

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			SYSTEEMKAART: WBF CONVENTIONCARD
OVERCALLS	OPENING LEADS STYLE			Club : GENK
After 1 ♣ / ♦ 2 ♣ = 5,4 major, 7-12 DHP		VERSUS SUIT	VERSUS NT	Players: Maex Arsène 12308
Db in 2 or 4th hand: 9-15 + two 4crds of different colour	Suit	attitude + top of hon.	attitude + top of hon.	Exelmans Hans 20636
jump overcall not vuln. is weak, vuln. is opening with 6crd	NT	same	same	
2NT jump is 5,5 min.	Subseq	same	same	
cue = 5crd highest remaining colour + other 5crd	Other	10,9 = top or 1,(2) higher		
INT OVERCALL (2nd-4th Live, responses, reopening)	LEADS			SYSTEM SUMMARY: GENERAL APPROACH AND STYLE
INT = 9-15 + 2 4crds of same colour in second hand	Lead	Versus Suit	Versus NT	Naturel: 5crd major, 4crd diamonds
INT= 9-13 in 4th hand+2 4crds, or 3+4crd of same colour	Ace	AK, AKJ10x, AKxx	AK	1NT = 15-17 HP , 5crd M possible
	King	KQ, KQ109, KQ(J)x	KQ, KQ109, KQJx	
	Queen	QJ, QJxx	QJ	
	Jack	J10, J10x	HJ10x, J10, J10x	
JUMP OVERCALLS (Style, responses, unusual NT)	10	109, 109x, H(Q)109x	109, 109x, H(Q)109x	
1-suit: Jump= weak if not vuln., vuln. is opening with 6crd	9	98x, 9x, 9xx	98x, 9x, 9xx	
Double + jump = 20 or more + 5 crd	Hi-x	attitude	attitude	
2-suit: 2NT = 5,5 in the lowest remaining colours	Lo-x	attitude	attitude	
Cuebid = 5crd in highest colour + 5 in an other colour	SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE
DIRECT AND JUMP CUEBIDS (style, responses, reopen)		Partners lead	Declar. lead	Discarding
1 ♣, 2 ♣ = 5 + 4 M, 6-11 DHP	Suit: 1st	Hi = Dscrg	Hi/Lo = even	REVAN
1 ♦ / ♥ / ♠, cue = 5crd in highest and in one of the two lowest	2nd	Hi = Dscrg	Hi/Lo = even	REVAN
	3rd	Hi = Dscrg	Hi/Lo = even	REVAN
	NT: 1st	Hi = Dscrg	Hi/Lo = even	REVAN
VERSUS NT (vs. Strong/Weak)	2nd	Hi = Dscrg	Hi/Lo = even	REVAN
1NTstrong: Dbl = length in one m, 2 ♣ = 5,4M	3rd	Hi = Dscrg	Hi/Lo = even	REVAN
2 ♦ = one length M, 2 ♥ / ♠ = MUYDERBERG	Signals (including trumps):REVAN (see elsewhere)			1 ♥ / 1 ♠, 1NT, 2 ♣ : asks for strength and support
1NT weak: Dbl = 16+ DHP all distributions or 12-15: than	Hi + Even = asks for highest of remaining colours			1 ♦ / 1 ♣, 1 ♥ / 1 ♠, 1NT, 2 ♣ : asks for strength and support
see answers after strong NT	Hi + Odd = asks for lowest of remaining colours			1NT, 2 ♣, 2X, 3 ♣: asks for minors
VERSUS PREEMPTS (doubles, cue-bids, jumps, NT-bids)				
Dbl = 16-19DHP: bid on same level is NF,one-higher level is	TAKE OUT DOUBLES			
transfer (Rubenshol)	! on ♣ / ♦ / ♥ / ♠ =9-15DHP+2 'cards of different colour			
overcall = 13-15 DHP + 5crd	or 16+ all distributions			SPECIAL FORCING PASS SEQUENCES
Cue = strong and short in preemt, NT= 16+ with stop	! on 1NT = length in one minor			
VERSUS ARTIFICIAL STRONG OPENINGS	!on level 2,3 = 16-20DHP, answer is Rubenshol			
Dbl = strong in opener's bid	SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES			
1,2NT = two lowest 5crds	AND REDOUBLES			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
	Low-level doubles are for take-out.			REVAN: 2-3-4 asks for the same colour: ♣ asks for ♠ ...
