

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	
Aggressive style	
New suit = F1R at 1-level	
Cuebid = fit, but TRF after 1M overcall from opened suit	
Jump = preemptive in competition	
2NT = GOOD-BAD / UNUSUAL / Scrambling/ Natural / M FIT	
INT OVERCALL (2nd/4th Live; Responses; Reopening)	
15-17 Responses as over 1NT-opening	
Reopen = 14-16, system on	
Escape 1NT-(X): Transfers, Rdbl = ♣ or two-/3-suiter	
After pen double: 2NT = minors, 2♦= FG, doesn't show ♣	
Live: 1NT = 2 other suits, 54+ with 5 in highest suit	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
1-Suit: Weak	
2-Suit: Ghestem: (1X)-2NT and (1M)-3♣	
Two-suiter are weak or strong, depending on vuln	
Reopen: 2NT = 20-21; Suit= Good intermediate	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
(1♣) - 2♣ = Natural; (1m-(2♦)) = Majors	
(1M) - 2M = 5oM & 5♣	
(1m) - 3m = ♣ +om;	
(1M) - 3M asks stop	
VS. NT (vs. Strong/Weak; Reopening;PH)	
Dbl = 5m & 4M 8-14 HCP or a strong hand	
2♣ = 4+4+ Majors	
2♦ = ♥ or ♣, comp or very strong	
2M = Natural, good hand	
Against weak NT: Dbl = Points rest as against strong NT	
Passed hand as above, but 2M = M+m	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
Dbl= take-out; 4x = 2-suiter; 2NT = 15+-19-	
5x-Dbl = pen; 4M-X = more points than take-out; 4NT = take-out	
2X-3Y = Preempt: 2Y-3Y = 2-suiter, weaker as 4X	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	
1♣: X = Majors, 1NT = minors; also after (1♣)-(1♦)	
Transfers from 1NT after 1M overcall	
(1♦=precision)-2♦ = Natural if 1♦ can be less than 2-card suit	
OVER OPPONENTS' TAKEOUT DOUBLE	
1m-(X): 2X = NF, 2NT = weak raise; 3m = Inv;	
1M-(X) - 1NT until 2M-1 = TRF; 4m = spl; 3M-1 = mixed raise;	
3NT = SPL oM; 2NT = Fit, inv+;	

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	Lead	In Partner's Suit
Suit	1/3/5	1/3/5 ATT if support
NT	1/3/5	1/3/5 ATT if support
Subseq	2-4	2/4
Other: Strong King against notrump. King asks count vs trumps. 4 th if 3 rd is expensive		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AK, Ax(+), AKx(+)	AK, AKx(+)
King	AKx, KQx	AKJT, KQT(9x)
Queen	QJx	A(K)QJx, QJTx, KQx
Jack	JT, KJTx	JT, KJTx
10	T9, HT9x	T9, A(K)(Q)T9x
9	9x, HJ9x, 98x	9x, HJ9x, 98x
Hi-X	Sx, SSxx, Sxx	Sx, SSxx, Sxx
Lo-X	HxxxS , HxS(x), xxS(x)	HxxxS , HxS(x), xxS(x)
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
1	Hi/Low = Odd	Hi / Low = Odd
Suit 2	Hi / Low = Disc	Suit preference
3	Suit preference	
1	Hi/Low = Odd	Hi / Low = Odd
NT 2	Hi / Low = Disc	Suit preference
3	Suit preference	
Signals (including Trumps): Odd Ball. Lavinthal.		
Remainder count = original count		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
May be light		
Cuebid = forcing except (1m) - X		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
1♣ - (1♦) - DBL = majors, maybe 5♥ and 4♦		
NEG Double beyond 4♦: 10+ HCP any shape		
1m-(1♥) - DBL = 4♦		
Support(re) double through 1♣ and 1♣-(1♦)-1M-(2♦)		
Double of splinter = lead directing in lower ranking suit		
Xx of partners suit = A/K; XX of 4 th suit/stopask = no stop, pass=half stop+		

