

DEFENSIVE AND COMPETITIVE BIDDING				
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)				
- constructive				
- weak jump bids				
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)				
2 nd hand: 15-18				
4 th hand: 10-14				
2NT in 4 th hand: 17-19				
JUMP OVERCALLS (Style; Responses; Unusual NT)				
jump overcall = weak				
unusual NT = 2 lowest suits at least 5-5				
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)				
After opening partner:				
direct cue: limit raise of partner's suit or better				
jump cue: asks for stop for 3NT				
Michaels cuebids				
VS. NT (vs. Strong/Weak; Reopening; PH)				
DONT				
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)				
if natural, DBL = TO [+Lebensohl], 2NT= 16-19				
World Convention				
if in transfer, DBL = TO in bid suit, 1-over-1 strong take-out				
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣				
OVER OPPONENTS' TAKEOUT DOUBLE				
RDBL = 9+HCP, no fit ; transfer bids in intermediate suits				
major suit support bids (2NT and higher) unchanged				
inverted minors unchanged				

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5, HESO	3/5	
NT	3/5 (flexible), HESO	3/5	
Subseq:	attitude	id.	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	from A Kxx , Ax	id.	
King	from A Kx(xx), K Qxx, K x,		
Queen	K Qx K Qxxx Q x Q Jxx		
Jack	QJx Jx JTxx		
10	JTx JTxxx Tx		
9	T9x.. 9x		
others	1 st /3 rd /5 th	1 st /3 rd /5 th flex	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	high =DISCG	suit preference	suit preference
Suit 2	Distr (vs. K)	distribution	distribution
3			
1	high = DISCG	suit preference	suit preference
NT 2	Distr (vs. K)	distribution	distribution
3			
Signals (including Trumps):			
Reverse Smith			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
TO DBL: 10+, sound distribution;			
RESPONSES: jump =9-11 with 5c; cue = opening values			
DBL is penalty over artificial bids, NT openings			
and after pre-emptive openings by partner, including all weak/strong			
multi's, except for the sequence 2H - (2S) - DBL			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
- Support Double, Game Try Double			

W B F CONVENTION CARD	
<p>CATEGORY: III</p> <p>NCBO: BBF</p> <p>PLAYERS: Begijntje I</p> <p>Dirk Van Compernelle (15315), Piet Vandereet (13995)</p>	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
5 card majors, 4 card diamond	
Responses over 1 level opening:	
1NT = 5-9HCP	
1-over-1: 5+ HCP	
2-over-1: is 9+ HCP	
1NT = 15-17 HCP, without 5C major	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Openings:	
- 2♣ multi: Game Forcing all distributions	
- 2♦ multi: weak in either major or SF	
- 2Major: Muiderberg	
- 3NT: gambling	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES	
transfer bids by responder after several overcalls [2]	
PSYCHICS: rare	

OPENING				
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	AL ARTIFICIAL TICK	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	√	2	4♠	12-19 HCP	1-level bids natural inverted minors GF 2♥/♠: strong suit GF		negative doubles
1♦		4	4♠	12-19 HCP	idem	after 1NT => 2♣=relay	
1♥ / 1♠		5	4♠	12-19 HCP	1NT= 5-9 HCP; 3card support possible in (4333) 2♣ = semi-natural, limit+, can be with 3card support 2♦ = natural, limit+, can be with 3card support 2♥/♠ (same Major) = 3 card support, 6-9 HCP 2♥ (after 1♠) = 5 card, limit+, can be with 3card support 4card support: 2NT (GF), 3♣ (7-9), 3♦(10-11), 3 M(2-6), 3oM, 4m : splinters	after 1NT => 2♣=relay 2♦ after 2♣ = semi-natural, RF	
INT			4♠	15-17 HCP (no 5cM)	2♣ = weak Stayman 2♦/♥= Major suit transfers 2♠/NT= minor suit transfers 3 in suit = GF, 6 card		Rubensohl
2♣	√	-	-	GF all distributions	2♦=relay; 2 X = good 6(5) card	natural	
2♦	√	-	2♠	weak 2 in a Major or 22-24 NT or SF	2♥ = relay (may be passed) 2♠ = weak in ♠, limit in ♥ 3♥/♠ = pass or correct (support in both majors) 2NT= strong relay 3m = strong suit, inviting for 3NT 4♥/♠ = to play (own strong suit)	2NT 22-24 3X SF, 8 tricks 3♣/♦ = min ♥/♠; 3♥/♠ = max ♠/♥	4♦ by responder in any sequence = pick your major
2♥/♠	√	5	3♦	Muiderberg 5M+4m, 6-9 HCP	2NT = relay, GT or better 3♣ = pass or correct 3♦ = G/T in major		
2NT				20-21 balanced	3♣= puppet Stayman 3♦/♥ transfers		
3♣/♦		6	-	pre-empt			
3♥/♠		7(6)	-	pre-empt			
3NT				gambling			
						HIGH LEVEL BIDDING	
4♣/♦	√	7+ ♥/♠		pre-empt in M, with good suit		4NT: RKCB with responses 41, 30, 2, 2+Q	
4♥/♠		7+	-	pre-empt		1-over-1 asks for Q of trumps 5NT = specific King ask	
						5NT: grand slam try	

Bidding Conventions

- 4th suit GF
- new minor GF
- principle of fast arrival: if the bidding is GF then a jump to game is the lowest available bid
- 1NT, 2NT and 3NT bids are natural unless explicitly agreed
- ‘2♣ over 1NT response’ and ‘3♣ over 2NT response’ are asking relays
- change of suit RF
- NT bid after fit (e.g. 1S-2S-2NT), relay RF
- 1X-2Y-2NT is GF
- 1X-2Y-3Y is constructive but non-forcing
- splinters

Competitive Biddings

Responder bids in transfer after following sequences:

- 1M - [DBL] - ??
- 1H - [1S] - ??
- 1X – [2M jump overcall] - ??

After a 2-suiter overcall:

- lowest cuebid = support, limit
- highest cuebid = GF, 5card in 4th suit
- 3 in our suit = competitive
- 2NT = 4 card support, GF

Defense against 2D multi

- DBL in immediate next position = take-out against weak 2 in S