

## DEFENSIVE AND COMPETITIVE BIDDING

### OVERCALLS (Style, Responses, 1/2 Level, Reopening)

#### Normal

Responses: transfers, fit showing jumps, 2NT (1Ma) mixed raise

### 1NT OVERCALL (2<sup>nd</sup> /4<sup>th</sup> Live; Responses, Reopening)

2<sup>nd</sup> position: 15-18 (see 1 NT opening)

Responses: 2♣ = Stayman, 2♦/2♥/2♦/NT Transfers

4<sup>th</sup> position: 11-14, 13-16 after 1♦, see 1 NT opening

### JUMP OVERCALLS (Style, Responses, Unusual NT)

1-suit Weak jumps (non. vul.) Intermediate vuln.

2-suit Ghestem (3), 2 NT lowest, 3 ♣ Highest after 1 major, cuebid other 2 suites after 1 major, after 1♦, 3♦ Highest. After 1 min. 2♦ is majors

### DIRECT and JUMP CUE BIDS (Style, Resp., Reopening)

Ghestem: Highest and Lowest suits

After overcall, fit

After 1 Ma-3 Ma ask stopper

### VS. NT

#### Multi Defence

Double is ♦ or ♦ + ♥ or strong after weak NT opening

2 ♦ is ♦ or ♥ + ♦

2 ♦ is ♥ or ♦ + ♦

2 ♥ is ♦ or ♦ + ♦

2 ♦ is ♦ + ♦

2NT is ♥ + ♦

### VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)

Take out doubles with Lebensohltill 4♣.

4 ♦ /♦ = Leaping Michaels

Jumps = to play.

### VS. ARTIFICIAL STRONG OPENINGS

vs strong 1/2♣: Multi defence

Any non jump shows the next higher or the next two

## LEADS AND SIGNALS

### OPENING LEADS AND SIGNALS

	Lead	In Partners' suit
Suit	3rd-5th, but KJ10	3rd-,5th, but KJ10
NT	3rd-5th, but KJ10	3rd-,5th, but KJ10
Subseq	3rd-5th with attitude	3rd-5th, with attitude
Other:		

### LEADS

Lead	vs. Suit	vs. NT
Ace		Attitude
King	Count	KQ, AKJ10,KQ109
Queen	QJ	QJ,
Jack	J10, KJ10	KJ10, J10,QJ98
10	10x, K109	10x, K109
9	9x,	9x,

### SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit: 1 <sup>ST</sup>	Low= enc	Low=even	Low=enc
2 <sup>ND</sup>	Low=even	Low=even	Low=even
3 <sup>RD</sup>	S/P	S/P	S/P
NT: 1 <sup>ST</sup>	Low=enc	Low=even	Low=enc
2 <sup>ND</sup>	Low=even	Low, I like lead	Low=even
3 <sup>RD</sup>	S/P	S/P	S/P

Signals (including trumps) S/P in trump suit

### DOUBLES

### TAKEOUT DOUBLES (Style, Responses, Reopening)

Normal, drop dead cuebids

Game try doubles

A

With Lebensohl

Responsive doubles

Snap Dragon doubles

Support X and XX only when raise to 2 is available.

## WBF Convention Card



### Category:

NBO (Country): Netherlands

### Event:

Imps

Players: Jan Jansma & Rob Lindeman

### ALL YOU NEED 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

*As a defense we recommend:*

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