

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Light overcalls on 1-level
(1♣)-1♠-(p)- 2♣ = ♥; 2♦ = fit or strong; 2♥ = ♦
(1♦)-1♠-(p)- 2♣ = ♥; 2♦ = fit or strong; 2♥ = ♣
(1♥)-1♠-(p)- 2♣ = ♦; 2♦ = fit or strong; 2♥ = ♣
(1♣)-1♥-(p)- 2♣ = fit or strong
(1♦)-1♥-(p)- 2♣ = fit or strong; 2♦ = ♣
(1x)-1y-(pass)-1N = 10-14
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
In direct position: 15-17 (18); system on
(1♥) 1NT (pass) 2♦ = 5♠ invitational
(1♠) 1NT (pass) 2♥ = 5♥ invitational
In balancing seat vs. 1m: 11-14
In balancing seat vs. 1M: 12-16
JUMP OVERCALLS (Style; Responses; Unusual NT)
(1m) 2M = intermediate when we are vul vs. not vul
Weak jump overcalls at other vulnerabilities
Reopen: Intermediate
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1M) 2M = oM & ♣; (1M) 2N = oM & ♦; 1M (3♣) = minors
(1♣) 2♣ = natural; (1m) 2♦ = majors; (1m) 2N = ♥ + other minor
Jump cue bid = solid minor, asking for stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
Vs. strong & weak NT with passed hand:
X = one minor OR both majors
When we are vulnerable in direct position OR vs 1N in 3rd pos.:
2♣= majors; 2♦ = one major; 2M = 5+M & 4+ minor
Vs. weak NT:
2♣= majors; 2♦ = one major; 2M = 5+M & 4+ minor, 2N=4♥& 6m
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
(2m) 3m = both majors; (2M) 3M = Michaels, less than 4m
(2M) 4m = 5oM & 5m good hand; (3m) 4♣ = majors; 4♦= 1 major
(3m) 4M = 5M & 5om
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = majors; 1N = minors, 2x = ♣ + x, 2♠ = weak
(1♣) pass (1♦) 2N = black OR red suits
OVER OPPONENTS' TAKEOUT DOUBLE
Transfers when they double 1♣ (1♠ = 5+♦)
1M (X) 1N = 5+♣; 1M (X) 2M-2 = limit raise or better
1M (X) 2M-1 = natural, NF

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd & low	3rd & low	
NT	Attitude	1/3/5 combined with	
		attitude in supported suit	
Subseq	2/4 through declarer	1/3/5 combined with	
	in new and unbid suit	attitude in supported suit	
Other: against 5+ level we lead K from AK			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx	AKx	
King	KQx, AK bare	KQx, AK in strong suit	
Queen	QJx, (AKQx)	QJx, (KQJx), (KQ10)	
Jack	J10x, KJ10x	A/KJ10, J10x	
10	109x, H109x	109x, H109x	
9	H98, KJ9, 9x	H98, 9x(x)	
Hi-X	Xx, xxX, xxXx	XXx, xXxx, xxXxx	
Lo-X	HxX, HxXx	HxX, HxXX, HxxxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	High = enc	Low = even	Odd = enc
Suit 2	High = even	Suit preference	Low = even
3	Suit preference		Suit preference
1	High = enc. / even	Suit preference	Odd = enc
NT 2	Low = even	Low = even	Low = even
3			
Signals (including Trumps): UDCA after the first trick; odd=enc 1st disc			
Suit preference in trump suit; suit preference at trick 1 in 6+crd suit			
Smith vs NT by 3rd hand when inserting an honour at trick 1 (Hi=Pos)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Almost every double is take out			
Support doubles and redoubles at 1 and 2-level			
X = opening bid with support for unbid majors OR strong			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1♣ (1♦) X = 4+♥ but denies 44M			
1♣ (1♥) X = 4+♠			
Double (after 1♠-opening) on direct splinter asks for the underneath suit			
Double (after 1♥-opening) on direct splinter shows interest in ♠			
Double by passed hand on a conventional bid is lead directing			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Netherlands
PLAYERS: Berend van den Bos – Joris van Lankveld
EVENT: European Team Championships 2022
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1♣ = 2+ NF
1♦ = 5+ or 4441♣
1♥/♠ = 5+
1N = 15-17
1N = 10-13 at favourable (9-14 in 3rd/4th seat)
2♣ = weak 2 in ♦, 23-24 balanced or GF ♣/♥/♠
2♦ = weak 2 in ♥/♠, 25+ balanced or GF ♦
2M = 5M 4+ minor (5/5 vulnerable), weak
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1NT at favourable = 10-13 (1 st /2 nd seat), 9-14 (3 rd), 11-14 (4 th)
We use a lot of transfers in competition up to the 4-level
1♣ (p) 1♦ = any 0-6, natural, 7+ no 4M OR 44M less than inv.
