DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS					W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENING	G LEADS S	TYLE					
Aggressive at 1-level: (6)8-17 hcp, 5+cards (good suit if min)		Lead			In Partner's Suit		CATEGORY: Green	
Constructive at 2-level, but NV can be just a good suit, (9)10-17 hcp	Suit	Suit		Attitude			NCBO: The Netherlands U16 team	
RESP: new suit = NF, jump new suit = weak; 3x = PRE with 4-fit	NT			Attitude			PLAYERS:	
cuebid = 10+ with fit or strong hands; 1NT 8-11, 2NT 12-14	Subseq	4		Attitude			Thom Blomsteel (NED 11333717)	
After 2-lvl: new suit = forcing	Other:	·					Karlijn Visser (NED 11348990)	
							7	
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS						SYSTEM SUMMARY	
15-17(18) hcp, stopper; RESP as 1NT-opening		Lead		Vs. Suit				
		Ace		AK+			GENERAL APPROACH AND STYLE	
	King	ng AK bare; KQ+			KQ+		Natural with 5-card Majors; 1♣ = 2+ (only if 4=4=3=2)	
	Queen	n QJ+		QJ+		15-17 NT		
Jack		ack JT		JT+, KJT+		Γ+, AJT+	2-over-1 10+	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10			⁻ 9+, HT9+ 1		HT9+	Weak 2-openings	
Jump= (5)6+cards, 6-9 hcp (NV could be weaker)	9	9 9x			9x, 98+		Weak jumps in competition	
Double jump = 6-9 hcp, (6)7+ cards	Hi-X		Xx, Xxx, XXxx	, XXxxx	Xx, Xxx	, XXxx, XXxxx		
	Lo-X		HxX, HxxX, H	xxxX	HxX, Hx	xX, HxxxX		
Reopen: 2NT = 18-19	SIGNALS	IN ORDE	R OF PRIORITY		•			
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's Lead		Declarer's Lead		Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
1m (2m) = 5/5 Majors; 1M (2M) = 50M + 5 minor		1 Low = enc		Low = even		Low = enc	2♠-opening always strong	
Unusual NT (5/5 lowest suits)		Suit 2					2 ♦ / 2 ♥ / 2 • = weak-2 (usually 6+, but can be 5 if NV)	
		3						
		1 Low = enc Low = even		Low = even		Low = enc		
VS. NT (vs. Strong/Weak; Reopening;PH)	NT	2						
DBL = penalty		3						
2♠ = natural	Signals (including	Trumps): Low	= enc				
2 ♦/2 ♥/2 ♦ = natural, 5+cards				. when giving a r	uff; or du	IMPORTANT NOTES		
against trump) if anything 2NT = minors (5+5+)							4 th suit = GF	
				DOUBLES				
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOU	T DOUBLI	ES (Style; Resp	onses; Reopenin	g)			
DBL = take-out	Standard	d. 3 other	suits or strong	(17+ with suit or	18+ BAL)			
2X – 2NT = 15-18 → as 2NT-opening	RESP: no	n-jump: o	9-8; jump = (7)9	-11; double jump				
	Cuebid =	strong (C	JF)					
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 ♣or 2♠	SPECIA	AL, ART	TFICIAL & (COMPETITIV	E DBLS			
OVER OPPONENTS' TAKEOUT DOUBLE	Penalty i	f we show	ved penalty int	erest: 1X - X - X				
RDBL = 10+ hcp, system on in general, but jumps are weak								

		70						
OPENING	ARTIFICIAL TICK IF	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1♣		2	3♠	Natural, 11-21 hcp	Jump = 8-11 hcp, 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♠ = 6-9 5+♠; 3♠ = INV 5+♠	1m – 1M // double jump = splinter;	1m – 1♥ - dbl = 4 ♠ and 1♠ = 5+	
1♦		4	3♠	Natural, 11-21 hcp	2♦ = 6-9+ 4+♦; 3♦ = INV, 4+♦	4M = 18-19 BAL, 4-fit	1x - 1y - 2y = 10+ with fit	
1♥		5	3♠	Natural, (10)11-21 hcp	1M-1NT= 6-9 2♥ = 6-9; 2NT = [9]10-14 3+ fit; 3♥ = 3+ fit, INV; 4♥ (4)5+ fit, 4-9 hcp Jump new suit = 8-11, 6+card 3♠ / 4♠ / 4♠ - 11-14, 4+fit, singleton/void ♠ / ♠ / ♠			
14		5	3♥	Natural, (10)11-21 hcp	1M-1NT= 6-9 2♠ = 6-9; 3♠ = 3+ fit, INV; 4♠ (4)5+ fit, 4-9 hcp Jump new suit = 8-11, 6+card 4♠ / 4♦ / 4♥ = 11-14, 4+ fit, singleton/void ♠ / ♦ / ♥			
1NT			3♠	15-17 hcp	2♠ stayman, can be weak; 2♦/♥/♠/3♠ transfer	2 ♦/♥ - 2 NT = max + fit	1NT (2x) 2lvl = NF, 3lvl = F	
				Can have 5M, 6m, 5m4x	$2\Phi = 6+\Phi$; $2NT = inv$; $3\Phi = 6+\Phi$ wk/str; $3\Phi = inv$ $6+\Phi$		DBL negative	
2♣	X			GF or 23+ BAL	2♦ = waiting; new suit = 5+card, 2+ top honors			
					-			
2♦		(5)6		Weak-2, 4-9hcp NV could be 5crd	3♦ = preemptive 3+ fit; 2NT 15+ inv+ asks New suit = NF	2x – 2NT: 3X = minimum		
2♥		(5)6		Weak-2, 4-9hcp NV could be 5crd	3♥ = preemptive 3+ fit; 2NT 15+ inv+ asks New suit = NF	3NT = max, no short suit 3 new suit = max, short in new suit		
2♠		(5)6		Weak-2, 4-9hcp NV could be 5crd	3♠ = preemptive 3+ fit; 2NT 15+ inv+ asks New suit = NF			
2NT				20-22 BAL	3♠ = stayman; 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			
3NT								
4♣♦♥♠		[7]/8		PRE				
4NT						HIGH LEVEL BIDDING		
5 * • * •				PRE		Mixed controls (A / K / singleton / void) RKC 14/30		