DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

NV 5+ cards 5-17, VUL 5+ cards 7-17

Responses are nat 8-15, except (1X)-1Ma-(P)-2♣ = fit 10$^+$ & 2X = no fit 12$^+$. (1♣)–1X–(P)–2♣ = 10$^+$ with or without fit

Jumps are Nat 6$^+$ 13-16 after pass else 0-10

Transfers when 3rd seat bids, 2M-1 = A or K in M and 6-9

Jump cuebid shows a Mixed raise, 2NT= 4crd 10$^+$

2NT after a 2Mi is Nat, (1♠)–2♥–(pass)-2NT is Nat

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

2nd : 15-18 → system on

4th : after 1m = 11-14 & after 1M = 12-16 → system on

Except when opponent X, then XX = SOS and bids are Nat

JUMP OVERCALLS (Style; Responses; Unusual NT)

Nat , usually 6crds , 0-10 (also after 2 openings when NV)

(1X)-2Y-(P)-2NT = Inv$^+$ asking shortness and strength

(1♣)-2♦ = 55 both MAs , (1X)-2NT = lowest unbid suits

Reopen: Suit (also 2♦) = Nat 12-15, 2NT = 20-22

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

(1♣)-2/3♣ = Nat

(1♦)-2♦ = MAs (against 2$^+$ it is Nat)

(1♥/♠)–2♥/♠ = OMa + ♣, (1♥/♠)–3♥/♠ = OMa + ♦

Responses: 2NT = Inv$^+$ Bal or sup low suit, cuebid = Inv$^+$ high suit

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

X = 5$^+$ Mi & 4Ma or 17$^+$ with 5Ma or Strong 5Ma & 5Mi

2♣ = MAs, 2♦ = 1 Ma, 2♥/♠ = ♥/♠ and a Mi, 2NT = MIs

Vs weak NT (13): X = P, 2NT = 4♥ + 6Mi, 3Mi= 6Mi + 4♠

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

(3♣/♦)– 4♣ = OMi + ♠, 4♦ = MAs, 4NT = ♥ + OMi

(Leaping) Michaels after some situation starting with (1/2Ma)–(fit)

(2/3♥)–4♥ = very strong onesuiter

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

(1♣): X = MAs, 1NT = MIs , 2NT = ♦ + ♥

(1♦)-2/3♦ = Nat

(2♣): X = ♣, 2NT= MIs and 3NT = ♦ + ♥

OVER OPPONENTS' TAKEOUT DOUBLE

Jumps at 3 level 0-7 (normally invite), 3♣ still Mixed

After 1Ma–(X) & 1♥ - (1♠) we play transfers

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	1/3/5, 3 from 6, Rusinov against preempts and 5-lvl	1/3/5, K from AK Xxx if supported
NT	Attitude	1/3/5
Subseq	1/3/5 with att	1/3/5

Other: K from AK bare or singleton elsewhere

In supported suit K from AK. Ace denies K or shows x

LEADS

Lead	Vs. Suit	Vs. NT
Ace	A, AKx	A, AK(x), AKJx
King	KQx, AK	KQx, AKQx, AKJ10
Queen	QJx, AKQ	QJx, KQ109x, KQJx
Jack	J10x, KJ10	J10x, KJ10, QJ98
10	109x, K109 (KJ*10* our suit)	
9	9x (*Q109 our suit*)	
Hi-X	Xx	Xx(xx)
Lo-X	xxX, HxX, HxxxX	Hx(xxx)X, (xxX in prtn suit)

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
Suit	1	Attitude	Suit Preference	Attitude
	2	Count	Count	Count
	3	Suit Pref (2 suits)		Suit Preference
NT	1	Attitude	Std Smith	Attitude
	2	Count	Suit Preference	Count
	3	Suit Preference	Count	

Signals: Low/High = Encouraging or Even

Original Count. We play H-L (xxXx) as count on partners lead from 4

Attitude, Suit Preference or Count depends on Dummy and bidding

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Standard is 12$^+$. Little less with Shape or NV vs Vul

Reopening can be 10$^+$

(1Mi)–X–(P)–3Mi = 55Ma Inv$^+$ (1Ma)-X-(P)-3Ma = 55Mi Inv$^+$

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

1Mi-(1♥)-x = 4/5♠; 1♠ = 0-3♠. Also after (1♣)-x–(1♥)

