

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Aggressive overcalls
Responses are constructive
INT OVERCALL (2nd/4th Live; Responses; Reopening)
In direct position: 15-17 system on
Reopening: 11-16
JUMP OVERCALLS (Style; Responses; Unusual NT)
WEAK (NV); INTERMEDIATE (V/NV)
1m-2NT= 5/5 in lowest remaining suits
1M-2NT= 5♦/5oM
1M-3♣= 5♦5♣, 1♦-3♣= natural, weak
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1M-2M 5♣/5oM, 1m-2♦= majors
Jump cue bid= asking for stopper
VS. strong NT when we are NV, or VUL in balancing seat
X= 1 minor or both majors; 2m= m+M, 2M= natural
Note: we also play this with passed hand
VS. weak NT, or when we are VUL in direct position
X= penalty, 2♣= majors, 2♦= one major, 2M= 5M 4+M
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Leaping Michaels
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X= majors, 1NT = ♣
2♣= ♣+♠, 2♦ = ♦+♠, 2♥= majors

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	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	Asks for attitude/suit pref	Asks for attitude	
King	Asks for count	Asks for count or unblock	
Queen	QJ	KQ, QJ	
Jack	JT	JT	
10	T9	T9	
9	H98	H98	
Hi-X	Xx, xXx(x)		
Lo-X	HxX, HxxX		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Count	Odd= enc
Suit 2	Suit preference	Suit preference	Error! Not a valid bookmark self-reference.
3		Error! Not a valid bookmark self-reference.	Error! Not a valid bookmark self-reference.
1	Attitude	Count	Odd= enc
NT 2	Suit preference	Suit preference	Error! Not a valid bookmark self-reference.
3		Error! Not a valid bookmark self-reference.	Error! Not a valid bookmark self-reference.
Signals:			
Upside down count and attitude			
Smith echo (high likes) and suit preference			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Almost every double is T/O			
Support doubles			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1♣ (1♦) X= 4+♥			
1m (1♥) X= 4♠ or 5+♠ less than invitational			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Netherlands
PLAYERS: Van den Bos – Van Lankveld
EVENT:
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 GF
1♣= 2+ cards
1♦= 5+ or 4441♣
1♥/♠= 5+ cards
1NT= 15-17
1NT= 10-13 NV/V
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Favourable 1NT= 10-13 (1st/2nd seat), 9-14 (3rd), 11-14 (4th)
We use a lot of transfers in competition up to the 4-level
1♣-1NT= 6♥/♠ 2-6 HCP
SPECIAL FORCING PASS SEQUENCES
Pass is only forcing in slam or game forcing auctions
(3x) double (5x) when are V/NV
IMPORTANT NOTES

OVER OPPONENTS' TAKEOUT DOUBLE
When opponents double our 1M-opening, then 2M-2= good raise

(1NT) p (2♦) X= take out

Third seat openings may be weak and off-shape
Upgrades always possible with good shape or tens/nines
PSYCHICS: Rarely

OPENING	TICK IF ARTIFICIAL	MIN. NO. OmF CARDS	Negative double through + seat	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	2	4♥	2+♣ any 4432 possible 5♦332 with 17-19 possible 10+HCP	1♦ any 0-6, 7-10 44M or no 4-card major 1M natural, may bypass 4+♦, 1NT 6M weak 2♣ 4+♣ 10+, 2♦ 5-9 5♥4♠ 2♥ 4♥5♠ 5-9, 2♠ any GF 4441 2NT 10-12, 3♣ pre-emptive, 3♦ INV♥, 3M weak	1♣-1♦-1NT = 18-20 BAL 1♣-1♦-1♥ = 12-14 BAL or 4+♥ UNBAL 1♣-1♦-1♥-1NT = 44M 0-10	1♣ (X) 2x= NF, 6+ cards
1♦		4	4♥	5+♦ or 4441♣ 10+HCP	2♣ FG relay, 2♦ 10+ with fit 2♥ 4+♥5♠, 2♠/3♣ invitational, 3♦ pre-emptive	1♦-1♥-2♠ = 6+♦	1♦ (X) 3♣ = good raise in ♦
1♥		5	4♦	5+♥ 10+ HCP	1NT NF, 2♣ GF relay, 2♠ INV 6♠, 2NT INV 3+♥ 3♣ 6-9 4♥, 3♦ any splinter, 3♥ pre-emptive	1♥-1NT-2♣ = 4+♣ or any 16+ 1♥-1NT-2NT = GF 5/5 or 18-20 6322	1♥-2♣ = good raise 1♥-3♦ = mixed raise
1♠		5	4♥	5+♠ 10+ HCP	1NT NF, 2♣ GF relay, 2NT INV 3+♠, 3♣ 6♥ INV 3♦ 6-9 4♠, 3♥ GF4♠+x, 4♣/♦ void SPL	1♠-1NT-2♣ = 4+♣ or any 16+ w/o 5/5 1♠-1NT-2NT = GF 5/5 or 18-20 6322	1♠-2♣ = good raise 1♠-3♣ = INV 6♣
1NT				(14) 15-17 bal 10-13 at favourable 1st/2nd 9-14 at favourable 3rd/4th	2♣ stayman; transfers could be 4+, 2♠ range ask, 2NT ask or show 4/5-card M, 3x= shortness After weak NT: 2♣ NF stayman, 2♦ GF, 2M to play	Transfers after 1NT-2♣-2x	1NT (X) p (p) XX= 2 places 1NT (p) 2♣ (X) XX= 2♣ 1NT (p) 2♣ (X) p= 3+♣
2♣	X			Any GF	2♦ relay, 2♥/♠ 5+ 2 out of AKQ	2♣-2♦-2M 4+ could have longer minor	
2♦		5		5+♦ 4-10 HCP	2♥= relay, 2NT= asking, 2♠/3♣ NF		
2♥		5		5+♥ 4-10 HCP	2NT= asking, 2♠/3♣/3♦ NF		
2♠		5		5+♠ 4-10 HCP	2NT= asking, 3♣/3♦/3♥ NF		
2NT				21-23 bal May have 5M/6m	3♣ puppet, 3♦/♥ transfer, 3♠ minors 4♣/♦ SI 6♥/♠, 4♥ SI 6♣, 4♠ SI 6♦ 4NT invitational with 3343 or 3334		
3♣		6		Pre-emptive	3♦ puppet to 3♥, 3♥ GF, 3♠ NF, 4♦ optional RKC	3♣-3♦-3♥ (forced)-3♠= GF, 3NT= doubt	
3♦		6		Pre-emptive	4♣ optional RKC, 4♦ barrage		
3♥		6		Pre-emptive	4♣ optional RKC, 4♦ SI with bad trumps		
3♠		6		Pre-emptive	4♣ optional RKC, 4♦ SI with bad trumps		
3NT	X			Solid minor, no A/K outside	4/5/6♣ p/c, 4♦ SI		
4♣/♦				Pre-emptive	4NT to play	HIGH LEVEL BIDDING	
4♥/♠				Pre-emptive	4NT RKC 1430	1430 RKCB, DOPI/ROPI, splinters, Optional Blackwood in competition Kickback in specific situations	