

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)		
Light overcalls on 1 level		
(1♣)-1♠-(p)- 2♣=♥/2♦=fit/2♥=♦		
(1♦)-1♠-(p)- 2♣=♥/2♦=fit/2♥=♣		
(1♥)-1♠-(p)- 2♣=♦/2♦=fit/2♥=♣		
(1♦)-1♥-(p)- 2♣=fit/2♦=♦		
(1♦)-1♥-(p)- 2♣=fit/2♦=♣		
INT OVERCALL (2nd/4th Live; Responses; Reopening)		
2 nd = 4(other)M + 5+(other)m, not after 3 rd seat opening		
4 th = 10-14 after 1m/ 12-16 after 1M		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
weak		
(1♣)-2NT = ♦+♥/(1♦)-2NT = ♣+♥/(1♥)-2NT = ♣+♦/(1♠)-2NT = ♣+♦		
Reopen: weak		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
(1♣)-2♦=nat / (1♣)-2♦=♥+♣/(1♦)-2♦=♥+♣/(1♥)-2♦=♦+♣/		
(1♠)-2♦=♦+♥/((1♦)-3♦=♣+♣/(1♥)-3♦=♣+♣/ (1♣)-3♦=♣+♦		
VS. NT (vs. Strong/Weak; Reopening; PH)		
X= pen with passed hand 5m + 4M		
2♣= ♥+♣		
2♦=4S + 6+m		
2♥/♣= nat		
2NT = 4♥ + 6m		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		
Leaping michaels, X = TO, (2M)-3M=5otherM+5D		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣		
Vs strong 1♣: x= ♥+♣ 1NT=♣+♦ (also after (1♣)-p-(1♦))		
OVER OPPONENTS' TAKEOUT DOUBLE		
After 1M-(x) we play transfers		

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	Lead	In Partner's Suit
Suit	1/3/5	1/3/5
NT	Attitude	1/3/5
Subseq	2/4	2/4
Other: KJ10 against suit the J, against 5+ level we lead rusinow but not in pd suit, through decl we play second from 10 or higher		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AK(x)	AK(x)
King	AK/KQ(x)	KQ(x)
Queen	Qx/QJ(x)	Qx/QJ(x)/KQJx
Jack	Jx/J10(x)/KJ10(x)	Jx/J10(x)/KJ10(x)
10	10x/109(x)/H109(x)	10x/109(x)/H109(x)
9	9x	9x 9xx
Hi-X	xx	xxX/xXxx/xxXxx
Lo-X	xxX/xxXx/xxxxX	HxX,HxxX,HxxxX
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
1	L-H= enc	Suit preference
Suit 2	Suit preference	L-H = even
3	L-H = even	
1	L-H= enc	Suit preference
NT 2	Suit preference	L-H = even
3	L-H = even	Suit preference
Signals (including Trumps):		
Current count and standard smith (high from both means I like the lead)		
We play a lot of suitpreference (standard)!Always standard on A or K		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
Almost every X is TO		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
Support x/xx		
1♣-(1♦)- X = 4/5 ♥ 1♥=4/5♣ 1♣=no M		
1♣-(1♥)- X=4/5♣ 1♣=0-3♣		

