

DEFENSIVE AND COMPETITIVE BIDDING		
<b>OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)</b>		
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		
Slightly aggressive, 7-17 HCP, could be weaker NV		
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>		
2 <sup>nd</sup> : 4(O)M + 5+(o)m)		
Except after 3 <sup>rd</sup> seat opening. Then 1NT = 15-17		
4 <sup>th</sup> : 11-14 over 1m, 11-16 over 1M → as 1NT opening except 2♣		
Range ask Stayman		
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>		
Weak		
Reopen: Weak		
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>		
1m - 2♦ = Majors, 1m-3m = om+♦, 1♦-3♣ = ♣+♦ limited		
1M - 2M = 5OM + 5♣, 1M - 3♣ = 5OM + 5♦		
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>		
2♣ = Majors		
2♦ = ♥ or ♠		
2♥/♣ = 5+M, 4+m		
X=penalty (4M, 5+m with passed hand)		
Vs Weak NT: 2NT 19-20		
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>		
(Non)-Leap Mich. Over m 4♣ om+M 4♦ MM. Over M 4m OM+m		
Lebensohl		
3 cue weak 5OM,5m		
<b>VS. ARTIFICIAL STRONG 1♣</b>		
X= majors (also after 1♣-1♦)		
INT=minors (also after 1♣-1♦)		
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>		
Transfers (over 1♦ XX to 1♣, over 1M 1NT to 2M-1)		

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> and low, Nat from seq		
NT	4th, 2 <sup>nd</sup> (or 3 <sup>rd</sup> /4 <sup>th</sup> ) from a bad suit	1/3/5, not from hon if not supp	
Subseq	2/4		
Other: Rusinow vs 5-lvl or higher contracts			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx	AKx	
King	AK, AKx, KQx	AKx, KQx, AKJTx	
Queen	QJx	KQT9x, QJx, AQJx, KQJx	
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		
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	H/L = O	H/L = O	O = Enc
Suit 2	H/L = Disc	S/P	E = Disc
3	S/P		H/L = O
1	H/L = O	H/L = O	O = Enc
NT 2	H/L = Disc	S/P	E = Disc
3	S/P		H/L = O
Signals (including Trumps):			
Smith (high = pos) trick 2 in NT			
A-Att K-Count vs suits; current count			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
(1S) - X - (P) - 1NT = 8+ F1R			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Neg x, Resp X, Supp X/XXX			
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		
<b>CATEGORY:</b> Strong Club – Blue		
<b>NCBO:</b> Netherlands 6730239 - 8741943		
<b>PLAYERS:</b> Ricco van Prooijen – Louk Verhees		
<b>SYSTEM SUMMARY</b>		
<b>GENERAL APPROACH AND STYLE</b>		
TARZAN strong ♣		
5 crd M, 1♦ = 2+, 1NT = 14-16		
1♥ may also contain 5+♦ in 1 <sup>st</sup> and 2 <sup>nd</sup> position		
GF hands tends to relay for shape, controls, location of honours		
3 <sup>rd</sup> hand opening may be (very) shaded		
1 <sup>st</sup> seat preempts may be light white on red		
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>		
1M - 2♣ = 9-11 with 2M or any limit (no fit)		
1♠ - 1NT = GF asking bid		
1♥ - 1♠ = GF asking bid		
1♠ - 2♦ ♥ and 1♥ - 2♦ = TRF limited		
(1x)- 1NT 4(O)M + 5(o)m (except after 3 <sup>rd</sup> pos opener)		
Many transfers in competition		
1m - 2♦ = Majors, 1m-3m = om+♦, 1♦-3♣ = ♣+♦ limited		
1M - 2M = 5OM + 5♣, 1M - 3♣ = 5OM + 5♦		
<b>SPECIAL FORCING PASS SEQUENCES</b>		
In some cases double is invitational and pass asks for dbl		
<b>IMPORTANT NOTES</b>		
<b>PSYCHICS:</b>		

		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		
			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♥ ♠ = to play 3x = to play	2♠ after 1♥ is SPL, 2NT is 3M6♦ or inv raise short in ♣	
1♥	5	11-15 May contain 5+♦ 1 <sup>st</sup> or 2 <sup>nd</sup> pos 3 <sup>rd</sup> hand may be 4 crd	1♠=Relay GF 1N =4+♦ NF 2♣=any inv (no fit)	1♥-2♣ Drury	
			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 <sup>st</sup> or 2 <sup>nd</sup> pos	1NT = Relay GF 2♣ = any inv (no fit)	1♠-2♣ Drury	
			PASS = 0-9 2♥ = 9-11 ♠ raise 2♣: weaker		
			2♦ = 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♥ ♠, both could be 4M, 6m GF 2♣ ♠(wk/gf) or 3suiter short ♣ or size 2NT Puppet, 3♣ ♦ wk/gf 3♦ splinter, 3M 3crd, xOM, 4♣/♦ = ♥/♠	1NT - 2♦ - 2♥ - 2♣ = Minors	
2♣	6	11-15	2♦ = R 2M = NF 3♦ ♥ ♠ = inv 2NT = 5MGF or 55MInv		
2♦	X	0 11-15, 3-suiter short ♦	2NT = ART	2♦ - 2♥; 2♣ = 4315	
2♥		6 3-9	2NT asks		
2♠		6 3-9	2NT asks		
2♥/♠	5	0-8 1 <sup>st</sup> seat white on red	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 3crd 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	Good 4M opening	4♣ Strong slamtry, 4♦ Weak slamtry, 4♥ P/X	<b>HIGH LEVEL BIDDING</b>	
4♣		PRE		RKC 1430, Optional RKC with a minor fit	
4♦		PRE		Exclusion (0314), DOPE, PMKC	
4♥		Wide range	4♣ = nat, 5m cuebid	Mixed cues, Last Train, NonSerious NT in unlim auctions	
4♠		Wide range		4♣ in some competitive auctions sets our Major with SI	
4NT	X	Good 5m opening about 9-10 tricks		Dbl invites to bid in some situations	