

## DEFENSIVE AND COMPETITIVE BIDDING

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

natural, shows decent strength

new suit forcing

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

2nd live: (15)16-18 or 5-5 lowest unbid suits (system on)

4th live: 10-15 (2♣ relay)

after natural opening+response: weak T/O

JUMP OVERCALLS (Style; Responses; Unusual NT)

2nd live: suit = weak; 2NT = 5-5 highest unbid suits

4th live: suit = strong, 5-5 in other suits; 2NT = 19-21

after natural opening+response:

2NT: at least 6-card highest + 5-card lowest unbid suits

DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)

2nd live: 5-5 highest + lowest unbid suits; jump = strong 5-5 lowest unbid suits

4th live: 19-21 BAL w/o stopper; jump = asks for stopper

after natural opening+response: higher cue bid = to play

lower cue bid = exactly 5-card highest + at least 5-card lowest unbid suits

VS. NT (vs. Strong/ Weak; Reopening; PH)

PH: double = majors, others natural

Double: penalties vs strong, 15+ vs weak, 11+ vs weak reopening

Aspro, 2NT both minors

VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)

VS m PREEMPT: 2-level cue bid = light T/O; 3-level cue bid: 5-5 M

4♣: at least 5-5 om + ♥, 4♦: at least 5-5 om + ♠

VS NAT 3m: 4♣: at least 5-5 om + M, 4♦: at least 5-5 M

VS M PREEMPT: 2-level cue bid = light T/O; 3-level cue bid: 5-5 m or

asks for stopper; 4m: at least 5-5 m + OM; 4M: at least 5-5 m

VS. ARTIFICIAL STRONG OPENINGS

CRASH

OVER OPPONENTS' TAKEOUT DOUBLE

redouble shows high card strength, 1NT shows long ♣ (except after 1♣)

2♦ after 1M/1NT/2♣: to play

## LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's suit
Suit	2nd/4th	2nd/4th
NT	2nd/4th	2nd/4th
Subseq		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	A(+)	A(+)
King	K, KQ(+)	K, KQ(+)
Queen	Q, QJ(+), AQJ(+)	Q, QJ(+), AQJ(+)
Jack	J, J10(+), KJ10(+), AJ10(+)	J, J10(+), KJ10(+), AJ10(+)
10	10, H109(+)	10, H109(+)
9	9, H98(+)	9, H98(+)
Hi-x	2nd	2nd
Lo-x	4th	4th

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit	1 low enc	S/P	low enc
	2	low even	
	3		
NT	1 low enc	S/P	low enc
	2	low even	
	3		

## DOUBLES

TAKEOUT DOUBLES (Style; Response; Reopening)

natural

Good/bad after T/O double on 2-level

negative double, competitive double, Lightner double

reopening double of slam = exactly 1 trick

SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES

Double can be part of the relay sequence after an intervention

Unlimited negative doubles

## WBF Convention Card



Category: RED + BROWN STICKER

NCBO: RBBF EVENT: \_\_\_\_\_

PLAYERS: Hans Gelders (BEL11569)

Tom Cornelis (BEL19600)

## SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Strong club 16+

5-card majors, 1NT 5-card ♦, 2♣: 6-card ♣, 1♦ can be short (0)

2♦/2♥/2♠/3♣: transfer, weak or strong

3♦: unknown 7-8 trick pre-empt

3NT: weak, 8-card m, no ace

4♣: unknown 9 trick pre-empt

4♦: unknown 10 trick pre-empt

relays throughout

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

1♣, 1♦, 1NT thru 3♦, 3NT, 4♣, 4♦ openings: see above

against 2♣/2♦ multi or weak both majors: 2M = T/O for minors

1NT overall: natural or 5-5 lowest unbid suits

SPECIAL FORCING PASS SEQUENCES

Pass can be part of the relay sequence after an intervention

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

PSYCHICS:

