

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style; Responses; 1 / 2 Level; Reopening)		
Normal style, non-vulnerable 7+, vulnerable 8+, distribution can be Compensation for points. After an overcall on the 1 a new suit on the 1 level is forcing, same For 3 over 3, but 2/1, 2/2, 3/2 are not forcing After 1M overcall 2M-2 is invite fit, 2♣ = ♥ (if possible) other bids on the two level are transfers.		
Transfers after (1x/2x) 2M (no jump) (p/D/2S) and (1m) 1M (D) 2N strongest raise after 1M overcall, jump cue = mixed raise		
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		
15-18, system on 4 th seat 11-14 after minor, 11-16 after major		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
Weak, can be very weak (1 HCP) non-vulnerable against vulnerable 3 rd seat 0 and 12 points possible, 2NT respons is asking shortness/min or max New suit NF		
Reopen: 12-16		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
Always known two suiters 1M-2M oM+♦ 1♥-2NT minors 1♥ 3♦ ♣+♣, 1♣ 2NT ♥+♣ 1♣ 3♣ minors 1m 2♦ majors Non vulnerable: everything goes, Vulnerable reasonable hand 2N and 4 th suit are invitational bids for the two suits		
VS. NT (vs. Strong/Weak; Reopening; PH)		
Multi Landy. 2♣=MM, 2♦ = 1M and 2M = M+m X = Penalty; if passed hand doubles it is Majors and 2♣ is natural After double bidding is forcing upon until 2♦ (1NT weak) D (pass) system on (1NT) D (bid) Transfer Lebensohl After Landy 2N is asking -> 3♣ minimum		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		
(non) Leaping Michaels and (3m) 4♦ is Majors, (2M) 3M is minors, (2/3♥) 4♥ is good hand with spades, (2/3♣) 4♣ = 1m good hand		
Jumps are strong vulnerable, weak non-vulnerable vs 2-level bids		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣		
Transfer responses at the 1-level incl. 1NT 2X = X+X+1; 1♣ overcall is ♦+♦ and 2N ♣+♥ Responses: bidding NT is invitational		
OVER OPPONENTS' TAKEOUT DOUBLE		
1M (D) we play transfers, jumping other Major is mixed raise 1M (D) 3m is weak, 2N is 4card fit invitational 1m (D) transfers, RD showing ♦ or ♥ depending on the minor		

LEADS AND SIGNALS		
OPENING LEADS STYLE		
Suit	Lead	In Partner's Suit
NT	135	135
Subseq	Attitude	135
		Attitude
Other: If we supported partner 135 (also from honours) with attitude. Attitude leads from known length.		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AKx(x)	AKx(x)
King	AK (with a) stiff	KQx, AKJTx
Queen	QJ	(A)QJx, KQJ
Jack	(K)J10	(A/K)J10
10	(K/Q) 109	(A/K/Q) 109
9	9(x)	H(H)98(x) or 9x
Hi-X	Even	No honour. (T/9)8x
Lo-X	Odd	Honour
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
1	Attitude	Count
Suit 2	Count	S/P
3	S/P	
1	Attitude	Count
NT 2	Count	S/P
3	S/P	
Signals (including Trumps): Low= encouraging or even		
First discard Odd/even, lot of suit preference signals (like in trump) Odd-Ball against NT: high from leader = switch, high from other = like lead		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
Normal style, 10 HCP with perfect distribution, after 1m double can be offshape with 13 HCP, take out doubles by responder on the three level are GF, (1♣) D (pass) 1♦ shows 7-11 HCP, 2M 8-11 5crd, invitational With 4M we start with 2m (1m) D (2m) we play transfers and forcing upon till 2N		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
Support (Re)Doublet, GF doubles if opponents pre-empt on the three level, lead directing doubles on 3N, 1N-3N D asks spade lead Double on 4NT is always asking to bid on, game invite doubles when there is no space, if we have a minorfit, opponents bid 3♣ double is asking Stopper for 3N After 1♦ overcall double shows 4/5 ♥ after, 1♥ overcall we play double as 4/5 spades, Game try double, double on splinter asks for next lower suit.		

