

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
NV 5+ cards 5-17 , VUL 5+ cards 7-17
Responses are nat 7-13, except (1x)-1M-(P)-2♣ = fit 10+ & 2x = no fit 12+. (1♣) – 1 x – (pass) – 2♣ = 10+ with or without fit.
Jumps (not cuebids) are nat 6+ 13-16 after pas, otherwise 0-10
Transfers when 3rd seat bids, 2M-1 = A or K in M and 6-9
Jump cuebid shows a mixed raise (4crd 6-9), 2NT= 4crd 10+
2NT after a minor is natural , (1♠)–2♥–(pass)-2NT is natural
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd : 15-18 , system on
4 th : after 1m = 11-14 & after 1M = 12-16 system on
Except when opponent X, then XX = SOS and bids are natural.
JUMP OVERCALLS (Style; Responses; Unusual NT)
Natural , usually 6crds , 0-11 (also after 2 openings when NV)
2NT = invitational+ asking shortness and strength
(1♣) - 2♦ = 5+ both majors , 2NT = lowest unbid suits
Reopen: suit 12-15 , 2NT = 20-22
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1♣)-2♣ = natural, (1♣) - 2♦ shows both majors
(1♦)-2♦shows both majors unless 1♦ shows 2+ than it's natural
After (1♥/♠) – 2♥/♠ shows outer suits
Responses: 2NT inv+ bal or sup lowest suit, cuebid = inv+ high suit
Jump cuebid asking for a stop unless 1m is 2+ then 3m = nat 0-11
VS. NT (vs. Strong/Weak; Reopening;PH)
X = 5+ minor & 4M or 15+ with 5M but 13+ vs. 13-15 NT or worse
2♣ = majors
2♦ = one major
2♥ = ♥ and a minor
2♠ = ♠ and a minor
2NT = minors
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
(3♣/♦)– 4♣ = other minor + ♠, 4♦ = majors , 4NT = ♥ + other m
(Leaping) Michaels after some situation starting with (1M) – (fit)
(3♥) – 4♥ = strong 4♠ overcall
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X shows majors, 1NT shows minors , 2NT shows ♦ + ♥
After (2♣)-X clubs, 2NT shows minors and 3N = ♦ + ♥
OVER OPPONENTS' TAKEOUT DOUBLE
Jumps at 3 level 0-7 (normally invite) , 3♣ still 4crd fit 6-9 after 1M
After 1M – (X) & 1♥ - (1♠) , we play transfers

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2/4, std from honors K sometimes from AK	1/3/5 K from AK	
NT	2/4, std from honors	1/3/5	
Subseq	Same	same	
Other: K from AK at 5+ level, K from AK bare or singleton elsewhere			
K in 5+suit asks for count, A for attitude. In supported suit K from AK			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A, AKx, Axxxx (supp suit)	A, AK(x), AKJx,	
King	KQ, AK, AKxx (bid suit)	KQ, AKJ10	
Queen	QJx, AKQ	QJx, KQ109x, KQJx	
Jack	J10x, AJ10, KJ10	J10x, AJ10, KJ10	
10	109x, H109	109x, A109, K109, Q109	
9	H9x, H98x, (<i>Q109 prt suit</i>)	H9x , H98(x) (<i>Q109 prt suit</i>)	
Hi-X	xXx , xXxx (Xx partner suit	xXx , xXxx (Xx partner suit	
Lo-X	xX, HxxX, HxxXx (xxx prt	xX, HxxX, HxxXx (xxx prt)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Count (occ ATT)	Count	count
Suit 2	Count / Suit Preference	Count / Suit Preference	Count / Suit Preference
3	Suit Preference	Suit Preference	Suit Preference
1	Count (occ ATT)	Occ Std Smith by both	count
NT 2	Count / Suit Pref.	Count / Suit Pref.	Count / Suit Pref.
3	Suit Preference	Suit Preference	Suit Preference
Signals: UDCA , standard suit preference , mostly count			
Low = encouraging when dummy has doubleton (except some K leads)			
Suit Preference at trick 1 when holding a known long suit (6+), middle=enc			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Standard is 12+. On conventional openings may be balanced, cue=unbal			
On low level it is often 2+ in the suit (regarding possible penalty pass)			
Reopening can be 10+			
(1m) – X – (p) – 3m = 5-5M inv+ (1M)-X-(p)-3M = 5-5m inv+			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1m-(1♥)-x = 4+♠; 1♠ = 0-3♠. Also after (1♣)-x-(1♥)			
1♣-(1♦) – x = 4+♥ ; 1♥=4+♠; 1♠= no major; Also after (1♠)-x- (1♦)			
Game try dbl, negative and responsive dbl			
Support dbl & rdbl thru 2♥			
VUL: DBL on direct SPL response = lead highest unbid suit			
Non-VUL: DBL on direct SPL response = interested to save if possible			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: Netherlands
PLAYERS: Bob Drijver & Bart Nab
EVENT: EQ for WC – August 2021
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card major, 1♦ 4+ , 1♣ 2+ NF (may pass with 0-4 4/5♣)
Variable 1NT: not-vul 1 st /2 nd 10-12 , 3 rd 12-14 , 4th & vul 15-17
2/1 GF except 2♣ maybe 10+ ♣, bal (10-12 may include 5♦/♥)
or fit 3crd fit. Bal could be 2♣ , fit could be no ♣ .
