

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
After our overcall: 1 over 1 F1, 5+ card, 1N = 9-12
2 over 1 NF, 2 over 2 F1, 3 over 2 GF, 3 over 3 GF
Only 1 cue and 2N available: cue = Mixed Raise and 2N inv+ 3+
Two cues and 2N available: lowest cue = inv+ 3+
highest cue = Mixed Raise, 2N = inv+ 4+
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
Raptor. (1m) – 1N = 5om and 4M.
(1M) – 1N = 4oM and 5m
Exceptions: after 3 <sup>rd</sup> seat opener, 1N is 15-17 bal. System on.
Balancing 1N is 12-14 bal. System on.
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak.
Reopen: Intermediate (11-16, 6+)
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
2 cue = highest, 5+5+
2NT = lowest, 5+5+
3 cue = outer, 5+5+
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
2 <sup>nd</sup> : Multi-Landy (double = penalty)
4 <sup>th</sup> : Landy
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Leaping Michaels (they open 2X; 2X-3X; 3X)
(2M) – 3M minors
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Vs. Precision 1♣: double = majors, 1N = minors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> /5 <sup>th</sup>	same	
NT	Attitude	3 <sup>rd</sup> /5 <sup>th</sup>	
Subseq.	3 <sup>rd</sup> /5 <sup>th</sup>	same	
If partner's suit is supported: 3 <sup>rd</sup> /5 <sup>th</sup> attitude, top of nothing.			
New suit through declarer: attitude.			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+), A(x)	AK(+), A(x)	
King	AK(+), KQ(+), K(x), AK*	KQ+, K(x)	
Queen	QJ+, Q(x)	QJ+, AQJ(x), Q(x)	
Jack	JT+, KJT(+), J(x)	JT+, AJT(+), KJT(+), J(x)	
10	T9x, T(x)	T9+, AT9(+), KT9(+), QT9(+), T(x)	
9	9x,	9x,	
Hi-X	Xx	Xx, xXx(+x)	
Lo-X	xxX, xxXx, xxxxX, xxxxXx	HxX, HxxX, HxxxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = enc	Low = even	Odd = enc, even = Lavinthal
Suit 2	Low = even	Suit preference	Low = even
3	Lavinthal		Lavinthal
1	Low = even	Smith: high = enc	Odd = enc, even = Lavinthal
NT 2	Low = enc	Low = even	Low = even
3	Lavinthal	Lavinthal	Lavinthal
Signals (including Trumps):			
Lavinthal in the trump suit. *Count on K lead against 5+ level contracts.			
If attitude or count seems unnecessary: Lavinthal.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
A lot of doubles are take-out.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
PISS-doubles (1 <sup>st</sup> double points/take-out, 2 <sup>nd</sup> take-out, 3 <sup>rd</sup> /4 <sup>th</sup> penalty)			
Support (r)dbl (on against their conventional 1N-overcall, off and penalty			
against their natural 1N-overcall)			
Lightner doubles			
Game try doubles: 1♥ – (p) – 2♥ – (3♦); dbl = invitational			
SOS redoubles			

W B F CONVENTION CARD	
NCBO:	The Netherlands
PLAYERS:	Aafko Boonstra Bob van Noort
EVENT:	19 <sup>th</sup> World Youth Team Championships
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
2/1 GF	
5M, 5♦ or 4441/(1444), 2+ ♣	
NT-ranges: 10-13 1 <sup>st</sup> /2 <sup>nd</sup> NV, 9-14 3 <sup>rd</sup> NV, 15-17 4 <sup>th</sup> NV and V	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
2M-opening depends on vulnerability: non vul good weak two, vul Muiderberg (5+ M and 4+ m)	
We do not play transfers over our mini-NT!	
Raptor 1N-overcalls	
1M – (3X) - 4♣ = slam try for the opened major	
SPECIAL FORCING PASS SEQUENCES	
We open 1N, you double and we redouble: pass forcing to 2N next double take-out, third and further doubles penalty.	
You open 1N, we double and partner passes it: pass forcing to 2N next double take-out, third and further doubles penalty.	
