DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1 / 2 level; Reopening)

At 1 level : 6-15 HCP and a 5+ card

At 2 level : 10-15 HCP and a 6(5)+ card

Can be done with fewer HCP if favourable vuln or good distribution

Responses from partner on overcalls are natural.

1NT OVERCALL (2nd / 4th seat; Responses; Reopening)

2nd and 4th seat 15-17 HCP with stop in the bid suit(s)

Responses the same as after 1NT

Reopening : 10-12 HCP with stop in bid suit(s) – systems on

JUMP OVERCALLS (Style; Responses)

Single jump : 8-10 HCP with at least a 6 card. Responses natural

At 3 level : preemptive (except 3♣ see below)

TWO SUITER (bico) after opening opponent

GHESTEM : Cue-bid = lowest and highest suit ;
2NT = 2 lowest suits ; 3♣ = 2 highest suits

After 2 bid suits by opponents : Double = at least 4-4 other suits ;
1NT = natural ; cue-bid = asking stop, can support other suits

VERSUS NT (versus Strong/Weak; Reopening; Passed Hand)

Multi-Landy :
Double = length minor (6+ card);
2♣ = both Majors (at least 5-4 ; exceptional 4-4 if strong)
2♦ = length Major (6+ card)
2♥/♠ = 5 card Major and 4+ card minor (cfr Muiderberg)
2ZT = both minors (at least 5-4)

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

Natural

Double after 2 ♣/♦ = ♣/♦ ; Cue-bid after 2 ♥/♠ = both minors

2NT = 16-18 HCP with stop – systems on (see 2NT opening)

Double after 2 ♥/♠ = other Maj (3+ card) & 12+ HCP → Lebensohl

- 2NT = either 0-8 HCP or 12+ with 4 card other Maj → Relay 3♣ → 3 Cue = 12+ & 4c ♠/♥ & no stopper; 3 NT = same with stopper
- 3 colour = 8-11 HCP & 4+ card ; after 2 ♥ → 3♠ = 5+ card
  3 Cue = 12+ HCP & both minors ; 3NT = to play no 4c ♠/♥
  4 ♣/♦ = one-suiter, forcing and slamgoing

VERSUS ARTIFICIAL STRONG OPENINGS i.e. 1♣ or 2♣

Natural

OVER OPPONENTS' TAKEOUT DOUBLE

Truscott

Redouble = (8)9+ HCP

New suit is natural (5+ card) and NON FORCING

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partners Suit
Suit	Attitude	Attitude
NT-contract	4th best card	Attitude
Subseq		

Other: 3-card without values MUD ; highest card of a doubleton

LEADS

Lead	Versus Suit	Versus NT-contract
Ace	AKx, AKJx, AQJx, Ax(x)	AKx, AKJx
King	AK, KQ, KQJ(x), KQT(x)	AKJT(x), KQJ(x), KQT(x)
Queen	QJ, QJx(x), QJT(x)	KQT9(x), QJT(x), QJ9(x)
Jack	J10, J10x(x), J1098, Jx	AorK JT(9)x, JT9x(x), JT8x
10	10x, 109(x)	AT9x, KT9x, QT9x, T9xx
9	9x, 98x(x)	98xx
Hi -X	doubleton or not interested	not interested
Lo - X	interested	interested

SIGNALS IN ORDER OF PRIORITY

	Partner's lead	Declarer's lead	Discarding
1	High = encouraging	Count	High = encouraging
Suit 2	After K → count	Neutral	
3			
1	High = encouraging	Count	High = encouraging
NT 2	After K → count	Neutral	
3			

Signals (including trumps):

Classical "Lavinthal" signal (see alert procedure)

Count after lead of the King

DOUBLES

TAKEOUT DOUBLES (Style; Responses, Reopening)

In 2nd seat (11)12+ HCP with other or both major
or strong (16)17+ HCP

In 4th seat from (8)9 HCP with ideal distribution (balancing double)

SPECIAL, ARTIFICIAL & COMPETITIVE (RE)DOUBLES

Negative double till 3♠

Responsive double

Support double

Lead directing double after any artificial bid by opponents

W B F CONVENTION CARD

CATEGORY : GREEN
TEAM : Riviera 5
DIVISION : 3B
PLAYERS:
Alexander Ketels 27497
Robert Ketels 20136

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Majors 5 and longest minor

With two 3-cards minor → 1♣

With two 4-cards minor → 1♦

After 1♣ preference is given to the major (Walsh)

2♣ multi : weak with both Majors or semi forcing

2♦ multi : weak with 6+ card Major or game forcing

2♥/2♠ : weak with 5-card Major and 4+ card minor (Muiderberg)

