

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (style; responses, 1 / 2 level; reopening)
1 level: 6 – 15 HP; 5+card; natural
2 level: 10 – 15 HP; 5+card; natural
1 NT OVERCALL (2nd / 4th hand; responses; reopening)
2 nd hand: 15 – 17 HP with stop(s); system on
4 th hand: 11 – 14 HP with stop(s); system on (modified HP ranges for Stayman and Jacoby)
JUMP OVERCALLS, DIRECT and JUMP CUEBIDS (style, responses, Unusual NT)
Jump suit overcalls: 6 – 10 HP; 6-card in bid suit
Michaels cuebid: 5/5 in the 2 highest unbid suits
Unusual 2 NT: 5/5 in the 2 lowest unbid suits
VS. NT (weak / strong; reopening; passed hand)
Double: length in 1 minor suit
Landy: 2 ♣ (≥ 5/4+ in ♥ and ♠)
Multi: 2 ♦ (6-card ♥ or ♠)
Muiderberg: 2 ♥ / ♠ (5-c ♥ / ♠ and 3+c minor)
2 NT: 5/5 in both minor suits
VS. PREEMPTS (Doubles; Cue-bids; Jump bids; NT bids)
Dbl: [Or] constructive; opening values [Or] 16+ HP
2 NT: (15)16 – 18 HP with stop(s)
Suit: 12 – 15 HP; 5+card
4 NT after 3 ♥ / ♠: length in both minors
Lebensohl
VS. ARTIFICIAL STRONG OPENINGS – i.e.: 1 ♣ or 2 ♣
Natural
OVER OPPONENT'S TAKEOUT DOUBLE
After a suit opening: system on (all conventions remain)
After a NT opening: depending on the meaning of opps dbl

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	Lead	In partner's suit
Suit	small promises	small promises
NT-contract	4 th best	4 th best
Suit contract: AH , AHx , AHB103 , HV , HVxx , HB10x , H1098 ,		
NT-contract: highest from a series, highest from an internal series		
T promises 9 and 8 [Or] higher honor		
LEADS		
Lead	Vs. suit	Vs. NT
Ace	promises K	promises K (and often Q)
King	promises Q	promises Q (and often J)
Queen	promises J	promises J (and often T)
Jack	promises T	promises T (and often 9)
T	promises 9	promises 9 (and often 8) [or] a higher honor
High – low	odd # of cards	odd # of cards
Low – high	even # of cards	even # of cards
SIGNALS IN ORDER OF PRIORITY		
	Partner's lead	Declarer's lead
Suit [1]	high/low: encouraging	high/low: even # of cards
[2]	discards: lavinthal / Italian	discards: lavinthal / Italian
[3]		
[1]	high/low: encouraging	high/low: even # of cards
NT [2]	high/low: even # of cards	
[3]	discards: lavinthal / Italian	discards: lavinthal / Italian
DOUBLES		
TAKEOUT DOUBLES (style; responses, reopening)		
Takeout double: [Or] opening strength; support for unbid suits [Or] 16+ HP		
Responses to takeout double:		
→ suit without jump: 0 – 8 HP		
→ suit with jump: 9 – 11 HP		
→ cuebid: 12+ HP		
→ 1 NT: 6 – 10 HP		
→ 2 NT: 11 HP		
→ 3 NT: 12+ HP		
SPECIAL, ARTIFICIAL and COMPETITIVE (RE)DOUBLES		
DOPI/ROPI after a bid or a dbl of opps after our 4 NT		
redbl after dbl on a control bid: promises a 1 st round control		
support doubles		

W B F CONVENTION CARD
NAME of the TEAM: Bridgeclub Edegem 1
DIVISION: National – 3 rd
PLAYERS:
→ Erik Cools (27339)
→ Wim Cools (29121)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural: 5-card Major, 4-card ♦ (1 ♣ can be a 2-card)
With a 4-c ♣ and a 4-c ♦ we open 1 ♦
2-over-1: Game Forcing
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Multi 2 ♣:
→ Or: 6 – 10 HP; weak with both majors (≥ 5/4+)
→ Or: Semi Forcing in a suit (8 – 9 tricks)
→ Or: strong NT (23 – 24 HP or 27 – 28 HP)
Multi 2 ♦:
→ Or: 6 – 10 HP; weak with 6-c ♥ or ♠
→ Or: Game Forcing in a suit (10 tricks)
→ Or: strong NT (25 – 26 HP or 29+ HP)
Muiderberg: 2 ♥ / ♠:
6 – 10 HP; weak with 5-c ♥ / ♠ and 4+c minor
Conventions (alphabetically):
2-over-1: game forcing, 4 th suit: game forcing
Checkback Stayman, DOPI/ROPI, Drury,
Inverted Minors, Jacoby 2 NT, Lebensohl,
Long Suit Trial, Minor Suit Ask,
Puppet Stayman after 2 NT, Rubinsohl , Splinters, ...
Defense after opps bid over our 1 NT: Rubinsohl
Defense after opps bid a weak 2: Lebensohl
SPECIALE FORCING PAS SEQUENTIES
DOPI/ROPI after a bid or a dbl of opps after our 4 NT
IMPORTANT NOTES
Psychics: no

