DEFENSIVE AND COMPETITIVE BIDDING			
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)			
Normal style, non-vulnerable 7 <sup>+</sup> , vulnerable 8 <sup>+</sup> , distribution can be			
Compensation for points. After an overcall on the 1 a new suit on			
The 1 level is forcing, same For 3 over 3, but 2/1, 2/2, 3/2 are not			
forcing			
After 1M overcall 2M-2 is invite fit, $2 = \forall$ (if possible) other			
bids on the two level are transfers.			
Transfers after (1x/2x) 2M (no jump) (p/D/2S) and (1m) 1M (D)			
2N strongest raise after 1M overcall, jump cue = mixed raise			
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)			
15-18, system on			
4 <sup>th</sup> seat 11-14 after minor, 11-16 after major			
Always system on if partner didn't show a suit, always system off			
If either player did show a suit.			
JUMP OVERCALLS (Style; Responses; Unusual NT)			
Weak, can be very weak (1 HCP) favorable			
3 <sup>rd</sup> seat 0 and 12 points possible,			

2NT response is asking shortness/min or max New suit NF

Reopen: 12-16

### **DIRECT & JUMP CUE BIDS (Style; Response; Reopen)**

Always known two suiters 1M-2M oM+♦ 1♥-2NT minors 1♥ 3♥ ♠+♠, 1♠ 2NT ♥+♠ 1♠ 3♠ minors 1m 2♦ majors

Non vulnerable: everything goes, Vulnerable reasonable hand 2N and 4<sup>th</sup> suit are invitational bids for the two suits

## VS. NT (vs. Strong/Weak; Reopening; PH)

Multi Landy. 2 = MM, 2 = 1M 2M = M+m

X = Penalty: if passed hand doubles it is 4M 5m

After double bidding is forcing upon until 2♦

(1NT weak) D (pass) system on (1NT) D (bid) Transfer Lebensohl

After Landy 2N is asking -> 3♣ minimum, 3♠ 44, 3N 55

## VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

(non) Leaping Michaels and (3m) 4♦ is Majors, (2M) 3M is minors, (2/3♥) 4♥ good hand spades, (2/3♠) 4♠ = 1m good hand
Jumps are strong vulnerable, weak non-vulnerable vs 2-level bids

# VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 or 2

Transfer responses at the 1-level incl. 1NT

2X = X+X+1; 1\(\Delta\) overcall is \(\Delta+\left\) and  $2N \(\Delta+\left\)$ 

Responses: bidding NT is invitational

### OVER OPPONENTS' TAKEOUT DOUBLE

1M (D) we play transfers, jumping other Major is mixed raise

1M (D) 3m is weak, 2N is 4card fit invitational

1m (D) transfers, RD showing ♥ depending after 1♦

LEADS AND SIGNALS				
OPENING LEADS STYLE				
	Lead	In Partner's Suit		
Suit	135	135		
NT	Attitude	135		
Subseq	Attitude	Attitude		
Other: If we supported partner 135 (also from honours) with attitude.				

Other: If we supported partner 135 (also from honours) with attitude. Attitude leads from known length.

#### LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(x)	AKx(x)
King	AK (with a) stiff	KQx, AKJTx
Queen	QJ	(A)QJx, KQJ
Jack	(K)J10	(A/K)J10
10	(K/Q) 109	(A/K/Q) 109
9	9(x)	H(H)98(x) or 9x
Hi-X	Even	No honour. (T/9) <b>8</b> x
Lo-X	Odd	Honour

#### SIGNALS IN ORDER OF PRIORITY

Partner's Lead		Declarer's Lead	Discarding
1	Attitude	Count	Odd/even
Suit 2	Count	S/P	Count
3	S/P		S/P
1	Attitude	Count	Odd/even
NT 2	Count	S/P	Count
3	S/P		S/P

Signals: Low= encouraging or 'even', if we give count on partners lead:

Low from 2/5 second lowest from 4, highest from 3

First discard Odd/even, lot of suit preference signals (like in trump)

Odd-Ball against NT: high from leader = switch, high from other = like lead

### **DOUBLES**

## TAKEOUT DOUBLES (Style; Responses; Reopening)

Normal style, 10 HCP with perfect distribution, after 1m double can be offshape with 13 HCP, take out doubles by responder on the three level are GF, (1♠) D (pass) 1♦ shows 7-11 HCP, 2M 8-11 5crd, invitational With 4M we start with 2m

