



WBF Convention Card

Category: **RCB**
 Country: **Belgium**
 Events:
 Players: **BOLLE (378) - RINARD (1834)**
 4-08

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

1 C F3 : 3 D NAT URBAL (also 4D-5C) : 1 H = 5+ cards ; 1 S = (mostly) 5+ cards ;
 2 C 18-19 BAL : 2 D 1 1/2* = 8 H weak or 6 S STR ; 2 D 3 1/4* = MULT 6 H 8-12 or 6 H S ;
 2 H 1 1/2* = 6 S weak or 6 H STR ; 2 S 1 1/2* = 5/5-5+ m weak ;
 2 H 3* = PRE ; many TRP's ;
 frequent fit jumps (P) and fit min jumps (PN) ;
 INT Gestings : 15-17
 2 OVER 1 : responses are FG over 1 M ;

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

1 C : NAT URBAL or 12-14 BAL, or STR BAL 22+ / any FG hand ;
 1 D up to 2 C are 0 = TRP responses ;
1 D : NAT URBAL or 4D-5C and 1 NT / 2 C are TRP responses ;
1 H : 2 NT JACOBY, 3/4 H PRE, 3 S = unknown SP, 3 NT sound raise, 4 m P ;
1 S : 2 NT JACOBY, 3/4 S PRE, 3 NT = unknown SP, 4 m = m SP ;
 after 1 C - (1 D) : 2 D = H TRF, 2 H = S TRF ;
 after 1 C/D - (1 H) : 2 m = em TRF, 2 H = S TRF ;
 after 1 C/D - (1 S) : 2 C = D TRF, 2 D = H TRF, 2 H = C TRF ;
 after 1 C - (1 S / 2 C) : 3 D/M = PRE, and after 1 D - (1 H / 2 C) : jumps = F ;
 after 1 m - (1 NT) : 2 C = P's, 2 x TRP's ; 1 H - (1 NT) : 2 C = H TRF + OH, 2 D H M ;
 after 1 m - (2 C) (NAT) : 2 D/M/S = TRP's (if UPH) ;
 after 1 m/n - (2 D/M) (jumps) : 2 H/S MAY NF, UPH TRP's from 2 NT up to 3 S ;
 after 1 m - (1 S / 2 x) : 2 NT = JACOBY (inv+) ; low CUE = fit x suit, high CUE = TRF (if UPH) ;
 after 1 NT / 2 C - (2 x) : RUBENSHOL TRP's from 2 NT ;

SPECIAL FORCING PASS SEQUENCES

an offensive F3 / SPL raise to the 4-level if V against RV opponents ;
 a CUE with fit raising to the 4-level ;
 any new suit B+ or an offensive raise mixed+ / JUMP+ and opponents bidding at the 5-level ;
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
 Extensive use of 2 NT RA : KNITROCK TRF, or RUBENSHOL, or SCRAMBLING, or GOOD-BAD, or fitted JACOBY style or MIXED+ especially if competition (may be defensive) ;
 Occasionally, after partners STR X, special fits opponents at 3 H ;
 3 NT (occid) is SCRAMBLING over 3 H doubled, and in showing 4H over 3 S doubled ;
 Opponents's NT 18 : weak if it may include hands of 13 HCP strength ;
 Psychics : rare ;

LEADS AND SIGNALS

OPENING LEADS STYLE

Lead
 3rd/3th : ACE
 2nd/2th : ACE
 1st/1st : ACE
 Other: at suit, an A/K lead asks the number of tricks in the suit ;
 H/L signal = 0 at 2 tricks ; attitude through declarer ;

LEADS

Lead : Vs. NT
 Ace : AK, AKxx, AKxxx
 King : KQ, AKQ(x), AKQ(x), KQJ10(x)
 Queen : QJ, KQ(x), AKQ(x)
 Jack : J10, Q(x)
 10 : 10x, 11(x)
 9 : 10(x)
 H+V : Kx, xxx, Hxx, Hxxx
 L+S : x, xxx, Hxx, Hxxx

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Sub: 1st	L = ENCRG	H/L = even	L = ENCRG
2nd	H/L = even	SMITH	H/L = even
3rd	L = ENCRG if short	SMITH	L = ENCRG
NT: 1st	H/L = even	H/L = even	H/L = even
2nd			
3rd			

Signals : SMITH at NT : L = ENCRG for lead continuation ;
 SMITH at suit : L trump = ENCRG lead continuation ;
 promising 10 through declare ; attitude ; standard LAIN/INITIAL ;

DOUBLES

TAKEOUT DOUBLES (Style Responses; Respecting)
 classic T/O doubles ;
 responses : CUE F3 ; RESP DBL : (1 x) - X - (1 y) - 2 y = NAT ;
 respecting : T/O double, may be weak ;

SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

1 C - (2 D) : X = H, 1 H = 3, 1 S = no M ;
 1 m - (1 H) : X = S, 1 S = no S suit ;
 1 m - (1 S) - X = H ;
 1 NT - (X) (PEN) and similar situations : XH = C TRF, and as on ;
 RESP DBL through a D ;
 opener's SUPP DBL : competitive SUPP DBL of mixed / CUE / F3 / SPL raises ;
 RESP DBL EXTENDED ; USEFUL VALUES ORL ;
 ROZENKRANZ 2d-4th-5th ;

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style Responses; 3/2 level; Respecting)

NAT and fast overcall : responses : new suit by UPH is NAT F3 ;
 but cue/new suit is TRF after 1 C - (1 S), (1 D) - 2 C, (1 H) - 2 D ;
 (1 S) - 2 H (RUBENS) ; P's = PNT's ;
 3 H : 2 NT JACOBY, JUMP fit x suit = at fit, mixed+ raise ;
 (1 S) - 3/2 (jump) H - (X) : TRP's from 1(2) NT up to 3(3) H-3 ;
 Respecting : NAT, 8-12 ; m CUE = M's ; M CUE = m + OH ;
INT OVERCALL (2nd/4th Lvs; Respecting; Respecting)
 3 NT 2nd/4th lvs : 16-18, redevelopments as over 1 NT opening ;
 and including RUBENSHOL TRP's if competition ;
 3/2 NT Respecting : 3 NT = 10-13 over 1 M, 13-14 over 1 M ;
 2 NT = 17-19 with jump, 14-16 without jump ;

JUMP OVERCALLS (Style Responses; Unusual NT)

1-Suit : weak 2 H jumps ;
 2-Suit : (1 C) - 2 D (UPH) = 5-H-5+5 ; (1 D) - 3 C = PRE ;
 (1 S) : 2 NT = 2 lowest suits ; (1 H UPH/S) - 3 C = 2-suit D-OH ;
 Respecting : 1-suiters are 10-13 ; 2-suiters are 14- ;

DIRECT and JUMP CUE BIDS (Style Responses; Respecting)

(1 C) : 2 C = weak 5-4+ M's, 3 C = 3+D-5+5 ;
 (1 D) : 2 D = 5-H-5+5, 3 D Gambling ;
 (1 M) : 2 H = 5-C-5+OH, 3 H Gambling ;
 (1 S) - (1 S) : 2 x = 2-suit, (1 M) - P - (1 NT) - 2 m = M's ;
Vs. NT (vs. Strong/Weakly Respecting; P)
 (1 NT) (weak) : X (2nd/4th) = STR then RUBENSHOL, if compal ;
 (1 NT) (STR) : X (2nd/4th) = 5+ m-4H or 5+ H-5+ m STR ;
 2 C = M's (SANDY) then 2 D (R), 2 C INV H, 3 D INV S ;
 2 D suit then 2 H F/C, 2 S INV H, 2 NT (R), 3 m INV M's ;
 2 H = 3H-4 m, then 2 NT (R), 2 C P/C m ;
 by BH : X = 1-suit, 2 C/O/H = suit x x (DOBT), 2 S = 5S-6+ m ;

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

T/O DBL and RUBENSHOL responses ;
 NAT 2 NT : (2 m) - 3 m = M's ; (2 H) - 3 H = C-OH ;
 (2 m) - 4 C = D-OH ; (2 m) - 4 D = M's ; (2 S) - 4 m = inv-H ;

Vs. ARTIFICIAL STRONG OPENINGS

NAT and very fast overcalls ;
 (1 C) - X = M's ; (1 S) - 1 NT = m's ;
 (1 C) - P - (neg (R)) - X = M's ;
 (1 C) - P - (neg (R)) - 1 NT = m's ;
OVER OPPONENTS' TAKE OUT DOUBLE
 1 m - (X) - XX = FG ; 1 D - (X) - 1 NT becomes NAT ;
 1 H - (X) - XX = (18-11), and TRP's from 1 NT up to 2 H-1 ;
 P - (C) - 2 M - (X) - XX = T/O, both minor suits ;