1♣ - 1♦=0-6/7 or ♦ or balanced or 4♥+4♠ less then invitation
1♣-1♦-1♥ = balanced or ♣ + ♥, 1♣-1♦-1♥-1♠ = relay
1♣-1♦-1♥-1NT = 4♥+4♠ 7-10, 1♣-1♦-1NT = 16-18/18-20 bal
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
NV 1 st /2 nd 1NT = 10-12 , NV 3 rd = 12-14
<u>After NV 1NT in first seat a 3x response is TO PLAY</u>
2♣ 5+♦ 4–9 or 22-24 bal or GF ♣/♥/♠
2♦ 6♥ or 6♠ 4–9 (maybe 5 NV vs V) or GF bal or GF ♦
2♥/♠ 5M and 4+m, vul 5-5 4-9
1♣ - 2♦ = 6♥ or 6♠ 2–6 or GF ♦ , 1♠/♦ – 2NT = 0–6 fit
1♠-4♣/♦ = good 4♥/♠ bid (AKQxxxx or KQJxxxx with A)
1♦-4♣ = good 4♥ or 4♠ bid (AKQxxxx or KQJxxxx with A)
1M – 3x=lowest jump = 4crd fit 6-9, also after overcall if possible
Transfers in competition: 1m-(1y)-> 2m up to 2NT are transfers
1♥ (1♠)–> 1NT up to 2♥ transfers, 1M-(X)-1NT up to 2M
are transfers. (1x) X (1y) X and 1 level are transfers, also
2x up to and including 2y are transfers. (X on transfer nat)
1♥–1♠–2♣ & 1♥/♠–1NT–2♣ = natural or 15+→2♦ waiting
(1♣/♦)-2♦ = majors , (1♥)-2♥= ♠ + ♣, (1♠)-2♠= ♥ + ♣
(1x) - 2NT = 2 lowest suits, (1X = natural) – 3X asks for stopper
SPECIAL FORCING PASS SEQUENCES
Some cases when unfavourable vulnerability and opp pre-empts.
IMPORTANT NOTES
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	Bob Drijver – Bart Nab			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	2+	Any	11+	1♦=0-6 (7 NV 1 st /2 nd)/Nat / 4♥&4♠(7-10) or BAL	1♣-1♦-1♥= ♣+♥ or bal, 1NT = strong bal	2♦ same conv in comp bidding
		2+	NV (3) 1 st /2 nd	13-15 bal (3rd 15-17 bal) 16-18 bal possibly longer ♦	1♥♠ = 7+ (8+ if NV 1 st /2 nd) maybe longer ♦ 1NT = 8-10 (not inv opposite 13-15)	1♣-1♦-1♥-1♠=relay, 1♣-1♦-1♥-1NT=♥+♠ 1♣-1♥/♠-2♦=reverse or 16+bal, 2NT=6+♣	1m – (1x) – 2NT = 0-6 with fit
		2+	NV 4th & VUL	12-14 bal 18-20 bal possibly longer ♦	2♣ = 10+ 4+♣, 2♦ = 0-6 6♥ or 6♠ or strong ♦ 2♥/♠ = 8-11, 2NT=0-6 ♣raise, 4♣/♦ = good 4 ♥/♠		1♣-(1♦)- X=♥, 1♥=♠, 1♠=NT 1m-(1♥)-X=♠
1♦		4+		11-21	2♣ 10+ ♣ or bal, 2♦=10+ 4+♦, 2NT=0-6 ♦raise, 2♥/♠/3♣ 8-11 6crd, 3♦ = 6-9, 4♣ = good 4♥/♠ bid		1♣-(X)-1♦=nat, sys on.
