

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			SYSTEEMKAART: WBF CONVENTIONCARD
OVERCALLS	OPENING LEADS STYLE			Club : GENK 1
agressive 1-level and 2-level = less then 13 DHP		VERSUS SUIT	VERSUS NT	Players: Maex Arsène 12308
After ♣/♦, 2♣ = 5,4 major, 7-12 DHP	Suit	attitude + top of hon.	attitude + top of hon.	Janssens Marcel 11962
	NT	same	same	
	Subseq	same	same	
	Other	10,9 = top or 1,(2) higher		
1NT OVERCALL (2nd-4th Live, responses, reopening)	LEADS			SYSTEM SUMMARY: GENERAL APPROACH AND STYLE
1NT = 16-19DHP, no 5crd major , Stayman and transfers	Lead	Versus Suit	Versus NT	1♣ = at least 17DHP, all distributions.
	Ace	AK, AKJ10x, AKxx	AK	first response = number of HP
	King	KQ, KQ109, KQ(J)x	KQ, KQ109, KQJx	Two and three openings are special
	Queen	QJ, QJxx	QJ	1M = 5crd M
	Jack	J10, J10x	HJ10x, J10, J10x	1NT = 15-16 HP no 5crd M
JUMP OVERCALLS (Style, responses, unusual NT)	10	109, 109x, H(Q)109x	109, 109x, H(Q)109x	2 over 1 response 2♣ =GF after 1♦, F after 1♥♣
1-suit: Jump = 16-19 + 5crd: 2NT and new color are forcing	9	98x, 9x, 9xx	98x, 9x, 9xx	jump = SF, rest is NF
Double + jump = 20 or more + 5 crd	Hi-x	attitude	attitude	
2-suit: 2NT after 1M = both minors	Lo-x	attitude	attitude	
2NT after 1m = ♥ + other minor	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, 7-12 DHP	Suit:1st	Hi = Dscrg	Hi/Lo = even	REVAN
1♦/♥/♠, cue = 5crd in highest and in one of the two lowest or tricolor	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)			
1NTweak: Dbl = 16+ DHP, 2♣ = 13-15 DHP no 5crd ♦/♥/♠	Hi + Even = asks for highest of remaining colours			
2♦/♥/♠ = 13-15 DHP + 5crd ♦/♥/♠	Hi + Odd = asks for lowest of remaining colours			
VERSUS PREEMPTS (doubles, cue-bids, jumps, NT-bids)				
Dbl = 16-19DHP: bid on same level is NF,one-higher is transfer (Rubenshol)	TAKE OUT DOUBLES			
overcall = 13-15 DHP + 5crd	! on ♣/♦/♥/♠ =13-15DHP all distributions. Cue, 2NT, jump=F			
Cue = strong and short in preemt	! 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			
	Low-level doubles are for take-out.			
	1♦, !, !! = 7-10 DHP and at least one 4crd major			
OVER OPPONENTS TAKE OUT-DOUBLE	1♣, pass, 1♦(0-6), bid, ! = 20+ (Jo convention)			
1♣: !,!! = 5-6 DHP, from 1♦ = number of HP by steps of two	1NT, bid, ! = Pen. (Rubenshol)			
1♦: !, !! = 6-10 DHP + 4crd M, Jump = 11 DHP, 2♣ = GF	1♥♠, !, 2♥♠, ! = take-out			
1♥/♠: !,!! = 9-10 DHP, Jump = 11 DHP, 2♣ = GF	1NT, ! = length in one minor			
1NT: !,!! = alarm, weak and length in one minor	1♦/♥/♠, overcall, ! = Neg. or GF			

OPENING BID DESCRIPTIONS						
Open.	Artif.	Min.	Neg. !	Description	Responses	Subsequent Auction
1♣	Y	0	4♠	17+ DHP all distributions	1♦=0-6, 1♥=7-9, 1♠=10-11, 1NT and 2♣=12-13, 2♦=13+	search for distribution
1♦	Y	0	3♠	11-15 DHP no 5crd Major	jump = SF, 2♣ = GF, overcall = NF	search for distribution
1♥	N	5	3♠	12-16 DHP + 5crd ♥	jump = SF, 2♣ = F (9+), overcall = NF	search for distribution
1♠	N	5	3♠	12-16 DHP + 5crd ♠	jump = SF, 2♣ = F (9+), overcall = NF	search for distribution
1NT	N			15-16 HP no 5crd Major	2♣ = NF Stayman, transfers	search for distribution
2♣	Y	0	3♦	5-10 DHP + 5,4 Major	2♦ = choose M if weak else 3♣, 2♥, 2♠ = NF, 2NT = F	2NT: 3♣ = 6-8DHP+M's, 3♥♠=5♥♠+4♥+8-10DHP,
		6	3♦	14-16 DHP + 6crd ♣, no 3crd M(mostly)		3NT = 5♥+5♠+8-10DHP, 3♦ = 15-16+6crd♣
2♦	Y	0		6-10 DHP + 6crd Major	2♥ = choose M if weak else 3♦, 2NT = F	2NT: 3♣ = 6-8DHP+M, 3♥♠=6♥♠+9-10DHP,
		6		14-16 DHP + 6crd ♦, no 3crd M(mostly)	2♠ = SF if weak with 6♥	3♦=15-16DHP+6crd ♦
2♥	N	5		6-10 DHP + 5♥ + 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♠ + 4crd minor	2NT = F, 3♦ = 12-15DHP+support ♠, 3♣ asks for minor	2NT: 3♣♦ = 6-8DHP+4♣♦, 3♥♠ = 9-10DHP+ 4♣♦
2NT	Y			Long weak in ♣	common sense	common sense
3♣	Y			Long weak in ♦	common sense	common sense
3♦	Y			Long weak in ♥	common sense	common sense
3♥	Y			Long weak in ♠	common sense	common sense
3♠	Y			5, 5 minors	common sense	common sense
3NT	Y			Gambling	common sense	common sense
4♣						
4♦						
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: 4♦=0 or 3, 4♥=1 or 4, 4♠=2 of different colour, 4ZT=2 of same colour						
5♣ asks for Kings: see answers 4♣						
DOPI-ROPI						
Splinter						