

<h1>WBF Convention Card</h1>		
Category:		
NBO (Country): Netherlands		
Event: Imps		
Players: Jan Jansma & Rob Lindeman		
ALL YOU <u>NEED</u> TO KNOW:		
GENERAL APPROACH AND STYLE:		
1 ♣ 2+ crd, 1 ♦ 5+crd or 4441. Majors are 11+ HCP with 5+ card.		
1NT opening: 15-17 HCP		
2 over 1 Response: Gameforcing		
For details see backside		
OPENING BIDS THAT MIGHT REQUIRE DEFENCE		
All 2 opening bids (weak in next suit or strong in second next suit)		
3 ♣ weak with both minors		
Multi defence against 1 NT, strong openings		
Ghestem		
Transfers after our overcalls		
ARTIFICIAL RESPONSES THAT DO REQUIRE DEFENCE		
After following bid partners and 1 NT following opponents transfers		
After following bid after our 1 NT, Rubinsohl		
<i>As a defense we recommend:</i>		

OVER OPPONENTS' OVERCALL	CONVENTIONAL BIDDING	
After 1 Ma –(X) – transfers		

<i>OPENING</i>	<i>RESPONSE (& REBID BETWEEN BRACKETS)</i>	<i>OPENING</i>	<i>RESPONSE (& REBID BETWEEN BRACKETS)</i>
<u>1♣</u> Forcing 10+ HCP, 2+ crd	1♦ = Relay. 0-6 HCP or 7+♦ or majors 0-10 HCP, if 4/5 crd, no 4 crd major (1NT 18-19 HCP) 1♥/♠ = 7+ HCP 4+ crd, may have ♦ too (2NT-3♣ relay) (2♦, game forcing relay) 1NT = 8-10 HCP 2♣ 10+ HCP, 4+ cr-d 2♦ = 5♥/4♠ 7-10 HCP , 2♥/♠/ 6/7 crd, 3-5 HCP 2NT = 10-12 HCP 3♣ 5+ crd, 5-9 HCP 3♦/3♥/3♠/ 6/7 crd, 8-11 HCP	<u>2♣</u> weak with ♦ or strong with ♥ (8 tricks +), or 22-24 HCP balanced	2♦ = weak relay 2 NT = strong relay
<u>1♦</u> 10+ HCP, 5+ crd	1♥/1♠ = 7+ HCP 4+crd, (2NT/3♦, relay) 1NT = 7-10 HCP 2♣ mancheforcing 2♦10+ HCP, 4+ crd 2♥♠ = 6 crd 3-5 HCP 3♦ 4+ crd, 5-9 HCP 3♠//3♥/3♠/ 6/7 crd, 8-11 HCP	<u>2♦</u> weak with ♥ or strong with ♠ (8 tricks +) or 24-26 HCP balanced	2♥ = weak relay 2NT = strong relay
<u>1♥</u> 10+ HCP 5+ crd	1♠ = 5+ HCP, 4+ crd 1NT = 5+ HCP FIR 2♣♦ = Mancheforcing 2♥ 3 crd, 7-10 HCP 2♠ = 6 crd 3-5 HCP 2♥ 3 crd, 5-9 HCP 2NT = 4crd ♥, 8+HCP 3♠/3♦/3♠, 6/7 crd, 8-11 HCP 3♥, 4 crd, 3-7 HCP 3 NT, 4crd, 9-13 HCP, singleton ♠ 4♠/4♦, 4crd, 9-13 HCP, singleton ♠/♦	<u>2♥</u> weak with ♠ or strong with ♣ (8,5 tricks +) 26+ HCP, balanced	2♠ = weak relay 2NT = strong relay
<u>1♠</u> 10+ HCP 5+ crd	1NT = 5+ HCP 2♣♦♥ = Mancheforcing 2♠=3 crd, 7-10 HCP 2NT = 4crd ♠, 8+HCP 3♠/♦/ ♥, 6/7 crd, 8-11 HCP 3♠ = 4 crd, 3-7 HCP 3 NT, 4crd, 9-13 HCP, singleton ♥ 4♠/4♦, 4crd, 9-13 HCP, singleton ♠/♦	<u>2♠</u> weak with ♣ or strong with ♦ (8,5 tricks +)	2NT stong relay 3♠ = weak relay =
1 NT 15-17 HCP	2♣ = Stayman, inv.+ 2♦/♥♦/♠/NT Transfers, 2♦ can be 4crd ♥, 5crd ♠ 3♣ weak minors 3♦ strong minors 3♥/♠ singleton, 5/4 minors 4♠/♦ = transfer♥/♠	<u>2 NT</u> 20-22 balanced	3♣ = relay, 3♦/♥/ transfer 3♠ = transfer to 3 NT 4♣/♦ = transfer to majors 4♥♠ = transfer to minor
		<u>3♣</u> weak with both minors	
		<u>3♦</u> = preempt	
		<u>3SA</u> = Gambling ♣♦, no side A/K	
		<u>3/4/5/6 ♥/♠ & 4/5/6♠/♦</u> = normal pre-empt	