

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)		
Aggressive at 1-level: (6) 8-17 hcp, 5+cards (good suit if min)		
1 over 1 4+ suit F1		
2 over 1 NF, 2 over 2 F1		
3 over 2 GF, 3 over 3 GF		
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)		
15-17(18). Same in Sandwich. System on.		
Balancing 1NT is 10-14 after 1m, 10-16 after 1M. System on.		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
Weak, (5) 6+cards		
Reopen: 2NT = 18-19		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
(1m) 2m	5+5+ MM	
(1m) 2NT	5+5+ lowest	
(1m) 3m	5+5+ outer	
(1M) 2M	5+5+ oM and clubs	
(1M) 2NT	5+5+ oM and diamonds	
(1M) 3M	5+5+ minors	
VS. NT (vs. Strong/Weak; Reopening;PH)		
Landy (dbl = penalty)		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		
Lebensohl after we double their weak two		
Leaping Michaels (1X-2X, 1X-3X, 2X, 2X-3X, 3X)		

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> /5 <sup>th</sup>	3 <sup>rd</sup> /5 <sup>th</sup>	
NT	Attitude	Attitude	
Subseq.	Attitude	Attitude	
LEADS			
Lead	Vs.	Vs. NT	
Ace	AK+	AK+	
King	AK tight, KQ+	AK tight, KQ+	
Queen	QJ+	QJ+	
Jack	JT+, KJT+	JT+, KJT+, AJT+	
10	Tx, T9+, HT9+	Tx, T9+, HT9+	
9	9x, KJ9x	9x, J98	
Hi-X	Xx, xxX , xxXx, xxxxX	Xx, xXx, xXxx, xXxxx	
Lo-X	HxX, HxXx, HxxxX	HxX, HxxX, HxxxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = enc	Low = even	Low = enc
Suit 2	Low = even	Lavinthal	Lavinthal
3	Lavinthal		Low=even
1	Low = enc	Low = even	Low = enc
NT 2	Low = even	Lavinthal	Lavinthal
3	Lavinthal		Low=even
Signals (including Trumps):			
Lavinthal			
K-lead asks count			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
1 <sup>st</sup> double take-out/points, 2 <sup>nd</sup> double take-out (exception: penalty if they run out of a doubled <i>suit</i> contract), 3 <sup>rd</sup> and further doubles penalty			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support (r)dbl			
In general take-out on a part score; penalty on game except 4H			
Penalty after pre-empt and fit, but game-try doubles			

W B F CONVENTION CARD	
<b>CATEGORY:</b>	<b>Green</b>
<b>NCBO:</b>	<b>The Netherlands</b>
<b>PLAYERS:</b>	<b>Wout Klarenbeek &amp; Rick Emmers</b>
<b>EVENT:</b>	<b>19<sup>th</sup> World Youth Team Championships</b>
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
2/1 GF	
5M, 5♦ or 4441/(1444), 2+ ♣	
1NT = 15-17	
Transfers over 1♣	
Transfers in competitive auctions	
Judgement allowed in any situation	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
If we bid GF	
<b>IMPORTANT NOTES</b>	
Frequent upgrades, rarely downgrades	
<b>PSYCHICS:</b> possible	

OPENING	ARTIFICIAL TICK IF	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	2		Natural, 11-21 hcp	T-Walsh, jump = 8-11, 6+ card 2♣ = 10+ 5+ ♣; 3♣ = 4-7, 5+ ♣	Accepting the transfer shows 3 card support 1♣ – 1♦/♥ transfer – 3♦ = 18-19 fit	1♣ - (1♦) - dbl = 4+ ♥ 1m – (1♥) - dbl = 4+ ♠
					All jumps are natural and to play	1♣ – 1♦ – 1♠ = unbal 4♠, less than 3♥ 1♣ – 1♦* – 4♠ = 6+♠ and 4♥ with good clubs 1♣ – 1♦* – 4♥ = 6+♠ and 4♥ with bad clubs	1♣ – (1♦) – dbl = 4+ ♥
1♦		5 (4)		Natural, 11-21 hcp	Inverted Minors	1x-1y-1z/NT: 2♣ / 2♦ = Two-Way Checkback	Always Two-Way Checkback
1♥		5		Natural, (10)11-21 hcp	Gazzilli after 1♥ p 1NT, 2♥ = 6-9; 2NT = 10-13 3+ fit; Invitational Jumps, 3NT = SPL oM, 3/4♠ = to play	4 <sup>th</sup> suit GF 1M – 2NT: 3M = 11-13; 4M = 14-15	Drury
1♠		5		Natural, (10)11-21 hcp	Gazzilli after 1S p 1NT, 2♠ = 6-9; 2NT = 10-13 with 3+ fit; 2♥ = 10+ 5+ ♥	1M – 2M; 2NT = any game try	Drury
1NT				15-17 hcp	2♣ Stayman; 2♦/♥ transfer	Smolen	1NT – (dbl) – DONT run-outs
				Can have 5M, 6m, 5m4x	2♠ = 6+♠; 2NT = inv; 3♠ = 6+♦ wk/str; 3♦ = inv 6+♦		Transfer-Lebensohl
					3M singleton 5+ 4+ minors 4C 5+-5+ 4♦/♥ transfers		
2♣	X			GF unbal.	2♦ = waiting; new suit = 5+card, 2+ top honors	2♣-2♦; 2NT = 22-23 bal.	
				22+ bal.	Second negative	2♣-2♦; 2♥ = hearts or 24+ bal.	
2♦		(5) 6		Weak-2	3♦ = pre-emptive 3+ fit; 2NT 15+ inv+ asks	2X – 2NT:	
				NV could be really weak	New suit NF	3X = minimum	
2♥		(5) 6		Weak-2	3♥ = pre-emptive 3+ fit; 2NT 15+ inv+ asks	3NT = max, no short suit	
				NV could be really weak	New suit NF	3 new suit = med/max, short in new suit	
2♠		(5) 6		Weak-2	3♠ = pre-emptive 3+ fit; 2NT 15+ inv+ asks		
				NV could be really weak	New suit NF		
2NT				20-21 bal.	3♠ = Puppet Stayman		
					3♦/♥ = transfers, 3S = 5+4+ mm, 4X two-under-xfers		
3X		(6) 7		Pre-emptive			
4X		(7) 8		Pre-emptive		<b>HIGH LEVEL BIDDING</b>	
						1430 (rdbl = business, system on), Last Train, 3NT non-serious, 5NT pick-a-slam	
						D0P1 (dbl = 0/3, 1 <sup>st</sup> bid = 1/4, 2 <sup>nd</sup> bid = two without Q, 3 <sup>rd</sup> bid = two with Q after intervention over 4NT RKC)	