DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS						
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENIN	NG LEAI	S STYLE					
Slightly aggressive, normally 7-16 hcp, could be weaker NV vs V			Lead		In Partner's Suit	CATEGORY:		
Responses are NF at 1 or 2 level except after weak 2 openings	Suit		3 rd & low		3 rd & low + att after support	NCBO: Nether		
2♣ in response of 1M is a cuebid	NT		Attitude (vo lead higher	ery rarely may from J)	Attitude 1/3/5 in unsupported suit	PLAYERS: B		
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	Subseq	Subseq Through dummy: ATT combined with 3 rd /low vs suit ATT vs NT. Through declarer: 2 nd /4 th vs suit in unbiown unsupported suits, otherwise 3 rd /low (+ ATT after				EVENT: Ber		
2 nd 15-17 (sys on but no relays)					r's unsupported suit: 3 rd /low.	71		
4 th live 15-17 (sys on but no relays)			r or 10 is oi	ne nigner or Hx, 9	from 109(x) or (NT) 9x(x)	-		
4 th balancing 10-15 (sys on but no relays)	LEADS				**	4		
	Lead		Vs. Suit	. "11 \	Vs. NT	GENTED 4 L 4 DI		
	Ace		AKx (AKÇ		AKx	GENERAL API		
JUMP OVERCALLS (Style; Responses; Unusual NT)	King KQ AK bare AKx vs 5+ or 3+ opening, maybe A with interest in ruff side		ing, maybe AKx	l KQx, AK in strong suit	TA			
V 12-15 at 2 level; otherwise weak jumps except vs weak opening bids (but nv vs v jumps are pre)	Queen	Queen		e AKQ	QJx, maybe KQJx, maybe KQ10 in strong suit	5 crd M, 1 ◆ = 2 1NT = 9-12 NV position / else =		
(1♣) 2♦ = MM	Jack		J10x, KJ10	X	A/KJ10, J10x	1♥ may also con		
(1x) 2NT = two lowest unbid suits	10		109x H109		H109x, 109x(x)	T T May wise ser		
Reopen: cue = two suiter, jumps = 12-15	9		KJ9, 9x		9x, Q/J98(x), A/KJ9(x)	GF hands tend		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Hi-X		HxSx		xSxx	2NT NV vs V ir		
Cuebid at 2 level shows 2 highest unbid suits (exc 2♣ = nat)	Lo-X			S xxS	HxxS HxxxS	Preemptive Styl position. In 3 rd p		
(1m) 3m = 4 + om except when $1 + can$ be strong	SIGNAI	SIGNALS IN ORDER OF PRIORITY				Responses 1 lev		
		Partner'	s Lead	Declarer's Lead	d Discarding	SPECIAL BID		
VS. NT (vs. Strong/Weak; Reopening; PH)	1	1 Low = e	even	Low = even	Odd= enc at 1st discard	1M - 2 = any 1		
2♣ = majors	1 1	2 Low = e		Suit Preference	Count	1 ♠ - 1NT = GF		
2 ♦ = one major		3 Suit Pre				1♥ - 1♠ = GF a		
2M = 5M + 4 + m	4	1 Low = e		Suit Preference		1 ♥ -2 ♦ = 9-11+		
2NT = minors	NT 2	2 Low=ev	en	Low = even	Count	1 ♠ - 2 ♦ = 8-11		
Passed hand dbl: 5m+4M	3	3				2M in 1 st position		
				n when inserting a	n honnor at trick 1. (Hi=Pos)	SPECIAL FOR		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)			trump suit			In some cases de		
Cue bid 3 level: Michaels (normally weaker than jump to 4m)	Suit Pref	erence at	trick 1 whe	n holding a know	n long suit (6+), middle=enc	_		
Jump cuebid: $4M$ =minors $2/3M - 4m = 5m + 5oM$				DOUBLES		TWO SUITER		
3m-4m = MM; $3m-4om = om + M$; $3M-4M = oM + m$ (strong)						(1m) 2 ♦ = Majo		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 s or 2 s	TAKEO	TAKEOUT DOUBLES (Style; Responses; Reopening)						
Dbl=MM 1NT=mm (same vs 1♣ strong 1♦ neg) 2NT=5M5m	X = open	ning bid w	ith support	for unbid majors	or strong	$(1m) 3m = 5 \spadesuit +$		
OVER OPPONENTS' TAKEOUT DOUBLE	Reopenir	ng dbl ma	y be weake	r				
2NT = limit + raise, after 1M (dbl) jump to oM = mixed raise				COMPETITIV	E DBLS/RDLS			
Weak jumps Jumps to 4m = fit showing				ometimes higher		PSYCHICS: ra		
TRF after 1M (dbl)	DBL on	DBL on direct SPL response = lead highest unbid suit Some action dbls						

Blue erlands Bauke Muller - Simon de Wijs ermuda Bowl 2023 SYSTEM SUMMARY PPROACH AND STYLE TARZAN strong & IV vs V 1st & 2nd position / 9-14 NV vs V 3rd = 15-17contain 5+♠ in 1st and 2nd position to relay for shape, controls, location of honnors in 1^{st} , 2^{nd} or 3^{rd} position = minors yle: NV vs V may be aggressive, especially in 1st d position preempts are wide ranged. evel and 3rd hand openings may be (very) shaded DS THAT MAY REQUIRE DEFENSE limit (no fit) F asking bid asking bid; $1 \vee - 1NT = 4 + 4$, NF; + \mathbf{v} raise $1 \mathbf{A} - 2 \mathbf{v} = 9 - 11 + \mathbf{A}$ raise 1 5♥ or 0-11 6♥ tion NV vs V may be very weak, 5+ suit DRCING PASS SEQUENCES double is invitational and pass asks for dbl ajors / $(1m) 2NT = m + \checkmark$ $+ \phi / (1M) 2NT = minors$ +5om rare

