

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Slightly aggressive
Responses are NF at 1 or 2 level except after weak 2 openings
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> 15-17 (sys on but no relays)
4 <sup>th</sup> live 15-17 (sys on but no relays)
4 <sup>th</sup> balancing 10-15 (sys on but no relays)
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
V 12-15 at 2 level; otherwise weak jumps except vs weak opening bids (but nv vs v jumps are pre)
(1♣) 2♦ = MM
(1x) 2NT = two lowest unbid suits
Reopen: cue = two suiter, jumps = 12-15
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Cuebid at 2 level shows 2 highest unbid suits (exc 2♣ = nat)
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2♣ = majors
2♦ = one major
2M = 5M + 4+m
2NT = minors
Dbl = penalty; points vs weak NT
Passed hand dbl: 5m+4M
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Cue bid 3 level : Michaels (normally weaker than jump to 4m)
Jump cuebid 4M: minors Leaping Michaels: (2M) – 4m = m+oM
3m - 4♦ = MM 3m - 4♣ = om + M
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Dbl = MM 1/2NT = minors (also after 1♦ negative when strong ♣)
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
2NT = limit + raise, after 1M (dbl) jump to oM = mixed raise
Weak jumps Jumps to 4m = fit showing
TRF after 1M (dbl)

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> & low	3 <sup>rd</sup> & low + att after support	
NT	attitude	Attitude 1/3/5 in unsupported suit	
Subseq	Att combined with 3 <sup>rd</sup> & low vs suit / But 2 <sup>nd</sup> 4 <sup>th</sup> through declarer		
Other: May lead higher at trick 1 from Jack vs NT			
2 <sup>nd</sup> 4 <sup>th</sup> through declarer except by raiser (then att) or by non-supporter of 5+ suit vs NT (then att)			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx (AKQ possible)	AKx	
King	KQ AK bare AKx vs 5+ level Maybe AKQ, maybe AKx with interest in ruff side suit	KQx, AK in strong suit	
Queen	QJx maybe AKQ	QJx, maybe KQJx, maybe KQ10 in strong suit	
Jack	J10x, KJ10x	A/KJ10, J10x	
10	109x H109x	H109x, 109x(x)	
9	KJ9, 9x	9x, Q/J98(x), A/KJ9(x)	
Hi-X	HxSx	xSxx	
Lo-X	HxS xxxS xxS	HxxS HxxxS	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = even	Low = even	Odd= enc at 1 <sup>st</sup> discard
Suit 2	Low = enc	Suit Preference	Count
3	Suit Preference		
1	Low = enc	Suit Preference	Odd=enc at 1 <sup>st</sup> discard
NT 2	Low=even	Low = even	Count
3			
Smith vs NT by 3 <sup>rd</sup> hand often when inserting an honor at trick 1.			
Suit Preference in trump suit			
Suit Preference at trick 1 when holding a known long suit (6+), middle=enc			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
X = opening bid with support for unbid majors or strong			
Reopening dbl may be weaker			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support dbl & rdbl thru 2♥			
Most doubles at low level are for take-out			

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: Netherlands</b>
<b>PLAYERS: Other pairings. Only to be used in case of illness</b>
<b>EVENT : Bermuda Bowl 2023</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Natural
5 crd M
1NT = 15-17
2-1 = FG
2♣ = 22-24 BAL or GF
2♦/♥/♠ = weak, maybe 5
Preemptive Style: NV vs V may be aggressive, especially in 1 <sup>st</sup> position. In 3 <sup>rd</sup> position preempts are wide ranged.
3 <sup>rd</sup> hand opening may be (very) shaded
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2M and 2♦ in 1 <sup>st</sup> position NV vs V may be very weak, 5+ suit
<b>SPECIAL FORCING PASS SEQUENCES</b>
In some cases double is invitational and pass asks for dbl
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: rare</b>

			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2		Natural		
1♦		4		Natural		
1♥		5		Natural. 2NT = inv+ raise		
1♠		5		Same		
1NT			15-17 Possible 5M, 6m, 5422	STAYMAN and transfers		
2♣		0	22-24 BAL or any GF	2♦ = relay		
2♦/♥/♠		6 (5)	Natural weak 2, could be 5 NV	2NT = relay		
2NT			20-21 bal	3♣ = puppet Stayman, TRF 3♠ = minors, 4X = TRF		
3♣		6 or 7		3♦ = ASKS 3M, 3M is NF when NV vs V		
3♦		6 or 7		3NS is NF when NV vs V		
3♥		6 or 7		3♠ is NF when NV vs V 4♣ = Key Card Asking		
3♠		6 or 7		4♣ = Key Card Asking		
3NT	X		Solid minor, no outside A/K (in 3 <sup>rd</sup> pos no requirements)	4♣ = p/c 4♦ ask shortness (→ 4N = short in om)	<b>HIGH LEVEL BIDDING</b>	
4♣		7 or 8			1430 RKCB DOPI DOPE	
4♦		7 or 8			4NT Optional Blackwood when a minor is trump suit	
4♥			Wide range	4♠ = nat	Last Train / Non serious 3NT	
4♠			Wide range		In some sequences 4♣ in respons to 3M sets M as trumps	
4NT	X		minors		Dbl invites to bid in some situations	