DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS				WBF	CONVENTION CARD
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENING	LEADS ST	YLE				
ggressive at 1-level: (6)8-17 hcp, 5+cards (good suit if min)			Lead		In Partner's Suit	CATEGORY: Green	
onstructive at 2-level, but NV can be just a good suit, (9)10-17 hcp	Suit		1/3/5			NCBO: The Netherlands	;
SP: new suit = NF, jump new suit = weak; 3x = PRE with 4-fit	NT		Attitude			PLAYERS:	
ebid = 10+ with fit or strong hands; 1NT 8-11, 2NT 12-14	Subseq		Attitude			Tobias Pothof	
ter 2-IvI: new suit = forcing	Other:				-	Dijk de Rooij	
OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS					SY	STEM SUMMARY
17(18) hcp, stopper; RESP as 1NT-opening	Lead		Vs. Suit		Vs. NT		
	Ace		AK+ AK bare; KQ+		AK+	GENERAL APPROACH AND S	TYLE
	King				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	
IMP OVERCALLS (Style; Responses; Unusual NT)	10		Tx, T9+, HT9+		Tx, T9+, HT9+	Weak 2-openings	
/eak Jump= (5)6+cards, 4-10 hcp	9		9x		9x, 98+	GF jump responses, but wea	k jumps in competition
ouble jump = 6-9 hcp, (6)7+ cards	Hi-X		Xx, xxX, xxXx, xxxxX		Xx, xXx, xXxx, xX		, , , , , , , , , , , , , , , , , , , ,
, , , , , , , , , , , , , , , , , , , ,	Lo-X		HxX, HxXx, H		HxX, HxxX, Hxxx		
eopen: 2NT = 18-19			OF PRIORITY		, ,		
RECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner'	s Lead	Declarer's Lea	d Discardir	SPECIAL BIDS THAT MAY RE	QUIRE DEFENSE
icheal's Cuebid (1m-2m = Majors; 1M-2M = 5+OM + m)	1	1 Low = enc		Low = even	Low = en	2♣-opening always strong	
T = lowest 2 unbid suits	Suit 2					2♦ / 2♥ / 2♠ = weak-2 (usually	6+, but can be 5 if NV)
						Landy over 1NT	,
		1 Low = enc		Low = even	Low = en		
. NT (vs. Strong/Weak; Reopening;PH)	NT 2						
L = penalty	3						
► = Majors (at least 5-4 or 4-5) -> 2♦ asks longest	Signals (in	cluding T	rumps): Low =	enc	I		
v/2♥/2♠ = natural, 5+cards	Lavinthal i	n other si	ituations (e.g.	when giving a r	leton IMPORTANT NOTES		
NT = minors (5+5+)	against tru	against trump)					NT
				4 th suit = GF			
5.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT	DOUBLES	S (Style: Resp	onses; Reopeni	ng)		
BL = take-out				(17+ with suit or			
(– 2NT = 15-18 → as 2NT-opening			8; jump = 7-9 v	ape			
				eement or 2NT)			
S. ARTIFICIAL STRONG OPENINGS- i.e. 1 ♣or 2♣					E DBLS/RDLS		
VER OPPONENTS' TAKEOUT DOUBLE	Penalty if	we show	ed penalty inte	erest: 1X – X – X	; 1NT (conv) X/XX		
DBL = 10+ hcp, system on in general, but jumps are weak							
enalty doubles after RDBL							

	도 도							
OPENING	ARTIFICIAL TICK IF	MIN. NO. OF CARDS NEG. DBL THRU NEG. DBL THRU		DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1.		2	3♠	Natural, 11-21 hcp	Jump = 12+, 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= 4-11, not forcing; 2/1 GF 2♥ = 6-9; 2NT = [9]10-14 3+ fit; 3♥ = 4+ fit,3-7; 4♥ (4)5+ fit, 4-9 hcp Jump new suit = 12+, 6+card 3♠ / 4♠ / 4♦ - 11-14, 4+fit, singleton/void ♠ / ♠ / ♦	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= 4-11, not forcing; $2/1$ GF 2 = 6-9; 2 NT = $[9]$ 10-14 3+ fit; 3 = 4+ fit, $3-7$; $4 = (4)$ 5+ fit, $4-9$ hcp Jump new suit = $12+$, $6+$ card 4 = 4 = 4 $4 = 11-14$, $4+$ fit, singleton/void $4 = 4$			
1NT			3♠	15-17 hcp	2♣ stayman, can be weak; 2♦/♥ transfer		1NT – 2x – Transfer-Lebensohl	
				Can have 5M, 6m, 5m4x	2♠ = 6+♣; 2NT = inv; 3♣ = 6+♦ wk/str; 3♦ = inv 6+♦		DBL negative	
2.	X			Any 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 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	1 1			·				
4♣♦♥♠		[7]/8		PRE				
4NT						HIGH LEVEL BIDDING		
5♣♦♥♠				PRE		Mixed controls (A / K / singleton / void) RKC 14/30; next bid asks Q, next bid Kings (bid Kings up th	ne line)	