(1m) D (pass) 2m we play transfers and forcing upon till 2N

### SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Support (Re)Doublet, GF doubles if opponents pre-empt on the three level, lead directing doubles on 3N, 1N-3N D asks spade lead Double on 4NT is always asking to bid on, game invite doubles when there is no space, if we have a minorfit, opponents bid 3• double is asking stopper for 3N

After 1♦ overcall double shows 4/5 ♥ after, 1♥ overcall we play double as 4/5 spades, Game try double, double on splinter asks for next lower suit.

### W B F CONVENTION CARD

CATEGORY: Green: NCBO: Netherlands

PLAYERS: Danny Molenaar - Tim Verbeek

**EVENT: World championships 2023** 

#### SYSTEM SUMMARY

### GENERAL APPROACH AND STYLE

Transfers over 1♣

2/1 GF, 1M 2♣ doesn't promise ♣

10-13 NT first and second seat white vs red

1♦ is usually 5 or 4441♣/1♠

Rebidding 1N after 1♣ transfer to M shows 18-20

2 multi

2M weak 5M 4+m

### SPECIAL BIDS THAT MAY REQUIRE DEFENSE

Transfer over  $1 \clubsuit: 1 \spadesuit = \heartsuit$ ;  $1 \heartsuit = \spadesuit$ ;  $1 \clubsuit - 1 \spadesuit = \text{No Major}$  $1 \clubsuit - 1 \text{NT} = GF \text{ relay}$ ;  $1 \spadesuit - 2 \clubsuit \text{ and } 1 \text{M} - 2 \clubsuit = GF \text{ relay}$ 

1 **V**-1NT = 5 <sup>+</sup> **♠**, 1 **V**-1 **♠** = forcing no trump up to 11 HCP

10-13 NT white vs red first and second seat, otherwise 15-17

2M doesn't promise 4m if favorable first/third seat

3N opening shows good 4M opening bid

1m -2 $\blacklozenge$  invite 6M. 1 $\blacklozenge$ -2 $\blacktriangledown$  =5 $\spadesuit$  4 $\blacktriangledown$  7-10

1m 4m/om, good 4♥/♠ bid

1M 3M -1 any singleton splinter, direct splinters are voids

Transfers and switch in competition if we open on the 1-level

 $(1m) 2 \spadesuit M$ ,  $2N \text{ om} + \heartsuit$ ,  $3m \text{ om} + \spadesuit (1\heartsuit) 2 \heartsuit \spadesuit + \spadesuit (1\heartsuit) 3 \heartsuit \spadesuit + \clubsuit 65$ 

(1♠) 2♠ ♥+♦ (1♠) 2N ♥+♣ (1♠) 3♠ (65 minors)

