

DEFENSIVE AND COMPETITIVE BIDDING		
<b>OVERCALLS (Style; Responses; 1 / 2 Level; Reopening)</b>		
Normal style, non-vulnerable 7+, vulnerable 8+, distribution can be Compensation for points. After an overcall on the 1 a new suit on the 1 level is forcing, same For 3 over 3, but 2/1, 2/2, 3/2 are not forcing After 1M overcall 2M-2 is invite fit, 2♣ = ♥ (if possible) other bids on the two level are transfers.		
Transfers after (1x/2x) 2M (no jump) (p/D/2S) and (1m) 1M (D) 2N strongest raise after 1M overcall, jump cue = mixed raise		
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>		
15-18, transfer responses, transfer to opponents suit is 'stayman' 4 <sup>th</sup> seat 11-14 after minor, 11-16 after major		
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>		
Weak, can be very weak (1 HCP) non-vulnerable against vulnerable 3 <sup>rd</sup> seat 0 and 12 points possible, 2NT respons is asking shortness/min or max New suit NF Reopen: 12-16		
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>		
Always known two suiters 1M-2M oM+♦ 1♥-2NT minors 1♥ 3♦ ♣+♦, 1♣ 2NT ♥+♦ 1♣ 3♠ minors 1m 2♦ majors Non vulnerable: everything goes, Vulnerable reasonable hand 2N and 4 <sup>th</sup> suit are invitational bids for the two suits		
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>		
Landy. 2♣=MM, X = Penalty; if passed hand doubles it is Majors and 2♣ is natural After double bidding is forcing upon until 2♦ (1NT) D (pass) system on (1NT) D (bid) Transfer Lebensohl After Landy 2N is asking -> 3♣ minimum		
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>		
(Non-)leaping Michaels, 3m 4♣ = m+M 4♦ = Majors, 3M- 4M = good hand with both minors Jumps are strong after a 3-level bid, but Weak after a two level opening bid		
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>		
Transfer responses at the 1-level incl. 1NT 2X = X+X+1; 1♣ overcall is ♣+♦ and 2N ♣+♥ Responses: bidding NT is invitational		
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>		
1M (D) we play transfers, jumping other Major is mixed raise 1M (D) 3m is weak, 2N is 4card fit invitational + 1m (D) transfers, RD showing ♦ or ♥ depending on the minor		

LEADS AND SIGNALS		
<b>OPENING LEADS STYLE</b>		
Suit	Lead	In Partner's Suit
NT	135	135
Subseq	Attitude	135
		Attitude
Other: If we supported partner 135 (also from honours) with attitude. Attitude leads from known length.		
<b>LEADS</b>		
Lead	Vs. Suit	Vs. NT
Ace	AKx(x)	AKx(x)
King	AK (with a) stiff	KQx, AKJTx
Queen	QJ	(A)QJx, KQJ
Jack	(K)J10	(A/K)J10
10	(K/Q) 109	(A/K/Q) 109
9	9(x)	H(H)98(x) or 9x
Hi-X	Even	No honour. (T/9)8x
Lo-X	Odd	Honour
<b>SIGNALS IN ORDER OF PRIORITY</b>		
	Partner's Lead	Declarer's Lead
1	Attitude	Count
Suit 2	Count	S/P
3	S/P)	
1	Attitude	Count
NT 2	Count	S/P
3	S/P)	
Signals (including Trumps): Low= encouraging or even		
First discard Odd/even, lot of suit preference signals (like in trump) Odd-Ball against NT: high from leader = switch, high from other = like lead		
<b>DOUBLES</b>		
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>		
Normal style, 10 HCP with perfect distribution, after 1m double can be offshape with 13 HCP, take out doubles by responder on the three level are GF, (1♣) D (pass) 1♦ shows 7-11 HCP, 2M 8-11 5crd, invitational With 4M we start with 2m		
(1m) D (2m) we play transfers and forcing upon till 2N		
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>		
Support (Re)Doublet, GF doubles if opponents pre-empt on the three level, lead directing doubles on 3N, 1N-3N D asks spade lead Double on 4NT is always asking to bid on, game invite doubles when there is no space, if we have a minorfit , opponents bid 3♣ double is asking Stopper for 3N After 1♦ overcall double shows 4/5 ♥ after, 1♥ overcall we play double as 4/5 spades, Game try double, double on splinter asks for next lower suit.		

