

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS	
Style: 6-16 HCP - (4) 5 crd	
Responses: 2 over 1 NF	
Cuebid: 10+ with support or 16+ any	
INT OVERCALL	
2nd hand: 15-18; Stayman, transfers	
In balancing seat: 9-14	
JUMP OVERCALLS	
Weak (6-10 HCP)	
Unusual 2NT	
DIRECT & JUMP CUE BIDS	
Cuebid: natural	
Jump cuebid: asks for stop	
AGAINST NT	
double = length in a minor	
2x = Multi-Landy (also in balancing seat)	
AGAINST PREEMPTS	
Natural T/O double	
AGAINST STRONG, ARTIFICIAL OPENINGS	
Natural	
AFTER OPPONENT'S TAKE-OUT DOUBLE	
1 level: forcing; redbl = 9+ (penalty oriented)	

DEFENSIVE PLAY AND SIGNALS			
OPENING LEADS STYLE			
Suit contracts	Generally	In Partner's suit	
	Parity	Parity	
NT contracts	Parity	Parity	
Subsequent			
Others: Kantar			
LEADS			
Lead	Against suit contracts	Against NT contracts	
A	Asks for encouragement	Asks for encouragement	
K	Asks for count	Asks for count	
Q	QJx(sx)	QJx(sx)	
J	J10(sx)	J10(sx)	
10	Top of nothing or Kantar	Top of nothing or Kantar	
9	Top of nothing or Kantar	Top of nothing or Kantar	
High - X	Top of nothing or even	Top of nothing or even	
Low - X	Odd	Odd	
SIGNALS WHEN FOLLOWING SUIT OR DISCARDING			
	Partner leads	Declarer leads	Discard
Suit	High encouraging	Parity	High asks
NT	Same	Same	Same
Signals:			
	High = on, low = off		
DOUBLES			
T/O DOUBLES			
Shows an opening and support for other suits, or a strong hand (16+)			
Responses: jump if 8+, NF: cuebid is forcing			
In balancing seat: 9-14			
SPECIAL, ARTIFICIAL, & COMPETITIVE DBLS/RDLS			
Support dbl or redbl			
Negative double			
Lightner double			

WBF CONVENTIE KAART	
TEAM: RIVIERA 4	
COMPETITION: DERDE NATIONALE	D
PLAYERS:	
Somers Rik 21692	
<i>cazzafra parda cm 25282</i>	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
♠ = 2+ crd	♦ = 4+ crd ♠/♠ = 5+ crd
1NT = 15-17	
SPECIAL COMPETITIVE BIDS that may require defence	
2♠ = semi-forcing or balanced 20-21 or 24-25 or weak with both majors	
2♦ = GF or balanced 22-23 or 26-27 or ceard maj 6-10 HCP	
2♥/♠ = Muiderberg	
2Z/1 = preempt ♠ or strong two-suitler ♠ + other	
3♠ = preempt ♦ or strong two-suitler ♦ + other	
3♦ = preempt ♥ or strong two-suitler ♥ + other	
3♥ = preempt ♠ or strong two-suitler ♠ + other	
4♠/♠ = Nanayats - transfer ♥/♠ - 8-9 tricks with a solid suit	
4♥/♠ = to play	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES	
PSYCHICS: rare	

OPENING	* X * IF ARTIFICIAL	MINIMAL NUMBER OF CARDS	NEGATIVE DOUBLE THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATION WITH A PASSED HAND
1♠		2	4♥	11+	T-Walsh: inverted minors Jump = weak;	3-way checkback Stayman after 1x-1y-1z	Same
1♦		4	4♥	11+	Inverted minors: jump = weak		Same
1♥		5	4♦	11+	2♦ = weak with ♥ or strong with ♦ 1♥-2♥ = 8-10 with 3+crd support 2NT = GF with 4+ crd support 3♠ = 7-9 / 3♦ = 10-11 / 3♥ = 0-6 with 4+crd support	Long suit trials After 2NT: 3x shows distribution (4+), 3M shows extra's. 4x is splinter, 4M is minimum	Same
1♠		5	4♦	11+	Same 2♥ = weak with ♠ or strong with ♥	Same	Same
INT				15-17 balanced	Staymanrelay (as from 0 HCP) - 4 transfers	Refusing the transfer shows a fit and a maximum.	Same
2♠	X			SF (20-24 HCP unbalanced), or 20-21 or 24-25 balanced, or 6-10 with 4+♥ and 4+♦	INT - 3♠ = Niemeyer After intervention: Rubensohl	Natural	Same
2♦	X			GF, or 22-23 or 26-27 balanced, or 6crd maj 6-10	2♥ = relay 2NT = strong relay	Natural	Same
2♥	X	5M+4m		6-10 Mauderberg	2NT = asking. 3♠ p/c for the minor	After 2NT: 3m = min with m. 3♥ = max with ♦, 3♠ = max with ♠	Same
2♠	X	5M+4m		Same	Same	Same	Same
2NT	X	(6)7		Preempt ♠ or strong two-suiter	3♦ = NF: new suit = F1	4NT: asking for 6 keycards	Same
3♠	X	(6)7		Preempt ♦ or strong two-suiter	3♦ = NF: new suit = F1	Same	Same
3♦	X	(6)7		Preempt ♥ or strong two-suiter	3♥ = NF: new suit = F1	Same	Same
3♥	X	(6)7		Preempt ♠ or strong two-suiter	3♠ = NF: new suit = F1	Same	Same
3♠	X	7		Gambling (solid minor) - transfer to 3NT	3NT = stop in all other suits; 4♦ = p/c; 4♥ = asking; 5♦ = p/c	After 4♦: 4M = single or void. 4NT = 7222. 5m = single or void in other minor	Same
3NT	X	8		Gambling with semi-solid minor (missing honor)	Pass = stop in all suits; 4♦ = p/c; 4♥ = asking; 5♦ = p/c	After 4♦: 4M = single or void, 5m = single or void in other minor	Same
4♠	X	7		Namylats-transfer ♥ - 8-9 tricks	4♦ = asking; 4♥ to play		Same
4♦	X	7		Namylats-transfer ♦ - 8-9 tricks	4♥ = asking; 4♦ to play		Same
4♥	X	7		To play			Same
4♠	X	7		To play			Same
4NT	X	7		Two-suiter minors			Same
5♠				To play			Same
5♦				To play			Same
5♥							Same
5♠							Same

HIGH LEVEL BIDDING

RKCB (41/30/25/25+TQ)
DOP (x=30-pass=41 etc) - ROP; - splinters - mixed cuebids
5-level: Exclusion Blackwood