

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Light overcalls on 1-level (8-15 HCP)
Decent overcalls on 2-level (10-17 HCP)
Cue = 10+, 2NT after 1M 10+ with 4card support
(1x) – 1Y – (p) – 1Z = NF
(1x) – 1M – (p) – 1NT = 9-12
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
In direct position 15-18, system on
(1m) p (p) 1NT 11-14, (1M) p (p) 1NT 12-16
(1x) p (1y) 1NT is nat
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak
(1m) 2NT = om + ♥
(1M) 2NT = minors
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1M) 2M = oM + ♦, (1M) 3M = oM + ♣
(1m) 2m = majors
(1m) 3m = om + ♣
VS. NT (vs. Strong/Weak; Reopening;PH)
2♣ = majors , others natural
2NT = minors (5+5+)
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Dbl takeout, Leaping Michaels
After (2x) dbl (p) we play Lebensohl
(2x) 2NT = 15-18, system on, (2x) p (p) dbl can be lighter
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Preempts = aggressive
OVER OPPONENTS' TAKEOUT DOUBLE
XX = 9+ points
Natural

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1/3/5th	1/3/5th	
NT	Attitude	Attitude	
Subseq	Same as above	Same as above	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x), Ax	AKx(x)	
King	AK, KQ(x), Kx	KQJ(x). KQ10(x). KQx(x)	
Queen	Qx, QJ(x)	QJx(x)	
Jack	Jx, J10(x)	J10(x)	
10	K/Q109(x), 10x	K/Q109	
9	9x	109x(x)	
Hi-X	Xx	xXx, xXxx	
Lo-X	X, xxX, xxxX	A/K/Q/J xX / A/	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = encouraging	Low = even	Low = encouraging
Suit 2	Low = even	Low = even	Low = even
3	Low = even	Low = even	Low = even
1	Low = encouraging	Low = even	Low = encouraging
NT 2	Low = even	Low = even	Low = even
3	Low = even	Low = even	Low = even
Signals (including Trumps): UDCA			
Suit preference if ruff / switch is necessary			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Almost every double is take out			
Can be light with shape, light reopening			
Responsive doubles			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support doubles, redoubles			

W B F CONVENTION CARD
CATEGORY: U21
NCBO: Netherlands
PLAYERS: Gabor Friesen & Jorn Essink
EVENT : Youth World Championships 2023
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1♣ = 2+ (only if 4=4=3=2)
1♦ = 4+
1♥/♠ = 5+
1NT = 15-17
2♣ = GF
2♦/♥/♠ = weak
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
(1m) 2NT = om + ♥
(1m) 2m = majors
(1m) 3m = om + ♣
(1M) 2NT = minors
(1M) 2M = oM + ♦, (1M) 3M = oM + ♣
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
Aggressive Preempts when NV
3 rd seat opening can be 4M and light
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♥	2♣ only if 4=4=3=2 10+ HCP	1NT = 6-9 bal, 2♣ = 5+♣ 10+, 2x invite 2NT invite, 3♣ = 5+♣ 6-9, 3x preemptive	1♣-2♣-2N-3Y = Splinter 1♣-2♣-2X-3Y = Stop	
1♦		4	4♥	4+♦ 10+ HCP	1NT = 6-9 bal, 2♣ GF with ♣, 2♦ = 4+♦ 10+ 2M invite, 3♦ = 4+♦ 4-7, 3x preempt	1♦-2♦-2N-3Y = Splinter 1♦-2♦-2X/3♣-3Y = Stop	
1♥		5	4♦	5+♥ 10+ HCP	2♣ GF with ♣, bal or 13+♥-fit, 2♦ 5+♦ GF, 2♠ invite 2NT 9-12 with 3+♥, 3m invite, 3♥ preemptive	1♥ - 2NT: 3♣ = 16+, 3♦ = invite, 3♥ = min, 4x = splinter	Drury
1♠		5	4♥	5+♠ 10+ HCP	2♣ GF with ♣, bal or 13+♠-fit, 2♦/♥ 5+♦/♥ GF 2NT 9-12 with 3+♠, 3m invite, 3♥ invite, 3♠ preemptive	1♠ - 2NT: 3♣ = 16+, 3♦ = invite, 3♠ = min, 4x splinter	Drury
INT			4♥	15-17 hcp 5M/6m possible	2♣ stayman, can be weak; 2♦/♥ transfer 2♠ = 6+♣; 2NT = inv; 3♣ = 6+♦ wk/str; 3♦ = inv 6+♦ 3♥/♠ = (13)54 / (12)55. 4X= double transfer	Transferaccept / superaccept → retransfer	
2♣	*	0	4♥	20+ unbal, 23+ bal	2♦ = waiting; new suit = 5+card, 2+ top honours	2NT = 23+ Bal → Puppet stayman	
2♦		5		Weak 5+♦, 5-10 HCP	2NT = inquiry, new suit 2-level NF 3-level F	2NT → 3x = singleton / renonce	
2♥		5		Weak 5+♥, 5-10 HCP	2NT = inquiry, new suit 2-level NF 3-level F	2NT → Stenberg	
2♠		5		Weak 5+♠, 5-10 HCP	2NT = inquiry, new suit F	2NT → Stenberg	
2NT				20-22 BAL 5M/6m possible	3♣ puppet, 3♦/♥ transfers, 3♠ minors 4♣/♦ transfer to M, 4♥/♠ SI ♣/♦		
3♣		6		Preemptive	New suit = F		
3♦		6		Preemptive	New suit = F		
3♥		6		Preemptive	New suit = F		
3♠		6		Preemptive	New suit = F		
3NT				Natural			
4m		7		Preemptive			
4M		7		Preemptive			
4NT	*			Minors	Bid best minor		
5m				Natural		HIGH LEVEL BIDDING	
						Unusual 3NT, Last train, RKC blackwood 1430	
						Subsequent bidding = Queen ask	
						King ask after blackwood = 1 king or the other 2	