

Defensive and Competitive Bidding

Overcalls (Style; responses: 1/2 level; reopening)

General Style = Sound

Responses: Jump Raise = Preemptive

Cue-Bid = Forcing raise

New Suit = Forcing - jump shift = fit

In Balancing Position: Same

Take-out double:

General Style = Can be light / shaped

Responses: Natural. Cue bid = Forcing

Note 1

1NT overcalls (2nd/4th live; responses; reopening)

2nd Position = 16 - 17

Responses: Bid as 1NT opening

Natural

4th Position = 14 - 17

Responses: Natural

Jump Overcalls: (Style; responses; unusual NT)

1-Suit : Natural;

Responses - New suit = forcing

2-suit:- preemptive

Reopen: 2NT = 19-21

Direct and Jump cue Bids (Style; responses; reopen)

Vs NT (vs Strong/weak; reopening; pH)

Vs preempts (doubles, cue-Bids; jumps; NT bids)

Take out doubles // Natural

Vs Artificial Strong Openings

Over Opponents take out double

XX +10 pto and play

New suit forcing at 1-level or Jump Shift // non-forcing

Leads and Signals

Opening Leads - style

Lead In Partner's Suit

Suit 3rd / 5th 3rd / 5th

NT 4th 3rd / 5th

Subseq attitude

Other 2nd from 4 small

Leads

Lead Vs. Suit Vs. NT

Ace AKx: Axxx(+) // AK: AKx(+)

King KQ; AK; KQ109x. // KQ; AKJ10(x);

Queen QJ; QJx(x) // QJ; QJx(+); AQJx(+); KQx(+);

Jack J10; J10x(+); KJ10x(+)

10 109; 109x(+); H109x(+); 10x 109;

9 9x; 98x(+) 98x(+)

Hi-x attitude oriented

Lo-x attitude oriented

Signals in order of Priority

Partner's Lead Declarer's Lead Discarding

1 Suit Hi/lo = E Same Same

2 Suit Hi=encouraging

3 Suit S/P

1 NT Hi/lo = E Same Same

2 NT Hi = encouraging

3 NT S/P

Signals (including trumps):

Takeout Doubles (Style; responses reopening)

May be light with classic shape

Cue = F until a suit is bid twice;

New suit = F1

Reopen: same as above

Special, artificial and competitive doubles/redoubles

Competitive X and XX

WBF CONVENTION CARD DOMINICAN REPUBLIC TEAM



PLAYERS:

VOLKER REMPEL

CARLOS ARIEL TEJADA



System Summary

General approach and Style

Natural, 5-card Majors

Longer Minor – 1D if 3.3

Limit jump raises over majors

1NT response = not forcing

1NT Opening: 15 – 17. / 2nt: 20-22

Special Bids that may require defense

2Club Opening = strong, near Game Force - any suit,(s) any shape +20p

2D Opening = Weak { 6+ (6-10 HCP)

2H Opening = Weak Major 6+ (6-10 HCP)

2S Opening = Weak Major 6+ (6-10 HCP)

Special Forcing Pass Sequences

Important notes that don't fit elsewhere

Jump Cue Bid by Opener = Splinter raise

Psychics:

Rare

Opening	Tick if Artificial	Min. No. Cards	Neg. Dbl. Thru'	Description	Responses	Subsequent Auction	Modifications over Competition and with Passed Partner
Pass				Not an Opening Bid			
1C		3		12 – 21 HCP	1D,H,S 4+ cards in suit, 2NT=11-12; 3NT=13-15, 1NT=5-10 Strong jump shift (1Cl - 2 any)		
1D		3		12 – 21 HCP	1D,H,S 4+ cards in suit, 2NT=11-12; 3NT=13-15, 1NT=5-10 Strong jump shift (1Cl - 2 any)		
1H		5		12 – 21 HCP	1NT not forcing, 5+ points Raises =limit. 2NT = Points game (min 13) with trump support support		
1S		5		12 – 21 HCP	Same 1 H	Same 1 H	Same 1 H
1NT				15 - 17 balanced	Jacoby Transfers: Note 2 Stayman	Natural	
2C	ART			Artificial, strong - near Game Force, any suit,(s) any shape	Control responses: Note 3	Natural	Natural
2D		6		6 - 10 HCP	New suit forcing 2NT asks for feature if maximum	3NT = AKQxxx	Natural
2H		6		6 - 10 HCP	New suit forcing 2NT asks for feature if maximum	3NT = AKQxxx	Natural
2S		6		6 - 10 HCP	New suit forcing 2NT asks for feature if maximum	3NT = AKQxxx	Natural
2NT				20 - 21 balanced	Jacoby Transfers; Stayman Note 2		Natural DBL = Penalties
3c		6		Pre-emptive	New Suit forcing	Slam Approach and Conventions (including all	
3D		6		Pre-emptive	New Suit forcing		
3H		6		Pre-emptive	3SNatural. Minors = cue-bid		
3S		6		Pre-emptive	4H Natural. Minors = cue-bid		
3NT		7(6)		Gambling	Natural		
4C		7		Pre-emptive	Natural		
4D		7		Pre-emptive	Natural		
4NT				Blackwood			



WBF Standard Card

Supplementary Sheet

Note 1: Take Out Double

Take Out Double by Opener: shows three card support for responder and a non-minimum hand or a strong hand

Note 2: Responses to 1NT and 2NT Opening

a) Stayman

1NT - 2♣:

- 2♦ = No Major
- 2♥ = 4♥
- 2♠ = 4♠

b) Transfers - NATURAL

1NT -

- 2♦ = 5+♥
- 2♥ = 5+♠
- 2♠ = 5+♣
- 2NT = Nat
- 3♣ = 5+♦
- 4♦ = 5♥+5♠

2NT - Same!

Note 3: Control Responses to 2 Clubs strong bid

- 2♦ shows 0 or 1 control (at most 1 king),
- 2♥ shows 2 controls (1 ace or 2 kings),
- 2♠ shows 3 controls (specifically 1 ace and 1 king),
- 2NT shows 3 controls (specifically 3 kings), and
- 3♣ shows 4 controls,
- 3♦ or higher, etc. on up the line.