

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	
Normal style.	
New suit = NF if we overcall 1X, but F if we overcall 2X.	
Jump = nat inv (but fitbid if third hand acts)	
If we overcall 1Ma:	
2N = 4+ fit, strong jumpcue = mixed transfers if they neg X	
INT OVERCALL (2nd/4th Live; Responses; Reopening)	
15-18 System on	
In balancing:	
11-14(15) System on, but 2C is size ask	
2NT = 19-21	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
After 1C: 2D = 5D/4H (Mich vs short C) 2H = 5H/4S 2S = 5S/5D	
After 1D: 2H = 5H/4S, 10-13 (but Mich vs short D) 2S = 5S/5C	
After 1H: 2S = 4S/5D opening strength	
After 1Ma: 3Mi = 5/5, that Mi + Other Ma	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
1C – 2C = Majors (but Nat + 4Ma vs short C)	
1D – 2D = Majors (but Nat + 4Ma vs short D)	
1H – 2H = 4S/5C opening strength	
1S – 2S = 4H/5C opening strength	
VS. NT (vs. Strong/Weak; Reopening;PH)	
In direct seat:	In balancing seat:
2C = majors	2C = majors
2D = 1 Ma	2D = 4D/4Ma
2Ma = 5Ma + 4mi	2Ma = nat, but limited
Dble = strong	Dble = 4C/4Ma or D or good 2Ma
(with one neg double)	(2C=Relay, 2D asks Ma (if C/Ma))
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
Vs 2Mi: 3Cue = 5H/5S 4C = 5H/5Omi 4D = 5S/5Omi	
Vs 2Ma: 3Cue = Michaels 4mi = 6Mi/5Oma	
Vs 3Mi: 4C = 5Omi/5Ma 4D = Michaels Vs 3Ma: 4Ma = Michaels	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	
Vs 1C: Double/1NT = majors, con/des-tractive 2NT = minors	
Vs 2C: Double = majors (only direct) 2NT = minors, always	
OVER OPPONENTS' TAKEOUT DOUBLE	
Many transfers All jump raises are mixed	
After 1D – (X) : 2NT = 4+D Pre, 3C = 4+D Lim, 3NT = a 4,5Dia-bid	
After 1Ma – (X): Transfers 2NT = 4Ma, Lim 3Ma-1 = 4Ma, Pre	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5	same	
NT	4 th + Rusinov	same	
Subseq	attitude		
Other: vs NT: strong K and second from bad suits			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK	AK	
King	KQ	Asks unblock/count	
Queen	QJ	KQ	
Jack	JT, KJT	QJ	
10	T9, HT9, Tx	JT, HJT	
9	9x, KJ9	T9, HT9	
Hi-X			
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	L-H = enc	L-H = even	L = enc
Suit 2	L-H = even	S/P	L-H = even
3	S/P		
1	L-H = enc	L = likes lead (trick 2)	L = enc
NT 2	L-H = even	L-H = even	L-H = even
3	S/P	S/P	
Signals (in Trumps): S/P and: High = I am ruffing			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Standard			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Neg, sup (2H), resp, Snap dragon, game try, GF creating			

W B F CONVENTION CARD	
PLAYERS: Jan Jansma – Chris Willenken	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
Polish Club based	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
1C – 1D = Relay (maybe weak)	
1Mi – 1Ma = other Ma (not BPH, then nat)	
1C – 2D = Multi (6+Ma, 4-7 HCP)	
1D – 2H/S = 5H-4S (weak/inv)	
2D = 4414 or 4405 11-15(17)	
Special two suited jumpovercalls	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES	
PSYCHICS:	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PAS HAND BIDDING
1♣	X			12-14 bal or strong (see below) 5C, 16+. 5Ma, 18+. 18+BAL	1D = relay (any 0-7, 44Ma, no Ma) 1Ma = other ma 2C = 5+D, 12-16 2D = Multi 2Ma = 6Ma, Inv	1C-1D-1H = any 12-14 bal or 5+H, 18+HCP → 1S asks, 1NT=4H/4S 1C-1D-1NT=18-19	No inversions BPH Many transfers in competition
1♦		4		11-21 HCP, Usually 5D Only 4D if 4441 OR 4D5C	1Ma = other ma 2C = nat, GF 2D = inverted 2H/S = 5H/4S, Weak/Inv 3C = Nat, Inv 3D = Pre	1D-1H-1S=4H 1D-1Ma-3D = 15-17 6D/3ma 1D-1Ma-2NT = 6+D, 15+ (3C asks)	No inversions BPH Many transfers in competition
1♥		5		11-17HCP (or 18-19 BAL)	} 2X = GF, 3X = nat, Inv 1H-2S=6S, less than Inv } 2Ma = constr 3Ma = mixed 3Ma+1 = any spl	After 1Ma – 2NT: 3C = gametry OR slamtry	Rev Drury BPH After overcall: 2NT = 3+M
1♠		5		11-17HCP (or 18-19 BAL)	} 2NT = 3+Ma, 9-13HCP 4X = void (11-13)	3D = strong spl 3Oma = strong void	Cue = 3+M
INT				15-17 5Ma, 6Mi, 5Mi4Ma possible	2S = C or BAL inv 2NT = Dia 3C = Puppet 3D = 5/5 mi 3Ma = spl 4red = Texas 4S/NT = Q	Transfers AFTER Jacoby Smolen	Transfers after natural overcall System on after Dble. 2C-L
2♣		5		Natural, 11-15HCP 6C OR 5C4Ma (not 5422)	2D = Relay 2Ma = NF 3C = INV 3X = 6+X, GF 2NT = Weak with C OR GF, any 5/5	Relays and Optional RKC	2M = F in competition
2♦	X			4-4-1-4 12-17HCP or 4-4-0-5 11-15HCP	2NT = To play in 3C OR GF in a suit 3X = Inv 4C = Pre 4D = asks best Ma		
2♥		6 (5/7)		Weak 2	} 3Mi = NF New Ma = F 4Mi = F } 2NT = Strong (4C later is PM RKC)	2M-2NT-3M = Minimum } Next free 3C = Max, good suit } bid asks	After Dble: Lead directors
2♠		6 (5/7)		Weak 2	}	3D = Max, bad suit } shortness	
2NT				20-22	3S = Minors 4X = Slamtry in X+2	2N-3C-3N = 5S 2N-2C-3D-3H = 5S 2N-3C-3R-next = 5S, Unbal COG 2N-3D-3H-3S = 5H, Unbal COG (or 55MM)	Overcalls < 3S: Pass = Stay Overcalls > 3H: See 1NT
3♣		6 (7)		} Unfav: Very sound, 7+	} New suit = Forcing (NF after interference)		
3♦		6 (7)		} Rest: Very loose!	} 4C (4D over 3C) = Opt PM RKC		
3♥		6 (7)		} (usually no defensive trick)	} 4NT = 4-ace Blackwood		
3♠		6 (7)		}	}		
3NT	X			Solid Major (no side A/K)	4C asks transfer		
4♣				Pre	4NT = to play 4D = RKC		
4♦				Pre	4NT = to play 5C = RKC		
4♥				Pre	4NT = RKC		
4♠				Pre	4NT = RKC		
4NT				Blackwood	0,1,2	HIGH LEVEL BIDDING RKC (and some more gadgets)	