1♣-(1♦) – x = 4/5♠ ; 1♥=4/5♠; 1♠= no Ma; Also after (1♣)-x–(1♦)

Game try dbl, negative and responsive dbl

Support dbl & rdbl thru 2♥

VUL: DBL on direct SPL response = lead highest unbid suit

Non-VUL: DBL on direct SPL response = interested to save if possible

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W B F CONVENTION CARD

CATEGORY: GREEN

NCBO: Netherlands

PLAYERS: Veri Kiljan & Bart Nab

EVENT: August 2024

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5 card Ma, 1♦ 4$^+$, 1♣ 2$^+$ NF (May pass with 0-4 4/5♣)

Variable 1NT

2/1 GF except 1♠-2♦ = ♥ and 8$^+$, 1♠-2♥ = GF ♦

Agressive preempts,

NV vs Vul 1st we play different 2-level openings

1♣-1♦ = 0-6(7) or ♦ or Bal GF or weak with 4♥ & 4♠

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

1NT → NV 1st = 10-12, NV 2nd/3rd = 12-14, others 14$^+$-17

NV vs Vul 1st 2♦ ♥ ♠ are 5-crds and (very) weak

2♣ = 5(6)♦ 4–9 or 22-24 Bal or GF ♣/♥/♠

2♦ = (5)6♥ or (5)6♠ 4–9 or GF Bal or GF ♦

2♥/♠ = 5Ma and 4$^+$Mi (Vul 5-5), 4-9

1♣-2♦ = 5♥ and 4♠ 4–9, 1♣/♦–2NT = 2–5 fit

1♣-4♣/♦ = good 4♥/♠ bid (AKQxxxx or KQJxxxx with A)

1♦-4♣ = good 4♥/♠ bid

1♣-2♦ = ♥, 8$^+$; 1♣-2♥ = ♦, GF

1Ma-3♣ = Mixed Raise (4crd Fit, 6-8NV / 7-9Vul)