W B F CONVENTION CARD		
CATEGORY: Green: NCBO: Netherlands		
PLAYERS: Danny Molenaar Tim Verbeek		
EVENT: 2022		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
Transfers over 1♣ 2/1 GF, 1M 2♣ doesn't promise ♣ 10-13 NT first and second seat white vs red 1♦ is usually 5 or 4441♣ Rebidding 1N after 1♣ transfer to M shows 18-20		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
Transfer over 1♣: 1♦ = ♥; 1♥ = ♣; 1♣-1♣ = No Major 1♣-1NT = GF relay; 1♦-2♣ and 1M-2♣=GF relay 1♥-1NT = 5+♣, 1♥-1♣ = forcing no trump up to 11 HCP 10-13 NT white vs red first and second seat Weak two's can be 5 white against red first seat 1m 2M invite 1m 4m/om, good 4♥/♣ bid 1M 3M -1 any singleton splinter, direct splinters are voids Transfers and switch in competition if we open on the 1-level (1m) 2♦ Majors (1♥) 2♥ ♦+♦ (1♥) 3♥ ♦+♦ 65 (1♣) 2♣ ♥+♦ (1♣) 2N ♥+♣ (1♣) 3♣ (65 minors) 1x (1y) 2N = 5-5 in unbid suits 8+ HCP		
SPECIAL FORCING PASS SEQUENCES		
Opening vs 10 ⁺ Red against white we bid game and opponents bid at 5-level, only If we have opened		
IMPORTANT NOTES		
PSYCHICS: Rare		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	Danny Molenaar – Tim Verbeek Netherlands			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♥	With every 4432 we open 1♣	Transfers, 1N GF relay, 2♣ GF♦, 2♦ = GF♣ 2M 8-11 6M; 2N weak raise, 3x weak	Accepting transfer is 12-14 balanced or 1444/1345 with unbidable 5crd	Transfers and Switch After overcall on 1-level 2N is 5-5 other two suits 8+HCP
				With 18-20 3352 also 1♣			
1♦		5(4)	4♥	Only 4 with 4441♣	2♣ GF relay, inverted minor, 2M 8-11 6M 2♣ invite+ ♦ fit 2N natural, 3x weak	1N is relay after 1♦ 1M	
1♥		5	4♦		1♥-1NT 5+♣ 1♥-1♦ 0-4♣ 4-11 HCP 1♣-3♦ 8-11 6♥ 2♣ GF relay, 2N 10-13 3+♥, 3M-1 any splinter, void splinters	After 2♣ 2♦ min, 2♥ ♣ 2♦ ♦ 2N 6M After 2N 3♣ asking and strong	After double transfers Transfers and Switch
1♠		5	4♥			After 3M-1 3M asks	2N is fit
INT	X		4♥	10-13 NV/V 1 st and 2 nd seat Weak can be semi balanced	System on at 2 level, system off at three or four level		Transfer Lebensohl
				(14)15-17 other positions 6m/5M possible			
2♣	X			Strong	New suit is good suit, otherwise 2♦ waiting	2M = 4 ⁺ subsequent 2M+1 is asking	Transfers and Switch
2♦	6(5)			Non vulnerable can be 5	2N forcing	3♣ is in between 3♦ min 3M max shortness	
2♥	6(5)			First seat favourable can be 5	2N forcing, new suit not forcing	3♣ min shortness, 3♦ max shortness in minor 3oM max shortness oM and max 3M min 3N no shortness max	
2♠	6(5)			First seat favourable can be 5	2N forcing new suit not forcing		
2NT				20+-23-. Strong balanced	3♣ muppet, transfers 3♣ one or both minors 4x double transfer	After 3♣ 3♥ denies Majors, 3N = 5♥ After transfer accepting transfer = fit	Transfers and Switch
3♣	6			Vulnerable likely 7	3♦ asking 3M, new suit non-vulnerable not forcing	After 3♦ 3M= 3oM 3N= no 3M	Penalty doubles
3♦	6			Vulnerable likely 7	New suit non-vulnerable not forcing		Penalty doubles
3♥	6			Vulnerable likely 7	4m cuebid, new suit non-vulnerable not forcing		Penalty doubles
3♠	6			Vulnerable likely 7	4m cuebid, new suit non-vulnerable not forcing		Penalty doubles
3NT				To play, we don't often open			
				This one			
4♣	7			Preemptive			
4♦	7			Preemptive			
4♥	7(6)			Preemptive			
4♠	7(6)			Preemptive			
4NT	X			Both minors weak			
5♣	8			Preemptive			
5♦	8			Preemptive			
5♥							
5♠							
HIGH LEVEL BIDDING							
5♣					RKC 1430, cuebids, non-serious 3N, Last train, Rop, Optional Kickback		
5♦					Exclusion blackwood 0314 (Rop if doubled) Optional RKC for minor		
5♥					After asking aces next bid asks for trump Queen, if trump Queen is already shown		
5♠					Or denied, it is asking for kings. In both situations bidding a new suit shows that King or the other two, except if there is not enough space to show all.		
4NT					Non-serious 4m if minor fit is shown		
5♣					4NT in competition is OKB if partner showed 5+M		

