

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(+), HxxS	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								

Art	Min	Description	Responses	Subsequent Auction	Passed hand bidding
1♣	2	10-21 HCP (3343)	1♦/♥ = ♥/♣; 1♠ = BAL or 5+♦; 1NT = BAL 11-12;	1♣-1♦/♥-1♥/♣ (11-14) ⇒ 2♣>2♦ /TRF'S	
		18-19 BAL (3352)	2♣ = GF 5+♣; 2♦ multi; 2♥♣=6♥♣ 8-10; 2NT = 6+♣ ZWAK/STERK; 3♣ = 6+♣ INV;	1♣-1♦/♥-1NT (18-19) ⇒ 2♣>2♦ /TRF'S	
				1♣-1♦/♥-3♦/♥/♣ = 4+♥/♣ (15-19)	
1♦	4	4+♦	2♣ = GF 4+♣; 2♦=4+♦ INVERTED; 2♥♣=6♥♣ 8-10; (4♦4♣ open 1♦)	1♦-1M-1NT ⇒ 2♣>2♦ /TRF'S	
			2SA = 11-12 BAL INVITE; 3♣ = 6♣ INV;	1♦-1M-2NT = 5+♦; 17+	
1♥	5	10-21 HCP	2♣ = GF R or ♣'s; 2♥ = 3♥, 6-9; 2♠ = 6♠, 8-10; 2NT = 3+♥-fit, 9-14; 3♣♦ = 6♣♦INV;	1♥-1♠-1NT ⇒ 2♣>2♦ /TRF'S; 1♥-1NT ⇒ TRF'S	2♣/♦ = Drury; Fit bids
				1♥-2♣ => 2♦=min; 2♥=4♣5+♥; higher = 14+	
				1♥-2NT ⇒ 3♣ = SI, 3♦ = INV, 3♥ = MIN	
1♠	5	10-21 HCP	As over 1♥ opening; 1♠-3♥ = 6♥INV; 1♠-3NT = SPL♥	1♠-2♣ => 2♦=min, 2♥ = 5+♣4+♥; higher = 14+	2♣/♥ = Drury; Fit bids
					2♦ = ♥'s
1NT		(14)15-17 HCP	2♣ = R; 2♦/♥/♣/ NT = TRF; 3♣=R; 3♦=4M333	Rubensohl (TRF over intervention)	
			3M = short M; 4♣/♦ = 6+♥/♣; 4M = SO	1NT (2♠) 3♥ = TP, 1NT (3♦) 3M = OM	
2♣	V	0	WK 6(5)♦ or GF ♦	2♦ = R; 2M = NF; 2NT = R	2♣-2♦: 3♣ = 4M5+♣, 3♦ = 6+♣,
			GF ♣♥♣ or		2♣-2NT-3♣ = 6♦, MAX; 3♦=6♦=MIN
			22-23/26-27		
2♦	V	0	WK 6(5)M or GF ♦	2M/3M/4♥ = P/C; 2NT = INV+; 3m = TP	2♦-2NT: 3♣/♦ = ♥/♣, WK; 3M = OM max, good suit
			or 24-25/28+ BAL	4♣ = asks TRF; 4♦ = asks M; 4♠ TP	2♦-2M: 2NT = 24/25; 3♣/M = 5+♦4X; 3NT=9 Tricks ♦
2♥		5	5+♥ 4+m, WK	2NT = R; 3♣ = INV m or NT; 3♦ = INV ♥;	2♥-2NT-3m 3M MF
				4m = spl; 5♣ = P/C	2♥-3♣: P/3♦ = min; 3♥/♣ = max ♣/♦
2♠		5	5+♠ 4+m, WK	2NT = R; 3♣ = INV m or NT; 3♦ = INV ♣;	2♠-2NT-3m 3M MF
				3♥ = 5+♥ INV; 4m = spl; 5♣ = P/C	2♠-3♣: P/3♦ = min; 3♥/♣ = max ♣/♦
2NT			20-22 HCP	3♣ = R; 3♦/♥ = TRF; 3♠ = ♣+♦ GF	2NT-3♣-3♦: 4♥ = ♦; 2NT-3♣-3♥: 3♠ = fit SI; 4m = SI
				4♣/♦/♥/♣ = TRF ♥/♣/♦/♦ SI; 5m = to play	2NT-3♣-3♠: 4♣ = ♠-fit, SI; 4♥ = ♣
3X	6	PRE			
3NT		Gambling	4♣ = P/C; 4♦ = R	3NT-4♦: 4M = spl M; 4NT = no spl; 5m = spl om	
		in 3rd 4th TP			
4X	6	PRE			