

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS(Style; Responses; 1/2 level; Reopening)

NAT and fast overcalls ; responses : new suit by UPH is NAT F1

but cue/new suit is TRF after (1 C)-1 S, (1 D)-2 C, (1 H)-2 D, (1 S)-2 H (RUBENS) ; FJ's + FNJ's ;

1 M : 2 NT JACOBY , JUMP in a suit = artif. mixed+ raise ;

(1 x) - 1/2 (jump) M - (X) : TRF's from 1(2) NT up to 2(3) M-1.

Reopening : NAT , 8-13 ; m CUE = M's ; M CUE = m + OM.

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

1 NT 2nd/4th live : 16-18 , developments as over 1 NT opening

bid including RUBENSHOL TRF's if competition ;

1/2 NT reopening : 1 NT = 10-13 over 1 m , 11-14 over 1 M ;

2 NT = 17-19 with jump , 14-16 without jump

JUMP OVERCALLS(Style; Responses; Unusual NT)

1-Suit : weak 2 M jumps ;

2-Suit : (1 C) - 2 D (UPH) = 5+H-5+S ; (1 D) - 3 C = PRE ;

(1 x) : 2 NT = 2 lowest suits ; (1 H UPH/S) - 3 C = 2-suiter D-OM

Reopening : 1-suiters are 10-13 ; 2-suiters are 14+ .

DIRECT and JUMP CUE BIDS ( Style; Responses; Reopening)

(1 C) : 2 C = weak 5-4+ M's , 3 C = 5+D-5+S ;

(1 D) : 2 D = 5+H-5+S , 3 D Gambling ;

(1 M) : 2 M = 5+C-5+OM , 3 M Gambling ;

(1 x) - P - (1 y) : 2 x = 2-suiter ; (1 m) - P - (1 NT) - 2 m = M's.

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

(1 NT) (weak) : X (2nd/4th) = STR then RUBENSHOL if compet.;

(1 NT) (STR) : X (2nd/4th) = 5+m-4M or 5+M-5+m STR ;

2 C = M's (LANDY) then 2 D (R) , 3 C INV H , 3 D INV S ;

2 D MULTI then 2 H P/C , 2 S INV H , 2 NT (R) , 3 m INV M's ;

2 M = 5M-4+m , then 2 NT (R) , 3 C P/C m ;

by PH : X = 1-suit , 2 C/D/H = suit + x (DONT) , 2 S = 5S-4+m.

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

T/O DBL and LEBENSHOL responses ;

NAT 2 NT ; (2 m) - 3 m = M's ; (2 M) - 3 M = C-OM ;

(2 M) - 4 C = D-OM ; (3 m) - 4 D = M's ; (3 S) - 4 m = om-H.

VS. ARTIFICIAL STRONG OPENINGS

NAT and very fast overcalls ;

(1 C) - X = M's ; (1 C) - 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 M - (X) - XX = (8)9-11 , and TRF's from 1 NT up to 2 M-1 ;

P - (-) - 2 M - (X) - XX = T.O. both minor suits.

LEADS AND SIGNALS

OPENING LEADS STYLE

Lead

in Partner's Suit

Suit

3rd/5th ; RUSSINOV ; VINJE

3rd/5th ; ACE

NT

4th/2d/6th ; promising K / 10

3rd/5th ; ACE

Subseq

3rd/5th ; ACE

3rd/5th ; ACE

Other:

at suit, an A/K lead asks the number of tricks in the suit (H/L signal = 0 or 2 tricks) ; attitude through declarer.

LEADS

Lead

Vs.Suit

Vs. NT

Ace

AK, AKxx, AKxxxx

AKx(x)

King

KQ, AKx, AKxxx, KQJx(x)

KQ, AKQx(x), AKJx(x), KQJ/10x(x)

Queen

QJ, KQx(x), AKQx(x)

QJ, KQx, QJx, QJ10x(x), QJ9x(x), AQJx(x)

Jack

J10, QJx(x)

Jx, J10(x), J109/8x(x)

10

109, J10x(x)

10x, A/KJ10x, A/K/Q109x(x)

9

109x(x)

9x, 109x(x)