W B F CONVENTION CARD

Bauke Muller – Simon de Wijs Netherlands

Opening	Art	Min no of cards	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1.	X	0	15+ any distribution	$.1 \blacklozenge = 0-8$, rest = GF $.1 \blacktriangledown = \blacktriangle$ may have longer suit	1 ♣ - 1 ♦; 1 ♥ = ART 18+, 1 ♠ may be canape	1 4 (1M) 2 4 = GF ART, some TRF's
				1 ♠ = ♥ may have longer minor 1NT=12+ bal 2♣=minors		
				$2 \spadesuit = 9-11 \text{ bal } 2 \heartsuit = \spadesuit \text{ one suiter } 2 \spadesuit = 3\text{-suiter short M}$		
				2NT+ = ♣ one suiter		
1 ♦	X	2	11-15, 2+ crds 3 rd hand NV vs V: 3+	1 ★ NT respons may be very light 2 ♣ = nat inv+ or bal GF no 4M 2 ♦ = nat inv+ 2 ♥ = 5 ♣ 4 + ♥ inv 2 ♠ /3 m = to play	2♠ after 1♥ is SPL, 2NT is one suiter 3crd support or inv raise short in ♣	
1♥		5	11-15	1♠=Relay GF 1N =4+♠ NF 2♣=any inv (no fit)		
			May contain 5+♠ 1 st or 2 nd pos	PASS = 0-9 $2 \spadesuit = 9-11+ \heartsuit$ raise $2 \heartsuit$: weaker		
			3 rd hand may be 4 crd	2NT = mixed raise+ 3 ♠=any SPL 3NT = ♠ void		
		_		4m = void $3m = PRE$		
1 🖍		5	11-15	1NT = Relay GF 2♣ = any inv (no fit)		
			Denies 5+♥ 1 st or 2 nd pos	PASS = 0-9 $2 \checkmark = 9-11+ \triangle$ raise $2 \triangle$: weaker		
				$2 \spadesuit = 5 \spadesuit$ (8-11 hcp) or $6 \spadesuit$ (0-11 hcp) 2NT = mixed raise+ $3x = PRE \ 3NT = any \ SPL \ 4m = void \ 4 \spadesuit = nat$		
INT NV vs V			9-12 NV vs V 1 st & 2 nd pos	Two way Stayman $2M = tp$ $3X = tp$ $2NT = both minors$	2NT = TRF Lebenshohl, $3X = TRF$,	
IIVI IVV VS V			9-14 NV vs V 3 rd pos	weak or strong $4 = 4 = 4$	inv+	
			y IVIV 18 1 8 Pes	After 9-14: NT same as 9-12 NT (2 ST, 2M = tp)		
1NT			15-17	2♣ = STAY/relay 2♦♥ TRF 4♦♥ TRF	1	
			Possible 5M, 6m, 5422	$2 \spadesuit = a$. inv for 3N b. inv \clubsuit or \spadesuit c. GF $5 \spadesuit 4 \clubsuit$		
				2NT = a. ♣ weak or strong b. GF 5♣4♦		
				$3 \clubsuit = \spadesuit$ weak or strong $3 \spadesuit \Psi \spadesuit = SPL 4 \clubsuit = MM$		
2.		6	11-15	2 ◆=ART 2M=NF 3 ◆ ♥ ▲=inv 2NT=5M GF or 55MM inv+		
2♦	X	0	11-15, 3-suiter short ◆	2NT = ART inv+	2♦ - 2♥; 2♠ = 4315	
2♥		6 (5)	3-10 0-9 NV vs V 1 st pos, often 5 crd	2NT asks 3NS is NF when NV vs V		
2 🏟		6 (5)	3-10	2NT asks 3NS is NF when NV vs V		
			0-9 NV vs V 1 st pos, often 5 crd			
2NT NV vs V	X		5-10, 55 minors, NV vs V 1 st , 2 nd & 3 rd pos	3 ♥ = ART relay 3 ♠ = minor fit (inv or strong)		
2NT			20-21 bal	3 = puppet Stayman, TRF, 3 = minors, 4X = TRF		
3 .		6 or 7	3-10 maybe weaker FAV or stronger in 3 rd pos	$3 \spadesuit = ASKS 3M, 3M \text{ is NF when NV vs V}$		
3♦		6 or 7	3-10 maybe weaker FAV or stronger in 3 rd pos	3NS is NF when NV vs V		
3♥		6 or 7	3-10 maybe weaker FAV or stronger in 3 rd pos	3♠ is NF when NV vs V 4♣ = Key Card Asking		
3♠		6 or 7	3-10 maybe weaker FAV or stronger in 3 rd pos	4♣ = Key Card Asking		
3NT	X		Solid minor, no outside A/K (in 3 rd pos no requirements)	$4 \clubsuit = p/c$ 4♦ ask shortness (→ 4N = short in om)	HIGH LEVEL	BIDDING
4.		7 or 8	3-10 maybe weaker FAV or stronger in 3 rd pos		RKCB 1430 DOPI DOPE	
4♦		7 or 8	3-10 maybe weaker FAV or stronger in 3 rd pos		4NT Optional Blackwood / RKC	
4♥			Wide range	4 ♦ = nat	Last Train / Non serious 3NT	
4 🖍			Wide range		In some sequences 4. in respons to 3M	I sets M as trumps
4NT	X		minors		Dbl invites to bid in some situations	