

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1M overcall: 2♣ = fit
Transfers after 2minor overcall
Transfers in many situations
Slightly aggressive, 7-17 HCP, could be weaker NV
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> : 15-17(18)
4 <sup>th</sup> : 11-14 over 1m, 11-16 over 1M; continue as 1NT opening
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak
Reopen: Weak
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
1m – 2♦ = Majors, 1M-3M minors
1M – 2M = 5OM + 5♦, 1M – 2N = 5OM + 5♣
1m – 3m 5♠ + 5om
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2♣ = Majors
2♦ = ♥ or ♠ or very strong 1-suited with a minor
2♥/♠ = 5+M, 4+m
X=penalty (4M, 5+m with passed hand)
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
(Non)-Leap Mich. Over m 4♣ om+M 4♦ MM. Over M 4m OM+m
Trf Lebensohl
(2M)-3M weak 5OM,5m
<b>VS. ARTIFICIAL STRONG 1♣</b>
X= majors (also after 1♣-1♦)
1NT=minors (also after 1♣-1♦)
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Transfers after 1M (1NT to 2M-1)

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> and low, Nat from seq	1/3/5, std hon if not supp	
NT	Att 2 <sup>nd</sup> from a bad suit, from xxx sometimes high	If supp 1/3/5 incl hon, top of nothing	
Subseq	2/4 through declarer	Att+1/3/5	
Other:	1/3/5 combined with Att through dummy		
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx	AKx	
King	AK, AKx, KQx	AKx, KQx, AKJT <sub>x</sub>	
Queen	QJx	KQT9 <sub>x</sub> , QJx, AQJ <sub>x</sub> , KQJ <sub>x</sub>	
Jack	(K)JT <sub>x</sub>	(A/K)JT <sub>x</sub>	
10	(H)T9 <sub>x</sub>	(H)T9 <sub>x</sub>	
9	9 <sub>x</sub>	(H)98 <sub>x</sub> , 9 <sub>x</sub>	
Hi-X	X <sub>x</sub> , xxX <sub>x</sub>	xX <sub>xx</sub> , QxxxxX, X <sub>xx</sub> , xX <sub>x</sub>	
Lo-X	xxX <sub>x</sub> , xxxxX, xxX <sub>xxx</sub>	HxxX, HxxxX, JxxXX	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	H/L = O	H/L = O	O = Enc
Suit 2	H/L = Disc	S/P	E = Disc
3	S/P		H/L = O
1	H/L = O	H/L = O	O = Enc
NT 2	H/L = Disc	S/P	E = Disc
3	S/P		H/L = O
Signals (including Trumps): A-Att K-Count vs suits; current count			
Smith (high = pos) trick 2 in NT by 3 <sup>rd</sup> sometimes when missing honor poss			
If not then S/P, opening leader always S/P			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
(1♠) X (P) INT ART 8+, 2x 0-7			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Neg x, Resp X, Supp X/XX			
Comp X, Lightner X			
Most/All low level X = TO			
X in high level FP situations shows a desire to bid on in some situations			
(Mainly after strong ♣ opening)			

W B F CONVENTION CARD
<b>CATEGORY: Strong Club – Blue</b>
<b>NCBO: Netherlands – 2010043 - 6730239</b>
<b>PLAYERS: Bob Drijver - Ricco van Prooijen</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
TARZAN strong ♣
5 crd M, 1♦ = 2+, 1NT = 14-16 (9-11 W-R first)
1♥ may also contain 5+♠ in 1 <sup>st</sup> and 2 <sup>nd</sup> position
GF hands tends to relay for shape, controls, location of honours
3 <sup>rd</sup> hand opening may be shaded
1 <sup>st</sup> seat preempts may be very light white on red
We sometimes show singleton K as a doubleton
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1M - 2♣ = 9-11 with 2M or any limit (no fit)
1♦ - 1NT, 1♥ - 1♠, 1♠ - 1NT = GF Relay
1♥ - 1NT = 4 or 5 ♠, NF (up to inv)
1♠ - 2♦=♥
1♥ - 2♦ and 1♠ - 2♥ = good 3 <sup>rd</sup> raise
Many transfers in competition
(1m) – 2♦ = Majors, (1m)-3m = om+♠
(1M) – 2M = 5OM + 5♦, (1M) – 2N = 5OM + 5♣
3NT Good 4M opening
2♦ Weak only Multi
2♥ 11-15 4315, 3415, 4414 or 4405
2♠ 5♠ + 4+minor (vul 55)
<b>SPECIAL FORCING PASS SEQUENCES</b>
In some cases double is invitational and pass asks for dbl
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:</b>

