

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1/2 Level; Reopening)
Light overcalls on 1-level
(1♣)-1♠-(p)- 2♣ = ♥; 2♦ = fit or strong; 2♥ = ♦
(1♦)-1♠-(p)- 2♣ = ♥; 2♦ = fit or strong; 2♥ = ♣
(1♥)-1♠-(p)- 2♣ = ♦; 2♦ = fit or strong; 2♥ = ♣
(1♣)-1♥-(p)- 2♣ = fit or strong
(1♦)-1♥-(p)- 2♣ = fit or strong; 2♦ = ♣
(1x)-1y-(pass)-1N = 10-14
INT OVERCALL (2nd/4th Live; Responses; Reopening)
In direct position: 15-17 (18); system on
(1♥) 1NT (pass) 2♦ = 5♠ invitational
(1♠) 1NT (pass) 2♥ = 5♥ invitational
In balancing seat vs. 1m: 11-14, vs 1M: 12-16
Sandwich 15-18, unless passed hand or positive bidding opps
JUMP OVERCALLS (Style; Responses; Unusual NT)
(1m) 2M = intermediate when we are vul vs. not vul
Weak jump overcalls at other vulnerabilities
Reopen: Intermediate
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1M) 2M = oM & ♣; (1M) 2N = oM & ♦; 1M (3♠) = minors
(1♣) 2♣ = natural; (1m) 2♦ = majors; (1m) 2N = ♥ + other minor
Jump cue bid = solid minor, asking for stopper
(1m) 3m = om & ♠
VS. NT (vs. Strong/Weak; Reopening;PH)
Vs. strong & weak NT with passed hand:
X = one minor OR both majors; 2m = minor + major, 2M = M
When we are vulnerable in direct position OR vs 1N in 3rd pos.:
2♣ = majors; 2♦ = one major; 2M = 5+M & 4+ minor
Vs. weak NT:
2♣ = majors; 2♦ = one major; 2M = 5+M & 4+ minor, 2N=4♥& 6m
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
(2m) 3m = both majors; (2M) 3M = Michaels, less than 4m
(2M) 4m = 5oM & 5m good hand; (3m) 4♣ = majors; 4♦ = 1 major
(3m) 4M = 5M & 5om, (2♥) 4♥ = good 4♠ bid
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = majors; 1N = 4♠+ longer minor, 2N= minors
(1♣) pass (1♦) 2N = black OR red suits
OVER OPPONENTS' TAKEOUT DOUBLE
Transfers when they double 1♣ (1♠ = 5+♦)
1M (X) 1N = 5+♣; 1M (X) 2M-2 = limit raise or better
1M (X) 2M-1 = natural, NF

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd & low	3rd & low	
NT	Attitude	1/3/5 combined with	
		attitude in supported suit	
Subseq		1/3/5 combined with	
		attitude in supported suit	
We may lead K from AK vs 4-level preempts & 5-level contracts			
2/4 through declarer in new and unbid suit vs suit contracts;			
NT: attitude through declarer, but 2/4th from honours (9 is ambiguous)			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx	AKx	
King	KQx, AK bare	KQx, AK in strong suit	
Queen	QJx, (AKQx)	QJx, (KQJx), (KQ10)	
Jack	J10x, KJ10x	A/KJ10, J10x	
10	109x, H109x	109x, H109x	
9	H98, KJ9, 9x	H98, 9x(x)	
Hi-X	Xx, xxX, xxXx	XXx, xXxx, xxXxx	
Lo-X	HxX, HxXx	HxX, HxXX, HxxxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	High = enc	Low = even	Odd = enc
Suit 2	High = even	Suit preference	Low = even
3	Suit preference		Suit preference
1	High = enc. / even	Suit preference	Odd = enc
NT 2	Low = even	Low = even	Low = even
3			
Signals (including Trumps): UDCA after the first trick; odd=enc 1st disc			
Suit preference in trump suit; suit preference at trick 1 in 6+crd suit			
Smith vs NT by 3rd hand when inserting an honour at trick 1 (High=Pos)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Almost every double is take out			
Support doubles and redoubles at 1 and 2-level			
X = opening bid with support for unbid majors OR strong			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1♣ (1♦) X = 4+♥			
1♣ (1♥) X = 4+♠			
Double on a conventional ♥-raise is take out			
Double on a conventional ♠-raise of 3♣ or higher is lead directing			
Double by passed hand on a conventional bid is always lead directing			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Netherlands
PLAYERS: Berend van den Bos – Joris van Lankveld
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1♣ = 2+ NF
1♦ = 5+ or 4441 with singleton ♣/♠
1♥/♠ = 5+
1NT = 15-17
1NT = 10-13 at favourable (10-14 in 3rd/4th seat)
2♣ = weak 2 in ♦, 23-24 balanced or GF ♣/♥/♠
2♦ = weak 2 in ♥/♠, 25+ balanced or GF ♦
2M = 5M 4+ minor (5/5 vulnerable), weak
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1NT at favourable = 10-13 (1 st /2 nd seat), 10-14 (3 rd /4 th)
We use a lot of transfers in competition
1♣ (p) 1♦ = any 0-6, natural, 7+ no 4M OR 44M less than inv.
1♣/♦-1NT = game forcing, usually balanced
1♦-2♣ = natural, 1-round forcing, 6+ hcp
1M-2♣ = game forcing relay (natural, 'balanced' or fit in M)
(1M) 2M = oM & clubs
(1M) 2NT = oM & diamonds
(1M) 3♣ = minors
(1m) 2♦ = majors; (1m) 2N = ♥ + other minor
(1m) 3m = om & spades
1m-(1x)-2NT = 5/5 in remaining suits
SPECIAL FORCING PASS SEQUENCES
(3x) double (5x) when we are vul vs. not vul
IMPORTANT NOTES
Third seat openings may be weak and off shape
Upgrades possible with good shape and tens/nines
PSYCHICS: Rare

