DEFENSIVE AND COMPETITIVE BIDDING	COMPETITIVE BIDDING - LEADS AND SIGNALS			W B F CONVENTION CARD		
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING I	OPENING LEADS STYLE				
Light overcalls on 1 level		Lead		In Partner's Suit	CATEGORY: Open	
(1♣)-1♠-(p)- 2♣=♥/2♦=fit/2♥=♦	Suit	1/3/5		1/3/5	NCBO: Marrakech 2023	
$(1 \blacklozenge) - 1 \spadesuit - (p) - 2 \clubsuit = \bigvee / 2 \blacklozenge = fit / 2 \blacktriangledown = \clubsuit$	NT	Attitude		1/3/5	PLAYERS: Sjoert Brink & Bas Drijver	
$(1 \lor) -1 \land -(p) - 2 = $	Subseq	2/4		2/4	-	
$(1 \clubsuit) - 1 \blacktriangledown - (p) - 2 \clubsuit = fit/2 \spadesuit = \spadesuit$	Other: KJ10	against suit the J,	, against 5+ lev	vel we lead rusinow but not in po	<u> </u>	
, , <u>, , , , , , , , , , , , , , , , , </u>		decl we play sec				
$(1 \diamond) - 1 \lor -(p) - 2 \diamond = fit/2 \diamond = \diamond$						
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY	
$2^{nd} = 4(other)M + 5 + (other)m$, not after 3^{rd} seat opening or after $1m$ $2+$	Lead	Vs. Suit		Vs. NT		
$4^{th} = 10-14$ after 1m/ 12-16 after 1M	Ace AK(x)			AK(x)	GENERAL APPROACH AND STYLE	
	King $AK/KQ(x)$			KQ(x)	5 card M/5 ♦ (or any 4-4-4-1)/2+♣	
	Queen	Qx/QJ(x)		Qx/QJ(x)/KQJx	2/1 GF but 1♠-2♦ = 8+HCP 5+♥ and 1♦-2♣ = relay could be inv ♦/NT	
	Jack	Jx/J10(x)/K	J10(x)	Jx/J10(x)/KJ10(x)		
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	10x/109(x)/	/H109(x)	10x/109(x)/H109(x)		
weak	9	9x		9x 9xx		
$(1 \clubsuit)-2NT = \spadesuit + \blacktriangledown/(1 \spadesuit)-2NT = \clubsuit + \blacktriangledown/(1 \blacktriangledown)-2NT = \clubsuit + \spadesuit/(1 \clubsuit)-2NT =$	Hi-X	Xx		Xxx/xXxx/xxXxx		
♣ + ♥	Lo-X	xxX/xxXx/	xxxxX	HxX,HxxX,HxxxX		
Reopen: weak		ORDER OF P	PRIORITY			
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Par	rtner's Lead	Declarer's L	ead Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
$(1 \clubsuit)-2 \clubsuit=$ nat $/(1 \clubsuit)-2 \spadesuit= \blacktriangledown+ \spadesuit/(1 \spadesuit)-2 \spadesuit= \blacktriangledown+ \spadesuit/(1 \blacktriangledown)-2 \blacktriangledown= \spadesuit+ \spadesuit/$	1 L-1	H= enc	Suit preferer		1 st seat fav. 1NT = 9-12 NV 12-14 V 15-17 3e seat fav 9-14	
$(1 \land) - 2 \land = \blacklozenge + \checkmark/((1 \land) - 3 \land = \clubsuit + \land/(1 \lor) - 3 \lor = \clubsuit + \land/(1 \land) - 3 \land = \clubsuit + \diamondsuit$	Suit 2 Su	it preference	L-H = even	L-H = even	1NT overcall 4(other)M + 5+(other)m, not after 3 rd seat opening	
		H = even		Suit preference	1m-2♦ = wk 6M	
		H= enc	Suit preferer		14-2♦ = 8+ 5+♥	
VS. NT (vs. Strong/Weak; Reopening;PH)		it preference	L-H = even	L-H = even	1♠-2♥ = GF 6+♦	
X= pen with passed hand 5m + 4M		H = even		Suit preference	2* = any GF	
2♣= ♥+♠		iding Trumps):			3NT = solid suit 4♥/♠ opening	
2 ♦ =4S + 6+m				both means I like the lead)		
2 ♥/♠= nat	We play a lot	of suitpreference		Always standard on A or K		
2NT = 4♥ + 6m			DOUBLES			
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		DOUBLES (Sty	le; Responses	; Reopening)		
