

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level: 7-16 2 level: 10-16
2♣ = Cuebid = fit / looking for M fit / stopper
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17
System on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak, aggressive, 3-10
Reopen: same
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1x)-2x = 2 highest
(1x)-3x = 2 extremes
(1x)-2NT = 2 lowest
VS. NT (vs. Strong/Weak; Reopening;PH)
Multi-Landy (2♣ = majors, 2♦ = 1 major, 2M = M + m, 2N = minors)
Rest = natural
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
(3m)-4♦ = majors
(non) Leaping Michaels
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♣
Dbl = majors, 1NT = minors
OVER OPPONENTS' TAKEOUT DOUBLE
transfers

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1-3-5	1-3-5	
NT	attitude	1-3-5	
Subseq	same		
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK	AK	
King	KQ	KQ	
Queen	QJ	AQJ, QJ	
Jack	J10, KJ10	A/KJ10, J10	
10	109, H109	A/K/Q/109, 109	
9	9x, KJ9	9x	
Hi-X	Xx	Xx, XXx(+)	
Lo-X	xxX, xxXx, xxxxX	HxX, HxxX, HxxxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = enc/even	Low = even	Low = enc
Suit 2			
3			
1	Low = enc	Low = even	Low = enc
NT 2			
3			
Signals (including Trumps): udca, standard suit preference			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Most doubles are takeout. After 1x opening from opps: When shape is good, double may be weaker. Shape may be off. Can have 5crd minor. Double of 1M does not promise 4crd oM.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support dbl & rdbl thru 2♥			

W B F CONVENTION CARD
CATEGORY: Green NCBO: Netherlands PLAYERS: Sarah de Wijs – Lotte de Wijs
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Dutch Doubleton
2/1 Game Forcing, 1M/D-2♣ = GF relay
15-17 NT
5-card major
1♣ = 2+, any balanced without 5♠/♥/♦
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ strong
2♦/♥/♠, weak 6 card (5) 5-10
1♦ - (Pass) - 2♦ = weak 6♥/♠,
Transfers in competition
1♣ - 1♦ = negative/nat/waiting/44majors
1♣ - 1NT = GF bal relay
SPECIAL FORCING PASS SEQUENCES
none
IMPORTANT NOTES
PSYCHICS: rare

OPEN ING	TI C K IF AR TI FI CI AL	MIN · NO. OF CA RDS	NE G.D BL TH RU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	2	4♥	natural or any 12-14/18-19 balanced without 5♠/♥/♦ 18-19 bal with 5♦ is possible	1♥/♠ may have longer ♦, 2♣ = 10+ 5(4)+♠. 2♦=multi 2♥/♠ = nat, INV, 1NT = GF relay	2-way checkback	Cuebid = fit
					1♣ - 1♦ = negative/nat/waiting/44 Majors 0-10		
1♦		5 (4)	4♥		2♣ = relay, 2♦ = weak 6♥/♠, 2♥/♠/3♣ = nat, INV	2-way checkback	Cuebid = fit
1♥		5	4♦		1NT = 5-11, 2♠/3♣/3♦ = natural INV	Gazilli	Drury
					2♣ = GF relay, 2NT = fit, INV up to bad GF		Cuebid = fit
1♠		5	4♥		3NT = splinter OM		
INT				15-17	2♠ = range or minors, 2NT = ♣, 3♠ = ♦, 3♦ = splinter		Transfer Lebensohl, (non) Leaping Michaels
					3♥/♠ = splinter, 3OM, 4♠ = majors, 4♦/♥ = trf		
2♣	X			strong	2♦ = relay	2♥ Kokish	
2♦		6 (5)		Weak, 5-10	2NT = relay	3♣ = max unbal, 3♦ = min, 3♥/♠ natural, 3NT max bal	
2♥		6 (5)		Weak, 5-10	2NT = relay	3♣ = min unbal, 3♦ max, short ♣/♦ 3♠ max, short ♠	
2♠		6 (5)		Weak, 5-10	2NT = relay	3♣ = min unbal, 3♦ max, short ♣/♦ 3♥ max, short ♥	
2NT				20-22	Puppet stayman, 3♦/♥/4♣/♦/♥/♠ = TRF	2NT-3♣-3♥ = no M, 2NT-3♣-3NT = 5♥	
					3♠ = minors		
3♣		6		Preempt, 5-10	4♦ = slam try		
3♦		7 (6)		Preempt, 5-10	4♣ = slam try		
3♥		7 (6)		Preempt, 5-10	4♣ = slam try		
3♠		7 (6)		Preempt, 5-10	4♣ = slam try		
3NT	X			Gambling, Solid minor, no outside A/K			
4♣		7		Preempt, 5-10			
4♦		7		Preempt, 5-10			
4♥		7		to play			
4♠		7		to play			
4NT							
5♣						HIGH LEVEL BIDDING	
5♦							
5♥						RKCB-1430, splinters, cuebids	
5♠						5NT pick a slam. 4♣ slam try, M fit	