

DEFENSIVE AND COMPETITIVE BIDDING		
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>		
Slightly aggressive, normally 7-16 hcp, could be weaker NV vs V		
Responses are NF at 1 or 2 level except after weak 2 openings		
2♦ in response of 1M is a cuebid		
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>		
2 <sup>nd</sup> 15-17 (sys on but no relays)		
4 <sup>th</sup> live 15-17 (sys on but no relays)		
4 <sup>th</sup> balancing 10-15 (sys on but no relays)		
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>		
V 12-15 at 2 level; otherwise weak jumps except vs weak opening bids (but nv vs v jumps are pre)		
(1♣) 2♦ = MM		
(1x) 2NT = two lowest unbid suits		
Reopen: cue = two suiter, jumps = 12-15		
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>		
Cuebid at 2 level shows 2 highest unbid suits (exc 2♦ = nat)		
(1m) 3m = ♠+om except when 1♣ can be strong		
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>		
2♣ = majors		
2♦ = one major		
2M = 5M + 4+m		
2NT = minors		
Passed hand dbl: 5m+4M		
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>		
Cue bid 3 level : Michaels (normally weaker than jump to 4m)		
Jump cuebid 4M: minors Leaping Michaels		
3m - 4♦ = MM 3m - 4♣ = om + M		
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>		
Dbl=MM 1NT=mm (same vs 1♣ strong 1♦ neg) 2NT=5M5m		
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>		
2NT = limit + raise, after 1M (dbl) jump to oM = mixed raise		
Weak jumps Jumps to 4m = fit showing		
TRF after 1M (dbl)		

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> & low	3 <sup>rd</sup> & low + att after support	
NT	Attitude (very rarely may lead higher from J)	Attitude	1/3/5 in unsupported suit
Subseq	Through dummy: ATT combined with 3 <sup>rd</sup> /low vs suit, ATT vs NT. Through declarer: 2 <sup>nd</sup> /4 <sup>th</sup> vs suit in unbid or own unsupported suits, otherwise 3 <sup>rd</sup> /low (+ ATT after support). 4 <sup>th</sup> best (ATT) vs NT except in partner's unsupported suit: 3 <sup>rd</sup> /low. NT & suit: Honour or 10 is one higher or Hx, 9 from 109(x) or (NT) 9x(x)		
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx (AKQ possible)	AKx	
King	KQ AK bare AKx vs 5+ level or 3+ opening, maybe AKx with interest in ruff side suit	KQx, AK in strong suit	
Queen	QJx maybe AKQ	QJx, maybe KQJx, maybe KQ10 in strong suit	
Jack	J10x, KJ10x	A/KJ10, J10x	
10	109x H109x	H109x, 109x(x)	
9	KJ9, 9x	9x, Q/J98(x), A/KJ9(x)	
Hi-X	HxSx	xSxx	
Lo-X	HxS xxxxS xxS	HxxS HxxxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = even	Low = even	Odd= enc at 1 <sup>st</sup> discard
Suit 2	Low = enc	Suit Preference	Count
	3 Suit Preference		
1	Low = enc	Suit Preference	Odd=enc at 1 <sup>st</sup> discard
NT 2	Low=even	Low = even	Count
	3		
Smith vs NT by 3 <sup>rd</sup> hand often when inserting an honnor at trick 1. (Hi=Pos)			
Suit Preference in trump suit			
Suit Preference at trick 1 when holding a known long suit (6+), middle=enc			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
X = opening bid with support for unbid majors or strong			
Reopening dbl may be weaker			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support dbl & rdbl thru 2♥, sometimes higher			
DBL on direct SPL response = lead highest unbid suit			
Some action dbls			

W B F CONVENTION CARD		
CATEGORY: Blue		
NCBO: Netherlands		
PLAYERS: Bauke Muller – Simon de Wijs		
EVENT:		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
TARZAN strong ♣		
5 crd M, 1♦ = 2+ 1NT = 9-12 NV vs V 1 <sup>st</sup> & 2 <sup>nd</sup> position / 9-14 NV vs V 3 <sup>rd</sup> position / else = 15-17		
1♥ may also contain 5+♠ in 1 <sup>st</sup> and 2 <sup>nd</sup> position		
GF hands tend to relay for shape, controls, location of honnors		
2NT NV vs V in 1 <sup>st</sup> , 2 <sup>nd</sup> or 3 <sup>rd</sup> position = minors		
Preemptive Style: NV vs V may be aggressive, especially in 1 <sup>st</sup> position. In 3 <sup>rd</sup> position preempts are wide ranged.		
Responses 1 level and 3 <sup>rd</sup> hand openings may be (very) shaded		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
1M - 2♣ = any limit (no fit)		
1♦ - 1NT = GF asking bid		
1♥ - 1♠ = GF asking bid		
1♥-2♦ = 9-11+ ♥ raise 1♠-2♥ = 9-11+ ♠ raise		
1♠ - 2♦ = 8-11 5♥ or 0-11 6♦		
2M in 1 <sup>st</sup> position NV vs V may be very weak, 5+ suit		
SPECIAL FORCING PASS SEQUENCES		
In some cases double is invitational and pass asks for dbl		
TWO SUITERS		
(1m) 2♦ = Majors / (1m) 2NT = m+♥		
(1M) 2M = M+♦ / (1M) 2NT = minors		
(1m) 3m = 5♠ +5om		
PSYCHICS: rare		

