DEFENSIVE AND COMPETITIVE BIDDING				
OVERCALLS (Style: Responses: 1/2 Level; Reopening)				
Light overcalls on 1-level				
$(1 \clubsuit)$ -1 ♠-(p)-2 ♠ = ♥; 2 ♦ = fit or strong; 2 ♥ = ♦				
(1 •) - 1 • -(p) - 2 • = •; 2 • = fit or strong; 2 • = •				
$(1 \checkmark) - 1 - (p) - 2 . =   ; 2 \checkmark =   fit or strong; 2 \checkmark =  $				
$(1♣)-1$ $\checkmark$ -(p)- 2♣ = fit or strong				
(1 •) - 1 • -(p) - 2 • = fit or strong; 2 • = •				
(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: Intermediat
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## DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

(1M) 2M = oM & ♠; (1M) <math>2N = oM & •; 1M (3♠) = minors(1♠) 2♠ = natural; (1m) <math>2• = majors; (1m) 2N = ♥ + other minorJump cue bid = solid minor, asking for stopper (1m) 3m = om & ♠

# VS. NT (vs. Strong/Weak; Reopening; PH)

## Vs. strong & weak NT with passed hand:

X = one minor OR both majors; 2m = minor + major, 2M = 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♥&

#### VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

(2m) 3m = both majors; (2M) 3M = Michaels, less than 4m

(2M) 4m = 50M & 5m good hand; (3m)  $4 \clubsuit = \text{majors}$ ;  $4 \spadesuit = 1 \text{ major}$ 

 $(3m) 4M = 5M \& 5om, (2 \lor) 4 \lor = good 4 \land bid$ 

#### VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

X = majors; 1N = minors, 2x = 4 + x, 24 = weak

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

## OVER OPPONENTS' TAKEOUT DOUBLE

Transfers when they double  $1 \triangleq (1 \triangleq 5 + \spadesuit)$ 

1M(X) 1N = 5 + 4; 1M(X) 2M - 2 = 1 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 1/3/		1/3/5 combined with		
attitude in supported suit				
We may lead K from AK vs 4-level preempts & 5-level contracts				

We may lead K from AK vs 4-level preempts & 5-level contracts

NT: attitude through declarer, but 2/4th from honours (9 is ambiguous)

2/4 through declarer in new and unbid suit vs suit contracts;

LEADS

Vs. Suit	Vs. NT
AKx	AKx
KQx, AK bare	KQx, AK in strong suit
QJx, (AKQx)	QJx, (KQJx), (KQ10)
J10x, KJ10x	A/KJ10, J10x
109x, H109x	109x, H109x
H98, KJ9, 9x	H98, 9x(x)
Xx, xxX, xxXx	XXx, xXxx, xxXxx
HxX, HxXx	HxX, HxXX, HxxxX
	AKx KQx, AK bare QJx, (AKQx) J10x, KJ10x 109x, H109x H98, KJ9, 9x Xx, xxX, xxXx

## 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

 $1 \clubsuit (1 ♦) X = 4 + ♥$  but denies 44M

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

Double (after 14-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: World Bridge Games** 

#### 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  $\checkmark$ /\$, 25+ balanced or GF \$\diame\$

2M = 5M + 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

 $1 \clubsuit$  (p) 1 ♦ = any 0-6, natural, 7+ no 4M OR 44M less than inv.

1 - 1NT =game forcing, usually balanced

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

 $(1m) 2 \rightarrow = majors; (1m) 2N = \forall + other minor$ 

(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	TIC K IF ART IFIC IAL	MIN. NO. OF CAR DS	NEG. DBL THR U	Berend van den Bos – Joris van Lankveld			
NG				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1.	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 <b>♣</b> -(X)-2x = NF 6+ cards
1♦		4	4♥	5+♦ or 4441♣ 10+ HCP	1NT GF; 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 <b>v</b> -2 <b>♣</b> = good raise 1 <b>v</b> -2 <b>♦</b> = 7-8 raise
1♠		5		5+♠ 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 1♠-2♥= 7-8 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 F1R; 3♣ 4441/(53)41 3♦/♥/♠ = shortness with 4441/5440	Transfers after 1NT-2♣-2x 1NT-2NT-3♣= no 5M, may or may not have 4M, 3M= 5M, 3NT= to play, no interest in M	1NT (x) p (p) $xx = 2$ places 1NT (p) $2 \triangleq (X) xx = 2 \triangleq$ 1NT (p) $2 \triangleq (X)$ pass = $3 + \triangleq$
2♣	X			6♦ 5-10 HCP 23-24 balanced or GF ♣/♥/♠	2♦ relay; 2NT inquiry, new suit = NF		
2♦		5		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; 3♦/♥ transfer; 3♠ minors 4♣=♦, 4♦/4♥=transfer, 4♠= ♣ 4NT/5♣ = transfer with mild slam interest	Accepting transfer shows fit	
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 major with A/K, 7,5-9 tricks	4♣= serious slam try, 4♦ mild slam try, 4M= p/c		
4♣/♦				Pre-emptive	4NT to play		
4♥/4♠				Pre-emptive	4NT Optional PMB		
4NT				Asking aces	5♣ = no aces; $5x$ = ace in $x$ , $5N$ = club ace		
5♣				Natural		HIGH LEVEL BI	DDING
5♦				Natural		1430 RKCB, DOPI/ROPI, splinters Optional Blackwood in competition, Poor man's blackwood opposite weak hands Kickback in specific situations	