

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style, Responses, ½ Level, Reopening)
Style: (semi) solid, NV 1-level slightly aggressive
Responses: 2 cue = limit+ 3crd or any GF, 3 cue = limit+ 4crd
Reopening: Solid hand, solid suit
1NT OVERCALL (2nd/4th Live; Responses, Reopening)
2nd position: 15-17
Responses: nsystem on.
4th position: 15-17 if opps have bid 1 suit, otherwise 4/5+
Responses: system on
JUMP OVERCALLS (Style, Responses, Unusual NT)
Style: weak
Responses: cue = inv for M, inv for 3NT after m overcall
Unusual notrump: Lowest unbid suits, 5-5
Reopening: 20-21 NT, system over 2nT on.
DIRECT and JUMP CUE BIDS (Style, Resp., Reopening)
Style: Michaels. 1m-2m - M's, 1M-2M - oM+m, 5-5
Kwetsbaar: solide
Responses: cue - inv for M, 2nt/4nt bid minor, m=suit
Reopening: Michaels, equal to direct seat
VS. NT (vs. Strong / Weak; Reopening; PH)
Strong & Weak: X=pen, 2c=Landy, 2d=Multi, 2M= 5(+)M+4+m, 2NT=minors
Reopening: X=4M-5m, 2C=landy, other = nat
Passed Hand: X= 4M-5m, 2C= Landy, Rest - natural
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
X = TO
Leaping Michaels over 2-level (3m)-4m= M's
(3m)-3nt= To play, 4C = 5-5M, 4D/H=TRF, 4NT =RKCB
(3x)-3M-(p)-4c = slam going in M, cue is clubs
After 2 - level preempt and x -> Lebensohl (2nt = weak hand)
VS. ARTIFICIAL STRONG OPENINGS
vs strong 1♠: aggressive. X=M's, 1nt=m's 2x = x + Spades (4+-5+/5+-4+)
OVER OPPONENTS' TAKE OUT DOUBLE
raises slightly more aggressive, 1M-2M = 5-10

LEADS AND SIGNALS
OPENING LEADS AND SIGNALS
Lead In Partners' suit
Suit 1/2/3/5 1/3/5
NT 1/(2)/3/(4)/5 1/3/5
Subseq 1/3/5 Current Count 1/3/5 current count
Other: 2/4 trough declarer if no HCP in dummy
L E A D S
Lead vs. Suit vs. NT
Ace AK(x), Ax AK(x), Ax
King AK(x)/KQ(x) AK(x)/KQ(x)
Queen QJ (A)QJ
Jack (K)JT (H)JT
10 (H)T9, Tx (H)T98
9 (HH)9x, (H)987
8 3/5 3/5
VS NT: we lead 4th best if 3th best may cost a trick
SIGNALS IN ORDER OF PRIORITY
Partner's Lead Declarer's Lead Discarding
Suit: 1 ST L/H enc L/H even L/H enc
2 ND L= even suit pref L=even
3 RD suit pref
NT: 1 ST L/H=enc L/H even L/H enc
2 ND L=even suit pref L=even
3 RD suit pref
Lavinthal,
Ace asks attitude, King asks count on opening lead:
DOUBLES
TAKEOUT DOUBLES (Style, Responses, Reopening)
Style: more shape based than HCP based
Responses: Cue = F1R, does not promise rebid
Reopening: 9+
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES
Support X & XX
Lead directing X on conventional bids
Low level X = T/O in almost all situations
After 1y-(2z)-x-(p) -> 2NT = bad, 3w=good, (Z>Y)

WBF Convention Card
Category: Open
NBO (Country): Netherlands
Event: All
Players: Peter Keller & Niek Brink
SYSTEM SUMMARY
Natural
GENERAL APPROACH AND STYLE:
5-crd major, 1c = 2+
2/1 10+
Basically solid, NV could be more aggressive
1D-2C = GF
1NT opening: 15-17
2 over 1 Response: 10+ except 1D-2C (GF)
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Openings:
1C = 2+
2C = Weak D, or Strong
2D = Multi, Weak M (NV 5 pos) or 24-25/28-29 NT
2H = Both Majors, NV 3th could be 4-4
2S = Dutch 2, 5 Sp, 4+minor, weak
preempts may be 6 (5 in 3th seat) crd.
SPECIAL FORCING PASS SEQUENCES
As we play a lot of TO Xs, Reopen is quite often obliged with shortness in suit bid by opps
IMPORTANT NOTES THAT DOESN'T FIT ELSEWHERE
1m-(1NT)-2c = M's
After opponents intervention, new suit is F1
Psychics: rare, 3th openers (any level) NV might be less/more length/HCP than described on conventioncard.



