

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
INT 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			
	Lead	In Partner's Suit	
Suit	135	135	
NT	Attitude	135	
Subseq	Attitude	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, AKJT _x	
Queen	QJ	(A)QJ _x , KQJ	
Jack	(K)J10	(A/K)J10	
10	(K/Q) 109	(A/K/Q) 109	
9	9(x)	H(H)98(x) or 9 _x	
Hi-X	Even	No honour. (T/9)8 _x	
Lo-X	Odd	Honour	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Count	Odd/even
Suit 2	Count	S/P	Count
3	S/P		S/P
1	Attitude	Count	Odd/even
NT 2	Count	S/P	Count
3	S/P		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♣ With 18-20 3352 also 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 unbiddable 5crd	Transfers and Switch After overcall on 1-level 2N is 5-5 other two suits 8+HCP
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 3M-1 3M asks	After double transfers Transfers and Switch 2N is fit
1♠		5	4♥				
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
			4♥	(14)15-17 other positions 6m/5M possible	2♣ staymanish transfers 4+ 2♠ size ask or minors 2N ask 4/5M; 3♣:4351/4315, 3♦:4441m 3M:1M444	After 2♣ 2N both M min; 3♣ both M max After 2N 3♣ no 5M	Transfer Lebensohl
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 New suit not 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		HIGH LEVEL BIDDING	
5♦		8		Preemptive		RKC 1430, cuebids, non-serious 3N, Last train, Ropi, Optional Kickback	
5♥						Exclusion blackwood 0314 (Ripo if doubled) Optional RKC for minor	
5♠						After asking aces next bid asks for trump Queen, if trump Queen is already shown	
						Or denied, it is asking for kings. In both situation bidding a new suit shows that	
						King or the other two, except if there is not enough space to show all.	
						Non-serious 4m if minorfit is shown	
						4NT in competition is OKB if partner showed 5+M	