W B F CONVENTION CARD		
CATEGORY: Open		
NCBO: Madeira 2022		
PLAYERS: Sjoert Brink & Bas Drijver		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
5 card M/5♦ (or any 4-4-4-1)/2+♣		
2/1 GF but 1♣-2♦ = 8+HCP 5+♥ and 1♦-2♣ = relay could be inv ♦/NT		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
1 st seat fav. 1NT = 9-12 NV 12-14 V 15-17 3e seat fav 9-14		
1NT overcall 4(other)M + 5+(other)m, not after 3 rd seat opening		
1m-2♦ = wk 6M		
1♣-2♦ = 8+ 5+♥		
1♣-2♥ = GF 6+♦		
2♣ = any GF		
3NT = strong 4♥/♣ opening		
SPECIAL FORCING PASS SEQUENCES		
None		
IMPORTANT NOTES		
We play a lot of transfers in competition		
PSYCHICS: rare		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	7♠	a) 12-14 balanced 2+♣ b) 18-20 balanced 2+♣ c) 12+ unbalanced 4+♣	1♦ =0-6 HCP any/8-11 HCP, 4+♦ no major/12+ HCP, 5+♦ possible 4 major/0-10 4-4M/ Bal hands used as relay 1♥/♠= nat possible 4+♦/INT = 6-10 bal/ 2♣= inverted minors/2♦ = wk♥ or ♠/2♥/♠= invitational ♥/♠	1♣-1♦-1♥= any 12-14 bal or ♣+♥ unbal/1♣-1♦-1♠=♣+♠ unbal/1♣-1♦-1NT = any 18-20 bal (5♦ pos)/1♣-1♥-1NT 4♠ pos	
1♦		4	7♠	5♦ (or 4-4-4-1)	2♣=relay invite+/2♦=wk ♥ or ♠/2♥/♠= invitational ♥/♠ 2NT= 0-6 ♦		
1♥		5		5+ ♥ 10+HCP	1NT= nf/2♣=GF relay/2NT=inv+ ♥/3♣=mixed/3♦=GF short somewhere/3♥=weak/3♠=6-8some void/3NT/4♣/4♦ void ♠/♣/♦/8-11	1M-1NT- 2♣ = any 15-17 or 5M 4+♣= 12-14 2NT = any GF no 5-5 unbal	Drury 2-way
1♠		5		5+ ♠ 10+HCP	Same as over 1♥, except 2♦=8+♥ 2♥=GF 6+♦ 3♥=weak 3NT=6-8 some void		Drury 2-way
INT			4♠	15-17 bal. 5M possible Vul 1 st favourable 9-12 bal. NV 12-14 3e seat fav 9-14	2♣ stayman (doesn't promises 4M)/transfers could be 4+ 2♠ invite NT or minors or wk♦ 2NT asks wk xx 3♣ asks 5M 3♦ 4414 or 4441 3♥ 4144 3♣ 1444	transferlebensohl	
					2♣=any invite/2♦=any GF rest=to play after 9-12	X to/ rest tp	
2♣	X	4♠		Any GF hand	2♦=relay suit is 5 card with 2/3 AKQ	2♣-2♦-2M 4+ could be	
						Longer ♣/♦	
2♦	5			Weak 5+ 3-10 HCP	2♥=relay 2♣/3♣=nf 2NT= asking		
2♥	5			Weak 5+ 3-10 HCP	2NT=asking 2♣/3♣/♦=nf nat		
2♠	5			Weak 5+ 3-10 HCP	2NT=asking 3♣/♦/♥ =nf nat		
2NT				20-22 bal	3♣ asks distribution 3♦/♥ transfers 3♣=SI minors 4♣/♦/♥/♠= ♥/♦/♣/♦		
3♣	6			Pre-emptive	3♦=relay to 3♥ (wk ♥ or gf ♠ or doubt 3NT or both M)/3♥ GF /3♣ nf/4♣ nf /4♦=SI♣		
3♦	6			Pre-emptive	3M= NF 4♣=inv+♦		
3♥	6			Pre-emptive	3♣ = nf 4♣ any SI ♥; 4♦ COG		
3♠	6			Pre-emptive	4♣ any SI ♠; 4♦ COG 4♥ to play		
3NT				Strong 4M opening	4♣=SI 4♦= little SI 4♥/♦ P/C		
4♣	7			Pre-emptive			
4♦	7			Pre-emptive			
4♥	7			To play			
4♠	7			To play			
4NT	6/5			minors		HIGH LEVEL BIDDING	
5♣	7					RKC blackwood (14/03)	
5♦	7					Mixed cues, Last Train, Serious NT	
5♥/♦						Exclusion (03/14)	
						Optional Blackwood for ♣/♦	