Leaping michaels, X = TO, (2M)-3M=5otherM+5D	Almost every	X is TO				
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24					SPECIAL FORCING PASS SEQUENCES	
Vs strong $1 \div x = \forall + \land 1NT = \div + \land (also after (1 \div) - p - (1 \land))$					Red against white (3X)-something (5C) pass	
- , , , , , , , , , , , , , , , , , , ,						
	1 ♣ -(1♦)- X =	4/5 ♥ 1♥=4/5♠ 1	l ≜ =no M			
OVER OPPONENTS' TAKEOUT DOUBLE	1♣-(1♥)- X=4/5♠ 1♠=0-3♠				IMPORTANT NOTES	
After 1M-(x) we play transfers					We play a lot of transfers in competition	
					DOLOTHOG	
					PSYCHICS: rare	

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OPENING TICK IF ARTIFICIAL MIN. NO. OF CARDS NEG.DBL THRU		NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING	
1*		2	7 🛦	a) 12-14 balanced 2+♣ b) 18-20 balanced 2+♣ c) 12+ unbalanced 4+♣	1 ♦ =0-6 HCP any/8-11 HCP, 4+ ♦ no major/12+ HCP, 5+ ♦ possible 4 major/0-10 4-4M/ Bal hands used as relay 1 ♥/♠ = nat possible 4+ ♦/1NT = GF bal / 2♣ = inverted minors/2 ♦ = wk ♥ or ♠ /2 ♥/♠ = invitational ♥/♠ 2NT = good preempt in M 3NT = solid M 4C good 4H 4D good 4S	1 ♣-1 ♦-1 ♥= any 12-14 bal or ♣+♥ unbal/1 ♣-1 ♦- 1 ♠= ♣+♠ unbal/1 ♣-1 ♦- 1NT = any 18-20 bal (5 ♦ pos)/1 ♣-1 ♥-1NT 4♠ pos	
1 ♦		4	7 🛦	5♦ (or any 4-4-4-1)	2♣=relay invite+/2♦=wk ♥ or $4/2$ ♥/\$= invitational ♥/\$ 2NT= 0-6 ♦		
1♥		5		5+ ♥ 10+HCP	1NT= nf/2♣=GF relay/2NT=inv+ ♥/3♣=mixed/3♦=GF short somewhere/3♥=weak/3♠=6-8 some void/3NT/4♣/4♦ void ♠/♣/♦8-11	1M-1NT- 2♣ = any 15-17 or 5M 4+♣= 12-14 2NT GF unbal no 5-5 unbal	Drury 2-way
1 🖍		5		5+ A 10+HCP	Same as over $1 \checkmark$, except $2 \checkmark = 8 + \checkmark 2 \checkmark = GF 6 + \checkmark 3 \checkmark = weak 3NT = 6-8 some void$		Drury 2-way
INT			4 🖍	15-17 bal. 5M possible Vul 1st favourable 9-12 bal. NV 12-14 3e seat fav 9-14	2♣ stayman (doesn't promises 4M)/transfers could be 4+ 2♠ invite NT or minors or wk ♦ 2NT asks wk xx 3♣ asks 5M 3♦ 4414 or 4441 3♥ 4144 3♣ 1444	transferlebensohl	
					2♣=any invite/2♦=any GF rest=to play after 9-12	X to/ rest tp	
2*	X		4.	Any GF hand	2 ◆=relay 2H = 5M short in other 2- 2S = 6card M 2NT = M's 3C = 5H+5m 3D = 5S+5m	2♣-2♦-2H 4+ could be	
						Longer ♣/◆	
2♦		5		Weak 5+ 3-10 HCP	2♥=relay 2♠/3♣=nf 2NT= asking		
2♥		5		Weak 5+ 3-10 HCP	2NT=asking 2♠/3♣/♦=nf nat		
2 🌲		5		Weak 5+ 3-10 HCP	2NT=asking 3♣/♦/♥ =nf nat		
2NT				20-22 bal	3♣ asks distribution 3♦/♥ transfers 3♣=SI minors 4♣/♦/♥/♠= ♥/♠/♣/♦		
3 .		6		Pre-emptive	3 ◆=relay to 3♥ (wk ♥ or gf ♠ or doubt 3NT or both M)/3♥ GF /3♠ nf/4♠=SI♣		
3♦		6		Pre-emptive	3M= NF 4♣=inv+♦		
3♥		6		Pre-emptive	3♠ = nf 4♣ any SI ♥; 4♦ COG		
3 A		6		Pre-emptive	4♣ any SI ♠; 4♦ COG 4♥ to play		
3NT				Solid 4M opening	4♣=SI 4♦= little SI 4♥/♠ P/C		
4 .		7		Pre-emptive			
4♦		7		Pre-emptive			
4♥		7		To play			
4 🖍		7		To play			
4NT		6/5		minors		HIGH LEVEL I	BIDDING
5 .		7				RKC blackwood (14/03)	· NT
5 ♦		7				Mixed cues, Last Train, Ser	
5♥/♠						Exclusion (03/14), Optiona	I Blackwood for m