W B F CONVENTION CARD	
CATEGORY: Green	
NCBO: Netherlands	
PLAYERS: Frank Bakkeren - Ton Bakkeren	
(00320044)	(00320094)
EVENT: ALL	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
5-card Major; 1♣ = 2+, almost forcing	
Leads: 1/3/5	
Subsequent leads: 2/4	
Signals: H/L = Odd / Discouraging	
1NT Opening: 15-17	
2 over 1: FG	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
2♣ = weak ♦ / FG Onesuiter / Strong NT	
2♦ = Weak ♥ / FG 2-suiter / Strong NT	
2♥ = Weak ♣ / FG 3-suiter / Strong NT	
2♠ = 5♣ & 4+minor; weak	
2NT = minors, 5+5+, Weak or FG	
1♣-(2♦)-5♣+4+♥ < invitational	
1♦-(pas)-2♥ = 5♣+4+♥ < invitational	
1♣-1♦ = 0-6/ Natural / Relay	
Weak jump shifts at twolevel and in competition	
Negative Freebids / Transfers / Switch bids in competition	
Good Bad 2NT	
(1m)-2♦ = Majors	
GHESTEM	
2 way Checkback Stayman	
SPECIAL FORCING PASS SEQUENCES	
In slamgoing situations pass and double are reversed	
IMPORTANT NOTES	
PSYCHICS:	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	RESPONSES				SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
				DESCRIPTION	RESPONSES				
1♣	2			11-19 HCP	1♦ = 0-6HCP / Nat / Relay; 1M=7+HCP(4+♦ poss)	1♣-1♦-1♥ = Nat/ 12-14NT; 1NT = 18/19			
				a)Nat, 4+♣ b)12-14NT	1NT = 8-11; 2♣ =Nat, 10+HCP; 2♦=5♣4+♥ < Inv	1♣-1♦-1♥-1♠= R			
				c)18-19 NT	2M=weak; 3♣=Weak; 3♦/♥/♠ = Inv;	1♣-1♦-1♥-1♠-1NT = 12-14 NT; 2♣ = 5♣+4♥			
1♦	4			11-19 maybe 4♦ and 4+♣	2♣=FG; 2♥ = 5♠+4+♥, WK; 2♠=WK; 3x=inv;			2♣ = 5+card, NF	
1♥	5			11-19	1NT = almost F; 2♥ =8/10, 3♥; 2NT=4+♥,Inv+;	1♥-1NT-2m = 3+m, if 3 than not minimum		1NT=NF, 2♥=6-8; 2♣=3-card	
				Maybe 4-card in 3-rd	3♥ = 3-8, 4+♥; 4m = SPL, 11-14; 3X = Inv;	TRF after 1M-(X)		Drury, 2♦= 4-card Drury	
1♠	5			11-19, See 1♥	See 1♥. 1♣-4♥ = to play	1♠-1NT-3♣=?#♥; 1♠-1NT-3♥=FG, 4+♣;		2NT=Natural; 1♥-2♣-2♦=not min	
INT				15-17 Balanced	2♣=relay: 4 x transfers; 3♣=♣+♦, Inv; 3♦=♣+♦ GF; 3M=13(45); 4♦/♥=TRF, SI; 4♣ = Roman Gerber;			See 1♥. 1♣-3♥ = 3♣+5+♥, Inv	
2♣	0			Weak ♦ or GF 1-suited or	2♦ = R, NF; 2M = NF, 2NT = R, F1R; 3m = NF;				
				Strong NT (20/21 or 26/27)	3M = inv;				
2♦	0			Weak ♥ or GF 2-suited or	2♥ = R, NF; 2NT = R, F1R; 2♣/3♣/3♦ = NF;				
				Strong NT (22/23 or 28/29)	3♥ = Pre; 3♣ = FG; 4m = SPL;				
2♥	0			Weak ♠ or GF 3-suited or	2♠= R, NF; 2NT= R, F1R; 3♣/♦ = NF; 3♥ = F;				
				Strong NT (24/25 or 30/31)	3♣ = Pre; 4m = SPL;				
2♠	5			5♣ and 4+minor.	2NT = relay, inv+ ; 3♣ = P/C; 3♦ = NF; 3♥ = F;				
				5/5 if vulnerable					
2NT				Minors, weak or strong	3♣/♦ = Pref; 3♥ = Relay, asks shortness;				
				Maybe 54 in third at fav vuln	3♣ = TRF to 3NT, maybe SI; 4m = Pre; 4M = toplay;				
3♣	6			Preempt, 3-10 HCP	3X = F1R; 4♦ = ST ♣;				
3♦	6			Preempt, 3-10 HCP	3X = F1R; 4♣ = ST ♦;				
3♥	6			Preempt, 3-10 HCP	3♣= Nat; 4m = cue				
3♠	6			Preempt, 3-10 HCP	4♥ = Nat; 4m = cue				
3NT				Gambling ♣ or ♦	4♣ = P/C; 4♦= ST;	3NT-4♦ - 4M = Cue; 4NT= cue in om;			
				No outside A/K		5m = no cue			
4♣	7			Preempt	4♦ = Cue; 4M = Natural; 4NT= RKC;				
4♦	7			Preempt	4M = Natural; 4NT= RKC; 5♣ = cue				
4♥	6			Preempt	4♣ = cue; 4NT = RKC; 5x = cue				
4♠	6			Preempt	4NT = RKC; 5x = cue				
4NT				Specific Aces	5♣ = no ace; 5X = Ace; 5NT = ♣ ace; 6♣ = 2				
5♣						HIGH LEVEL BIDDING			
						Splinters			
						Mixed Cuebids, last train			
						RKC (1430). (4♣ = RKC if ♣ = trumps)			
						Dopi Ropi, Dope			
5♦						In some comp actions 4♣ = fit for Major			
						Double and pass are reversed in slamgoing situations			
						3NT is often cue in om with M-Fit			