

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1/2 Level; Reopening)</b>
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
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
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
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
(1m) 2M = intermediate when we are vul vs. not vul
Weak jump overcalls at other vulnerabilities
Reopen: Intermediate
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(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 & ♠
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
<b>Vs. strong &amp; weak NT with passed hand:</b>
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
<b>Vs. weak NT:</b>
2♣ = majors; 2♦ = one major; 2M = 5+M & 4+ minor, 2N = 4♥ & 6m
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
(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, (2♥) 4♥ = good 4♠ bid
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
X = majors; 1N = minors, 2x = ♠ + x, 2♠ = weak
(1♣) pass (1♦) 2N = black OR red suits
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
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			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3rd & low	3rd & low	
NT	Attitude	1/3/5 combined with	
		attitude in supported suit	
Subseq		1/3/5 combined with	
		attitude in supported suit	
We may lead K from AK vs 4-level preempts & 5-level contracts			
2/4 through declarer in new and unbid suit vs suit contracts;			
NT: attitude through declarer, but 2/4th from honours (9 is ambiguous)			
<b>LEADS</b>			
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	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	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 <b>after</b> 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)			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
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			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
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
<b>CATEGORY:</b> Green
<b>NCBO:</b> Netherlands
<b>PLAYERS:</b> Berend van den Bos – Joris van Lankveld
EVENT: World Bridge Games
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
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
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1NT at favourable = 10-13 (1 <sup>st</sup> /2 <sup>nd</sup> seat), 10-14 (3 <sup>rd</sup> /4 <sup>th</sup> )
We use a lot of transfers in competition
1♣ (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♣ = minors
(1m) 2♦ = majors; (1m) 2N = ♥ + other minor
(1m) 3m = om & spades
1m-(1x)-2NT = 5/5 in remaining suits
<b>SPECIAL FORCING PASS SEQUENCES</b>
(3x) double (5x) when we are vul vs. not vul
<b>IMPORTANT NOTES</b>
Third seat openings may be weak and off shape
Upgrades possible with good shape and tens/nines
<b>PSYCHICS:</b> Rare

