

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

DEFENSIVE PLAY AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Generally	In Partner's suit	
Suit contracts	Parity	Parity	
NT contracts	Parity	Parity	
Subsequent			
Others: Kantar			
<b>LEADS</b>			
Lead	Against suit contracts	Against NT contracts	
A	Asks for encouragement	Asks for encouragement	
K	Asks for count	Asks for count	
Q	QJx(xx)	QJ(xx)	
J	J10(xx)	J10(xx)	
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	
<b>SIGNALS WHEN FOLLOWING SUIT OR DISCARDING</b>			
	Partner leads	Declarer leads	Discard
Suit	High encouraging	Parity	High asks
NT	Same	Same	Same
Signals:			
High = on, low = off			
<b>DOUBLES</b>			
<b>T/O DOUBLES</b>			
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			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support dbl or redbl			
Negative double			
Lightner double			

W B F CONVENTIE KAART
TEAM: RIVIERA 4
COMPETITION: DERDE NATIONALE <i>D</i>
<b>PLAYERS:</b>
Somers Rik 21692
<i>'0428785 PAVICH 25232</i>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
♠ = 2+crd   ♦ = 4+crd   ♥/♣ = 5+crd
1NT = 15-17
<b>SPECIAL COMPETITIVE BIDS that may require defence</b>
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 6card maj 6-10 HCP
2♥/♣ = Muiderberg
2ZT = preempt ♠ or strong two-suiter ♠ + other
3♠ = preempt ♦ or strong two-suiter ♦ + other
3♦ = preempt ♥ or strong two-suiter ♥ + other
3♥ = preempt ♣ or strong two-suiter ♣ + other
4♠/♦ = Namyats – transfer ♥/♣ – 8-9 tricks with a solid suit
4♥/♣ = to play
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
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  INT - 3♠ = Niemeyer After intervention: Rubensohl	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+♠	2♦ = relay 2NT = strong relay	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 Muiderberg	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	
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	
4♠	X	7		Namyats-transfer ♥ - 8-9 tricks	4♦ = asking; 4♥ to play		Same
4♦	X	7		Namyats-transfer ♠ - 8-9 tricks	4♥ = asking; 4♠ to play		Same
4♥	X	7		To play			Same
4♠	X	7		To play			
4NT	X			Two-suiter minors			
5♠				To play			
5♦				To play			
5♥							
5♠							
						<b>HIGH LEVEL BIDDING</b>	
						RKCB (41/30/25/25+TQ)	
						DOPI (x=30-pass=41 etc) - ROPI; – splinters – mixed cuebids	
						5-level: Exclusion Blackwood	