DEFENSIVE AND COMPETITIVE BIDDING		L	EADS AND SIGNA	LS	W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENING LEAD	DS STYLE			1	
Aggressive at 1-level: (6)8-17 hcp, 5+cards (good suit if min)				In Partner's Suit	CATEGORY: Green	
Constructive at 2-level, but NV can be just a good suit, (9)10-17 hcp	Suit	uit 1/3/5			NCBO: The Netherlands	
RESP: new suit = NF, jump new suit = weak; 3x = PRE with 4-fit	NT	Attitude	-	1/3/5	PLAYERS:	
cuebid = 10+ with fit or strong hands; 1NT 8-11, 2NT 12-14	Subseq	Attitude	-		Coen KLOPPERT (NED 10959837)	
After 2-IvI: new suit = forcing	Other:				Richard VAN ZANDBEEK (NED 11153612)	
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY	
15-17(18) hcp, stopper; RESP as 1NT-opening	Lead	Vs. Suit		Vs. NT	-	
Transfer Lebensohl	Ace			AK+	GENERAL APPROACH AND STYLE	
Transfer Ecociosiii	King AK bare; KQ+			KQ+	Natural with 5-card Majors; 1\(\Phi = 2+ \) (only if 4=4=3=2)	
	Queen	QJ+		QJ+	15-17 NT	
	Jack JT+, KJT+			JT+ , KJT+, AJT+	2-over-1 GF	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	Tx, T9+, HT9-		Tx, T9+, HT9+	Weak 2-openings	
Weak 6-card ~6-9 hcp (NV can be weaker and 5-card possible)	-	9x		9x, 98+	Invite Jump responses, but weak jumps in competition	
Double jump = 6-9 hcp, (6)7+ cards	Hi-X	Xx, xxX, xxX		Xx, xxX, xxXx, xxXxx	- Invite Jump responses, but weak jumps in competition	
Double Juliip = 0-9 ncp; (0)/+ cards	Lo-X	HxX, HxXx, F		HxX, HxxX, HxxXx	-	
Reopen: 2NT = 18-19		RDER OF PRIORITY		Thou thou y thou or	1	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Partner's Lead Declarer's Lead		Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
Michaels Cuebid (1m) 2m = Majors; (1M) 2M = oM + minor	1 Lov	1 Low = enc		Odd = enc, even Lav	2₱-opening always strong	
Unusual NT	Suit 2				2♦ / 2♥ / 2♠ = weak-2 (usually 6+, but can be 5 if NV)	
	3				Landy over 1NT	
	1 Lov	1 Low = enc Low = even		Odd = enc, even Lav		
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2					
DBL = penalty	3					
2♠ = Majors (at least 5-4 or 4-5) > 2♦ asks longest	Signals (includ	ling Trumps): Low	= enc		1	
2 ♦/2 ♥/2 ♦ = natural, 5+cards	Lavinthal in ot		, when giving a re	uff; or dummy has singleton	IMPORTANT NOTES	
2NT = minors (5+5+)	1 F				1x-1y-1NT/ 2NT: 2♠ or 2♦ / 3♠ = 3 way CBS:	
			DOUBLES		4 th suit = GF	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT DOL	JBLES (Style; Resp	onses; Reopenin	()	4	
DBL = take-out	_	her suits or strong			 	
2X – 2NT = 15-18 → as 2NT-opening		ıp: o-8; jump = (7)		1		
· · · ·	Cuebid = stron	,	· , r	- •		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 ♠or 2♠	_	RTIFICIAL &	COMPETITIV	E DBLS/RDLS	1	
OVER OPPONENTS' TAKEOUT DOUBLE	Penalty if we s	showed penalty in	terest: 1X - X - X	(; 1NT (conv) X/XX	-	
RDBL = 10+ hcp, system on in general, but jumps are weak	1	-			1	
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OPENING	ARTIFICIAL TICK IF	MIN. NO. OF CARDS NEG. DBL THRU RESPONSES RESPONSES		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♠ = Inverted Minor 10+ 5+♠; 3♠ = 4-8,(5)6+♠	1m – 1M // double jump = splinter;	1m - 1♥ - dbl = 4 ♠ and 1♠ = 5+		
1♦		4	3♠	Natural, 11-21 hcp	2♦ = Inverted Minors 10+ 4+♦; 3♦ = 4-8, 4+♦	4M = 18-19 BAL, 4-fit	1x - 1y - 2y = 10+ with fit	
1♥		5	3♠	Natural, (10)11-21 hcp	1M-1NT= Semi forcing 2♥ = 6-9; 2NT = [9]10-14 3+ fit; 3♥ = 4+ fit,3-7; 4♥ (4)5+ fit, 4-9 hcp Jump new suit = 8-11, 6+card 3♠ $ 4♠ 4♦ - 11-14$, 4+fit, singleton/void ♠ $ Φ $ ♦	1M - 2NT 3♠= GF → 3♠ max 4M; 3♥ max 3M; 3♠ min 4M; 3N min 3 3♠ = any game try 3♥/3♠ Minimum, to play 3NT= to play: 4♠/4♠/= Splinter 4M=To Play		
1 🏟		5	3♥	Natural, (10)11-21 hcp	1M-1NT= Semi forcing $2\Phi = 6-9$; 2NT = [9]10-14 3+ fit; $3\Phi = 4+$ fit, 3-7; 4Φ (4)5+ fit, 4-9 hcp Jump new suit = 8-11, 6+card $4\Phi / 4\Phi / 4\Psi = 11-14$, 4+ fit, singleton/void $\Phi / \Phi / \Psi$			
1NT			3♠	15-17 hcp	2♠ stayman, can be weak; 2♦/♥/ ♠/3♠ transfer	2 ♦/♥ - 2 NT = max + fit	Transfer-Lebensohl	
				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			
					3, ,			
2♦		(5)6		Weak-2, 4-9hcp NV could be 5crd	3 ♦ = preemptive 3+ fit; 2NT 15+ inv+ asks New suit 2-level = NF; 3-level GF	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 2-level = NF; 3-level GF	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 2-level = NF; 3-level GF			
2NT				20-22 BAL	3♠ = puppet stayman; 3♦/♥ = transfer	2NT-3♣ //3♥/♠ = 5-card ♥/♠		
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		