

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			WBF Convention Card	
OVERCALLS		Lead	In Partner's Suit		
Aggressive overcalls	Suit	1/3/5 (highest inner serie) K and switch=singl	1/3/5		
	NT	Attitude	1/3/5 (Att)	Category:	Natural – 28feb23
	Subseq.	Attitude (135)	Attitude (135)	Players:	Flip Boer - Martine Verbeek
1NT OVERCALL	LEADS			SYSTEM SUMMARY	
2 nd hand: 15-17/18 HCP, as 1NT opening		Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE	
4 th hand: 11-14/15 HCP, as 1NT opening	Ace	AK, AKx(+)	AK, AKx(+)	5-crd M	
With passed hand:	King	KQ(+), KQJ(+), AKx(+)	KQ(+), KQJ(+)	1♣=2+♣ => Transfer responses	
(1m) 1NT=5om4M, (1M)1NT 5m4oM, also in 4th hand	Queen	QJ(+)	QJ(+), KQT9(+), AQJ(+)	1♦=4+♦	
P (1x) P (1y) 1NT = other suits	Jack	J10(+), Jx, KJT(+)	J10(+), Jx, KJT(+)	1M=5+M	
JUMP OVERCALLS	10	10x, T9(x), H109(+)	10x, H109(+), 109(+)	1NT Opening: (14)15-17 Balanced	
NV: WK (3-10) jumps, V: Good WK (8-12)	9	9x	H987 9x	2 OVER 1 Response: MF	
(1m) 2NT: ♥+om; (1M)-2NT: ♣+♦	Hi-x	Sx, xxS(+)	(x)Sx, xx		
Reopen: Intermediate	Lo-x	HxSx(+), HxxxS	Hxx(x)S		
DIRECT and JUMP CUE BIDS	SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
(1m) 2♦ = 2 suiter ♥+♠;		Partners Lead	Declarers Lead	Discarding	2♣ = WK ♦, or 22-23/26-27 BAL, or any GF
(1♠) 2♠ = natural (not if 1♣ = 4+)	Suit: 1 st	Low=Enc	L/H=Even	Low=Enc	2♦ = MULTI: WK with 6♥/♠, or 24-25, or STR with ♦
(1M) 2M = oM+m; (1M) 3M= asks stopper	2 nd	L/H=Even	S/P	L/H=Even	2♥ = WK with 5+♥ 4+m (KW: 5♥5m)
	3 rd	S/P			2♠ = WK with 5+♠ 4+m (KW: 5♠5m)
VS. NT	NT: 1 st	Low=Enc	L/H=Even	Low=Enc	
2♣=♥+♠; 2♦ = multi; 2M = 5+M4+m	2 nd	L/H=Even	S/P	L/H=Even	
Dbl=upper range+ vs WEAK (max 13-15)	3 rd	S/P			
Dbl = 4M5+m vs STRONG (min 14-16)	Signals (including Trump): Lavinthal,				
Reopening: same	Odd Ball				
VS. PREEMPTS	TAKE OUT DOUBLES				
VS. WK 2M: 4m = m+oM, 4M = ♣+♦	Opening values; natural responses; cuebid = F1R				
VS. WK 3m: 4♣ = om+M, 4♦ = ♥+♠	Almost every double is T/O, Support doubles to 2♥				
Dbl = TO, 2NT=15-18					
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DBL/RDBL			SPECIAL FORCING PASS SEQUENCES	
VS. 1(2)♣: dbl = ♥+♠, 1(2)NT = ♣+♦	1♣ (1♦) DBL/1♥ = 4+♥/4+♠			Only in game forcing auctions	
(1♠) p (1♦) dbl = ♥+♠, 1NT = ♣+♦	1m (1♥) DBL = 4+♠; 1m (1♥) 1♠=denies 4+♠				
OVER OPPONENTS TAKE OUT DOUBLE	1m (1♠) 2om/2♥ = 5+♥/5+om (switch)			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
1m (dbl) 2NT = m-fit, PRE; 1m (dbl) 3m = INV				3 rd seat openings may be 9+ and off-shape (1M 4+)	
1♣ (dbl) TRF; 1♦ (dbl) RDL = TRF;					
1M (dbl) 1NT to 2underM = TRF					

[illegible]