			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X		15+ any distribution	1♦ = 0-8, rest = GF 1♥ = ♠ may have longer suit	1♣ - 1♦; 1♥ = ART 18+, 1♠ may be canape	1♣ (1M) 2♣ = GF ART, some TRF's
				1♠ = ♥ may have longer minor 1NT=12+ bal 2♣=nat		
				2♦ = 9-11 bal 2♥ = ♦ one suiter 2♠ = 3-suiter short M		
				2NT = 55 minors 3♣+ = 4♣5+♦		
1♦	X	2	11-15, 2+ crds 3 <sup>rd</sup> hand NV vs V: 3+	1♥♦NT respons may be very light 2♣ = nat inv+ or bal GF no 4M 2♦=nat inv+ 2♥ = 5♣4+♥ inv 2♠/3m=to play	2♠ after 1♥ is SPL, 2NT is one suiter 3rd support or inv raise short in ♣	
1♥	5		11-15 May contain 5+♦ 1 <sup>st</sup> or 2 <sup>nd</sup> pos 3 <sup>rd</sup> hand may be 4 crd	1♠=Relay GF 1N =4+♦ NF 2♣=any inv (no fit)		
				PASS = 0-9 2♦ = 9-11+ ♥ raise 2♥: weaker		
				2NT = mixed raise+ 3♣=any SPL 3NT = ♠ void 4m = void 3m = PRE		
1♠	5		11-15 Denies 5+♥ 1 <sup>st</sup> or 2 <sup>nd</sup> pos	1NT = Relay GF 2♣ = any inv (no fit)		
				PASS = 0-9 2♥ = 9-11+ ♠ raise 2♠: weaker		
				2♦ = 5♥ (8-11 hcp) or 6♥ (0-11 hcp) 2NT = mixed raise+		
				3x = PRE 3NT = any SPL 4m = void 4♥ = nat		
INT NV vs V			9-12 NV vs V 1 <sup>st</sup> & 2 <sup>nd</sup> pos 9-14 NV vs V 3 <sup>rd</sup> pos	Two way Stayman 2M = tp 3X = tp 2NT = both minors weak or strong 4♣=♥ 4♦=♠	2NT = TRF Lebenshohl, 3X = TRF, inv+	
				After 9-14: NT same as 9-12 NT (2♣ ST, 2M = tp)		
INT			15-17 Possible 5M, 6m, 5422	2♣ = STAY/relay 2♦♥ TRF 4♦♥ TRF 2♠ = a. inv for 3N b. inv ♣ or ♦ c. GF 5♦4♣ 2NT = a. ♣ weak or strong b. GF 5♣4♦ 3♣ = ♦ weak or strong 3♦♥♠ = SPL 4♣=MM		
2♣	6	11-15		2♦=ART 2M=NF 3♦♥♠=inv 2NT=5M GF or 55MM inv+		
2♦	X	0	11-15, 3-suiter short ♦	2NT = ART inv+	2♦ - 2♥; 2♠ = 4315	
2♥		6 (5)	3-10 0-9 NV vs V 1 <sup>st</sup> pos, often 5 crd	2NT asks 3NS is NF when NV vs V		
2♠		6 (5)	3-10 0-9 NV vs V 1 <sup>st</sup> pos, often 5 crd	2NT asks 3NS is NF when NV vs V		
2NT NV vs V	X		5-10, 55 minors, NV vs V 1 <sup>st</sup> , 2 <sup>nd</sup> & 3 <sup>rd</sup> pos	3♥ = ART relay 3♠ = minor fit (inv or strong)		
2NT			20-21 bal	3♣ = puppet Stayman, TRF, 3♣= minors, 4X = TRF		
3♣	6 or 7		3-10 maybe weaker FAV or stronger in 3 <sup>rd</sup> pos	3♦ = ASKS 3M, 3M is NF when NV vs V		
3♦	6 or 7		3-10 maybe weaker FAV or stronger in 3 <sup>rd</sup> pos	3NS is NF when NV vs V		
3♥	6 or 7		3-10 maybe weaker FAV or stronger in 3 <sup>rd</sup> pos	3♠ is NF when NV vs V 4♣ = Key Card Asking		
3♠	6 or 7		3-10 maybe weaker FAV or stronger in 3 <sup>rd</sup> pos	4♣ = Key Card Asking		
3NT	X		Solid minor, no outside A/K (in 3 <sup>rd</sup> pos no requirements)	4♣ = p/c 4♦ ask shortness (→ 4N = short in om)	<b>HIGH LEVEL BIDDING</b>	
4♣	7 or 8		3-10 maybe weaker FAV or stronger in 3 <sup>rd</sup> pos		1430 RKCB DOPI DOPE	
4♦	7 or 8		3-10 maybe weaker FAV or stronger in 3 <sup>rd</sup> pos		4NT Optional Blackwood when a minor is trump suit	
4♥			Wide range	4♠ = nat	Last Train / Non serious 3NT	
4♠			Wide range		In some sequences 4♣ in respons to 3M sets M as trumps	
4NT	X		minors		Dbl invites to bid in some situations	