

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Simple overcall: 7+, 4 crd poss.
Responses: 1NT= 9-13, 2NT= 14-16.
Cuebid = inv+ with 3 crd sup or GF own suit.
Jump cuebid = inv+ with 4 crd sup.
Jump in new suit = natural + fit
New suit = constructive NF
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
1NT overcall = 15-18 hcp in direct seat. Responses as opened 1NT
(1X)-p-(p)-1NT = 10-14. Responses as opened 1NT
2NT overcall = 15-18 hcp in direct seat. Responses as opened 2NT
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak jumo overcalls and in competition. Style normally 6+ crd
Reopen: More constructive (10-12 with 6+)
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct cue bid over 1m = 5/5+ majors (could be weaker when nv)
Direct cue bid over 1M = 5+oM and 5+♣ (could be weaker when nv)
Jumo cuebid = asking for stopper
2NT = 5/5+ in lowest poss suits (could be weaker when nv)
VS. NT (vs. Strong/Weak; Reopening; PH)
X = 5+m and 4M
2♣ = 4/4+ M
2♦ = one major
2♥ = 5♥ and 4+♣/♦
2♠ = 5♠ and 4+♣/♦
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
VS preempt: 4m with jump = Leaping Michaels
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
VS strong 1♣. X = T/O. 1x = nat. 1NT=♣. 2♣= majors.
2♦ = one major, 2♥ = 5♥ and 4+♣/♦, 2♠ = 5♠ and 4+♣/♦
OVER OPPONENTS' TAKEOUT DOUBLE
1x = nat FIR. Jump is weak. XX= 9+ hcp

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd /5 th	3 rd /5 th	
NT	3 rd /5 th	3 rd /5 th	
Subseq	Attitude	Attitude	
Other: No 3 rd /5 th from (inner)sequence. Always the highest (KT9x, KJTx)			
King for count, Ace for attitude. Attitude when switching.			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	For attitude: Ax, AK	Same	
King	For count: AK or KQ	Same	
Queen	QJx	Same	
Jack	AJT, KJT, JT, Jx	Same	
10	AT9, KT9, QT9, Tx	Same	
9	9x, K98, Q98,	Same	
Hi-X	Xx	Same	
Lo-X	xxX	Same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	H-L=enc	H-L=even	Odd=enc Even=disc
Suit 2	H-L=even	Lavinthal	
3			
1	H-L=enc	H-L=even	Odd=enc Even=disc
NT 2	H-L=even	Lavinthal	
3			
Signals (including Trumps):			
Lavinthal in trump			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
T/O doubles opening values or weaker with shape. Cue responses = 8(9)+			
Practically all low lwwl doubles are T/O. Support double thru 2♥.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative and responsive double thru 4♥.			
Support double thru 2♥.			
1♣-(1♦)-X = 4-4 in M.			
1♣-(1♥)-X = 4♠			
1♣-(1♥)-1♠ = 5+♠			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: The Netherlands
PLAYERS: Agnes Snellers – Wubbo de Boer
EVENT:
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5-card major
1♣ = 2+ ♣ (with 4432)
1♦ = 4+
1♥ = 5+
1♠ = 5+
2 over 1 response: not GF
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ = Multi Coloured
2♥ = Weak with 5♥ and 4+♣/♦
2♠ = Weak with 5♠ and 4+♣/♦
1NT 1st and 2nd position nvul = 9-12 hcp (no 4333)
2♣ = Strong or weak in ♦
Negative free bids (8-11 hcp or shape)
SPECIAL FORCING PASS SEQUENCES
When nvul opp bid over our vul game
When opp bid after our 2 over 1
IMPORTANT NOTES
3 rd opening can be weak(er)
PSYCHICS: seldom