IMPORTANT NOTES	
PSYCHICS: Rare	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS				
			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	2	11+, 2+ (With 1444 1♣ or 1♦)	Walsh, 1NT= 6-11 Inverted Minors 10+, 2♦/2M invite 8-11 6+, 3♣ Inverted Minors 6-9, 3♦/3M/3N to play 4X to play	1NT 12-14 bal. V or 14-16 bal. NV Two Way Checkback after 1x-1y-1SA 1x-1y*; 1SA*-2NT* GF 5+5+ or weak with ♣	Weak jumps (6-9) instead of inv. 2m = 6-9, 3m = weak
1♦		5 / 4441 (1444)	11+, 5+ or 4441 (With 1444 1♣ or 1♦)	2M/3C invite 8-11 6+ 3♦ Inverted Minors 6-9, 3M/4m to play	1NT 12-14 bal. 4 <sup>th</sup> NV and V or 14-16 bal. NV Two Way Checkback after 1x-1y-1SA	
1♥		5	11+, 5+	1♠ = 4+, 1N up to 11 NF, 2♠ = fit/bal/nat 2♦ = 5+, 2♥ = 6-9, 2♠ = 8-11 6+ ♠ 2NT = 3+ ♥ inv to bad GF, 3m = 8-11 6+ m 3♠/4♠ to play, 3N = SPL ♠, 4m = SPL m	1M-2NT*; 3♣ = relay w/ SI, 3♦ = any invite 3M = minimum, 3N = proposal 3oM and 4X SPL	2♣ Drury (also in competition) Mixed raises and 2NT=inv+
1♠		5	11+, 5+	1NT up to 11 NF, 2♠ = fit/bal/nat 2♦ = 5+, 2♥ = 5+, 2♠ = 6-9, 2N 3+ ♠ inv - bad GF 3m = 8-11 6+ m, 3♥/4♥ to play, 3N = SPL ♥	Gazzilli 3N = 4333 w/ 3M	
1NT			10-13 bal. 1 <sup>st</sup> /2 <sup>nd</sup> NV 9-14 bal. 3 <sup>rd</sup> NV	2♣ = inv Stayman, 2♦ = GF Stayman, 2NT = inv 2M, 3/4X = to play	1NT – (dbl) – rdbl = business	Transfer-Lebensohl
1NT			15-17 bal. 4 <sup>th</sup> NV and V Upgrades possible in all positions	2♣ Stayman, 2♦ 5+ ♥, 2♥ = 5+♠, 2♠ = 6+ ♠, 2N inv, 3♣ 6+ ♦ weak or GF, 3♦ 6+♦ inv 3M = shortness		
2♣	X		Weak two in ♦, 22+ bal. (upgrades possible) or any GF	2♦/3♦ = to play opposite weak two in ♦ 2NT = relay	Kokish	
2♦		5+	Multi (weak two in ♥ or ♠)	2♥/2♠/3♥/3♠ p/c, 2NT = relay	2♦-2NT; 3♠ = min ♥, 3♦ = min ♠ 3♥ = max ♠, 3♠ = max ♥	
2♥		5+	2♥ and 2♠ differ based on vul! NV good weak two	2NT = shortness ask	After all 2N shortness asks: 3 opened suit: min without shortness below it	
2♥	X	5+	V Muiderberg (5+ ♥ & 4+m)	2NT = relay, 3♠ = p/c, 3♦ = inv+ ♥	3 below opened suit: shortness in suit	
2♠		5+	NV good weak two	2NT = shortness ask	3 above opened suit: max w/ shortness in suit	
2♠	X	5+	V Muiderberg (5+ ♠ & 4+m)	2NT = relay, 3♠ = p/c, 3♦ = inv+ ♠	3N: max without shortness	
2NT			20-21 bal.	Puppet Stayman, xfers, 3♠ 5+4+ mm SI , 3N TP		
3♣		6+ NV, 7+ V				
3♦		6+ NV, 7+ V	Weak	New suit = F		
3♥		6+ NV, 7+ V		4 minor = cue		
3♠		6+ NV, 7+ V				
HIGH LEVEL BIDDING						
					Splinters, mixed cuebids, non-serious 3NT	
					1430 (rdbl = business, system on)	
					Exclusion (0314, ignore dbl, system on)	
					Last Train	
					5NT pick-a-slam	
					DEPI	
					1M – (3X) - 4♠ = slam try for the opened major	