1x (1y) 2N = 5-5 in unbid suits 8 + HCP

### SPECIAL FORCING PASS SEQUENCES

Opening vs 10<sup>+</sup>

Red against white we bid game and opponents bid at 5-level, only

If we have opened after 2♣ opening bid

### IMPORTANT NOTES

### PSYCHICS: Rare

Openin g	Ar t	MIN. NO. OF CARDS	NEG. DBL THRU	Danny Molenaar – Tim Verbeek Netherlands			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1 <b>♣</b>		2	4♥	With every 4432 we open 1♣	Transfers, 1N GF relay, 2♣ GF♦, 2♦ invite 6M,	Accepting transfer is 12-14 balanced or	Transfers and Switch
				With 18-20 3352 also 1♣	2♥ 5♠ 4♥ 7-11, 2♠ invite+ ♦ 2N weak raise,3x weak	1444/1345 with unbiddable 5crd	After overcall on 1-level
1♦		5(4)	4♥	Only 4 with 4441♣	2♣ GF relay, 2♦ invite 6M, 2♥ 5♠ 4♥ 7-10, 2♠ invite+ ♦ 2N weak raise, 3x weak	1N is relay after 1♦ 1M	2N is 5-5 other two suits 8 <sup>+</sup> HCP
1♥		5	4♦		1♥-1NT 5 <sup>+</sup> ♠ 1♥-1♠ 0-4♠ 4-11 HCP 1♠-3♦ 8-11 6♥	After 2♣ 2♦ min, 2♥ ♣ 2♠ ♦ 2N 6M	After double transfers
					2♣ GF relay, 2N 7-13 3 <sup>+</sup> M, 3M-1 any splinter, void	After 2N 3♣ asking and strong	Transfers and Switch
1♠		5	4♥		splinters	After 3M-1 3M asks	2N is fit
INT	X		4♥	10-13 NV/V 1 <sup>st</sup> and 2 <sup>nd</sup> seat Weak can be semi balanced	System on at 2 level, system off at three or four level		2N weak suit that you cannot bid on 2-level or strong with ♣
			4♥	(14)15-17 other positions 6m/5M possible	2♣ staymanish transfers 4 <sup>+</sup> 2♠ size ask or minors 2N ask 4/5M; 3♠:4351/4315, 3♦:4441m 3M:1M444	After 2♣ 2x, 2N and 3♣ transfer After 2N 3♣ no 5M	See aboven
2♣	X			Strong, but not with with ◆	2♦ waiting, 2M natural, rest transfer, 6crd good suit	$2M = 5^+$ subsequent $2M+1$ is asking	Transfers and Switch
				Or 22-24NT			
2♦	X			6M weak or strong ♦ or 24 <sup>+</sup> NT	2N forcing	$3 \clubsuit = ♥, 3 ♦ = ★ 3 ♥ = maximum balanced$	
				or 25+NT	New suit not forcing	spades 3♠ = maximum balanced hearts	
2♥	X	5		5M 4 <sup>+</sup> m weak	2N asking, doesn't promise points	Partner always bids his minor	
				1 <sup>st</sup> 3rd seat favourable can be	New suit not forcing		
2♠	X	5		Without 4m	2N asking, doesn't promise points		
					New suit not forcing		
2NT				20+-23 Strong balanced	3♣ muppet, transfers 3♠ both minors	After 3♣ 3♥ denies Majors, 3N = 5♥	Transfers and Switch
					4x double transfer	After transfer accepting transfer = fit	
3♣		6		Vulnerable likely 7	3♦ transfer to 3♥, 3♥ forcing 3♠ not forcing	After 3♦ 3M= 3oM 3N= no 3M	Penalty doubles
3♦		6		Vulnerable likely 7	New suit non-vulnerable not forcing		Penalty doubles
3♥		6		Vulnerable likely 7	4♣ Poor Man's Blackwood, 4♦ general ST, new		Penalty doubles
3♠		6		Vulnerable likely 7	suit non-vulnerable not forcing		Penalty doubles
3NT				Good 4M opening	4♣ ST ♠, 4♦ ST ♥ 4M poc, 4N asking aces		
			<u> </u>	This one			
4♣		7	<del>                                     </del>	Preemptive		HIGH LEVEL BIDDING	
4♦		7		Preemptive		Mixed cuebids, if major fit 3N shows minimum, Last cuebid doesn't promise cuebid, 4m+1 is asking aces, first bid min, 1/3, 2 and 2 with queen, if we have m	
4♥		7(6)	1	Preemptive		And only two steps, we reverse meaning first two bids. Normal asking aces is 5♣ 1	
4 <b>♠</b>	v	7(6)	-	Preemptive		or 4, 5 \in 0 or 4, etc. Exclusion blackwood, we play 0-3 1-4 2 and 2 without.	
4NT	X	8		Both minors weak		After asking aces next bid asks for trump Queen, if trump Queen is already shown	
5 <b>♣</b> 5 <b>♦</b>		8	-	Preemptive Preemptive		Or denied, it is asking for kings. In both situations bidding a new suit shows a  King in order of priority, except if there is not enough space to show all.	
5 <b>∀</b>		O	+	Тестриче		4m shows minimum hand if minor fit 4NT in competition is OKB if partner	
5 <b>♦</b>		<u> </u>	1			showed 5+M and we don't have a slemtry under 4M. poor man's blackwood after	
J#		<del>                                     </del>	<del>                                     </del>			weak 2/3 and after strong opening step 1: 0, step 2 1, step 3 1 with the queen	