OPENING	"X" (= ARTIFICIAL)	MIN. NUMBER OF CARDS	NEGATIVE DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE AND PASSED HANDS
1 ♣		2	3 ♠	11 – 19 HP	Inverted minor: → 2 ♣: 10+ HP (no 4-card ♥ or ♠) → 3 ♣: 6 – 9 HP (no 4-card ♥ or ♠)	→ 2 X: shows stopper → jump to 3 X: asks for stopper	
1 ♦		4	3 ♠	11 – 19 HP	Inverted minor: → 2 ♦: 10+ HP (no 4-card ♥ or ♠) → 3 ♦: 6 – 9 HP (no 4-card ♥ or ♠)	→ 3 X: shows stopper → jump to 3 X: asks for stopper	
1 ♥ / ♠		5	3 ♠	11 – 19 HP	Bergen raises (≥ 4-card support): → 2 NT: Jacoby 2 NT : 12+ HP, GF → 3 ♣: 8 – 9 HP → 3 ♦: 10 – 11 HP → 3 ♥ / ♠: 6 – 7 HP 1 NT : RF (with or without support in ♥ or ♠)	After Jacoby 2 NT : → 3 X: singleton or void (next bid asks for strength) → 3 ♥ / ♠: 17+ HP; → 3 NT: 14 – 16 HP; → 4 ♥ / ♠: 11 – 13 HP	2 ♣: Drury : 10 – 11 HP + 3-card support → 2 ♥ / ♠: ≤ 13 HP → other bid: 14+ HP
1 NT		2	3 ♠	15 – 17 HP; (semi-)regular distribution (5/4/2/2 possible); no 5-card ♥ / ♠ possible	Stayman : 2 ♣; can be weak Jacoby transfers: 2 ♦ → ♥; 2 ♥ → ♠ Transfer to minors: 2 ♠ → ♣; 2 NT → ♦	Smolen : 5/4 in ♥ and ♠ → weak: 0 – 7 HP: bid 5-c M at 2 level → strong: 10+ HP: bid 4-c M at 3 level	Rubinsohl after opps intervene
2 ♣	X	≥ 5 / 4+	3 ♠	Multi : → 6 – 10 HP: ≥ 5/4+ in ♥ and ♠ → Semi Forcing: 8 – 9 tricks → strong NT: 23 – 24 or 27 – 28 HP	2 ♦ : RF; → [or]: 14 – 16 HP; → [or]: no preference for ♥ / ♠ 2 ♥ / ♠ : NF; ≤ 13 HP; preference for bid suit; 2 NT : RF; 17+ HP; asks strength and distribution; → new suit: NF; natural	After 2 NT : → 3 ♣: 6 – 8 HP; longer ♥ than ♠; → 3 ♦: 6 – 8 HP; longer ♠ than ♥; → 3 ♥: 9 – 10 HP; longer ♠ than ♥; → 3 ♠: 9 – 10 HP; longer ♥ than ♠	
2 ♦	X	6	3 ♠	Multi : → 6 – 10 HP: 6-card ♥ or ♠ → Game Forcing: 10 tricks → strong NT: 25 – 26 or 29+ HP	2 ♥ : NF 2 ♠ : NF; ≤ 13 HP; support for ♥ 2 NT : RF; 14+ HP; asks strength and distribution new suit: NF; natural	After 2 NT : → 3 ♣: 6 – 8 HP; 6-c ♥ → 3 ♦: 6 – 8 HP; 6-c ♠ → 3 ♥: 9 – 10 HP; 6-c ♠ → 3 ♠: 9 – 10 HP; 6-c ♥	
2 ♥ / ♠	X	5 / 4+	3 ♠	Muiderberg : → 6 – 10 HP: 5-card ♥ or ♠ and 4+card unknown minor	2 NT : RF; 15+ HP; asks strength and distribution 3 ♣ : NF; "pass or correct" in the minor suit 3 ♦ : MI; asks strength; support for ♥ or ♠ new suit: NF; natural	After 2 NT : → 3 ♣: 6 – 8 HP; 5-c ♥/♠; 4+c ♣ → 3 ♦: 6 – 8 HP; 5-c ♥/♠; ≥ 4-c ♦ → 3 ♥: 9 – 10 HP; 5-c ♥/♠; ≥ 4-c ♣ → 3 ♠: 9 – 10 HP; 5-c ♥/♠; ≥ 4-c ♦ After 3 ♦ : → 3 ♥ / ♠: 6 – 8 HP; → 4 ♥ / ♠: 9 – 10 HP	
2 NT		2	3 ♠	20 – 22 HP; (semi-)regular distribution (5/4/2/2 possible) 5-card ♥ / ♠ possible	Jacoby transfers: 3 ♦ → ♥; 3 ♥ → ♠ Niemeyer		
3 ♣ / ♦		7	3 ♠	6 – 10 HP	new suit at 3 level: RF; new suit at 4 level: control		
3 ♥ / ♠		7	3 ♠	6 – 10 HP	new suit at 3 level: RF; new suit at 4 level: control		
3 NT	X			Gambling ; 10 – 12 HP; closed 7+card minor with max. 1 Q in a side suit	4 ♣ / 5 ♣ : "pass or correct" 4 ♦ : slam interest		
4 ♣ / ♦		8		6 – 10 HP		HIGH LEVEL BIDDING	
4 ♥ / ♠		8		6 – 10 HP		4 NT: Blackwood (30/41/2) or RKC (30/41/2/2 + trump Q)	
5 ♣ / ♦		9		6 – 10 HP		Exclusion Blackwood (30/41/2); DOPI / ROPI	
5 ♥ / ♠		9		6 – 10 HP		4 NT after 1 NT and 2 NT : quantitative	