

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)		
Aggressive overcalls		
Responses are constructive		
INT OVERCALL (2nd/4th Live; Responses; Reopening)		
In direct position: 15-17 system on		
Reopening: after 1M 11-16, after 1m 11-14		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
WEAK, wide-ranged		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
1X - 2X = highest suits		
1X - 3X = lowest suits		
1X - 2NT = other suits		
VS. NT (vs. Strong/Weak; Reopening)		
X= penalty, 2♣= ♥+♠		
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)		
Leaping Michaels		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♦ or 2♣		
X= majors		
OVER OPPONENTS' TAKEOUT DOUBLE		
When opponents double our 1M-opening, then 2♣ = good raise		

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1/3/5	1/3/5	
NT	Attitude	1/3/5	
Subsequence	Attitude	Attitude	
Other: 2/4 through declarer in new suit			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+), Ax	AKx(+), Ax	
King	AKx(+), AK, KQ(+), Kx	AK, KQ(+), Kx	
Queen	QJ(+). Qx	QJ(+). Qx	
Jack	KJ10(+), J10(+), Jx	KJT(+), JT(+), Jx	
10	QT9(+), T9(+), Tx	QT9(+), T9(+), Tx	
9		Short or with an honour	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	
1	Attitude	Count	Attitude
Suit 2		Suit preference	Count
3			
1	Attitude	Count	Attitude
NT 2		Suit preference	Count
3			
Signals:			
Upside/down count and attitude			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1♣ (1♦) X= 4+♥, 1♣ (1♦) 1♥= 4+♠, 1♣ (1♦) 1♠= 0-3♠			
1m (1♥) X= 4+♠, 1m (1♥) 1♠= 0-3♠			
Support (re)doubles if we can stop in 2M, not obligatory if you want to defend against their contract			

W B F CONVENTION CARD		
CATEGORY: Green		
NCBO: Netherlands		
PLAYERS: Merel Bruijnzeen – Laura Dekkers		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
2/1 GF		
1♣= 2+ cards		
1♦ = 5+ or 4441♣		
1♥/♠= 5+ cards		
1NT= weak when NV vs V. 10-13 in 1 st and 2 nd seat, 9-13 in 3 rd seat (not 9HCP with 4333), 12-14 in 4 th seat		
1NT= 15-17 when V or NV vs NV		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
2♣= 5/6♦ weak or GF		
2♦ = 5/6♥/♠ weak		
2♥ = 6♥ 10-13		
2♠= 6♠ 10-13		
IN COMPETITIVE BIDDING		
In competitive bidding we play transfers and switch		
SPECIAL FORCING PASS SEQUENCES		
Pass is forcing when we make the bidding GF		
IMPORTANT NOTES		
Third seat openings may be weak and off-shape		
PSYCHICS:		

OPENING	ARTIFICIAL	MIN. NO. OF MF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	2	4♥	2+♣ any 4432 possible May have 5♦	1♦ = 0-6, 7-10 44M, balanced without 4M, 4+♦, 1M = 7+ NAT, 1NT 7-10, 2♣ = inverted minor	1♣ – 1♦ – 1NT = 16/17-19BAL 1♣ – 1♦ – 1♥ = BAL or NAT 1♣ – 1♦ – 1♥ – 1NT = 7-10 44M	
1♦		4	4♥	5+♦ or 4441♣	2♦ = inverted minor		
1♥		5	4♦	5+♥	2♣ = GF relay, 2NT = 10-14 3+♥, 3♥ = preemptive <10HCP, 3NT = ♦-splinter, 4♦ = good raise to 4♥	1♥ – 2NT – 3♣ = GF 1♥ – 2NT – 3♦ = INV	2♣ = Drury
1♠		5	4♥	5+♠	2♣ = GF relay, 2NT = 10-14 3+♠, 3♠ = preemptive <10HCP, 3NT = ♥-splinter	1♠ – 2NT – 3♣ = GF 1♠ – 2NT – 3♦ = INV	2♣ = Drury
1NT		NV vs V 1 st + 2 nd seat	4♥	10-13	2♣ = invitational/GF stayman, 2♦ = GF relay, 2M = to play, 2NT = invitational		
1NT		NV vs V 3 rd seat	4♥	9-13, not 9HCP with 4333	2♣ = optional stayman, 2♦/♥/♠/3♣ = transfer, 2NT = inv, 3♥/♠ = 31(45)/13(45) MF		
1NT		NV vs V 4 th seat		12-14 in 4 th seat	2♣ = optional stayman, 2♦/♥/♠/3♣ = transfer, 2NT = inv, 3♥/♠ = 31(45)/13(45) MF		
1NT		Else	4♥	15-17	2♣ = optional stayman, 2♦/♥/♠/3♣ = transfer, 2NT = inv, 3♥/♠ = 31(45)/13(45) MF		
2♣	X		4♥	5/6♦ preemptive <12HCP or GF	2♦ = NF relay, 2NT = inquiry usually inv+	2♣ – 2♦ – 2♥ = NAT GF or 24+BAL	
2♦	X			5/6♥/♠ preemptive <12HCP	2♥/♠/3♥/♣/4♦ = p/c, 2NT = inquiry usually inv+ 4♣ asks transfer, 4♦ = asks M, 3♣/♦ = natural F1R		
2♥		6		6♥ 10-13HCP	2♣ = inquiry with 5+♠, 2NT = inquiry usually inv+ 3♥ = preemptive <11HCP, 3♣/♦ = natural, F1R		
2♠		6		6♠ 10-13HCP	2NT = inquiry usually inv+, 3♠ = preemptive <11HCP, 3♣/♦/3♥ = natural F1R		
2NT			4♥	20-21 May have 5M/6m	3♣ = puppet, 3♦/♥ = transfer, 3♠ = minors, 4♣/♦/♥/♠ = double transfer SI		
3♣		6		preemptive <12HCP	3♦ = asks majors		
3♦		6		preemptive <12HCP			
3♥		6		preemptive <12HCP			
3♠		6		preemptive <12HCP			
3NT	X	1 st + 2 nd seat		4♣/♦ Preempt, <12HCP	4♣ = p/c, 4♦ = asks shortness		
3NT		3 rd + 4 th seat		To play			
4♣	X	1 st + 2 nd seat		Namyats, good 4♥-opening	4♦ = SI		
4♦	X	1 st + 2 nd seat		Namyats, good 4♣-opening	4♥ = SI	High level bidding:	
						RKC1430, mixed cue bids, splinters	