

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Aggressive at 1-level: (6)8-16 hcp, 5+cards (good suit if min)
Constructive at 2-level, but NV can be just a good suit, (9)10-17 hcp
RESP: new suit = NF, jump new suit = weak; 3x = PRE with 4-fit
cuebid = 10+ with fit or strong hands; 1NT 8-11, 2NT 12-14
After 2-lvl: new suit = forcing
Mixed raise
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-17(18) hcp, stopper; RESP as 1NT-opening
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak, 6+cards, 4-10 hcp
Double jump = 6-10 hcp, (6)7+ cards
Reopen: 2NT = 18-19
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
DBL = penalty
2♣ = Majors (at least 5-4 or 4-5) 2♦ asks longest
2♦/2♥/2♠ = natural, 5+cards
2NT = minors (5+5+)
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DBL = take-out → 2NT = Lebensohl
2X – 2NT = 15-18 → as 2NT-opening
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
After strong club: Dbl = majors, 1nt = minors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
RDBL = 10+ hcp, system on in general, but jumps are weak
Penalty doubles after RDBL

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1/3/5 KJT (J)	1/3/5 KJT (J)	
NT	Attitude KJT (J)	Attitude KJT (J)	
Subseq	Attitude	Attitude	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK+	AK+	
King	KQ+	KQ+	
Queen	QJ+	QJ+ AQJ+	
Jack	JT+ , KJT+	JT+ , KJT+, AJT+	
10	Tx, T9+, HT9+	Tx, T9+, HT9+	
9	9x	9x, 98+	
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			
3			
1	Low = enc	Low = even	Low = enc
NT 2			
3			
Signals (including Trumps):			
Lavinthal in other situations (e.g. when giving a ruff; or dummy has singleton against trump)			
Oddball against NT in 2 <sup>nd</sup> trick			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Standard. 3 other suits or strong (17+ with suit or 18+ BAL)			
RESP: non-jump: 0-8; jump = 9-11; double jump = 9-11 more shape			
Cuebid = strong (GF)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
In general take-out on a part score; penalty on game			
Penalty after preempt and after fit			
Penalty if we showed penalty interest: 1X – X – XX; 1NT (conv) X/XX			

W B F CONVENTION CARD
<b>CATEGORY:</b> Green
<b>NCBO:</b> the Netherlands
<b>PLAYERS:</b>
Miel Brocken / Rex Brocken World U21 Teams Championship
SYSTEM SUMMARY
<b>GENERAL APPROACH AND STYLE</b>
Natural with 5-card Majors; 1♣ = 2+ (only if 4=4=3=2)
15-17 NT
2-over-1 Game Forcing
Weak 2-openings
invitational jump responses, but weak jumps in competition
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♣-opening always strong
2♦ / 2♥ / 2♠ = weak-2 (usually 6)
Landy over 1NT
Michaels
Unusual NT
World convention
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:</b> very rare

OPEN ING	TI CK IF AR TI FI CI AL	MIN · NO. OF CAR DS	NEG .DB L THR U				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	3♣	Natural, 11-21 hcp	Jump = inv 6+ card; double jump = weak, 7+ crd	1x – 1y – 3NT = 6+x, 18+ hcp	1♣ - 1♦ - dbl = 4♥ + 4♠
				2♣ only if 4=4=3=2	2♣ = 10+ HCP 5+ ♣; 3♣ = 6-9 HCP 5+♣	1m – 1M // double jump = splinter;	1m – 1♥ - dbl = 4♠ and 1♠ = 5+
1♦		4	3♣	Natural, 11-21 hcp	2♦ = 10+ 4+ ♦; 3♦ = 6-9 4+ ♦	4M = 18-19 BAL, 4-fit	1x – 1y – 2y = 10+ with fit
						1x-1y-1NT / 2NT: 2♣ / 3♣ = Checkback stay	
1♥		5	3♣	Natural, (10)11-21 hcp	2♥ = 6-9; 2NT = 10-13 3+ fit; jump new = inv 6+	4 <sup>th</sup> suit = GF; 1♣ – 1♦ - 1♥ - 1♠ = nat	
					3♥ = 4+ fit, 2-6 NV; 5-9 V; 4♥ (4)5+ fit, 4-9 hcp/ 2/1 GF	After 1♥/1♠, 1NT: gazilli	
					3NT / 4♣ / 4♦ - 11-14, 4+fit, singleton/void ♠ / ♣ / ♦		
1♠		5	3♥	Natural, (10)11-21 hcp	2♠ = 6-9; 2NT = 10-12 with 3+ fit; 2/1 GF	1M – 2M // 2NT = general game try	
					3♠ = 4+ fit, 2-6 NV; 5-9 V; 4♠ (4)5+ fit, 4-9 hcp		
					3NT / 4♣ / 4♦ / = 11-14, 4+ fit, singleton/void ♥/ ♣ / ♦		Transfer lebenshol
1NT			3♠	15-17 hcp	2♣ stayman, 2♦/♥ transfer		1NT – 2x – 2-lvl NF: 3lvl GF
				Can have 5M, 6m, 5m4x	2♠ = 6+♠; 2NT = inv; 3♠ = 6+♦ wk/str; 3♦ = inv 6+♦		DBL negative
2♣	X			20+ unbal, 23+ BAL	2♦ = waiting; new suit = 5+card, 2+ top honors	Kokish	
2♦		(5)6		Weak-2, 6-10hcp	3♦ = preemptive 3+ fit; 2NT 15+ inv+ asks	2x – 2NT:	
				NV could be a bit less	New suit 2-level = NF; 3-level GF	3X = minimum	
2♥		(5)6		Weak-2, 6-10hcp	3♥ = preemptive 3+ fit; 2NT 15+ inv+ asks	3NT = max, no short suit	
				NV could be a bit less	New suit 2-level = NF; 3-level GF	3 new suit = max, short in new suit	
2♠		(5)6		Weak-2, 6-10hcp	3♠ = preemptive 3+ fit; 2NT 15+ inv+ asks		
				NV could be a bit less	New suit 2-level = NF; 3-level GF		
2NT				20-21 BAL	3♣ = Puppet		
					3♦/♥ = transfer		
3♣		(6)7		Vul: good suit; NV 1+ honor expected and could be 6	New suit = GF		
3♦		(6)7		Vul: good suit; NV 1+ honor expected and could be 6	New suit = GF		
3♥		(6)7		Vul: good suit; NV 1+ honor expected and could be 6	New suit = GF		
3♠		(6)7		Vul: good suit; NV 1+ honor expected and could be 6	New suit = GF	HIGH LEVEL BIDDING	
3NT				Gambling			
4,♠/♦/♥/ ♣				PRE		Mixed controls (A / K / singleton / void)	RKC 14/30
4nt				PRE			
5♠/♦/♥/ ♣				PRE			