

DEFENSIVE AND COMPETITIVE BIDDING		
<b>OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)</b>		
NV 5+ cards 5-17 , VUL 5+ cards 7-17		
Responses are nat 7-13, except (1x)-1M-(P)-2♣ = fit 10+ & 2x = <b>no fit</b> 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		
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>		
2 <sup>nd</sup> : 15-18 , system on		
4 <sup>th</sup> : after 1m = 11-14 & after 1M = 12-16 system on		
Except when opponent X, then XX = SOS and bids are natural.		
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>		
Natural , usually 6crds , 0-11 (also after 2 openings when NV)		
2NT = invitation+ asking shortness and strength		
(1♣) - 2♦ = 5+ both majors , 2NT = lowest unbid suits		
Reopen: suit 12-15 , 2NT = 20-22		
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>		
(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		
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>		
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		
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>		
(3♣/♦)-4♣ = other minor + ♠, 4♦ = majors, 4NT = ♥ + other m		
(Leaping) Michaels after some situation starting with (1M) - (fit)		
(3♥) - 4♥ = strong 4♠ overcall		
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>		
X shows majors, 1NT shows minors , 2NT shows ♦ + ♥		
After (2♣)-X clubs, 2NT shows minors and 3N = ♦ + ♥		
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>		
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		
<b>OPENING LEADS STYLE</b>		
Suit	Lead	In Partner's Suit
	2/4, std from honors	1/3/5
	K sometimes from AK	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		
<b>LEADS</b>		
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, (Q109 prt suit)	H9x , H98(x) (Q109 prt suit)
Hi-X	xXx , xXxx (Xx partner suit)	xXx , xXxx (Xx partner suit)
Lo-X	xX, HxxX, HxxXx (xxx prt)	xX, HxxX, HxxXx (xxx prt)
<b>SIGNALS IN ORDER OF PRIORITY</b>		
	Partner's Lead	Declarer's Lead
1	Count (occ ATT)	Count
Suit 2	Count / Suit Preference	Count / Suit Preference
3	Suit Preference	Suit Preference
1	Count (occ ATT)	Occ Std Smith by both
NT 2	Count / Suit Pref.	Count / Suit Pref.
3	Suit Preference	Suit Preference
Signals: UDCA, standard suit preference , <b>mostly count</b>		
Low = encouraging when dummy has doubleton (except some K leads)		
Suit Preference at trick 1 when holding a known long suit (6+), middle=enc		
<b>DOUBLES</b>		
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>		
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+		
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>		
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		
<b>CATEGORY: GREEN</b>		
<b>NCBO: Netherlands</b>		
<b>PLAYERS: Bob Drijver &amp; Bart Nab</b>		
<b>EVENT: EQ for WC – August 2021</b>		
<b>SYSTEM SUMMARY</b>		
<b>GENERAL APPROACH AND STYLE</b>		
5 card major, 1♦ 4+ , 1♣ 2+ NF (may pass with 0-4 4/5♣)		
Variable 1NT: not-vul 1 <sup>st</sup> /2 <sup>nd</sup> <b>10-12</b> , 3 <sup>rd</sup> <b>12-14</b> , 4th & vul <b>15-17</b>		
2/1 GF <b>except 2♣</b> maybe 10+ ♣ , bal (10-12 may include 5♦/♥)		
or fit 3rd 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		
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>		
NV 1 <sup>st</sup> /2 <sup>nd</sup> 1NT = 10-12 , NV 3 <sup>rd</sup> = 12-14		
<b>After NV 1NT in first seat a 3x response is TO PLAY</b>		
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 <b>up to 2♥ transfers, 1M-(X)-1NT up to 2M</b>		
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		
<b>SPECIAL FORCING PASS SEQUENCES</b>		
Some cases when unfavourable vulnerability and opp pre-empt.		
<b>IMPORTANT NOTES</b>		
<b>PSYCHICS: rare</b>		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG,DBL THR	Bob Drijver – Bart Nab				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1♣	X	2+	Any	11+	1♦=0-6 (7 NV 1st/2nd)/Nat / 4♥&4♠(7-10) or BAL	1♣-1♦-1♥=♣+♥ or bal, 1NT = strong bal	2♦ same conv in comp bidding	
				NV (3) 1st/2nd	1♥♦ = 7+ (8+ if NV 1st/2nd) 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	
				12-14 bal & VUL	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♥		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	
1♠		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	<b>1NT 1st seat NV – 3x = to play</b>		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♣ = preemtive 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♥		7	3-14	4NT = optional KeyCard, 5m = cuebid	4♥-4NT-5♣ = any minimum			
4♣		7	3-14	4NT = optional KeyCard, 5m = cuebid	4♣-4NT-5♣ = any minimum			
4NT	X		Asking specific aces	5♣ = non , 5♦♥♣ natural ace, 5NT ♣ ace, 6♣ = 2			<b>HIGH LEVEL BIDDING</b>	
5♣		8					Optional Keycard asking (4NT or 4♣ when ♥ is trump) 0 or min/1-3/2-4/2-4 +Q	
5♦		8					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+	
5♠		8	Natural invitational				When relay asks shortness than l/m/h , otherwise showing a shortness is “natural”	
							Last Train / Non serious 3NT	