


DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS		<div>WBF Convention Card</div> <div></div>
OVERCALLS(Style; Responses; 1/2level; Reopening)	OPENING LEADS STYLE			
at 1-level: 8-17 hcp, 5+ cards (good suit if min)		Lead	in Partner's Suit	
In passed hand: 1nt = 5 Major, 4 minor. 6-11	Suit	1e, 3e, 5e		
	NT	Attitude		Category i.e. Green / Blue / Red / HUM / Brown Sticker:
at 2-level: 12-17, 5+ cards (good suit if min)	Subseq	Attitude		Country: the Netherlands
RESP: new suit = NF, opp suit = INV+ with 3-fit, 2nt = INV+ with	Other:			Event: Youth
4- fit				Players: Luca Hakvoort (NED 11241156)
				Pelle ter Maat (NED 11410098)
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY
15-17 hcp, stopper, RESP as 1NT-opening	Lead	Vs.Suit	Vs. NT	GENERAL APPROACH AND STYLE
4th hand 12-14 hcp, RESP are natural	Ace	AK+	AK+	Natural with 5-card Majors; 1♠ = 2+
	King	AK bare; KQ+	KQ+	weak 2-openings
	Queen	QJ+	QJ+	jump responses: invite with 6+
	Jack	JT+, KJT+	JT+, KJT+, AJT+	
JUMP OVERCALLS(Style; Responses; Unusual NT)	10	Tx, T9+, HT9+	T9+, KT9+	
1-Suit: Weak, 6+card (strong 5-cards possible)	9	9x	9+	1NT Openings: 15-17, 5-card major and 5-4 minors possible
2-Suit: Weak, 7+card	Hi-x	xxX, xxXx, xxxX (probably a HC)	Xxxx	2 OVER 1 Respons es: MF
	Lo-x	xxX, xxXx, xxxX	QxX	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Reopening: Always natural	SIGNALS IN ORDER OF PRIORITY			2♣ opening always strong
DIRECT and JUMP CUE BIDS ( Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding
	Suit:1st	Low = enc		Low = enc
	2nd			
	3rd			
	NT: 1st	Low = enc		Low = enc
VS. NT(vs. Strong/Weak; Reopening;PH)	2nd			
DBL = 1nt opening, or strong suit with 12+, with a hand that hasnt	3rd			
opened: dbl = 4 in a Major and 5 in a minor, 6-11	Signals (including Trumps): Low = enc			
2♣ = 4/4+ Majors, INV+	Lavinthal in other situations			
2D = 6 in a Major, 6-11, RESP 2H min, 3H opening+	Trump signal: 2nd card lavinthal			
2M = 5-card, 6-11, with a 4-card minor atleast	DOUBLES			
	TAKEOUT DOUBLES(Style;Responses;Reopening)			
VS.PREEMPTS( Doubles; Cue-bids; Jumps; NT bids)	Standard, 3 other suits or strong (17+ with suit or bal 18-19 or 23+)			
DBL = take out, After DBL 2NT = lebensohl (forces 3♠)	RESP: non-jump: 0-8; jump = 9-11 5-card; double jump = 7-9 6-card			
2X - 2NT = 15-17	Cuebid = INV+ with 1 or 2 4+card major			SPECIAL FORCING PASS SEQUENCES
Suits are natural				weak 2-openings after partner bids the same suit (ex. 2h - 3h)
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
Suits are natural				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
				4th Suit = MF
				1x - (1y) - 2nt = Other 2 atleast 5/5 10+
OVER OPPONENTS' TAKE OUT DOUBLE				
RDBL = 6+ hcp, 4-card Major				Psychics:
1 Major = 5-card Major				

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1 ♣	X	2		Natural, 11-21 hcp	Jump = 10-11 with 6-card	1m - 1M // double jump = splinter	1m - 1♥ - dbl = 4♠ and 1♦ = 5+
				2♣ only if 4-4-3-2	2♣ = inverted minors 10+ 5+♣; 3♣ = 4-9 6+♣		1♣ - 1♦ - dbl = both 4-card majors
				4-4 minors			1x - 1y - 2y = 10+ with fit
1 ♦		4		Natural, 11-21 hcp	2♦ = inverted minors 10+ 4+♦; 3♦ = 4-9 4+♦		
1 ♥ / ♠		5		Natural, (10)11-21 hcp	1M-1NT = 6-11	1M - 2nt RESP: 3♣ = SI, 3♦ = INV	2nt = 9-14 also in completion
					2♥/♠ = 6-9 fit, 2nt = 9-14 fit, 3♠/♥ = 3-7 4-card fit	3M/3NT/4M = to play	
					3NT = splinter for other Major, 4♥/♠ = 3-7 5-card fit	New suit = splinter	
					jump new suit = 10-11 with 6-card, 4m = splinter	After 1M - 2M: 2NT = INV	
1 NT				15-17 hcp balanced	2♣ = 8-9 balanced or garbage stayman or stayman SI	1nt-2♣-2♥-2♠ = 8-9 bal	1nt - dbl = system on
				can have 5M, can have 6m	2♥/2♥/2♠/2NT/4♦/4♥ = transfer	2♥/♥ - 2nt = max + fit	everything else system off; natural
					3♣ = puppet stayman 10+, 3M = 1345 shape with 1 in bid Major MF,		After 1nt - dbl: rdbl 8-9 bal
					3♦ = 6card diamond, 4card clubs MF		
2 ♣	X			GF or 23+ BAL	2♦ = waiting; new suit = 5+card 8+ hcp	2♣-2♦-2nt = 23+ bal -3♣ = puppet	
						stayman	
2♥/♥/♠		(5)6		Vul = 6-card 8-12hcp	new suit = 5+card, Major = INV, minor = MF	2nt RESP = 3♣ = min suit and hcp	
				NV = 6-card 6-10; 1st or third hand 5-card or 3-5 hcp	2NT = Asking for information; can be 5-card new suit extra strong	3♦ = good suit and min hcp	
					compared to new suit	3♥ = min suit and max hcp	
						3♠ = good suit and max hcp	
						3nt = AHVxxx	
2 NT				20-22 bal	3♣ = puppet stayman	3♣ RESP: 3♦ = 1/2 4-card major	
						3♥/♠= 5-card	
3 ♣		(6)7		3-9 hcp, Can be wide range in the third hand	New suit = Game forcing		
3♥/♥/♠		7		3-9 hcp, Can be wide range in the third hand	New suit = Game forcing		
						<b>High Level Bidding</b>	
3 NT				Gambling, AHVxxxx+, very good suit, minor only		Mixed controls ( A / K / singleton / void )	
4♣/♦/♥/♠		(7)8		PRE, Can be wide range in the third hand		RKC 5♣ = 1/4 KC; 5♦ = 0/3 KC; 5♥ = 2/5 without Q, 5♠ = 2/5 with Q	
5♣/♦		(8)9		PRE, Can be wide range in the third hand		After 5♣/♦ = Lowest possible bidding that is not to play	
						RESP: Lowest possible playing suit = without Q	
						5NT = 0/3 K, different suit = King or the other 2 Kings	
						<b>After 4NT RKC: 5NT = any renonce with 2-4 keycards</b>	
						<b>6x = renonce in x with 1-3 keycards</b>	