	1 ♦ / ♣, !, !! = 7-10 DHP and at least one 4crd major			5-6-7 is positive
OVER OPPONENTS TAKE OUT-DOUBLE	1NT, bid, != Pen. (Rubenshol)			8-9-10 asks for the same value: ♦ asks for ♣
1 ♣ / ♦ : !, !! = 6-10 DHP + 4crd M or GF, Jump = 11 DHP	1 ♥ / ♠, !, 2 ♥ / ♠, != take-out			Psychics possible
1 ♥ / ♠ : !,!! = 9+ DHP, Jump = 11 DHP, bid = 6-9	1NT, != length in one minor			
1NT: !,!! = alarm, weak and unknown length	1 ♦ / ♥ / ♠, overcall, != Neg. or GF			

OPENING BID DESCRIPTIONS						
Open.	Artif.	Min.	Neg. !	Description	Responses	Subsequent Auction
1 ♣	Y	2	3 ♠	12-19DHP no 5crd Major	naturel, jump = SF	search for distribution
1 ♦	N	4	3 ♠	12-19DHP no 5crd Major	naturel, jump = SF	search for distribution
1 ♥	N	5	3 ♠	12-19 DHP + 5crd ♥	jump = weak; natural	search for distribution
1 ♠	N	5	3 ♠	12-19 DHP + 5crd ♠	jump = weak. natural	search for distribution
1NT	N			15-17 HP, 5crd Major possible	2 ♣ = NF Stayman, transfers	search for distribution
2 ♣	Y	0	3 ♦	5-10 DHP + 5,4 Major	2 ♦ = choose M if weak, 2 ♥ ,2 ♠ =NF, 2NT = F	2NT: 3 ♣ / ♦ = 6-8DHP+5 ♥ / ♠, 3♥/♠ = 5♥/♠+8-10DHP
2 ♣			3 ♦	8-9 tricks		
2 ♣			3 ♦	22-23 DHP, 5crd Major possible	Niemeyer	
2 ♦	Y	0	3 ♦	6-10 DHP + 6crd Major	2 ♥ = choose M if weak	2NT: 3 ♣ / ♦ = 6-8DHP+6 ♥ / ♠, 3♥ / ♠=6 ♠ / ♥ +9-10DHP
2 ♦			3 ♦	GF in colour		
2 ♦			3 ♦	24+	Niemeyer	
2 ♥	N	5		6-10 DHP + 5 (or 6) ♥ + 4crd minor	2NT = F, 3 ♦ =12-15DHP+support ♥ , 3♣ asks for minor	2NT: 3 ♣ / ♦ =6-8DHP+4 ♣ / ♦, 3♥ / ♠ = 9-10DHP+ 4 ♣ / ♦
2 ♠	N	5		6-10 DHP + 5 (or 6) ♠ + 4crd minor	2NT = F, 3♦ =12-15DHP+support ♠, 3♣ asks for min.	2NT: 3♣/♦ = 6-8DHP+4♣/♦, 3♥/♠= 9-10DHP+ 4♣/♦
2NT	N			20-21DHP, 5crd Major possible	Niemeyer	
3 ♣/♦	N	6		long weak in ♣ / ♦	common sense	common sense
3 ♥/♠	N	7		long weak in ♥ / ♠	common sense	common sense
3NT	Y			Gambling	common sense	common sense
4 ♥	N	6		defensive strength	common sense	common sense
4 ♠	N	6		defensive strength	common sense	common sense
4NT	Y			6-5 or 6-6 minor, defensive strength	common sense	common sense
5 ♣						
5 ♦						
5 ♥						
5 ♠						
5NT						
HIGH LEVEL BIDDING						
4 ♣ asks for aces, 5 ♣ asks for kings						
controlbidding,						
DOPI-ROPI						
Splinter						