

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1♥ overcall: 2♣ = fit
1♠ overcall: 2♦ = fit, 2♣ = ♥(over 1m)
(1x)-1M – (x/1S) – 1NT=other minor, 2M-1 raise without A/K/Q,
2M-2 good raise
Slightly aggressive, 7-17 HCP, could be weaker NV
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd : 4(O)M + 5+(o)m
Except after 3 rd seat opening. Then 1NT = 15-17
4 th : 11-14 over 1m, 11-16 over 1M → as 1NT opening except 2♣
Range ask Stayman
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak
Reopen: Weak
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1m – 2♦ = Majors, 1m-3m = om+♠, 1♦-3♣= ♣+♠ limited
1M – 2M = 5OM + 5♣, 1M - 3♣ = 5OM + 5♦
VS. NT (vs. Strong/Weak; Reopening;PH)
2♣ = Majors
2♦ = ♥ or ♠
2♥/♠ = 5+M, 4+m
X=penalty (4M, 5+m with passed hand)
Vs Weak NT: 2NT 19-20
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
(Non)-Leap Mich. Over m 4♣ om+M 4♦ MM. Over M 4m OM+m
Lebensohl
3 cue weak 5OM,5m
VS. ARTIFICIAL STRONG 1♣
X= majors (also after 1♣-1♦)
1NT=minors (also after 1♣-1♦)
OVER OPPONENTS' TAKEOUT DOUBLE
Transfers over 1M (1NT to 2M-1)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd and low, Nat from seq	1/3/5, std hon if not supp	
NT	Att 2 nd from a bad suit, from xxx sometimes high	If supp 1/3/5 incl hon, top of nothing	
Subseq	2/4		
Other: Rusinow vs 5-lvl or higher contracts			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx	AKx	
King	AK, AKx, KQx	AKx, KQx, AKJT _x	
Queen	QJ _x	KQT9 _x , QJ _x , AQJ _x , KQJ _x	
Jack	(K)JT _x	(A/K)JT _x	
10	(H)T9 _x	(H)T9 _x	
9	9 _x	(H)98 _x , 9 _x	
Hi-X	X _x , xxX _x	xX _{xx} , QxxxxX, X _{xx} , xX _x	
Lo-X	xxX _x , xxxxxX, xxX _{xxx}	HxxX, HxxxX, JxxXX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	H/L = O	H/L = O	O = Enc
Suit 2	H/L = Disc	S/P	E = Disc
3	S/P		H/L = O
1	H/L = O	H/L = O	O = Enc
NT 2	H/L = Disc	S/P	E = Disc
3	S/P		H/L = O
Signals (including Trumps): A-Att K-Count vs suits; current count			
Smith (high = pos) trick 2 in NT by 3 rd sometimes when missing honor poss			
If not then S/P, opening leader always S/P			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
(1S) – X – (P) – 1NT = 8+ F1R			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Neg x, Resp X, Supp X/XX			
Comp X, Lightner X			
Most/All low level X = TO			
X in high level FP situations generally shows a desire to bid on			

W B F CONVENTION CARD
CATEGORY: Strong Club – Blue
NCBO: Netherlands 6730239 - 8741943
PLAYERS: Ricco van Prooijen – Louk Verhees
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
TARZAN strong ♣
5 crd M, 1♦ = 2+, 1NT = 14-16
1♥ may also contain 5+♠ in 1 st and 2 nd position
GF hands tends to relay for shape, controls, location of honours
3 rd hand opening may be (very) shaded
1 st seat preempts may be light white on red
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1M - 2♣ = 9-11 with 2M or any limit (no fit)
1♠ - 1NT = GF asking bid
1♥ - 1♠ = GF asking bid
1♠ - 2♦♥ and 1♥ - 2♦ = TRF limited
(1x)- 1NT 4(O)M + 5(o)m (except after 3 rd pos opener)
Many transfers in competition
1m – 2♦ = Majors, 1m-3m = om+♠, 1♦-3♣= ♣+♠ limited
1M – 2M = 5OM + 5♣, 1M - 3♣ = 5OM + 5♦
3NT Good 4M opening
2♦ Weak only Multi
2♥ 11-15 4315, 3415, 4414 or 4405
2♠ 5♠ + 4+minor (vul 55)
SPECIAL FORCING PASS SEQUENCES
In some cases double is invitational and pass asks for dbl
IMPORTANT NOTES
PSYCHICS:

			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♠ = ♥ 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♣ = nat 3+, inv+ denies 4M 2♦ = nat 5+, inv+, denies 4M 1♥♠ nat (1♥ may be 3-crd occasionally) 2♥ ♠ = to play 3x = to play	2♠ after 1♥ is SPL, 2NT is 3M6♦ or inv raise short in ♣	
1♥		5	11-15	1♠=Relay GF 1N =4+♠ NF 2♣=any inv (no fit)		1♥-2♣ Drury
			May contain 5+♠ 1 st or 2 nd pos	PASS = 0-9 2♦ = 9-11 ♥ raise 2♥: weaker		
			3 rd hand may be 4 crd	2NT = mixed raise+ 3♠=any SPL 3NT = ♠ void		
				4m = void 3m = PRE		
1♠		5	11-15	1NT = Relay GF 2♣ = any inv (no fit)		1♠-2♣ Drury
			Denies 5+♥ 1 st or 2 nd pos	PASS = 0-9 2♥ = 9-11 ♠ raise 2♠: weaker		
				2♦ = 5♥ (8+ hcp) or 6♥ 2NT = mixed raise+		
				3x = PRE 3NT = any SPL 4m = void 4♥ = nat		
1NT			14-16 Possible 5M, 6m, 5422	2♦ ♥ or minors, 2♥ ♠, both could be 4M, 6m GF 2♠ ♣(wk/gf) or 3suiter short ♣ or size 2NT Puppet, 3♣ ♦ wk/gf 3♦ splinter, 3M 3crd, xOM, 4♣/♦ = ♥/♠	1NT - 2♦ - 2♥ - 2♠ = Minors	
2♣		6	11-15	2♦ = R 2M = NF 3♦♥♠ = inv 2NT = 5MGF or 55MInv		
2♦	X	0	Weak 2 in ♥ or ♠	2NT asks, 2♠ P/C does not show ♥, 4♣ ask trf, 4♦ ask suit		
2♥	X	3	11-15, 3415, 4315, 4414, 4405	2NT asks		
2♠		5	3-9 5♠ + 4+m (vul 55)	2NT asks, 3♣ P/C, 3♦ Inv ♠		
2NT			22-23 bal	3♦/♥ trf, 3♠ SI 1 or 2 minors, 4x, two under trf SI		
3♣		6 (5)		3♦ Asks 3crd M, 4♦ PMKC	3♦: 3♥=3♠, 3♠=3♥, 4♦ = 3♥+3♠	
3♦		6 (5)		4♣ PMKC		
3♥		6		4♣ PMKC		
3♠		6		4♣ PMKC, 4♦ CoG ♥ or ♠		
3NT	X		Good 4M opening	4♣ Strong slamtry, 4♦ Weak slamtry, 4♥ P/C	HIGH LEVEL BIDDING	
4♣			PRE		RKC 1430, Optional RKC in some auctions	
4♦			PRE		Exclusion (0314) , DOPE, PMKC	
4♥			Wide range	4♠ = nat, 5m cuebid	Mixed cues, Last Train, NonSerious NT in unlim auctions	
4♠			Wide range		4♣ in some competitive auctions sets our Major with SI	
4NT	X		Good 5m opening about 9-10 tricks		Dbl invites to bid in some situations	