1♥ 1♠		5+		11-21	1NT = 5-10, 2♣ = 10+ ♣, fit, bal(can contain 5♦/♥)	1M-2NT-3♣ = 12-16 any short or 5422/6322	Transfers after X, 1♥ - (1♠) - trfs
		5+		11-21	2♦/♥ = GF 5+, 2M = 5-9, 3♣ = 5-9 4crd support	1M-2NT-3♦ = 15+ any shortness, 4x=void	
					2NT = inv+(8+) 4+M, 3NT/4♣/4♦ = void oM/♣/♦	1M-2NT-3otherM = 16+ any 5422/6322	
1NT			NV 1 / 2	10-12 (5M, 6m possible)	2♣ = stayman like, may contain 0-8 with ♣, no M	<u>1NT 1st seat NV – 3x = to play</u>	After X: P= forcing, XX = 12+
			NV 3 4 & Vul	12-14 (5M less likely, 6m pos) 15-17 (5M, 6m possible)	2♦/♥ = 4+ transfer, 2♠ = bal inv/minors 5+&4 2NT=5+M's or ask/show 5M, 3♣ = 5+m's / weak ♦ 3♦ short in a m 4441, 3M short other M 1444/0445		when 10-12 NT. Otherwise XX = puppet to 2♣
2♣	X			(5) 6♦ 4-9	2♦ = pass or correct, 2♥/♠/3♣ = natural 10-16	2♣-2♦-2♥-2NT shows ♠	
				22-24 bal or GF ♣/♥/♠	2NT = inv+ asking shortness and strength		
2♦	X			(5) 6♥ or ♠ 4-9	2♥/♠ = pass or correct (possibly strong with ♥/♠) 2♠ does NOT show a good hand, maybe to play 3♥	2♦-2♥-2♠-2NT= ask shortness and strength 2♦-2♥-2♠-3m=♥+m GF	4♥ becomes nat except after 4♦
				25+ bal / strong ♦	2NT=ask suit inv+, 3♣/♦ = NF, 4♥=pas/correct	2♦-2♠-2NT-3m = ♠+m GF, 3♣ can be inv ♥	Cuebid = bid your M
2♥	X	5		5♥ & 4+ ♣ or ♦ 4-9	2NT=ask minor, can be weak, 3♥ = to play		2NT = bid your minor
				Vulnerable 5-5	2♠/3♣/♦ = Natural NF, 4♠♦ = splinter		4m=p/c, 4NT = bid your minor
2♠	X	5		5♠ & 4+ ♣ or ♦ 4-9	2NT = ask minor, can be weak, 3♠ = to play		
				Vulnerable 5-5	3♣/♦ = Natural NF, 4♣♦ = splinter		
2NT			NV 1 / 2	19-21	3♣ = “puppet stayman”, 3♠ = minors	2NT-3♣-3♦ = 3+♠ maybe with 4♥	
			Other	20-22	4♣/♦/♥/♠ = ♥/♠/♣/♦	3♥ = 4/5, 3♠ = 5	
3♣		6		5-10, NV can be 0-5	3♦ = asking about 3crd M, 4♦ slam try ♣	→ NV 3x = NF, Vul 3x = Forcing	
3♦		6		5-10, NV can be 0-5	4♣ = optional KC → 4♦ maybe passed	→ NV 3x = NF, Vul 3x = Forcing	
3♥		6		5-10, NV can be 0-5	4♣ = preemotive KC, 4♦ = choice of games ♥/♠	→ NV 3♠ = NF, Vul 3♠ = Forcing	
3♠		6		5-10, NV can be 0-5	4♣ = preemptive KC, 4♦ = choice of games ♥/♠		
3NT	X			Solid minor	4♣ = p/c, 4♦ = relay, 4♥♠ = natural	3NT-4♦-4♥/♠/NT = shortness l/m/h	
4♣/♦		7		3-10	4♦ = slam try ♣, 4NT = optional preemptive KC		
4♥ 4♠ 4NT		7		3-14	4NT = optional KeyCard, 5m = cuebid	4♥-4NT-5♣ = any minimum	
		7		3-14	4NT = optional KeyCard, 5m = cuebid	4♠-4NT-5♣ = any minimum	
	X			Asking specific aces	5♣ = non, 5♦♥♠ natural ace, 5NT ♣ ace, 6♣ = 2		
5♣		8				HIGH LEVEL BIDDING	
5♦		8				Optional Keycard asking (4NT or 4♠ when ♥ is trump) 0 or min/1-3/2-4/2-4 +Q	
5♥		8		Natural invitational		Repeated asking and exclusion 0(3)/ 1(4) / 2 ,DOPE/ROPE (E may mean 1 or even)	
5♠		8		Natural invitational		(Optional) Keycard after preempt: 0 (or min) ,1 ,1+, 2, 2+	
						When relay asks shortness than l/m/h, otherwise showing a shortness is “natural”	
						Last Train / Non serious 3NT	