1♣-1NT = 6♥ up to invitational
1♦-1NT = game forcing relay
1♦-2♣ = natural, 1-round forcing, 6+ hcp
1M-2♣ = game forcing relay (natural, 'balanced' or fit in M)
(1M) 2M = oM & clubs
(1M) 2NT = oM & diamonds
(1M) 3♣ = minors
(1m) 2♦ = majors; (1m) 2N = ♥ + other minor
1m-(1x)-2NT = 5/5 in remaining suits
SPECIAL FORCING PASS SEQUENCES
(3x) double (5x) when we are vul vs. not vul
IMPORTANT NOTES
Third seat openings may be weak and off shape
Upgrades possible with good shape and tens/nines
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	2	4♥	2+♣ any 4432 possible 5♦332 with 17-19 possible 10+ HCP	1♦ any 0-6, 7-10 44M or no 4-card major 1M natural, may bypass 4+♦, 1NT 6♥ up to INV 2♣ 4+♣ 10+; 2♦ = 6-9 5♥4♣ 2♥ 4♥5♣ 5-9; 2♠ = 6♦ invitational 2NT 10-12; 3♣ Pre-emptive; 3♦ INV ♥; 3M weak	1♣-1♦-1NT = 18-20 balanced 1♣-1♦-1♥ = 12-14 BAL or 4+♥ UNBAL 1♣-1♦-1♥-1NT = 44MM less than inv	1♣-(X)-2x = NF 6+ cards
1♦		4	4♥	5+♦ or 4441♣ 10+ HCP	1NT GF relay; 2♣ natural 6+HCP; 2♦ 5-9 raise 2♥ 4+♥5♣; 2♠ inv♦; 3♣ inv; 3♦ Pre-emptive	1♦-1♥-2♠ = 6+♦	1♦ (X) 3♣ = good raise in ♦
1♥		5		5+♥ 10+HCP	1NT NF; 2♣ GF relay; 2♠ inv 6♠; 2NT Inv 3+♠; 3♣ 6-9 4♥; 3♦ any splinter; 3♥ Pre-emptive	1♥-1NT-2♣ = 4+♣ or any (15)16+ 1♥-1NT-2NT = 6♥4m 15+	1♥-2♣ = good raise
1♠		5		5+♠ 10+HCP	1NT NF; 2♣ GF Relay; 2NT Inv; 3♣ 6♥ INV 3♦ 6-9 4♠; 3♥ GF4♠+x; 4♠/♦ void SPL	1♠-1NT-2♣ = 4+♣ or any (15)16+ w/o 64m 1♥-1NT-2NT = 6♥4m 15+	1♠-2♣ = good raise
INT				15-17 balanced 10-13 at favourable 1 st /2 nd 9-14 at favourable 3 rd /4 th	2♣ stayman; 2♦/♥ TRF, could be 4+; 2♠ range ask or minors; 2NT natural, GF; 3♣ 4441 or (53)41 3♦/♥/♠ = shortness wth 4441 (5440)	Transfers after 1NT-2♣-2x	1NT (x) p (p) xx = 2 places 1NT (p) 2♣ (X) xx = 2♣ 1NT (p) 2♣ (X) pass = 3+♣
2♣	X			6♦ 5-10 HCP 23-24 balanced or GF ♣/♥/♠	2♦ relay; 2NT inquiry, new suit = NF		
2♦		5		6♥/♠ 4-10 HCP 25+ balanced or GF ♦	2♥/♠ = P/C; 2NT = inquiry; 3♠/♦ = NF 3/4♥ = P/C; 3♠ = natural; 4♣ = asks transfer		
2♥		5		5♥ 4+ minor 4-10 HCP 5/5+ when vulnerable	2NT = asks minor, could be weak; new suit NF 4♣ = pass or correct		
2♠		5		5♠ 4+ minor 4-10 HCP 5/5+ when vulnerable	2NT = asks minor, could be weak; new suit NF 4♣ = pass or correct		
2NT				21-22 balanced May have 5M/6m	3♣ puppet; 3♦/♥ transfer; 3♠ minors 4♠/♦ SI 6♥/6♠; 4♥ SI 6♣; 4♠ SI 6♦ 4NT/5♣ = transfer with mild slam interest		
3♣		6		Pre-emptive	3♦ puppet to 3♥; 3♥ GF; 3♠ NF; 4♦ optional RKC	3♣-3♦-3♥ (forced)-3♠=GF; 3NT=doubt	
3♦		6		Pre-emptive	3M= NV if non vul 4♣ optional RKC; 4♦ barrage		
3♥		6		Pre-emptive	3♠ = NF if non vul 4♣ = optional RKC; 4♦ ST		
3♠		6		Pre-emptive	4♣ = optional RKC; 4♦ ST with bad trumps		
3NT	X			Solid minor, no A/K outside	4/5/6♣ p/c; 4♦ SI		
4♠/♦				Pre-emptive	4NT to play		
4♥/4♠				Pre-emptive	4NT RKC 1430		
4NT				Asking aces	5♣ = no aces; 5x = ace in x, 5N = club ace		
5♣				Natural		HIGH LEVEL BIDDING	
5♦				Natural		1430 RKCB, DOPI/ROPI, splinters Optional Blackwood in competition Kickback in specific situations	