

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)		
Slightly aggressive, normally 7-16 hcp, could be weaker NV vs V		
Responses are NF at 1 or 2 level except after weak 2 openings		
2♦ in response of 1M is a cuebid		
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		
2 nd 15-17 (sys on but no relays)		
4 th live 15-17 (sys on but no relays)		
4 th balancing 10-15 (sys on but no relays)		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
V 12-15 at 2 level; otherwise weak jumps except vs weak opening bids (but nv vs v jumps are pre)		
(1♦) 2♦ = MM		
(1x) 2NT = two lowest unbid suits		
Reopen: cue = two suiter, jumps = 12-15		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
Cuebid at 2 level shows 2 highest unbid suits (exc 2♦ = nat)		
VS. NT (vs. Strong/Weak; Reopening; PH)		
2♦ = majors		
2♦ = one major		
2M = 5M + 4+m		
2NT = minors		
Passed hand dbl: 5m+4M		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		
Cue bid 3 level : Michaels (normally weaker than jump to 4m)		
Jump cuebid 4M: minors Leaping Michaels		
3m - 4♦ = MM 3m - 4♦ = om + M		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♦ or 2♦		
Dbl = MM 1/2NT = minors (also after 1♦ negative when strong ♣)		
OVER OPPONENTS' TAKEOUT DOUBLE		
2NT = limit + raise, after 1M (dbl) jump to oM = mixed raise		
Weak jumps Jumps to 4m = fit showing		
TRF after 1M (dbl)		

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd & low	3 rd & low + att after support	
NT	Attitude	Attitude	1/3/5 in unsupported suit
Subseq	Through dummy: ATT combined with 3 rd & low vs suit, ATT vs NT.	Through declarer: 2 nd / 4 th vs suit	
	except in partners suit (3 rd and low + ATT after support) ATT vs NT, Honour (or 10) is one higher or Hx, 9 from 109(x) or 9x(x), 1-3-5 in unsupp suit		
	Other: May lead higher at trick 1 from Jack vs NT		
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx (AKQ possible)	AKx	
King	KQ AK bare AKx vs 5+ level Maybe AKQ, maybe AKx with interest in ruff side suit	KQx, AK in strong suit	
Queen	QJx maybe AKQ	QJx, maybe KQJx, maybe KQ10 in strong suit	
Jack	J10x, KJ10x	A/KJ10, J10x	
10	109x H109x	H109x, 109x(x)	
9	KJ9, 9x	9x, Q/J98(x), A/KJ9(x)	
Hi-X	HxSx	xSxx	
Lo-X	HxS xxxxS xxS	HxxS HxxxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = even	Low = even	Odd= enc at 1 st discard
Suit 2	Low = enc	Suit Preference	Count
	3 Suit Preference		
1	Low = enc	Suit Preference	Odd=enc at 1 st discard
NT 2	Low=even	Low = even	Count
	3		
Smith vs NT by 3 rd hand often when inserting an honnor at trick 1. (Hi=Pos)			
Suit Preference in trump suit			
Suit Preference at trick 1 when holding a known long suit (6+), middle=enc			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
X = opening bid with support for unbid majors or strong			
Reopening dbl may be weaker			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support dbl & rdbl thru 2♥, sometimes higher			
DBL on direct SPL response = lead highest unbid suit			
Some action dbls			

W B F CONVENTION CARD		
CATEGORY: Blue		
NCBO: Netherlands		
PLAYERS: Bauke Muller – Simon de Wijs		
EVENT : EC Oostende		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
TARZAN strong ♣		
5 crd M, 1♦ = 2+		
1NT = 9-11 NV vs V 1 st & 2 nd position / 9-14 NV vs V 3 rd position / else = 15-17		
1♥ may also contain 5+♦ in 1 st and 2 nd position		
GF hands tend to relay for shape, controls, location of honnors		
2NT NV vs V in 1 st , 2 nd or 3 rd position = minors		
Preemptive Style: NV vs V may be aggressive, especially in 1 st position. In 3 rd position preempts are wide ranged.		
3 rd hand opening may be (very) shaded		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
1M - 2♦ = any limit (no fit)		
1♦ - 1NT = GF asking bid		
1♥ - 1♠ = GF asking bid		
1♥-2♦ = 9-11 ♥ raise 1♠-2♥ = 9-11 ♠ raise		
1♠ - 2♦ = 8-11 5♥ or 0-11 6♥		
2M in 1 st position NV vs V may be very weak, 5+ suit		
SPECIAL FORCING PASS SEQUENCES		
In some cases double is invitational and pass asks for dbl		
TWO SUITERS		
(1m) 2♦ = Majors / (1m) 2NT = m+♥		
(1M) 2M =M +♦ / (1M) 2NT = minors		
PSYCHICS: rare		

