## DEFENSIVE AND COMPETITIVE BIDDING

**OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)**

Good suits might overcall light, New suit after overcall at 1 level = F

**1NT OVERCALL (2nd/4th Live; Responses; Reopening)**

15/18 with system on

In 4th, 11/14 with system on

**JUMP OVERCALLS (Style; Responses; Unusual NT)**

Always weak with respect to vulnerability

EXCEPTION: (1M) 3♣ = ♦ + other M

Reopen:

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

(1♣) - 2♣ = natural

(1♣) - 2♦ = Majors

(1M) – 2M = OM +♣

)1M) - 3♣ = OM +♦

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

Multi Landy vs all NT bids

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

Dbl=always take out

(3minor) 4♣=oM + M

(3minor) 4♦=Majors

**VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣**

Dbl=M, 1NT=minors

If we overcall at 1 level a 1nt bid by responder is our cue bid

**OVER OPPONENTS' TAKEOUT DOUBLE**

Transfers starting at 1NT

## LEADS AND SIGNALS

**OPENING LEADS STYLE**

| | Lead | In Partner's Suit |
|---|---|---|
| Suit | 1,3,5 (3rd from 6) | Same, if support, attitude |
| NT | attitude | |
| Subseq | | |

Other:

**LEADS**

| Lead | Vs. Suit | Vs. NT |
|---|---|---|
| Ace | Asks UD attitude | same |
| King | Asks UD Count | Asks unblock or UD count |
| Queen | Asks UD attitude | |
| Jack | | |
| 10 | | |
| 9 | | |
| Hi-X | | Any number of small cards |
| Lo-X | | |

**SIGNALS IN ORDER OF PRIORITY**

| | Partner's Lead | Declarer's Lead | Discarding |
|---|---|---|---|
| 1 | attitude | count | Low=enc |
| Suit 2 | count | SP | |
| 3 | | | |
| 1 | attitude | | |
| NT 2 | count | | |
| 3 | | | |

Signals (including Trumps):

Upside down count and attitude, SP in trump suit, if applicable HL shows desire to ruff

## DOUBLES

**TAKEOUT DOUBLES (Style; Responses; Reopening)**

Not extremely light, jump to 2M shows always 5+ card

**SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS**

All our low level double are for take out with one exception: if we started with a weak bid ALL doubles thereafter are penalty

## W B F CONVENTION CARD

**CATEGORY: Green**
**NCBO: Huub Bertens BEL&537**
**PLAYERS: Jean Paul Vis NED 9000065**
EVENT (Open)

## SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Natural, 5532

1♦ with 4/4 minors except if 17+ bal

1nt 14/16 1st&2nd, 15/17 3rd&4th

**SPECIAL BIDS THAT MAY REQUIRE DEFENSE**

2♦ = ALWAYS weak with one Major, responses NOT standard

2♥/♠ = 5/5 M+minor, might be 5/4 green vs red in 1st

1M-(p)-2♣=artificial GF

**SPECIAL FORCING PASS SEQUENCES**

Pass is only F in 2 over 1 auctions and if we BOTH know we have bid a game on strength

**IMPORTANT NOTES**

**PSYCHICS: rare, 2♦=always weak with 1M, so IF…..**

| OPENING | TICK IF ARTIFICIAL | MIN. NO. OF CARDS | NEG.DBL THRU | DESCRIPTION | RESPONSES | SUBSEQUENT ACTION | COMPETITIVE & PASSED HAND BIDDING |
|---|---|---|---|---|---|---|---|
| 1♣ | | 2 | 4♥ | 2 only if 4432, might be 4♦ if | 1♦=any 0/7 or natural (might be 3♦ and 4♣) | 1♣ - (p) - 2♣=natural GF | |
| | | | | 17+, balanced | 1M=natural, 8+ (7 with good suit is permitted) | | |
| 1♦ | | 4 | 4♥ | Does not promise unbal. hand | 1♦-(p) 2♦=inverted minor | | |
| | | | | | 1NT = almost F, opener only passes 5332, min. | | |
| 1♥ | | 5 | 4♥ | Natural, | 2♣=art, and GF | Relay structure | 2♣=ither weak or very good raise |
| | | | | | 2♦= nat, GF 1M-(p) 2NT=invite in M or min GF | Natural, reverse doesn't show strength | 2M=3 card good raise, like Drury |
| 1♠ | | 5 | 4♥ | Natural, | 1♥-(p) 2♠=nat, invitational, 3minor=invitational | | |
| INT | | | | 14/16 1st and 2nd | Stayman, transfers and transfers after transfers | | |
| | | | | 15/17 3rd and 4th | 2♠=♣ or balanced, 2nt=♦ or weak both minors | After 2♠, 3♣=max. | |
| 2♣ | | 0 | | Weak in ♦ or all strong hands | 2♦=®, 2M=1 round force, 2nt=strong® | KOKISH after 2♦ response | |
| | | | | | | | |
| 2♦ | | 0 | NO | Always weak with 1 Major | 2&3M = p/c, 2NT=®, 4♣ asks for trsf, 4M= to play | | |
| | | | | | | | |
| 2♥ | | 5 | NO | 5+♥ & 5+ minor | 2♠=NF, 2nt=®, 3♣=p/c, 3♦=invite in M | | |
| | | | | | | | |
| 2♠ | | 5 | NO | 5+♠ & 5+minor | Same as above but 3♥=F | | |
| | | | | | Muppet stayman, transfers at 3 and 4 level | | |
| 2NT | | 1 | YES | 19/20 1st&2nd | | | |
| | | | | 20/21 3rd& 4th | | | |
| 3♣ | | 6 | NO | | New suits are NF, 4♦=OKC | | |
| 3♦ | | 6 | NO | Wide ranged but NOT super | New suits are NF, 4♣=OKC | | |
| 3♥ | | 6 | NO | aggressive | New suits are NF, 4♣=OKC | | |
| 3♠ | | 6 | NO | | New suits are NF, 4♣=OKC | | |
| | | | | | | | |
| 3NT | | 7M | NO | | | | |
| | | | | | | | |
| 4♣ | | 7 | NO | | | | |
| 4♦ | | 7 | NO | | | | |
| 4♥ | | 7 | NO | | | | |
| 4♠ | | 7 | NO | | | | |
| 4NT | | | | minors | | | |
| 5♣ | | 7 | NO | | | **HIGH LEVEL BIDDING** | |
| 5♦ | | 7 | NO | | | In minor suit sequences, 4m=always OKC, no, 1430 | |
| 5♥ | | 7 | NO | | | With ♥, 4♠=KC, 1430 | |
| 5♠ | | 7 | NO | | | With ♠, 4NT=KC, 1430 | |