

### DEFENCE AND COMPETITIVE BIDDING

Dbl = informative

Constructive at level 1 (possible with 4 card)

weak jump

Michaels (bicolor)

Colour change after jump is forcing

Jump raises are preemptive (TNT)

### 1 NT

2th pos: 15-17

4th pos: 10-13

Colour change after intermediate bid= non-forcing up to level 3D and with 5 card (at 1 level can be 4card)

### DEFENCE vs 1NT OPENING (Multi Landy)

Dbl = same force as the 1NT opener

2CL = both Majors

2D = long Major (5+card)

2H/2S = 5 H/S and 4+Minor

2NT = both Minors 5+/5+

3CL/3R = to play

### DEFENCE vs 2H/2S weak

2S/3CL/3D/3H = to play (usually partner passes)

Dbl = other major and 14+ or 16+ without other major

2 NT = 17-19 and stop

3 NT = 20+ and stop

### LEADS and SIGNALS

#### LEADS

Color                      Lead  
                                 small = promises

NT                              small = promises

Ace                              attitude  
King                              number

Queen                              promises J or broken sequence  
Jack                              promises T or broken sequence

10                              promises 9 or broken sequence  
Low-X                              promises honor

### SIGNALS

Partners lead Italian or Low even = encouraging

If not following Italian-Lavinthal

King lead = asking distribution high/low = even

### W B F SYSTEM CARD

**CATEGORY: Nat III A**

**Team : WESTRAND 2**

**Players : THIJSSENS Kathleen (26557)**

**NYS Piet (32708)**

**LANCKMANS ERIC (12144)**

**COULON Philippe (7311)**

### SYSTEM SUMMARY

General = Majors 5 with diamond 4-card,  
                                 with 4-4-4-1 open 1 D.

Strong 1 NT (15-17)

2CL = semi-manche forcing or 22-24HP

2R = manche forcing

2H/2S = weak (5-7 card max 10HP)

3C = Niemeijer at 2NT

MICHAELS

LEBENSÖHL

MULTI LANDY vs 1 NT opps

ROUDY / CHECKBACK Stayman

4 NT = Blackwood 5 aces : 41/30/2

5NT = Blackwood Kings

OPENING	Conventional	MIN. CARD Number	NEG.DBL till	DESCRIPTION	ANSWERS	FOLLOW-ON ACTION
1 CL		2	4H	Rule of 20	1D can be relay; 1NT= 8-10HP	
1 D		4	4H			
1 H/1S		5	4H		2H/2S = support Major 8-10HP 2D = natural or weak support (<8HP) 2CL = natural or relay (11+ HP) → 3H/3S = preempt support 4+ card, max 7HP Bergen rev.: 4 card support, 3CL=8-9HP, 3D=10-11HP 2NT = support with 4+ card, 12+HP →	2D=relay 12/13HP; 2H/2S= 14HP or 6-card; 2NT=15-17  4H/4S = weak opening; 3H/3S=strong; 3NT= 16/17; new color: level 3=singel or void, level 4=bicolor
1 NT				15-17HP 5 card Maj/6 Min possible 14 HP rare	weak Stayman Texas Major/ minor (2S for CL, 2NT voor D) 3CL Niemeijer 4CL=Gerber (41/30/2) 4NT= quantitative.	After intervention opps: Lebensohl
2 CL	X			8-9 tricks or 22-23 HP	2D = relay or 2Maj=5card with 5+HP and > 8HP	2NT = 22-23 HP answer as on 2NT opening
2 D	X			manche forcing; ≤ 3,5 losers	Italian controls : 2H= 0-1; 2S=2; 2NT=3, 3CL=4 etc (King = 1ctrl, Ace = 2ctrl)	
2H / 2S				weak : 5 - 10 HP usually 6 card	3H/3S =preemptieve raise 2NT= 15+HP, interrogating	3H/3S= ≤8 HP; with ≥ 8HP: new colour at 3-level
2 NT				20 - 21 HP 5 card Maj/6 Min possible	Niemeijer	
3CL/D/H/S				Preemptive, 2/3 rule vul/non vul		
3NT	X			Gambling		
4CL/R/H/S				Preemptive, 2/3 rule vul/non vul		