DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS						W B F CONVENTION CARD		
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENING	OPENING LEADS STYLE							
Aggressive at 1-level: (6)8-17 hcp, 5+cards (good suit if min)			Lead		In Partr	ner's Suit	CATEGORY: Green		
Constructive at 2-level, but NV can be just a good suit, (9)10-17 hcp	Suit		Attitude		<u> </u>		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		Attitude				Thom Blomsteel (NED 11333717)		
After 2-lvl: new suit = forcing	Other:						Yuxiang (Steve) Liu (NED11500958)		
							11		
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS						SYSTEM SUMMARY		
15-17(18) hcp, stopper; RESP as 1NT-opening	Lead	Lead		Vs. Suit					
	Ace AK+			AK+		GENERAL APPROACH AND STYLE			
	King	AK bare; KQ+			KQ+		Natural with 5-card Majors; 1♣ = 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	10 Tx,		Tx, T9+, HT9+		, HT9+	Weak 2-openings		
Jump= (5)6+cards, 6-9 hcp (NV could be weaker)	9	9			9x, 98+		Weak jumps in competition		
Double jump = 6-9 hcp, (6)7+ cards	Hi-X Lo-X		Xx, Xxx, XXxx, XXxxx HxX, HxxX, HxxxX		Xx, Xxx, XXxx, XXxxx HxX, HxxX, HxxxX		Weak jump response in new suit (1C - 2H = 6+H, up to 7 HCP)		
Reopen: 2NT = 18-19	SIGNALS II	N ORDER	OF PRIORITY						
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's Lead Declarer		Declarer's Lead	d Discarding		SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
1m (2m) = 5/5 Majors; 1M (2M) = 50M + 5 minor	1	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 = er	nc	Low = even		Low = enc			
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2								
DBL = penalty	3								
2♣ = Majors (5+4+)> 2♦ asks longer	Signals (in	cluding T	rumps): Low	= enc					
2•/2♥/2♠ = natural, 5+cards	Lavinthal i			when giving a ru	ıff; or du	IMPORTANT NOTES			
2NT = minors (5+5+)			, ,			4 th suit = GF			
				DOUBLES		2-way checkback after 1x-1y-1NT			
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT	DOUBLES	S (Style; Respo	onses; Reopening)	-			
DBL = take-out				(17+ with suit or		1			
2X – 2NT = 15-18 → as 2NT-opening	RESP: non		1						
, , ,		•		ement or 2NT)	• •	1			
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 ♣or 2♣	SPECIAL								
OVER OPPONENTS' TAKEOUT DOUBLE	Penalty if we showed penalty interest: 1X – X – XX; 1NT (conv) X/XX								
RDBL = 10+ hcp, system on in general, but jumps are weak			<u> </u>		•	.			
Penalty doubles after RDBL							1		

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 = 0-7 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= 4-11, not forcing; 2/1 GF 2♥ = 6-9; 2NT = [9]10-14 3+ fit; 3♥ = 3+ fit, INV; 4♥ (4)5+ fit, 4-9 hcp Jump new suit = 0-7, 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 = 0-7, 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♠ = 6+♣; 2NT = inv; 3♣ = 6+♦ wk/str; 3♦ = inv 6+♦		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 5♣♦♥♠				PRE		HIGH LEVEL BIDDING Mixed controls (A / K / singleton / void) RKC 14/30	