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

SPECIAL FORCING PAS SEQUENCES

D0P1 – R0P1

IMPORTANT NOTES

4th suite forcing

PSYCHICS: never

OPENING	"X" IF ARTIFICIAL	MIN. NUMBER OF CARDS	NEG. DOUBLE THRU	DESCRIPTION	RESPONSES	SUSEQUENT ACTION	AFTER INTERVENTION OPPONENTS
1♣/♦		3	3♠	(12)-19 HCP 1st and 2nd seat: rule of 20 3rd and 4th seat: rule of 18	Natural. After 1♣ preference is given to the Major (Walsh) (→ 1♦ denies in principle a 4 card Major) Weak jump new suit (6+card and ≤ 5HP)	➢ After 1? – 1Maj – 1NT → 2♣ = Roudinesco (2♦ = 12HP no 3cM; 2 Maj = 12HP & 3cM; 2 other Maj = 14HP & 3cM ; 2NT = 14HP no 3cM) ➢ After 1? – 1Maj – 2NT → 3♣ = Checkback Stayman ➢ After Jacoby 2NT (=12+ HCP and 3c sup) : < 16 HCP → cue bids ≥ 16 HCP→ 3NT followed by cue bids	➢ Support and NT : natural. ➢ New suit on 2 or 3 level is NON forcing. ➢ Cue : forcing for one round and asking partner to bid NT with stop. ➢ Double : all hands with more than (8)9 HCP and which do not fit here above. Shows interest for a penalty double thereafter.
1♥/♠		5	3♠	(12)-19 HCP 1st and 2nd seat: rule of 20 3rd and 4th seat: rule of 18	Natural (2♣/♦ 3 card ♣/♦ possible); Jacoby 2NT; 3♣ = 4c support 7-9 HP; 3♦ = 4c support 10-11 HP; Double jump = splinter, fit and 11-13 HCP Truscott over opponents' takeout double. 2♥/♠ = 2(3)-6(7) DHP with support 3♥/♠ = 7(8)-9 DHP with support 2NT = 10-11 DHP with support		
INT				15-17 HCP Balanced 5-3-3-2 (5 card Major possible)	2♣ = Stayman (can be weak); 3♣ = Niemeyer GF 2♦, 2♥, 2NT = transfers ♥, ♠ and ♦ ; 2♠ = either 8-9 HCP w/o 4c Maj or transfer ♣; 4♣/♦ = two 5 cards Major and short in ♣/♦; After double opponents: systems still on After bid opponents : Rubensohl	➢ After 1NT - 2♣ – 2♦ PAS or 2♥/♠ = to play (0-7 HCP) 2NT = 8-9 HCP and 1 or 2 Majors (4-card); 3♥ = 4c ♥ +5c ♠ ; 3♠ = 5c ♥ + 4c ♠ ➢ After 1NT – 2♠ : 2NT = 15-16 ; 3♣ = 16-17 ➢ After 1NT - 2NT : 3♣ = 3+c ♦ with A, K, Q ➢ After minor transfer→ new colour = shortage	1. Double = negative ; 2. Suit 2-level = to play 3. 2NT through 3♥ = transfer (transfer suit opp = stayman) 4. 3♠/3NT = 9+ HP without/with stop ; 1-2-3 not possible
2♣	X	0		Either (a) Weak with both Majors (b) 16+ HCP with 8-9 tricks (c) 22-24 HCP balanced	2♦ = meaningless relay with all possible hands	2♥ = weak (6-10) with both Maj (at least 5-4) < 15 HCP → PAS or 2♠ ≥ 15 HCP → 2NT 3♣/♦ = min pref ♥/♠ ; 3♥/♠ = max pref ♠/♥ 2♠/3♣/♦/♥ = 8/9 tricks (16+ HCP) 2NT = 22-24 HCP balanced (see 2NT)	
2♦	X	0		Either (a) Weak with 6+ card Major (b) 16+ HCP with 10+ tricks (c) 25+ HCP balanced	2♥ = weak relay with all possible hands	PAS/2♠ = (a) ; 3♣/♦/♥/♠ = (b) ; 2NT = (c)	
					2♠ = weak relay with support ♥	PAS/3♥ = (a) ; 3♣/♦/♠/4♥ = (b) ; 2NT = (c)	
					2NT = strong relay	(a) → 3♣/♦ = min ♥/♠ ; 3♥/♠ = max ♠/♥ ; 4♣/♦/♥/♠ = (b) ; 3NT = (c)	
2♥/♠		5		Weak (6-10) with 5 card ♥/♠ and 4+ card minor (Muiderberg)	2NT = strong relay (15+ HCP)	3♣/♦ = min with ♣/♦ ; 3♥/♠ = max with ♣/♦	
					3♣ = to play minor suit opener	PAS or correction 3♦	
					3♦ = inviting for game ♥/♠	3♥/♠ = minimal ; 4♥/♠ = maximal	
					3♥/♠ = preemptive raise ; 4♥/♠ = to play	PAS	
2NT				20-21 HCP balanced 5-4-2-2 or 6-3-2-2 possible (5 card Major or 6 card minor)	3♣ = Niemeyer 3♦ and 3♥ = transfers for ♥ and ♠ 3♠ = minor(s) with slam interest (puppet for 3NT) 3NT = 5 card ♠ + 4 card ♥ 4♣/♦ = two 5 cards Major and short in ♣/♦	➢ After 2NT – 3♣ – 3♦ : 3♥ = 4c ♠ ; 3♠ = 4c ♥ ; 3NT = no 4c Maj ; 4♣/♦ = both Maj with or w/o slam interest. ➢ After 3♠ – 3NT : 4♣/♦ = single suited ♦/♣ 4♥/♠ = two 5+ cards minor and short in ♥/♠	
3♣/♦/♥/♠		7+		Preemptive (rule of 2 and 3)	Natural. New suit = forcing 1 round	**HIGH LEVEL BIDDING**	
3NT	X	7+		Gambling without outside stop	4/5 ♣ = to play or correct	Trial, Splinter and cue bids	
4♣/♦/♥/♠		8+		Preemptive (rule of 2 and 3)	Natural.	Roman Key Cards (with agreement) : 41 – 30 – 2 w/o trump Q – 2 with trump Q Roman Blackwood (without agreement) : 41 – 30 – 2 same colour – 2 # colour	