

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses; 1 / 2 level; Reopening)</b>
At 1 level : 6-15 HCP and a 5 <sup>+</sup> card
At 2 level : 10-15 HCP and a 6(5) <sup>+</sup> card
Can be done with fewer HCP if favourable vuln or good distribution
Responses from partner on overcalls are natural.
<b>1NT OVERCALL (2<sup>nd</sup> / 4<sup>th</sup> seat; Responses; Reopening)</b>
2 <sup>nd</sup> and 4 <sup>th</sup> 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
<b>JUMP OVERCALLS (Style; Responses)</b>
Single jump : 8-10 HCP with at least a 6 card. Responses natural
At 3 level : preemptive (except 3♣ see below)
<b>TWO SUITER (bico) after opening opponent</b>
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
<b>VERSUS NT (versus Strong/Weak; Reopening; Passed Hand)</b>
Multi-Landy : Double = length minor (6 <sup>+</sup> card); 2♣ = both Majors (at least 5-4 ; exceptional 4-4 if strong) 2♦ = length Major (6 <sup>+</sup> card) 2♥/♠ = 5 card Major and 4 <sup>+</sup> card minor (cfr Muiderberg) 2ZT = both minors (at least 5-4)
<b>VERSUS PREEMTS (Doubles; Cue-bids; Jumps; NT bids)</b>
Natural
Double after 2 ♣/♦ = ♣/♦
Double after 2 ♥/♠ = other major (4 <sup>+</sup> card) and 12+ HCP
2NT = 16-18 HCP with stop – systems on (see 2NT opening)
Cue-bid after 2 ♥/♠ = both minors
<b>VERSUS ARTIFICIAL STRONG OPENINGS i.e. 1♣ or 2♣</b>
Natural
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
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	4 <sup>th</sup> 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 2 <sup>nd</sup> seat (11)12+ HCP with other or both major or strong (16)17+ HCP			
In 4 <sup>th</sup> 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 : Beveren 1	
DIVISION : 2	
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 <sup>+</sup> card Major or game forcing	
2 ♥/2 ♠ : weak with 5-card Major and 4 <sup>+</sup> card minor (Muiderberg)	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	

OPENING	“X” IF ARTIFICIAL	MIN. NUMBER OF CARDS	NEG. DOUBLE THRU				
				DESCRIPTION	RESPONSES	SUSEQUENT ACTION	AFTER INTERVENTION OPPONENTS
1♣/♦		3	3♠	(12)-19 HCP 1 <sup>st</sup> and 2 <sup>nd</sup> seat: rule of 20 3 <sup>rd</sup> and 4 <sup>th</sup> 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 (=15+ HCP and 4c 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 1 <sup>st</sup> and 2 <sup>nd</sup> seat: rule of 20 3 <sup>rd</sup> and 4 <sup>th</sup> seat: rule of 18	Natural (2♣/♦ 3 card ♣/♦ possible); Jacoby 2NT; 3♣ = 4c support 7-9 HP; 3♦ = 4c support 10-11 HP 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 transfer (can be weak and w/o 4c Maj); 2♦, 2♥, 2♠, 2NT = 4-way transfers ♥, ♠, ♣ and ♦; 3♣ Niemeyer game forcing 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; 3♥ = 4c ♥ + 5c ♠; 3♠ = 5c ♥ + 4c ♠ ➤ After 1NT – 2♠/2NT – transfer refuse 2NT/3♣ = support (3 <sup>+</sup> c ♣/♦) with A, K, Q	1. Double = penalty ; 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 2♠ = weak relay with support ♥ 2NT = strong relay	PAS/2♠ = (a) ; 3♣/♦/♥/♠ = (b) ; 2NT = (c) PAS/3♥ = (a) ; 3♣/♦/♠/4♥ = (b) ; 2NT = (c) (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♣ = to play minor suit opener 3♦ = inviting for game ♥/♠ 3♥/♠ = preemptive raise ; 4♥/♠ = to play	3♣/♦ = min with ♣/♦ ; 3♥/♠ = max with ♣/♦ PAS or correction 3♦ 3♥/♠ = minimal ; 4♥/♠ = maximal 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 <sup>+</sup> 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	