

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
INT 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)
(1m) 3m = ♠+om except when 1♣ can be strong
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 (very rarely may lead higher from J)	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 in unbid or own unsupported suits, otherwise 3 rd /low (+ ATT after support). 4 th best (ATT) vs NT except in partner's unsupported suit: 3 rd /low. NT & suit: Honour or 10 is one higher or Hx, 9 from 109(x) or (NT) 9x(x)		
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx (AKQ possible)	AKx	
King	KQ AK bare AKx vs 5+ level or 3+ opening, 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:
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
TARZAN strong ♣
5 crd M, 1♦ = 2+
1NT = 9-12 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 3 rd 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		
1♠		5	11-15 Denies 5+♥ 1 st or 2 nd pos	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		
INT NV vs V			9-12 NV vs V 1 st & 2 nd pos 9-14 NV vs V 3 rd pos	Two way Stayman 2M = tp 3X = tp 2NT = both minors weak or strong 4♣=♥ 4♦=♠ After 9-14: NT same as 9-12 NT (2♣ ST, 2M = tp)	2NT = TRF Lebenshohl, 3X= TRF, inv+	
1NT			15-17 Possible 5M, 6m, 5422	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	