Hi-x

x~~x~~, x~~x~~xx, Hx~~x~~x, Hx~~x~~xxx

x~~x~~x or x~~x~~x, x~~x~~xx, x~~x~~x~~x~~x, H~~x~~x, Hxx~~x~~x

Lo-x

xx~~x~~, xxx~~x~~x, Hx~~x~~, Hxxx~~x~~

Hxx~~x~~, Hxxxx~~x~~

SIGNALS IN ORDER OF PRIORITY

Partner's Lead

Declarer's Lead

Discarding

Suit:1st

L = ENCRG

H/L = even

L = ENCRG

2nd

H/L = even

SMITH

H/L = even

3rd

NT: 1st

L = ENCRG if short

SMITH

L = ENCRG

2nd

H/L = even

H/L = even

H/L = even

3rd

Signals :

SMITH at NT : L = ENCRG for lead continuation ;

SMITH at Suit : L trump = ENCRG lead continuation ;

promising 10 through declarer ; attitude ; standard LAVINTHAL.

DOUBLES

TAKEOUT DOUBLES(Style; Responses; Reopening)

classical T/O doubles ;

responses : CUE F1 ; RESP DBL ; (1 x) - X - (1 y) - 2 y = NAT ;

reopening : T/O double , may be weak.

SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

1 C - (1 D) : X = H , 1 H = S , 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 : XX = C TRF , and so on ;

NEG DBL through 4 D ;

opener's SUPP DBL ; competitive SUPP DBL of mixed / CUE / FJ / SPL raises ;

RESP DBL EXTENDED ; USEFULL VALUES DBL ;

ROZENKRANZ 2d/4th RDBL.

WBF Convention Card

Category :

RED

Country:

Belgium

Event:

Players:

BOLLE (376) - RENARD (1824)

4.06

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

1 C F1 ; 1 D NAT UNBAL (also 4D-5C) ; 1 H = 5+ cards ; 1 S = (mostly) 5+ cards ;

2 C 18-19 BAL ; 2 D 1º/2º = 6 H weak or 6 S STR ; 2 D 3º/4º = MULTI 6 M 9-12 or 6 M S

2 H 1º/2º = 6 S weak or 6 H STR ; 2 S 1º/2º = 5S-5+m weak ;

2 M 3º = PRE ; many TRF's ;

frequent fit jumps (FJ) and fit non jumps (FNJ).

1NT Openings: 15-17

2 OVER 1 Responses are FG over 1 M

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

1 C : NAT UNBAL or 12-14 BAL or STR BAL 22+ / any FG hand ;

1 D up to 2 C are 0+ TRF responses ;

1 D : NAT UNBAL or 4D-5C and 1 NT / 2 C are TRF responses ;

1 H : 2 NT JACOBY , 3/4 H PRE , 3 S = unknown SPL , 3 NT sound raise , 4 m FJ ;

1 S : 2 NT JACOBY , 3/4 S PRE , 3 NT = unknown SPL , 4 m = m SPL ;

after 1 C - (1 D) : 2 D = H TRF , 2 H = S TRF ;

after 1 C/D - (1 H) : 2 m = om 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 x / 2 C) : 3 D/M = PRE and after 1 D - (1 M / 2 C) : jumps = FJ ;

after 1 m - (1 NT) : 2 C = M's , 2 x TRF's ; 1 M - (1 NT) : 2 C = M fit + OM , 2 D M fit ;

after 1 m - (2 C) (NAT) : 2 D/H/S = TRF's (if UPH) ;

after 1 m/H - (2 D/M) (jumps) : 2 H/S NAT NF , UPH TRF's from 2 NT up to 3 S ;

after 1 M - (1 S / 2 x) : 2 NT = JACOBY limit+ , CUE = mixed raise , 3 M = PRE ;

after 1 x - (2 x / 2 NT / 2-suiter) : low CUE = fit x suit , high CUE = TRF (if UPH) ;

after 1 NT / 2 C - (2 x) : RUBENSHOL TRF's from 2 NT.

SPECIAL FORCING PASS SEQUENCES

an offensive FJ / SPL raise to the 4-level if V against NV opponents ;

a CUE with fit raising to the 4-level ;

any new suit 9+ or an offensive raise mixed+ / INV+ and opponents bidding at the 5-level.

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Extensive use of 2 NT as : artificial TRF, or LEBENSHOL , or SCRAMBLING , or GOOD-BAD ,

or fitted JACOBY style or MIXED+ especially if competition (also defensively).

Occasionally, after partner's STR X against fitted opponents at 3 M :

3 NT (forced) is SCRAMBLING over 3 H doubled , and is showing 4H over 3 S doubled.

Opponent's 1 NT is : weak if it may include hands of 13 HCP strength.

Psychics : rare.

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