			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X		15+ unbal, 17+ Bal	1♦ = 0-8, rest = GF 1♥ = ♠ may have longer suit	1♣ - 1♦; 1♥ = ART 18+, 1♠ may be canape	
			W-R 1 <sup>st</sup> 15+ any distribution	1♠ = ♥ may have longer minor		
				1NT = 12+ bal 2♣ = 54+minors 2♦ = 9-11 bal		
				2♥ = 6+ ♣ one suited 2♠ = 3-suiter short M		
				2NT+ 6+♦ one suited		
1♦	X	2	11-15	1NT GF Relay, 2♣ = NF, 2♠ 5♠ 4+m <inv 2♦ = weak 6♥ or Inv 1 minor or inv both minors 2♥ = weak 6♠ or GF 1 minor unbal; 3x = to play	1♦ 1M 2NT is 3M6♦ or 5+♦ + 4M 2♠ after 1♥ is any SPL no 5♦	
1♥		5	11-15 May contain 5+♠ 1 <sup>st</sup> or 2 <sup>nd</sup> pos	1♠=Relay GF 1N=4+♠ NF 2♣=any inv (no fit)/9-11 2♥ PASS = 0-9 2♦ = 9+ 3♥ raise 2♥ = weak raise 2NT = 4+♥ mixed to min GF 3♠=any SPL 3NT = ♠ void 4m = void 3m = PRE		1♥-2♣ Drury
1♠		5	11-15 Denies 5+♥ 1 <sup>st</sup> or 2 <sup>nd</sup> pos	1NT = Relay GF 2♣ = any inv (no fit)/9-11 2♠ PASS = 0-9 2♥ = 9-11 ♠ raise 2♠ = weak raise 2♦ = 5♥ (8+ hcp) or 6♥ 2NT = 4+♠ mixed to min GF 3x = PRE 3NT = any SPL 4m = void 4♥ = nat		1♠-2♣ Drury
1NT			14-16 Possible 5M, 6m, 5422  9-11 W-R first seat	2♦ 4+♥, 2♥ 4+♠, 2♠ sizeask or minors 2NT Puppet, ask or show 5(5)M, 3♣ ♦ wk or 55m gf 3♦ 4441/5440 short m, 3M 4144/4045, 4♣/♦ ST ♥/♠	Many hands without 4M go via 2♣	
2♣		6	11-15	2♦ = R 2M = NF 3♦♥♠ = inv 2NT = 5MGF or 55MInv		
2♦	X	0	Weak 2 in ♥ or ♠	2NT asks, 2♠ P/C does not show ♥, 4♣ ask trf, 4♦ ask suit		
2♥	X	3	11-15, 3415, 4315, 4414, 4405	2NT Relay Inv+		
2♠		5	3-9 5♠ + 4+m (vul 55)	2NT Relay Inv+, 3♣ P/C, 3♦ Inv ♠		
2NT			Weak both minors	3♥ GF Relay; 3♠ ART inv for a minor		
3♣		6 (5)		3♦ Asks 3crd M, 4♦ PMKC	3♦: 3♥=3♠, 3♠=3♥, 4♦ = 3♥+3♠	
3♦		6 (5)		4♣ PMKC		
3♥		6		4♣ PMKC		
3♠		6		4♣ PMKC, 4♦ CoG ♥ or ♠		
3NT	X		Good 4M opening	4♣ Strong slamtry, 4♦ Weak slamtry, 4♥ P/C	<b>HIGH LEVEL BIDDING</b>	
4♣			PRE		RKC 0314, Optional RKC (1324) in some auctions	
4♦			PRE		Exclusion (0314), DOPE, DOPI, ROPI, PMKC	
4♥			Wide range	4♠ = nat, 5m cuebid	Mixed cues, Last Train, NonSerious NT/3♠ in unlim auctions	
4♠			Wide range		4♣ in some competitive auctions sets our Major with SI	
4NT	X		Good 5m opening about 9-10 tricks		Dbl invites to bid in some situations, lowest cue shows cue in opp suit	