMP OVERCALLS (Style; Reponses; Reopening)

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

After 1♣ or 1♦ => 2 NT = Majors min 4+4
After 1♥ or 1♠ => 2 NT = Minors min 4+4

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

Landy
2 ♣ = 4+ ♠ and 4+ ♥
Responding with 2 ♦ = max 1 difference

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

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

OVER OPPONENTS' TAKEOUT DOUBLE

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	Small promises	Small promises
NT		
Other		

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		Onevern = direct
	= even number		Even = Circular
ZT			

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 :
Rudi De Schepper - 15.721
Hans Grupping - 16.103

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5 card ♠ / 4 card ♥ and ♦ / 3 card ♣

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

Muiderberg 5 card major and 4+ card minor

Asking Aces with 4♣ (when fitted)

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		12 - 19 HP	Natural		
1 ♦		4		12 - 19 HP	Natural		
1 ♥		4		12 - 19 HP	6-9 HP no 4 card 1 NT => 2♣ or 2♦ = 10+ HP =>	With 4 card ♥ Pas and with 5 card ♥ => 2♥ 12-13 HP = 2♥ and with 14+ = 3♣ or 3♦	
1♠		5		12 - 19 HP	Natural		
I NT		2		15 / 17 HP (5 card possible)	2 ♣ = Stayman (can be weak) => Jacoby Majors and Minors	1 NT => 2♣ => 2♦ => 2♥ = pas or correct	
2 ♣	X			8 Tricks or 20 HP	2♦ = Relay 2♥ or 2♠ or 3♣ or 3♦ => 5 card and 8+ HP		
2 ♦	X	Multi		6 cards ♥ or ♠ 6-10 (11) Manche forcing Or 23 HP+ =>	Stayman or Jacoby		
2 ♥		5		8/9 tricks or 20 HP+	2 NT => Relay		
2 ♠		5		8/9 tricks or 20 HP+	2 NT => Relay		
2 NT	X	2 or Ace sec		20 – 21 HP	3 ♣ = Niemeyer – Jacoby		
3 ♣	X	7		6 – 10 (11) HP	3 ♦ not forcing – 3 ♥/♠ forcing one round		
3 ♦	X	7		6 – 10 (11) HP	3 ♥ not forcing – 3 ♠ forcing one round		
3 ♥	X	7		6 – 10 (11) HP			
3 ♠	X	7		6 – 10 (11) HP			
3 NT	X			Gambling	Long suit ♣ or ♦		
4 ♣				Asking Aces + Kings	4♦ = 3-0 / 4♥ = 4-1 / 4♠ = 2A+3-0 / 4NT = 2+4-1		
4 NT				Asking Aces + Kings	5♣ = 3-0 / 5♦ = 4-1 / 5♥ = 2 Aces + 3-0 Kings / 5♠ = 2 Aces + 4-1 Kings / 5 NT 2 Aces + 2 Kings	**Bidding at high level**	
						Controle bidding	
						1 NT => 4 NT or 2 NT => 4 NT Qauntitive	