			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X		15+ any distribution	1♦ = 0-8, rest = GF 1♥ = ♠ may have longer suit	1♣ - 1♦; 1♥ = ART 18+, 1♠ may be canape	1♣ (1M) 2♣ = GF ART, some TRF's
				1♠ = ♥ may have longer minor 1NT=12+ bal 2♣=nat	Jumps 3 level = two -suiter	
				2♦ = 9-11 bal 2♥ = ♦ one suiter 2♠ = 3-suiter short M		
				2NT = 55 minors 3♣+ = 4♣5+♦		
1♦	X	2	11-15, 2+ crds 3 rd hand NV vs V: 3+	2♣ = nat inv+ or bal GF 2♦ = nat inv+ 2♥ ♠ = to play 3m = to play	2♠ after 1♥ is SPL, 2NT is one suiter 3rd support or inv raise short in ♣	
1♥	5		11-15 May contain 5+♦ 1 st or 2 nd pos 3 rd hand may be 4 crd	1♣=Relay GF 1N =4+♦ NF 2♣=any inv (no fit) PASS = 0-9 2♦ = 9-11 ♥ raise 2♥: weaker		
				2NT = mixed raise+ 3♣=any SPL 3NT = ♠ void 4m = void 3m = PRE		
				1NT = Relay GF 2♣ = any inv (no fit) PASS = 0-9 2♥ = 9-11 ♠ raise 2♠: weaker 2♦ = 5♥ (8-11 hcp) or 6♥ (0-11 hcp) 2NT = mixed raise+ 3x = PRE 3NT = any SPL 4m = void 4♥ = nat		
1♠	5		11-15 Denies 5+♥ 1 st or 2 nd pos	Two way Stayman 2M = tp 3X = tp 2NT = both minors weak or strong 4♣=♥ 4♦=♠ After 9-14: NT same as 9-11 NT (2♣ ST, 2M = tp)	2NT = TRF Lebenshohl, 3X= TRF, inv+	
				2♣ = STAY/relay 2♦♥ TRF 4♦♥ TRF 2♠ = a. inv for 3N b. inv ♣ or ♦ c. GF 5♦4♣ 2NT = a. ♣ weak or strong b. GF 5♣4♦ 3♣ = ♦ weak or strong 3♦♥♠ = SPL 4♣=MM		
2♣	6	11-15		2♦=ART 2M=NF 3♦♥♠=inv 2NT=5M GF or 55MM inv+		
2♦	X	0	11-15, 3-suiter short ♦	2NT = ART	2♦ - 2♥; 2♠ = 4315	
2♥		6 (5)	3-10 0-9 NV vs V 1 st pos, often 5 crd	2NT asks 3NS is NF when NV vs V		
2♠		6 (5)	3-10 0-9 NV vs V 1 st pos, often 5 crd	2NT asks 3NS is NF when NV vs V		
2NT NV vs V	X		5-10, 55 minors, NV vs V 1 st , 2 nd & 3 rd pos	3♥ = ART relay 3♣ = minor fit (inv or strong)		
2NT			20-21 bal	3♣ = puppet Stayman, TRF 3♣= minors, 4X = TRF		
3♣		6 or 7	3-10 maybe weaker FAV or stronger in 3 rd pos	3♦ = ASKS 3M, 3M is NF when NV vs V		
3♦		6 or 7	3-10 maybe weaker FAV or stronger in 3 rd pos	3NS is NF when NV vs V		
3♥		6 or 7	3-10 maybe weaker FAV or stronger in 3 rd pos	3♣ is NF when NV vs V 4♣ = Key Card Asking		
3♠		6 or 7	3-10 maybe weaker FAV or stronger in 3 rd pos	4♣ = Key Card Asking		
3NT	X		Solid minor, no outside A/K (in 3 rd pos no requirements)	4♣ = p/c 4♦ ask shortness (→ 4N = short in om)	HIGH LEVEL BIDDING	
4♣		7 or 8	3-10 maybe weaker FAV or stronger in 3 rd pos		1430 RKCB DOPI DOPE	
4♦		7 or 8	3-10 maybe weaker FAV or stronger in 3 rd pos		4NT Optional Blackwood when a minor is trump suit	
4♥			Wide range	4♣ = nat	Last Train / Non serious 3NT	
4♠			Wide range		In some sequences 4♣ in respons to 3M sets M as trumps	
4NT	X		minors		Dbl invites to bid in some situations	