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 \checkmark) - 1 - (p) - 2 - (q) = (q) + $				
(1♣)-1♥-(p)- 2♣ = fit or strong				
(1 •)-1 ♥-(p)-2 ♣ = fit or strong; 2 • = ♣				
(1x)-1y-(pass)-1N = 10-14				

(1x)-1y-(pass)-1N = 10-14
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> 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; Resp	onse; 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

 $(1m) 3m = om \& \spadesuit$ 

## 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 + 4 + M; 2 = 4 + 4 + 4 + M, 2M = 5 + M

When we are vulnerable in direct position OR vs 1N in 3rd pos.: 2 = majors;  $2 = \text{ma$ 

### 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♠

 $X = \text{majors}; 1N = \clubsuit; 2x = \spadesuit + x; 2\spadesuit = \text{weak}$ 

(1♣) pass (1♦) 2N = black OR red suits

## OVER OPPONENTS' TAKEOUT DOUBLE

Transfers when they double 1 - (1 - 5 + )

1M (X) 1N =  $5+\clubsuit$ ; 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		
	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

 $1 \clubsuit (1 \heartsuit) X = 4 + \spadesuit$ 

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

 $1 \bullet = 5 + \text{ or } 4441 \bullet$ 

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  $\checkmark$ / $\spadesuit$ , 25+ balanced or GF  $\spadesuit$ 

2M = 5M 4 + minor (5/5 vulnerable), weak

### SPECIAL BIDS THAT MAY REQUIRE DEFENSE

1NT at favourable =  $10-13 (1^{st}/2^{nd} \text{ seat}), 10-14 (3^{rd}/4^{th})$ 

We use a lot of transfers in competition up to the 4-level

 $1 \clubsuit$  (p)  $1 \spadesuit$  = 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 $\clubsuit$  = 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

OPENI NG	TIC K IF ART IFIC IAL	MIN. NO. OF CAR DS	NEG. DBL THR U	Berend van den Bos – Joris van Lankveld			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
14	X	2	4♥	2+♣ any 4432 possible 5•332 with 17-19 possible 10+ HCP	1	1♣-1♦-1NT = 18-20 balanced 1♣-1♦-1♥ = 12-14 BAL or 4+♥ UNBAL 1♣-1♦-1♥-1NT = 44MM less than inv	1♣-(X)-2x = NF 6+ cards With passed hand: fitbid
1♦		4	4♥	5+♦ or 4441♣ 10+ HCP	1NT GF relay; 2♣ natural 6+HCP; 2♦ 5-9 raise 2♥ 4+♥5♠; 2♠ inv+ ♦, 3♣ inv; 3♦ Preemptive	1 ♦ - 1 ♥ - 2 ♠ = 6 + ♦	1 ♦ (X) 3 ♣ = good raise in ♦
1♥		5		5+ <b>▼</b> 10+HCP	1NT NF; 2♣ GF relay; 2♠ inv 6♠; 2NT Inv 3+♥; 3♣ 6-9 4♥; 3♠ any splinter; 3♥ Preemptive	1♥-1NT-2♣ = 4+♣ or any (15)16+ 1♥-1NT-2NT = 6♥4m 15+	1♥-2♣ = good raise
1♠		5		5+ <b>♠</b> 10+HCP	1NT NF; 2♣ GF Relay; 2NT Inv 3+♠;;3♣ 6♥ INV 3♦ 6-9 4♠; 3♥ any splinter; 4♣/♦ void SPL	1♠-1NT-2♠ = 4+♠ or any (15)16+ w/o 64m 1♠-1NT-2NT = 6♠4m 15+	1♠-2♣ = good raise
INT				15-17 balanced 10-13 at favourable 1 <sup>st</sup> /2 <sup>nd</sup> 10-14 at favourable 3 <sup>rd</sup> /4 <sup>th</sup>	2♣ stayman; 2♦/♥ TRF, could be 4+; 2♠ range ask or minors; 2NT natural, GF; 3♣ 4441 or (53)41 3♦/♥/♠ = shortness with 4441 (5440)	Transfers after 1NT-2♣-2x	1NT (x) p (p) xx = 2 places 1NT (p) $2 - (X) xx = 2 - (X) xx = 2 - (X) xx = 3 + ($
2♣	X			6♦ 5-10 HCP 23-24 balanced or GF ♣/♥/♠	2♦ relay; 2NT inquiry, new suit = NF		
2♦	X	0		6♥/♠ 5-10 HCP 25+ balanced or GF ♦	2 ♥/♠ = P/C; 2NT = inquiry; 3♣/♦ = NF 3/4 ♥ = P/C; 3♠ = natural; 4♣ = asks transfer		
2♥		5		5♥ 4+ minor 5-10 HCP 5/5+ when vulnerable	2NT = asks minor, could be weak; new suit NF 4♣ = pass or correct		
2♠		5		5♠ 4+ minor 5-10 HCP 5/5+ when vulnerable	2NT = asks minor, could be weak; new suit NF 4♣ = pass or correct		
2NT				21-22 balanced May have 5M/6m	3♣ puppet stayman; 3♦/♥ transfer; 3♠ minors 4♣/♦ SI 6♥/6♠; 4♥ SI 6♠; 4♠ SI 6♦ 4NT/5♣ = transfer with mild slam interest		
3♣		6		Pre-emptive	3♦ puppet to 3♥; 3♥ GF; 3♠ NF; 4♦ optional PMB	3♣-3♦-3♥ (forced)-3♠=GF; 3NT=doubt	
3♦		6		Pre-emptive	3M= NF if non vul 4♣ optional PMB; 4♦ barrage		
3♥		6		Pre-emptive	3♠ = NF if non vul 4♣ optional PMB; 4♦ ST		
3♠		6		Pre-emptive	4♣ = optional PMB; 4♦ ST with bad trumps		
3NT	X			Solid minor, no A/K outside	4/5/6♣ p/c; 4♦ SI		
4♣/♦	ļ	ļ	<b></b>	Pre-emptive	4NT to play		
4♥/4♠	<u> </u>	<u> </u>	1	Pre-emptive	4NT Optional PMB		
4NT	X	<b> </b>	-	Asking aces	$5 \clubsuit$ = no aces; $5x$ = ace in $x$ , $5N$ = club ace		
5 <b>♣</b> 5 <b>♦</b>				Natural Natural		HIGH LEVEL BIDDING  1430 RKCB, DOPI/ROPI, splinters Optional Blackwood in competition, Poor man's blackwood opposite weak hands Kickback in specific situations	