


WBFC Convention Card



Category: Green
 NCBO: Belgium
 Players: G. Cassart 1766 JP DE WULF, QTH
 Event: All

SYSTEM SUMMARY
 GENERAL APPROACH AND STYLE

- 5 card major
- Better Minor
- 1 NT opening: 15-17 HCP
- 2-over-1 MJ response: Forcing Game
- SPECIAL BIDS THAT MAY REQUIRE DEFENSE**
- 2 ♠ 4+/5+ or 5+/4+♥♠ weak/any semiforming, NT 22-23
- 2 ♠ 6+♥ or ♠/ any gameforming, NT 24+
- 2 ♠ 5♥ & 4+♠/♦
- 2 ♠ 5♠ & 4+♠/♦
- 2NT 20-21
- 3 ♣♥♦ preempt
- 3 NT Gambling: closed minor 7+

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

- 1♠ - (1♦) - 1♥ = 4+♥
- 1♦ - (1♥) - 1♠ = 4+♠
- (1♥) - pass - (1♥) - 2♥ = NAT
- 1NT - (2♣) Landy → x=penalty in one or both MJ, 2♥/♠=stopper → 2NT/3♣=Rubensohl
- 3NT=to play
- 1NT - (pass) - 2♣ - (x) → pass no ♠ stop
- (then XX=Stayman and MJ in transfer)
- xx good ♠'s, (then → 2♦ to play, 2♥=pass or correct)
- 2♦ no 4card♥/♠, ♠ stop
- 2♥/♠ 4card, ♠ stop
- Leaping Michaels: (2/3♦) → 4♠=♠&M, → 4♦=♦&M over Multi
- ♥&♠ over 3♦
- (2/3♥) → 4♠=♠&♠, → 4♦=♦&♠
- (2/3♠) → 4♠=♠&♠, → 4♦=♦&♥
- (3♣) → 4♠=♥&♠, → 4♦=♦&M
- Cappelletti: 1♥♠ - (x)
- 1NT → transfer to ♠ (either a ♠ suit or a raise with ♠ values/length)
- 2♣ → transfer to ♥ as above
- 2♦ → transfer to ♥ if 1♥ opening 8-10 raise, if 1♠ as above
- 2♥ → if 1♥ opening 4-7 raise, if 1♠ 8-10 raise
- HELLO: X → 12+; 2♣ → 5+mn&4cardMJ; 2♦ → 5+♥**
- 2♥ → 4+/5+ or 5+/4+♥/♠; 2♠ → 5+♠; 2NT → 5+♣
- 3♣ → 5+5+♠/♦
- 3♦ → 5+5+♥/♠

LEADS AND SIGNALS
 OPENING LEADS STYLE

Suit	In Partner's Suit	
	Lead	3rd/5th
NT	2nd / 4th	2nd / 4th

Other: 9 & 10 promising
 Reverse Smith: small confirms

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK(x), Ax, asks attitude	AK(x), Ax, asks attitude
King	KQx, AK(x) asks count	KQx, AK(x) asks count
Queen	QJ10x QJ9x Qx	KQ10(x) QJ10x QJ9x Qx
Jack	J109x J108x J10x	J109x J10x J10
Ten	AQJ10x, AJ109, KJ109x	AQJ10x, AJ109, KJ109x
Nine	Q109x, 10x	Q109x, 10x
X	HxX, HxxX, xxxxxx, xxX, Xx	HxX, HxxX, xxxxxx, Xx

SIGNALS IN ORDER OF PRIORITY

Partner's Lead	Declarer's Lead	Discarding
Suit: 1 st	small N/high P	small O/high E
2 nd		Italian
NT: 1 st	same	same
2 nd	same	Lavinthal

King asks unblock or count
 Reverse Smith against NT

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)
 Style: natural, 11HCP + shape or very strong
 Responses: natural
 Reopening: can be weaker

SPECIAL, ARTIFICIAL & COMPETITIVE DOUBLES

negative, response, competitive, Lightner
 0 tricks x against slam in 2nd pos. in possible sacrifice situation

REDOUBLES

control showing xx if opponents x cuebid

PSYCHICS : rare

DEFENSIVE AND COMPETITIVE BIDDING
 OVERCALLS (Style; Resp; 1/2 level; Reopening)

8-17HCP, new suit forcing at 1 level, jump raise preempt, cuebid = forcing raise, jump cubid = unbal raise 4+ support invitational

1 NT OVERCALL (2nd/4th Live; Resp; Reopening)
 2nd pos. 15-18 2♣ Stayman, 4 suit transfers
 4th pos. 9-14 2♣ Stayman, 4 suit transfers

JUMP OVERCALLS (Style; Resp; Unusual NT)

Style: weak 3-11HCP
 Responses: natural
 Unusual NT: 5+5+ two lowest unbid suits

DIRECT and JUMP CUE BIDS (Style; Resp; Reopen)

- Mod Ghestem
- (1MJ) → 2MJ → 5+5+♠&oMJ, 2NT → 5+5+♠&♦, 3♣ → 5+5+♦&oMJ
- (1♥) → 2♦ → 5+5+♠&♠, 2NT → 5+5+♠&♥, 3♣ → 5+5+♥&♠
- (1♠) → 2♥ → 5+5+♥&♠, 2NT → 5+5+♥&♥, 3♣ → 5+5+♥&♦
- (1♠)-2♠: → NAT

Jump: asks stopper

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

- vs.weak: HELLO x= penalty
- x = 5+mn&4cardMJ → 2♣ pass or correct, 2♦ asks MJ, other to play
- 2♣ = 4+♠ & 4+♥ → 2♦ relay
- 2♦ = 6+♥ or 6+♥
- 2♥ = 5+♥ & 4+mn
- 2♠ = 5+♠ & 4+mn
- 2NT = 5+5+♠/♥ → 3♥ asks shortness

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

over weak two's, Multi, Muiderberg, 3level preempts: Leaping Michaels
 Double = T/O Lebensohl (slow denies)
 2NT = 15-18 → Transfers ♦ ♥ ♠ (to opp suit Stayman) 3♠ → ♠♦
 vs. 3NT gambling x=power, rest same as vs. 1NT

VS. ARTIFICIAL STRONG OPENINGS

- X = 4+4+♥/♠
- 1♥/♠/2♠ = nat
- 2♦ = 6+♥ or 6+♥
- 2♥ = 5+♥ & 4+mn, 2♠ = 5+♠ & 4+mn
- 1NT = 4+4+♠/♦

OVER OPPONENTS' TAKEOUT DOUBLE

- Cappelletti
- xx = 9+ usually without support
- 1♥/♠ - (x) - 2NT = 11+ with 3+support
- 1♥/♠ - (x) - new suit at the 3rd level FIT SHOWING JUMP
- 1♠/♦ - (x) - inverted minor