OPENING	TICKET	ARTICLE	MINORS OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♠	✓	0	UNL		16+, not FG 5-5, not 16-18 4+♥ unless BAL/5+♠/5+♦/6+♣	1♦: 0-7 (not 1♠); 1♥: 8+, 5+♦/♠/12+, no 5+; 2♣: 8-11, no 5+ 1♠: 5-7, 6+♥4+/5♥5m/6+m/5♦5♣; 1NT/2♦+: 8+ 5+♥/♣	after 1♦ 1♥: stronger relay; 2m: 5-4m, 2♦: 5+♦4♥; 2♥: 19-21 4♥441; 2♠: 19-21 4-1-4-4 2NT: 16-18, 6♣4♥; 3m: 16-18, 6+m, no 4M; after others: relays	
1♦	✓	0	UNL		11-15, no 5 M/♦, no 6♣ 16-18, 4♥441 or 5♣4♥	1M: natural, not FG; 2♣: FG relay; 2♦: INV, no 4 M 2♥: INV at least 5-5/6-4 m; 2♠/NT: weak, 6-4/5-5 m; 3m: wk	after 2♦ 2♥: short ♦, 2♣: short ♣, 3♣: both m; 3♦: short ♠, 3M: short ♥, both m/5♣3♦	
1♥		5	UNL		11-18	1♠: natural, not FG; 2♣: FG relay; 2♦: INV, no 4 ♠, no 3♥ fit jump; 2/3NT: INV/FG at least 4♥	after 2♦ 2♣: unsuitable for NT; 3m: min., at least 6-5; 3♥: minimum, 6-5 M, 3♠: solid 6+♥	
1♠		5	UNL		11-15	same style as 1♥ (2♥ INV NF)	after 2♦ 2♥: no 4♥; 2♠: NF, 4+♥; 2NT: any FG; 3m/♥: minimum, at least 6-5	
1NT	✓	5♦	UNL		11-15	2♣: FG relay; 2♦: INV, no 5 M or weak no 6 M 2M: INV, at least 5 M or weak at least 6 M; 2NT: INV 5♣4♥ 3♣: INV 5♣4♥; 3♦: weak; 3M: INV, splinter, 4♣: fit jump	after 3♣: 3♦/M: minimum with/without fit; 4♣: maximum, unsuitable for NT or slam try 4♦: maximum, no fit, 6+♦, unsuitable for NT	
2♣		6	UNL		11-15	2♦: relay, if INV then no 5M 2M: INV, at least 5 M, 2NT INV at least 5♣4♥ 3♦: weak, fit jump; 3M: INV, splinter	2♥: 1-suiter, 2♠: 4+♥, 2NT: 4♠; 3♣: 4♦, 3♦: 5+♦, 3♥ or higher: 5+♠	
2♦	✓	5♥			6-10, 6♥ or 5♥5m FG 5♥+5 other suit	2NT: relay new suit without jump: not forcing, with jump: fit jump		
2♥	✓	5♠			6-10, 6♠ or 5♠5m FG 5♠+5 other suit	2NT: relay new suit without jump: not forcing, with jump: fit jump		
2♠	✓	6♣			6-10 6♣ FG 6♣+5 other suit	2NT: FG relay 3M: not forcing		
2NT	✓				weak or FG, at least 5-5 m	3♥: relay, 3♠: fit asking bid		
3 bids		7			3M: less than 7 tricks	4♣: asks for suit quality		
3NT	✓				weak, 8-card m suit, no ace	4m: P/C, 4NT asks for m suit, 5m not P/C		
4♣	✓				unknown PREEMPT 9 tricks	any suit: P/C, 4NT: RKCB with partner's suit		
4♦	✓				unknown PREEMPT 10 tricks	any suit: P/C, 4NT: RKCB with partner's suit		
3♣	✓	6♦			6-10 6♦ FG 6♦ + 5M		<b>HIGH LEVEL BIDDING</b>	
3♦	✓				unknown 7 or 8 trick PREEMPT	3♥: P/C, 3♠: relay	RKCB, asking bids	