				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2+	4♠	2+♣, 10+ hcp	2♣= inverted, 3♣= fit 7-9 hcp. 3M= 14+ splinter 2NT= fit 3-6 hcp. Jump in new suit= strong poss with fit	After 1♣-2♣ opener and responder can bid Singletons.	Jump= fit
1♦		4+	4♠	4+♦, 10+ hcp	2♦= inverted, 3♦= fit 7-9 hcp. 3M= 14+ splinter 2NT= fit 3-6 hcp. Jump in new suit= strong poss with fit	After 1♦-2♦ opener and responder can bid Singletons.	Jump=fit
1♥		5+	4♠	5+♥, 10+ hcp	2NT= inv+, 3NT= 13-15 bal fit. Jump in new= strong poss with fit. Splinter= 10-13, 3♥= pre	1♥-1NT-2♣= Gazilli -> nat or any 16+ hcp 1♥-1NT-2NT= 5/5+ GF -> 3♣= asks for 2nd 1♥-1NT-3m= 5/5 inv 1♥-1NT-2♣-2♦= 8+ hcp 1♥-1NT-2♣-2♠/NT= 4-7 hcp with minors 1♥-1NT-2♣-3x= nat 4-7 hcp	Drury: 1♥-2♣= 8-11 hcp 3+ fit 1♥-2♣-2♥= min
1♠		5+	4♥	5+♠, 10+ hcp	2NT= inv+, 3NT= 13-15 bal fit. Jump in new= strong poss with fit. Splinter= 10-13, 3♠= pre	1♠-1NT-2♣= Gazilli -> nat or any 16+ hcp rest => see 1♥ opening	Drury: 1♠-2♣= 8-11 hcp 3+ fit 1♠-2♣-2♠= min
INT	X		3♠	1 st /2 nd nv, 9-12 hcp balanced 5-4, 6m or 5M poss, no 4333	2♣= weak or inv Stayman. 2♦= GF Stayman 2♥♠= nat NF, 3/4x= nat NF	Transfer Lebensohl, negative doubles After penalty double 1NT many escape bids	
1NT			3♠	Rest, 15-17 hcp balanced 5-4, 6m or 5M poss	2♣= Stayman relay, 2♦♥♠NT= transfer ♥♠♣♦ 3♣=5♣4♦ and sing M, 3♦=5♦4♣ and sing M 3♥♠=4♥♠ and sing oM, 4♣♦= SI Texas for ♥♠	Transfer Lebensohl, negative doubles	
2♣	X	0+		1) Weak in ♦ (6 crd 4-10 hcp) 2) 22-23 NT 3) SF in suit(s)	2♦= NF relay, 2M= nat FIR, 2NT= F rel, 3♦=pre	After 2♣-2M we bid min/max with or without fit. After 2♣-2NT we bid min/max	
2♦	X	0+		1) Weak in ♥ or ♠ (6 crd 4-10) 2) 24+ NT 3) GF in suit(s)	2/3♥♠= NF p/c, 4♥♠= to play, 4♣= bid your suit in transfer, 4♦= bid your suit, 3♣♦= nat F, 2NT= F relay	2♦-2NT ask for maximum and suit quality: 3♣=6♥, 3♦=6♠, 3♥=6♠ and good suit, 3♠=6♥ and good suit	
2♥		5		5♥ and 4+ minor (4-10 hcp)	2NT= Constructive R, 3♣= p/c, 2♠3♦= nat NF 3♥= pre, 3♠= nat GF	After 2♥-2NT: 3♣♦= nat no max 3♥♠= ♣♦ with max or 5/5	
2♠		5		5♠ and 4+ minor (4-10 hcp)	2NT= Constructive R, 3♣= p/c, 3♦♥= nat NF 3♠= pre	After 2♠-2NT: 3♣♦= nat no max 3♥♠= ♣♦ with max or 5/5	
2NT				20-21 NT	3♣= puppet Stayman, 3♦♥=Transfer, 3♠= minors 3NT=5♠4♥, 4♣♦= SI with ♥♠, 4♥♠=SI with ♣♦	2NT-3♣-3♥-3♠= SI ♥♠-cue not needed. Idem after 2NT-3♣-3♠-4♣ 2NT-3♦♥-3NT=5oM + 2 crd in transfer suit	
3m		6/7		6+m 3-11 hcp, strength depends on pos and v/nv	New suit = nat F		
3M		6/7		6+M 3-11 hcp, strength depends on pos, v/nv and shape	New suit = nat F	HIGH LEVEL BIDDING	
3NT	X			Gambling in minor with solid 7+ crd suit	4♣=NF p/c, 4♦= F	Serious 3♠/3NT. Mixes cue-bids. Splinters. RKCB (1430).	
4m		7+		Preemptive, likely 8 crd suit		After RKCB = 5NT even number of KC with void	
4M		6+		7+M or 6/5+		After RKCB = 6x odd number of KC with void in x	
4NT	X			Specific Keycard asking			

Printen:

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Dan terugleggen in papierlade zoals het eruit komt + 1x rechts omdraaien + helemaal in zijn as omdraaien (180 graden)