

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)		
1♦ overcall: 2♣ = fit		
1♠ overcall: 2♦ = fit, 2♣ = ♥ (over 1m)		
(1x)-1M - (x/1S) - 1NT=other minor, 2M-1 raise without A/K/Q,		
2M-2 good raise		
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		
2 nd : 4(O)M + 5+(o)m		
Except after 3 rd seat opening. Then 1NT = 15-17		
4 th : 11-14 over 1m, 11-16 over 1M → as 1NT opening except 2♣		
Range ask Stayman		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
Weak		
Reopen: Intermediate		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
1m - 2♦ = Majors, 1m-3m = om+♦, 1♦-3♣ = ♣+♦ limited		
1M - 2M = 50M + 5♣, 1M - 3♣ = 50M + 5♦		
VS. NT (vs. Strong/Weak; Reopening; PH)		
2♣ = Majors		
2♦ = ♥ or ♣		
2♥/♦ = 5+M, 4+m		
X=penalty (4M, 5+m with passed hand)		
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)		
Leaping Michaels		
Lebensohl		
VS. ARTIFICIAL STRONG 1♣		
X= majors (also after 1♣-1♦)		
1NT=minors (also after 1♣-1♦)		
OVER OPPONENTS' TAKEOUT DOUBLE		
Transfers		

LEADS AND SIGNALS		
OPENING LEADS STYLE		
Suit	Lead	In Partner's Suit
Suit	3 rd and low, Nat from seq	
NT	4th, 2 nd (or 3 rd /4 th) from a bad suit	1/3/5 not from hon if not supp
Subseq	2/4	
Other: Rusinow vs 5-lvl or higher suit contracts		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AKx	AKx
King	AK, AKx, KQx	AKx, KQx, AKJTx
Queen	QJx	KQT9x, QJx, AQJx
Jack	(K)JTx	(A/K)JTx
10	(H)T9x	(H)T9x
9	9x	(H)98x, 9x
Hi-X	Xx, xxXx	xXxx, QxxXx, Xxx, xXx
Lo-X	xxXx, xxxxX, xxXXXX	
SIGNALS IN ORDER OF PRIORITY		
1	Partner's Lead	Declarer's Lead
1 H/L = O	H/L = O	O = Enc
Suit 2 H/L = Disc	S/P	E = Disc + S/P
3 S/P		H/L = O
1 id		
NT 2		
3		
Signals (including Trumps):		
Smith (high = pos) trick 2 in NT		
A-Att K-Count; current count		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
(1S) - X - (P) - 1NT = 8+ F1R		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
Neg x, Resp X, Supp X/XX		
Comp X, Lightner X		
Most/All low level X = TO		
X in high level FP situations generally shows a desire to bid on		

W B F CONVENTION CARD		
CATEGORY: Strong Club – Blue		
NCBO: Netherlands 6730239 - 8741943		
PLAYERS: Ricco van Prooijen – Louk Verhees		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
TARZAN strong ♣		
5 crd M, 1♦ = 2+		
1♥ may also contain 5+♦ in 1 st and 2 nd position		
GF hands tends to relay for shape, controls, location of honours		
3 rd hand opening may be (very) shaded		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
1M - 2♣ = any limit (no fit after 1 st /2 nd pos opener)		
1♠ - 1NT = GF asking bid		
1♥ - 1♠ = GF asking bid		
1♠ - 2♦ ♥ = TRF limited		
(1x)- 1NT 4(O)M + 5(o)m (except after 3 rd pos opener)		
Many transfers in competition		
SPECIAL FORCING PASS SEQUENCES		
In some cases double is invitational and pass asks for dbl		
IMPORTANT NOTES		
PSYCHICS:		

			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♠ = ♥ may have longer minor	Jumps 3 level = two-suiter	
				1NT = 12+ bal 2♣ = nat 2♦ = 9-11 bal		
				2♥ = ♦ one suiter 2♠ = 3-suiter short M		
				2NT = 55 minors 3♣+ = 4♣5+♦		
1♦	X	2	11-15	2♣ = nat 3+, inv+ denies 4M 2♦ = nat 5+, inv+, denies 4M 1♥ ♣ nat (1♥ may be 3-crd occasionally)	2♠ after 1♥ is SPL, 2NT is one suiter or inv raise	
				2♥ ♣ = to play 3m = to play	short in ♣, 2♥ after 1♠ = 3 crd raise	
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		1♥-2♣ Drury
				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		1♠-2♣ Drury
1♠	5		11-15 Denies 5+♥ 1 st or 2 nd pos	2♦ = 5♥ (8+ hcp) or 6♥ 2NT = mixed raise+ 3x = PRE 3NT = any SPL 4m = void 4♥ = nat		
				3♦ = 5♦ (8+ hcp) or 6♦ 2NT = mixed raise+ 3x = PRE 3NT = any SPL 4m = void 4♥ = nat		
				3♦ = 5♦ (8+ hcp) or 6♦ 2NT = mixed raise+ 3x = PRE 3NT = any SPL 4m = void 4♥ = nat		
				3♦ = 5♦ (8+ hcp) or 6♦ 2NT = mixed raise+ 3x = PRE 3NT = any SPL 4m = void 4♥ = nat		
1NT			14-16 Possible 5M, 6m, 5422	2♦ ♥ or minors, 2♣ ♦(wk/gf) or 3suiter short ♣ or size 2NT Puppet, 3♣ ♦ wk/gf 3♦ splinter, 3M 3rd, xOM, 4♣/♦ = ♥/♦	1NT - 2♦ - 2♥ - 2♠ = Minors	
2♣	6		11-15	2♦ = ART 2M = NF 3♦ ♥ ♦ = inv 2NT = 55 MM		
2♦	X	0	11-15, 3-suiter short ♦	2NT = ART	2♦ - 2♥; 2♣ = 4315	
2♥		6	3-9	2NT asks 3NS is NF when NV vs V		
2♠		6	3-9	2NT asks 3NS is NF when NV vs V		
2♥/♦	5		0-7 1 st seat white on red, no suit quality req	2NT asks NS is NF		
2NT			22-23 bal	3♦/♥ trf, 3♣ SI 1 or 2 minors, 4x, two under trf SI		
3♣		6 (5)		3♦ Asks 3rd M, 4♦ PMKC	3♦: 3♥=3♣, 3♣=3♥, 4♦ = 3♥+3♣	
3♦		6 (5)		4♣ PMKC		
3♥		6		4♣ PMKC		
3♠		6		4♣ PMKC, 4♦ CoG ♥ or ♣		
3NT	X		Solid minor, no outside A/K (in 3 rd pos no requirements)	4♣ P/C, 4♦ Relay	HIGH LEVEL BIDDING	
4♣			PRE		RKC 1430	
4♦			PRE		Redwood, Exclusion (0314), DOPE, PMKC	
4♥			Wide range	4♠ = nat	Mixed cues, Last Train, NonSerious NT in unlim auctions	
4♠			Wide range		4♣ in some competitive auctions sets our Major with SI	
4NT	X		Specific Ace ask	5♣ no aces	Dbl invites to bid in some situations	