W B F CONVENTION CARD		
<b>CATEGORY:</b> Green: NCBO: Netherlands		
<b>PLAYERS:</b> Danny Molenaar Tim Verbeek		
<b>EVENT:</b> European Championships 2018		
<b>SYSTEM SUMMARY</b>		
<b>GENERAL APPROACH AND STYLE</b>		
Transfers over 1♣ 2/1 GF, 1M 2♣ doesn't promise ♣ 10-12 NT first and second seat white vs red 1♦ is usually 5 or 4441♣ Rebidding 1N after 1♣ transfer to M shows 18-20		
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>		
Transfer over 1♣: 1♦ = ♥; 1♥ = ♦; 1♣-1♣ = No Major 1♣-1NT = GF relay; 1♦-2♣ and 1M-2♣=GF relay 1♥-1NT = 5+♣, 1♥-1♣ = forcing no trump up to 11 HCP 10-12 NT white vs red first and second seat Weak two's can be 5 white against red first seat 1m 2♦/♥ transfer invite ♥♣ 1m 4m/om, good 4♥/♣ bid 1M 3M-2 mixed raise 1M 3M -1 any singleton splinter, direct splinters are voids Transfers and switch in competition if we open on the 1-level (1m) 2♦ Majors (1♥) 2♥ ♣+♦ (1♥) 3♥ ♣+♦ 65 (1♣) 2♣ ♥+♦ (1♣) 2N ♥+♣ (1♣) 3♣ (65 minors) 1x (1y) 2N = 5-5 in unbid suits 8+ HCP		
<b>SPECIAL FORCING PASS SEQUENCES</b>		
Opening vs 10+ Red against white we bid game and opponents bid at 5-level, only If we have opened		
<b>IMPORTANT NOTES</b>		
<b>PSYCHICS:</b> Rare		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG,DBL THRU	Danny Molenaar – Tim Verbeek Netherlands			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♥	With every 4432 we open 1♣	Transfers, 1N GF relay, 2♣ GF♦, 2♦/2♥ 8-11 6M TRF; 2♠ invite+ ♣ fit 2N natural, 3x weak	Accepting transfer is 12-14 balanced or 3 1444 possible after 1♣ 1♥//1♣	Transfers and Switch After overcall on 1-level 2N is 5-5 other two suits 8+HCP
				With 18-20 3352 also 1♣			
1♦	5(4)	4♥		Only 4 with 4441♣	2♣ GF relay, 2♦/2♥ 8-11 6M TRF 2♠ invite+ ♦ fit 2N natural, 3x weak	1N is relay after 1♦ 1M	
1♥	5	4♦			1♥-1NT 5+♣ 1♥-1♦ 0-4♣ 4-11 HCP 1♣-3♣ 8-11 6♥ 2♣ GF relay, 2N 10-13 3+♥ 3M-2 is mixed, 3M-1 any splinter, void splinters	After 2♣ 2♦ min, 2♥ ♣ 2♣ ♦ 2N 6M After 2N 3♣ asking and strong	After double transfers Transfers and Switch
1♠	5	4♥			After 3M-1 3M asks	2N is fit	
INT	X	4♥		10-12 NV/V 1 <sup>st</sup> and 2 <sup>nd</sup> seat Weak can be semi balanced	2♣ invite stayman or weak, 2♦ GF stayman		Transfer Lebensohl
				(14)15-17 other positions 6m/5M possible			
2♣	X			Strong	New suit is good suit, otherwise 2♦ waiting	2M = 4 <sup>+</sup> subsequent 2M+1 is asking	Transfers and Switch
2♦	6(5)			Non vulnerable can be 5	2N forcing	3♦ min 3M max shortness	
2♥	6(5)			First seat favourable can be 5	2N forcing, new suit not forcing	3♣ min shortness, 3♦ max shortness in minor 3oM max shortness oM and max 3M min 3N no shortness max	
2♠	6(5)			First seat favourable can be 5	2N forcing new suit not forcing		
2NT				20+-23-. Strong balanced	3♣ muppet, transfers 3♣ one or both minors 4x double transfer	After 3♣ 3♥ denies Majors, 3N = 5♥ After transfer accepting transfer = fit	Transfers and Switch
3♣	6			Vulnerable likely 7	3♦ asking 3M, new suit non-vulnerable not forcing	After 3♦ 3M= 3oM 3N= no 3M	Penalty doubles
3♦	6			Vulnerable likely 7	New suit non-vulnerable not forcing		Penalty doubles
3♥	6			Vulnerable likely 7	4m cuebid, new suit non-vulnerable not forcing		Penalty doubles
3♠	6			Vulnerable likely 7	4m cuebid, new suit non-vulnerable not forcing		Penalty doubles
3NT				To play, we don't often open			
				This one			
4♣	7			Preemptive			
4♦	7			Preemptive			
4♥	7(6)			Preemptive			
4♠	7(6)			Preemptive			
4NT	X			Both minors weak			
5♣	8			Preemptive			
5♦	8			Preemptive			
5♥							
5♠							