OPEN	TICK #	MIN NO OF ART. CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1 C	Yes	0	4 D	4+C UNBAL 11-21, or 12-14 BAL, or STR BAL 22+ / any FG	1 D = 4H, 0+; 1 H = 4S, 0+; 1 S = no M, 0+; 1 NT = 5+C, 0+ 2 C = 5+D, 0+; 2 D = 6H, 6-11; 2 H = 6S, 6-11; 2 S = 5+D, 15+ 2 NT = 5+C-5+D, 6-11; 3 M = good 5-cards suit, 6-11	1 C - 1 DH; 1 NT - 2 C/DHS TRF's; 1 C - 1 DH/NT - 2 D = STR BAL or FG; 1 C - 1 DH/NT - 2 C - 2 NT = STR C; 1 D - 1 H, 1 NT = 4D-5C, 11-17; 1 D - 1 S - 1 NT = 4D-6H, 11-17 (18); 1 D - 1 H/NT - 2 NT = STR D; 1 D - 2 C - 2 NT = STR (R).	2 D = 5H-4C, 6-10; 2 H = 5S-4C, 6-10; 2 NT = 6D-4C, 6-10; 1 NT BAL, 6-11; 2 C = 5+ cards, 5-9; 2 H/5 = 5 H/S-4+D, 6-10; 2 NT = 5+C-4+D, 6-11 (P - 1 D - (1 NT) - 2 DH = 5 H/S-4+C 2 C = INV 3-cards H/R) or INV 6m suit 2 D / 2 NT = INV 4-cards H/R 2 C = INV 3-cards S/R or INV 6m suit 2 D / 2 NT = INV 4-cards S/R
1 D	4	4 D	4+D UNBAL 11-21, or 4D-5C 11-21	1 NT = 5+C, 5+; 2 C = 5+D, 10+ or BAL without M, 12+; 2 M / 3 C = 6 nos cards, 6-11	2 C = semi-NAT+; 2 S = INV raise 4 trumps, one shortness; 3 C = mixed raise 4 trumps; 3 D = INV raise 3+ trumps 1 NT = F1, 5-14; 2 C = semi-NAT+; 3 C = INV raise 4 trumps, short m; 3 D = mixed raise 4 trumps or INV raise H shortness; 3 H = INV raise 3+ trumps		
1 H	5	4 D	5+H, 11-21	BAL (5-cards M or 6-cards m are possible), 4-4-1-4, 15-17	2 C = 5+D weak, or m's INV+, or 5-cards M FG+; 2 DH = 4+M TRF's 2 S = INV NT, or 5+C weak or STR, or slam (R); 2 NT F1 (for 3 NT); 3 C = 5+D weak or STR, or FG 3-suit; 3 D = 5-cards M INV+; 3 M = 5+C-4+C shortness M, FG+; 4 C = m's, 4 D = M's 2 DH = 5-cards M TRF's; 2 S = NT TRF, or STAYMAN, or 5+C FG+; 2 NT = STR (R); 3 C = 5+D weak or STR, from 3 D as over 1 NT; 23/4 H = PIC, 2 NT = INV+ (R)		
1 S	5	4 D	5+S (could be 4 cards 3/4*), 11-21	BAL (6 had 6-cards m is possible), 18-19	23/4 H = PIC, 2 NT = INV+ (R) 23 H/S = 4 H = PIC, 3 CD = INV+ (R); 4 CD = M's 23 H/S = 4 H = PIC, 3 CD = INV+ (R); 4 CD = R M's 23/4 S = PIC, 2 NT = INV+ (R)		
1 NT	4	4 D	BAL (5-cards M or 6-cards m are possible) or 4-4-1-4, 15-17	1/2* 5-cards H, 6-10 or 6 cards S STR; 3* MULTI, 6-cards M, 9-12 or STR; 4* MULTI, 6-cards M, 9-12 UNBAL or STR 1/2* 6-cards S, 6-10 or 6 cards H STR; 3* 5-cards, 3-8; 4* 6-cards, no shortness, 10-12 1/2* 5S-5m, 6-10; 3* 5-cards, 3-8; 4* 6-cards, no shortness, 10-12			
2 C	Yes	2	4 D	BAL (6 had 6-cards m is possible), 18-19	23/4 H = PIC, 2 NT = INV+ (R) 23 H/S = 4 H = PIC, 3 CD = INV+ (R); 4 CD = M's 23 H/S = 4 H = PIC, 3 CD = INV+ (R); 4 CD = R M's 23/4 S = PIC, 2 NT = INV+ (R)		
2 D	Yes	0	4 D	1/2* 5-cards H, 6-10 or 6 cards S STR; 3* MULTI, 6-cards M, 9-12 or STR; 4* MULTI, 6-cards M, 9-12 UNBAL or STR 1/2* 6-cards S, 6-10 or 6 cards H STR; 3* 5-cards, 3-8; 4* 6-cards, no shortness, 10-12 1/2* 5S-5m, 6-10; 3* 5-cards, 3-8; 4* 6-cards, no shortness, 10-12			
2 H	Yes	0	4 D	BAL (5-cards M or 6-cards m are possible), 20-21	2 NT = INV+ (R); 3 H C - 4 D = PIC; 3 DH = NAT FG 2 NT INV (R) 3 C = ROMEX; 3 DH = FG M TRF's (then 3 NT = no Bl); 3 S = m's SPL; 4 NT Key Cards Blackwood; ask for Blackwood; 5 keys DOPE; LIGHTNER slam DBL		
2 S	Yes	5	3	5S-5m, 6-10; 5-cards, 3-8			
2 NT	Yes	6	4 D	BAL (5-cards M or 6-cards m are possible), 20-21			
3 M	Yes	6	6	PRE			
3 NT	Yes	6	6	PRE			
4 m	Yes	7	7	1/2* : GAMBLING; 3/4* to play (strong m suit)			
4 M	Yes	7	7	PRE			
4 NT	Yes	8	8	at least 6C-5D			
5 m	Yes	8	8	PRE			