

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
- constructive
- weak jumps in majors; intermediate jumps in minors (3level)
- BUNI overcalls : minor suit and 1NT overcall is 2suiter; majors in transfer of 1C
- NT-strength overcall via DBL
- new suit after bidding by unpassed partner is RF
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
1NT = cfr. BUNI
JUMP OVERCALLS (Style; Responses; Unusual NT)
jump overcall = weak in majors; intermediate in minors
unusual NT = 2 lowest suits at least 5-5
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
direct cue: limit raise of partner's suit or better
jump cue: asks for stop for 3NT
VS. NT (vs. Strong/Weak; Reopening; PH)
Multi Landy
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
if natural, DBL = TO, response = Lebensohl
2NT= 16-19
if in transfer, DBL = TO in bid suit, 1-over-1 strong take-out
World Convention
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL = 9+HCP, no fit
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, Rusinow	3/5	
NT	3/5 (flexible), Rusinow	3/5	
Subseq:	attitude	id.	
Other: NO RUSINOW in suit bid by PARTNER !!			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	from AKxx , Ax	id.	
King	from AKx, AKxxx, Kx,		
Queen	KQx.. Qx		
Jack	QJxx... Jx		
10	JTx... Tx		
9	T9x.. 9x		
others	1 st /3 rd /5 th	1 st /3 rd /5 th (occasional 4 th best)	
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):			
A discouraging signal on the opening lead implies encouraging in the obvious shift suit			
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 Doubles, Game Try Doubles, Absolute Doubles (at game level)			

W B F CONVENTION CARD
CATEGORY: D
NCBO: BBF
PLAYERS: Begijntje II
Dirk Van Compernelle (15315)
Luc De Mesmaecker (10994)
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 , Walsh over 1C
2-over-1: is 9+ HCP
1NT = 15-17 HCP, without 5C major
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Openings:
- 2♣ multi: weak with both majors or semi-forcing
- 2♦ multi: weak in either major or GF
- 2Major: Muiderberg
- 3NT: gambling
- BUNI overcalls:
+ 2-in-minor and 1NT overcall is 2suiter;
+ minor suit jump overcall is intermediate
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: rare

[1] Extended Bidding Sequences

WALSH after 1C opening:

- responder skips diamonds if less than game forcing
- opener rebids 1NT with all balanced hands (including a 4 card major) after 1D response
- responder introducing a major on 2nd round is GF
- responder bidding 2D after 1Major , shows weak hand with longer D

GENERAL BIDDING STYLE:

- change of suit is round forcing
- jump shifts are splinters ; if 2 levels of splinters are possible, then a low and high point range are distinguished
- reverse is 90% game forcing; 2NT is a possible brake
- unnatural NT bid (e.g. 1S-2S-2NT) is an asking relay
- 1X-2Y-2NT is GF
- 1X-2Y-3Y is constructive but non-forcing
- 1X-2Y-3z (new minor at 3level) is GF but can be on 3 or even 2 cardth
- 4th suit: 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
- 2C over 1X - 1Major - 1NT rebid is Rudinesco

[2] Inverted Minors

1♣ - 2♣ = limit or better with 5 card

- o 2NT = 12-14
- o 3♣ = 12-14 at least 4 cards in suit
- o all other bids, natural and game forcing

[3] 1 Major – 2 ♣

1♠ - 2♣ = 10+, semi-natural (= no other bid available), can be with 3card support

- o 2♦ = relay; mostly 12-14 with 5card ♠, nothing to say (or strong with ♦!)
- o [responder rebids as if opener is minimal]
- o 2♥ = natural 4♥, RF
- o 2♠ = 12-14 with 6card ♠
- o [a strong opening hand rebids as if the club bid was natural]
- o 2NT = 15-17, balanced
- o 3♦/♥ = 5-1-3-4 splinter, 15+, GF
- o 3♠ = 15+HCP 6+♠ GF

[4] Major Suit Support (4 card)

- 1♠ - 2NT = 9+ HCP
- 1♠ - 3♣ = 7-10 possibly with short suit, 3♦ asking
- 1♠ - 3♦ = 10-12 + short suit, GF
- 1♠ - 3♠ = 2-6HCP, mostly with 5card support
- 1♠ - 4♠ = 5+C♠, weak + distribution
- 1♠ - 3NT/4♣/4♦ = 12-15 HCP, splinter
- 1♠ - 3♥ (oM) = any void 12-15 points

Further Bidding:

- Over 3♣/3♦ : 1-over-1 is relay and asks for short suit
- Over 2NT: 3♣ (15-17) and 3♦ (18-19) asks to show extra strength
- Opener can introduce splinters over all non-forcing bids

[5] Multi 2♣

- weak with both majors or
- semi-forcing in suit or 22-23 NT
- further bidding
 - o 2♦ = no preference for majors
 - if weak, bids best major
 - others natural
 - o 2NT = GF
 - 3♣ = min with 5H4S
 - 3♦ = min with 4H5S
 - 3♥ = max with 4H5S
 - 3♠ = max with 5H4S
 - 3NT = max with 4H4S
 - o 2♥/♠ = suit preference vs. weak hand

[6] Multi 2♦

- or weak in either major
- or GF unicolor or NT (24+)
 - 2♥ = standard response
 - o PASS with weak 2 in ♥
 - o 2♠ = wk 2 in ♠
 - 2♠ = to play against weak 2 in ♠, invitational or better against weak 2 in ♥

- 2NT = forcing relay
 - o 3♣ = min with H
 - o 3♦ = min with S
 - o 3♥ = max with S
 - o 3♠ = max with H
- 3♣/♦ = natural, invitational for 3NT (long minor)
- 3♥/3♠ = preemptive, pass or correct
- 4♦ = select your major (also after interference !)
- 4♥/4♠ = to play (own suit of responder)

[7] MUIDERBERG 2♥/2♠

- major-minor at least 5-4
- 6-9 HCP (could be 5 non-vulnerable or 10 vulnerable)
- some hands may be too strong for Muiderberg and too weak for an opening; they should be passed

2♥

- 2♠ = natural(6card), constructive, non-forcing
- 2NT = relay, weak or strong
 - o bid your minor
- 3♣ = pass or correct
- 3♦ = limit raise in major
- 3♥ = preemptive

[8] Multi Landy

[1NT]

- DBL = Penalty
- 2♣ = ♥ + ♠
- 2♦ = long major
- 2♥ = 5♥ + minor
- 2♠ = 5♠ + minor
- 2NT = minors

[9] BUNI overcalls

- 2 suiters are at least 4-4, but with lower suit likely to be longer
- over 1C: 1D=H, 1H=S, 1S=D+S, 1NT=D+H, 2C=H+S, 2D natural
- over 1D: 1H=H, 1S=S, 1NT=C+H, 2C=C+S, 2D=H+S
- over 1H: 1S=S, 1NT=C+D, 2C=C+H, 2D=D+H
- over 1S: 1NT=C+D, 2C=C+H, 2D=D+H, 2H=H
- 3-level minors=intermediate;
- DBL = take-out including strong NT