

DEFENSIVE AND COMPETITIVE BIDDING		
<b>OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)</b>		
Aggressive overcalls		
Responses are constructive		
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>		
In direct position: 15-17 system on		
Reopening: after 1M 11-16, after 1m 11-14		
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>		
Weak, wide-ranged		
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>		
1X - 2X = highest suits		
1X - 3X = lowest suits		
1X - 2NT = other suits		
<b>VS. NT (vs. Strong/Weak; Reopening)</b>		
X= 5crd m + 4crd M, 2♣= ♥+♠		
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>		
Leaping Michaels		
Transfer Lebensohl		
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>		
X= majors, 1NT=minors		
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>		
When opponents double our 1M-opening, then 2♣ = good raise		

LEADS AND SIGNALS		
OPENING LEADS STYLE		
Suit	Lead	In Partner's Suit
Suit	1/3/5	1/3/5
NT	Attitude	1/3/5
Subsequence	Attitude	Attitude
Other: 2/4 through declarer in new suit		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AKx(+), Ax	AKx(+), Ax
King	AKx(+), AK, KQ(+), Kx	AK, KQ(+), Kx
Queen	QJ(+). Qx	QJ(+). Qx
Jack	KJ10(+), J10(+), Jx	KJT(+), JT(+), Jx
10	QT9(+), T9(+), Tx	QT9(+), T9(+), Tx
9	9x	Short or with an honour
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
1	Attitude	Count
Suit 2		Suit preference
3		
1	Attitude	Count
NT 2		Suit preference
3		
Signals:		
Upside/down count and attitude		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
Can be light with good shape		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
1♣ (1♦) X= 4+♥		
1m (1♥) X= 4+♠		
Support (re)doubles		

W B F CONVENTION CARD		
<b>CATEGORY:</b> Green		
<b>NCBO:</b> Netherlands		
<b>PLAYERS:</b> Merel Bruijnzeen – Doris van Delft		
SYSTEM SUMMARY		
<b>GENERAL APPROACH AND STYLE</b>		
2/1 GF		
1♣ = 2+ cards		
1♦ = 5+ or 4441♣		
1♥/♠ = 5+ cards		
1NT= weak when NV. 10-13 in 1 <sup>st</sup> and 2 <sup>nd</sup> seat NV vs V, 8-14 in 3 <sup>rd</sup> seat (not 8HCP with 4333) NV vs V, 12-14 in 4 <sup>th</sup> seat NV vs V and all seats NV vs NV.		
1NT= 15-17 when V		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
2♣ = GF		
2♦ = 5+♦ weak		
2♥ = 5+♥ weak		
2♠ = 5+♠ weak		
1NT opening can be weak, depending on position and vulnerability		
SPECIAL FORCING PASS SEQUENCES		
Pass is forcing when we make the bidding GF, after (3m) X (5m) when V vs NV		
IMPORTANT NOTES		
In competitive bidding we play transfers and switch		
PSYCHICS:		

OPENING	ARTIFICIAL	MIN. NO. OF MF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	2	4♥	2+♣ any 4432 possible May have 5♦	1♦ = 0-6, 7-10 44M, balanced without 4M, 4+♦, 1M = 7+ NAT, 1NT 7-10, 2♣ = inverted minor	1♣ – 1♦ – 1NT = 17-19BAL 1♣ – 1♦ – 1♥ = BAL or NAT 1♣ – 1♦ – 1NT = 7-10 44M	
1♦		4	4♥	5+♦ or 4441♣	2♦ = inverted minor		
1♥		5	4♦	5+♥	2♣ = 2+ GF, 2NT = 10-14 3+♥, 3♥ = preemptive, 3NT = ♦-splinter, 4♦ = good raise to 4♥	1♥ – 2NT – 3♣ = GF 1♥ – 2NT – 3♦ = INV Gazzilli	2♣ = Drury
1♠		5	4♥	5+♠	2♣ = 2+ GF, 2NT = 10-14 3+♠, 3♠ = preemptive, 3NT = ♥-splinter	1♠ – 2NT – 3♣ = GF 1♠ – 2NT – 3♦ = INV Gazzilli	2♣ = Drury
1NT		NV vs V 1 <sup>st</sup> + 2 <sup>nd</sup> seat	4♥	10-13	2♣ = invitational/GF stayman, 2♦ = GF relay, 2M = to play, 2NT = invitational		
1NT		NV vs V 3 <sup>rd</sup> seat	4♥	8-14, not 8HCP with 4333	2♣ = invitational/GF stayman, 2♦ = GF relay, 2M = to play, 2NT = invitational		
1NT		NV vs V 4 <sup>th</sup> seat and NV vs NV		12-14	2♣ = stayman, 2♦/♥/♠/3♣ = transfer, 2NT = inv, 3♥/♠ = 31(45)/13(45) GF		
1NT		Vulnerable	4♥	15-17	2♣ = stayman, 2♦/♥/♠/3♣ = transfer, 2NT = inv, 3♥/♠ = 31(45)/13(45) MF		
2♣	X		4♥	GF	2♦ = relay	2♣ – 2♦ – 2♥ = NAT GF or 24+BAL	
2♦		5		5/6♦ weak	2NT = asking	2♦ – 2NT – 3♣/♥/♠ = splinter 2♦ – 2NT – 3♦ = minimum	
2♥/♠		5		5/6crd weak	2NT = asking	When V 2♥ – 2NT – 3♣ = unbal min 2♥ – 2NT – 3♦ = max splinter ♣/♦ 2♥ – 2NT – 3♥ = bal min 2♥ – 2NT – 3♠ = max splinter ♠ When NV 2NT – 3♣ = min 5crd 2NT – 3♦ = min 6crd 2NT – 3♥ = max 5crd 2NT – 3♠ = max 6crd	
2NT			4♥	20-21 May have 5M/6m	3♣ = puppet, 3♦/♥ = transfer, 3♠ = minors, 4♣/♦/♥/♠ = double transfer SI		
3X		6		Preemptive			
3NT	X	1 <sup>st</sup> + 2 <sup>nd</sup> seat		4♣/♦ Preempt	4♣ = p/c, 4♦ = asks shortness		
3NT		3 <sup>rd</sup> + 4 <sup>th</sup> seat		To play			
4♣/♦	X	1 <sup>st</sup> + 2 <sup>nd</sup> seat		Namyats, good 4♥/♠-opening	4♦/♥ = SI		

**High level bidding:** RKC1430, mixed cue bids, splinters, Non-Serious 3M+1, Brink 4♣