

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1/2 Level; Reopening)
Light overcalls on 1-level
(1♣)-1♠-(p)- 2♣ = ♥; 2♦ = fit or strong; 2♥ = ♦
(1♦)-1♠-(p)- 2♣ = ♥; 2♦ = fit or strong; 2♥ = ♣
(1♥)-1♠-(p)- 2♣ = ♦; 2♦ = fit or strong; 2♥ = ♣
(1♣)-1♥-(p)- 2♣ = fit or strong
(1♦)-1♥-(p)- 2♣ = fit or strong; 2♦ = ♣
(1x)-1y-(pass)-1N = 10-14
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
In direct position: 15-17 (18); system on
(1♥) 1NT (pass) 2♦ = 5♠ invitational
(1♠) 1NT (pass) 2♥ = 5♥ invitational
In balancing seat vs. 1m: 11-14, vs 1M: 12-16
Sandwich 15-18, unless passed hand or positive bidding opps
JUMP OVERCALLS (Style; Responses; Unusual NT)
(1m) 2M = intermediate when we are vul vs. not vul
Weak jump overcalls at other vulnerabilities
Reopen: Intermediate
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1M) 2M = oM & ♣; (1M) 2N = oM & ♦; 1M (3♣) = minors
(1♣) 2♣ = natural; (1m) 2♦ = majors; (1m) 2N = ♥ + other minor
Jump cue bid = solid minor, asking for stopper
(1m) 3m = om & ♠
VS. NT (vs. Strong/Weak; Reopening;PH)
Vs. strong NT & vs weak NT with passed hand:
X = one minor OR both majors; 2♣=4+♣+4+M; 2♦=4+♦+4+M, 2M= 5+M
When we are vulnerable in direct position OR vs 1N in 3rd pos.:
2♣= majors; 2♦ = one major; 2M = 5+M & 4+ minor
Vs. weak NT:
2♣= majors; 2♦ = one major; 2M = 5+M & 4+ minor, 2N=4♥& 6m
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
(2m) 3m = both majors; (2M) 3M = Michaels, less than 4m
(2M) 4m = 5oM & 5m good hand; (3m) 4♣ = majors; 4♦ = 1 major
(3m) 4M = 5M & 5om
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = majors; 1N = ♣; 2x = ♠ + x; 2♠ = weak
(1♣) pass (1♦) 2N = black OR red suits
OVER OPPONENTS' TAKEOUT DOUBLE
Transfers when they double 1♣ (1♠ = 5+♦)
1M (X) 1N = 5+♣; 1M (X) 2M-2 = limit raise or better
1M (X) 2M-1 = natural, NF

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd & low	3rd & low	
NT	Attitude	1/3/5 combined with attitude in supported suit	
Subseq	2/4 through declarer	1/3/5 combined with attitude in supported suit	
	in new and unbid suit	attitude in supported suit	
Other: against 5+ level we lead K from AK			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx	AKx	
King	KQx, AK bare	KQx, AK in strong suit	
Queen	QJx, (AKQx)	QJx, (KQJx), (KQ10)	
Jack	J10x, KJ10x	A/KJ10, J10x	
10	109x, H109x	109x, H109x	
9	H98, KJ9, 9x	H98, 9x(x)	
Hi-X	Xx, xxX, xxXx	XXx, xXxx, xxXxx	
Lo-X	HxX, HxXx	HxX, HxXX, HxxxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	High = enc	Low = even	Odd = enc
Suit 2	High = even	Suit preference	Low = even
3	Suit preference		Suit preference
1	High = enc. / even	Suit preference	Odd = enc
NT 2	Low = even	Low = even	Low = even
3			
Signals (including Trumps): UDCA after the first trick; odd=enc 1st disc			
Suit preference in trump suit; suit preference at trick 1 in 6+crd suit			
Smith vs NT by 3rd hand when inserting an honour at trick 1 (Hi=Pos)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Almost every double is take out			
Support doubles and redoubles at 1 and 2-level			
X = opening bid with support for unbid majors OR strong			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1♣ (1♦) X = 4+♥ but denies 44M			
1♣ (1♥) X = 4+♠			
Double (after 1♠-opening) on direct splinter asks for the underneath suit			
Double (after 1♥-opening) on direct splinter shows interest in ♠			
Double by passed hand on a conventional bid is lead directing			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Netherlands
PLAYERS: Berend van den Bos – Joris van Lankveld
EVENT: Bermuda Bowl 2023
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1♣ = 2+ NF
1♦ = 5+ or 4441♣
1♥/♠ = 5+
1NT = 15-17
1NT = 10-13 at favourable (10-14 in 3rd/4th seat)
2♣ = weak 2 in ♦, 23-24 balanced or GF ♣/♥/♠
2♦ = weak 2 in ♥/♠, 25+ balanced or GF ♦
2M = 5M 4+ minor (5/5 vulnerable), weak
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1NT at favourable = 10-13 (1 st /2 nd seat), 10-14 (3 rd /4 th)
We use a lot of transfers in competition up to the 4-level
1♣ (p) 1♦ = any 0-6, natural, 7+ no 4M OR 44M less than inv.
1♣-1NT = 6♥ up to invitational
1♦-1NT = game forcing relay
1♦-2♣ = natural, 1-round forcing, 6+ hcp
1M-2♣ = game forcing relay (natural, 'balanced' or fit in M)
(1M) 2M = oM & clubs
(1M) 2NT = oM & diamonds
(1M) 3♣ = minors
(1m) 2♦ = majors; (1m) 2N = ♥ + other minor
(1m) 3m = om & spades
1m-(1x)-2NT = 5/5 in remaining suits
SPECIAL FORCING PASS SEQUENCES
(3x) double (5x) when we are vul vs. not vul
IMPORTANT NOTES
Third seat openings may be weak and off shape
Upgrades possible with good shape and tens/nines
PSYCHICS: Rare