Opening	Artificial	Min.	Neg. Double	Description	Response	Subsequent Auction	Passed Hand Bidding
1♣		2	4h	only 2+ with 4432	"Walsh variant", 2c=inverted 3C=5-10, 2any = Strong, 2NT=11-12 Bal 3any=inv	1c-1D-1NT = bal, may have 4M 1c-1y-1z-2c=puppet to 2D, 2D GF, 2NT forces 3cl	
1♦		4	4h	nat, could be 4D-4C	2c= 10+, 2D=10+ fit 3D=5-10, 2M=strong, 2nt 11-12 bal, 3any=inv, 4c- spl, 4D = 10-11 unbal, 4M=to play	as 1c	
1♥		5(4)	4d	5+ Nat	1NT = 6-11 3H pos, NF, 2H = (7) 8-10, 2NT= >2H, 3m=GF, 3H weak, 4m=10-14 spl, 3NT 13-15 bal fit	1H-2H-2NT any GT. 1H-2H-suit is ST 5-5	2-way drury (ook na X)
1♠		5(4)	4d	5+ Nat	as 1H. 1S - 4H = to play		2-way drury (ook na X)
1NT			4d	15-17 (semi)bal	2C=stay, 2D/H/S/NT= trf for H/S/C/D. 3C = 5-5m's GF, 3D=(31)(45) 3H/S = 5S/H332	2R-2nt/3r+1 max/min 4crd 2S/nt->- 2Nt/3C At least A/Kxx,	same
2♣	x	0	2/3s	weak wit D, any strong	2d, waiting, 2M To play, 2Nt asking	2C-2NT	same
2♦	x	0	3s	weak H/S(5+). 24+ NT	2/3/ h/s P/C 2NT Relay, 4C ask trf, 4D bid suit		same
2♥	x	4	-	Weak H+S,	2S nat, 2NT puppet to 3C, 3C GF R, 3D nat, inv		2h-3c=nat
2♠	x	5	-	5S+ 4+m, weak	2NT F1, 3C p/c m, 3D = H 3H =inv M (not after X),	2S-3D-3S = Fit 2S-2nt-3m-3H = Si S	2s-3c = nat, 2nt R
2NT			4h	20-21 bal	3C Puppet, 3D/H trf 5crd, 3S= one minor, 4m= 2 under transfer 6+ crd, 4S is Blackwood, 4h=5-5M SI	2nt-3R-3R+1 = 3crd fit, 3oS=cue4 crd fit, 3nt=2 crd	
3♣		7(6/5)	-	Preempt	3X = 6+crd nat, inv. In comp. 3NT maybe non serious, pd is NOT invited to save against 4M		
3♦		7(6/5)	-	Preempt	see 3c		
3♥		7(6)	-	preempt	see 3c		
3♠		7(6)	-	preempt	see 3c		
3NT	x	6	-	To play	1/2 RockSolid 7-crd m, outside A/K, 3/4 To play		
4♣		7	-	Preempt	4NT = RKCB		
4♦		7	-	Preempt	4nt = RKCB		
4♥		7	-	To play	4S = to play, 4NT RKCB, 5H = max 1H (not in competition), si, 5m = mixed cue.		
4♠		7	-	To play	4NT RKCB, 5x = mixed cue. 5S = max xS, Si.		
4NT			-	Blackwood	0/1/2/3/4	HIGH LEVEL BIDDING RKCB 1430, 5-level Exclusion (0314), mixed cues, last train.	
5♣		8	-	preempt	preempt		
5♦		8	-	preempt			
5♥		8	-				