DEFENSIVE AND COMPETITIVE BIDDING

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

Natural and constructive

Responses: new suit forcing

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

15-17(18)

Responses: stayman and transfers if 3rd hand passes

In 4th hand: 11-14 pts

JUMP OVERCALLS (Style; Responses; Unusual NT)

Jump overcalls are intermediate (12(11)-16 pts and 6-card)

Reopening: same

2NT: showing 5-5 in 2 lowest suits

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

Cue-overcall is showing 5-5 in 2 highest suits

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

Natural

DBL = strong

Same in reopening

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

DBL = takeout, natural, 3NT is to play

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

OVER OPPONENTS' TAKEOUT DOUBLE

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	Attitude, MUD	Attitude, MUD
NT	4th best	4th best
Subseq	Attitude	Attitude

MUD with bad suits, also from 4-cards. With 8754 we lead the 7.

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK(xx)	AK(xx)
King	KQ(xx)	KQ(xx)
Queen	QJ(xx)	QJ(xx)
Jack	JT(xx)	JT(xx)
10	T9(xx)	T9(xx)
9	Top of nothing	Doubleton
Hi-X	Doubleton, MUD	Doubleton
Lo-X	Attitude	4th best

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Odd=enc, Even=lav	Lavintahl	Odd=enc, Even=lav
Suit 2	"	"	"
3	"	"	"
1	"	"	"
NT 2	"	"	"
3	"	"	"

Signals (including Trumps): Italian: Odd encourages, even is lavintahl

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Standard could be light

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

W B F CONVENTION CARD

CATEGORY: ALL EVENTS
NCBO: WBF / EBF/ BBF / VBL
Players : CAROLINE DE MUYNCK & RUTGER VAN MECHELEN

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

ACOL, 2 minor response is GF

STRONG 1NT (15-17 could be 5-card major and off-shape)

2C = GAME FORCING

2D = WEAK natural,4 or more diamonds, 4(5) in unknown major

2H/S = WEAK, natural, can be 5-card

2NT = 20-22

3 level natural preempts (can be 6card)

3NT = gambling without stopper

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2D DOBTO

2D = WEAK natural,4 or more diamonds, 4(5) in unknown major

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

JUDGEMENT OVER SYSTEM

IMPROVISATIONS POSSIBLE AS WE PLAY VERY NATURAL (EX: 1S-1NT-3C with 3c, to show 5c S)

PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		4	4D	11-19, according to rule of 18	Jump reply is strong	Standard	
1♦		4	4D	11-19, according to rule of 18	Jump reply in major is strong, jump to minor inv	Standard	
					2C is GF natural, reply		
1♥		4	4D	11-19, according to rule of 18	Jump reply in major is strong, jump to minor inv	Standard	
					2C/2D or natural, GF reply		
1♠		4	4D	11-19, according to rule of 18	See 1H responses	Standard	
INT			4D	(14)15-17 can be off-shape Can be with 5-card major	Stayman, transfers	Natural	
2♣	X	-	2S	GF hands and NT-hands with 23+ pts	2D = relay	Normal	
2♦	X	4	3C	DOBTO : 6-11pntn, 4 or more diaomnds, 4(5) in unknown major	2H pass or correct 2NT = relay		
2♥		6(5)	3D	Weak 2, natural	2NT = relay		
2♠		6(5)	3D	Weak 2, natural	2NT = relay		
2NT				20-22 Can be off-shape	Stayman, transfers		
3♣		7(6)	4D	Natural preempt	Normal		
3♦		7(6)	4D	Natural preempt	Normal		
3♥		7(6)	4D	Natural preempt	Normal		
3♠		7(6)	4D	Natural preempt	Normal		
3NT	X	7/8	4C	Preempt : long solid minor without king or ace	Pas, 4C : pass or correct, 4D G forcing for minor		
4♣		7/8	4C	Natural preempt			
4♦		7/8	4D	Natural preempt			
4♥		7/8	4H	Natural preempt			
4♠		7/8	4S	Natural preempt			
4NT				Asking for aces			
5♣				To play		**HIGH LEVEL BIDDING**	
5♦				To play		4NT asking for aces and trump king: 0-4 1-3 2 with or without queen	
5♥				To play		Control = mixed	
5♠				To play		Cue : forcing	
						5NT asking for kings	