Transfers and Switch in competition

SPECIAL FORCING PASS SEQUENCES

Some cases when Vul vs NV and opp preempts

IMPORTANT NOTES

PSYCHICS: rare

Veri Kiljan – Bart Nab

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	2	4♠	1. Any 11+ 2. NV 1st 16-18 Bal. Can have longer ♦ (4/5) 3. 18-20- Bal. Can have 4/5♦	1♦ = 0-6 (7 NV 1st)/ Nat / 4♥&4♠(7-10) or Bal GF 1♥/♠ = 7+ (8+ if NV 1st/2nd) Maybe longer ♦ 1NT = 8-10 (not inv opposite 13-15) 2♣ = 10+ 4+♣, 2♦ = 5♥ + 4♠, 5-9, 2♥/♠ = 9-11, 2NT = 2-5 ♣-raise, 3♣ = 6-9, 4♦/♥ = good 4♥/♠	1♣-1♦-1♥ = ♣+♥ or Bal, 1NT = strong Bal 1♣-1♦-1♠: 1♠ = R, 1NT = ♥+♠ 1♣-1♥/♠-2♦ = Nat 54 or Strong NT or 4441/5440 1♣-1♦/♥/♠-2NT = 6+♣, Strong	2♦ same conv in comp bidding 1♣–(1♦): X= ♥, 1♥ = ♠, 1♠ = NT 1♣-(1♥)-X = 4/5♠ 1♣-(1X): 2♣•♥•♠ = transfers 1♣-(X)–1♦ = Nat → System off
1♦		4		11-21, can be 3343 or 44Mi	2♣ = GF, 2♦ = 10+ 4+♦, 2NT=2-5 ♦-raise, 3♣ 8-11 6crd, 3♥/♠ = Weak, 4♣= good 4♥/♠ bid		
1♥/♠		5		11-21	1NT= 5-11, 2Ma= 5-9, 2NT= Inv+ 3+, 3♣ = Mixed 2♦= GF Relay, 1♠-2♦/♥= ♥/♦ 3NT/4♣/♦ = void OMa/♣/♦	1Ma-2NT: 3♣= Waiting, 3♦= 15+ any shortness, 3NT/4Mi= Void OMa/Mi Gazzilli	Transfers after 1MA-(X/1♠) Drury. 1 Ma-(2♣)-3♦ is Mixed 1♠-(2♦)-3♥ is Mixed
1NT				NV 1st:10-12 NV: 2nd/3rd 12-14. No 5Ma 4th or Vul: 14+-17. No 5Ma with 16-17 NT openings may be semi-bal	2♣ = Stayman (no Ma). Maybe 0-8 with ♣ 2♦/♥ = 4+ transfer, 2♠ = Bal Inv/MIs 5+&4 2NT= asks/shows 5Ma, 3♣ = 55MIs GF or weak ♦ 3♦ = x/- Mi 4441/5440, no 5Ma 3Ma = x/- OMa 4441/5440, no 5Ma	1NT 1st NV → 3/4X = to play	After X: P= forcing, XX = 12+ when 10-12 NT. Otherwise XX = puppet to 2♣
2♣	X			1st NV vs Vul → Any GF	2NT = Relay	2♣-2♦-2♥-2♠-2NT shows a 25+ NT	
2♣	X			1. (5)6♦ 4-9 2. 22+-24- Bal or GF ♣/♥/♠	2♦ = P/C, 2♥/♠/3♣ = Nat 10-16 2NT = Inv+ asking shortness and strength	2♣-2♦-2♥-2NT shows ♠	
2♦		5		1st NV vs Vul → (very) Weak	2NT = Relay		
2♦	X			1. (5) 6♥ or (5)6♠, 4-9 2. 25+ Bal or GF ♦	2♥/♠ = P/C (possibly strong with ♥/♠) 2♠ doesn't show a invitational hand 2NT=ask suit Inv+, 3♣/♦/♠ = NF, 3/4♥ = P/C	2♦-2♥-2♠: 2NT = Puppet to 3♣, 3Mi = GF, 3♥ = Inv ♥, 3♠ = NF, 4♥ = To Play 2♦-2♠-2NT= ♥ → 3♣ is Puppet to 3♦	4♥ becomes nat after an overcall except after 4♦ Cuebid = bid your Ma
2♥/♠		5		1st NV vs Vul → (very) weak	2NT = Relay		2NT = bid your Mi
2♥/♠	X	5		5Ma & 4+ Mi (Vul 55) 4-9	2NT = asks Mi, can be weak, 3♥ = to play 2♠/3♣/♦ = Nat NF, 4♣/♦ = splinter		4MI = P/C; 4NT = bid your Mi
2NT				NV 1st 19-21 Other 20+-22-	3♣ = Puppet Stayman, 3♠ = MIs 4♣/♦/♥/♠ = ♥/♠/♣/♦ and Slam Try	2NT-3♣: 3♦ = 3+♠ Maybe with 4♥ 3♥ = 4/5 no 4♠, 3♠ = 5	
3♣		6		5-10, NV vs Vul can be 0-5	3♦ = R ? 3crd Ma or Inv ♣; 4♦ = ST ♣	→ NV 3X = NF, Vul 3X = Forcing	
3♦		6			4♣ = Inv+ → 4♦ can be passed out		
3♥/♠		6			4♣ = Slam Try; 4♦ = Choice of Games ♥/♠	→ NV 3♠ = NF, Vul 3♠ = Forcing	
3NT	X			Solid Mi, no outside A/K	4♣ = P/C, 4♦ = Relay, 4♥/♠ = Nat	3NT-4♦-4♥/♠/NT = Shortness (L/B)/M/H	
4♣		7		3-10	4♦ = Slam Try ♣, 4NT = Nat		
4♦		7		3-10	4NT = Optional Keycard. Rest is Nat	4♦-4NT-5♦ = any Min. 5♣ is 1/3	
4♥/♠		7		3-14	4NT = Optional Keycard. Rest is Nat		
4NT	X			5+♣ & 5+♦			
5♣/♦		8		Nat			

HIGH LEVEL BIDDING

Optional Keycard with 4♠ or 4NT → 0 or Min/1-3/2-4/2-4 + Q. Switched for ♣♦

Repeated Keycard and Exclusion → 0-3/1-4/2-5/2-5 + Q

D(R)OPE: Double is Odd and Pass is Even or Pass is the 1st step and X (XX) 2nd

Last Train

Non Serious 3NT