


DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style, Responses, 1/2 Level, Reopening)</b>
<b>Style:</b> Light
<b>Responses:</b> After 1M: 2♣ is in inv+ with usually 3+ M (after double 1NT); 2NT after 1M is inv+ with 4crd M; <b>often x-fers</b>
<b>Reopening:</b> Light
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses, Reopening)</b>
<b>2<sup>nd</sup> position:</b> 15-18 bal.
<b>Responses:</b> system on
<b>4<sup>th</sup> position:</b> 11-14 bal. (11-16 after 1M)
<b>Responses:</b> system off
<b>JUMP OVERCALLS (Style, Responses, Unusual NT)</b>
<b>Style:</b> (1♠) - 3♥ intermediate, vul (1x) – 2M intermediate, others weak jumps; 2♦ majors; 3♣ Ghestem
<b>Responses:</b> Natural
<b>Unusual notrump:</b> 5-5 lowest suits;
<b>Reopening:</b> Suit: Intermediate; 2NT: 18-19 HCP
<b>DIRECT and JUMP CUE BIDS (Style, Resp., Reopening)</b>
<b>Style:</b> Ghestem (two highest unbid suits)
<b>Responses:</b> 2NT ask
<b>Reopening:</b> Idem
<b>VS. NT (vs. Strong / Weak; Reopening; PH)</b>
<b>Strong:</b> Multi-Landy: 2♣: both M, 2♦: one M, 2M: 5M + 4+m dbl: 4M, 5+m
<b>Weak (3<sup>rd</sup> seat always weak):</b> Multi-Landy: 2♣: both M 2♦: one M, 2M: 5M + 4+m With passed hand: dbl: 4M, 5+m
<b>VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)</b>
Doubles are take-out;
2NT bids: 16-18 HCP bal.; 3NT: to play
Leaping Michaels
<b>Responses:</b> natural; if poss. TRF after 2NT
<b>VS. ARTIFICIAL STRONG OPENINGS</b>
<b>vs strong 1♣:</b> dbl: majors; 1NT: minors; also after 1♦ response 2♦ majors (natural after 1♦ response)
<b>OVER OPPONENTS' TAKE OUT DOUBLE</b>
Redouble: good hand (9+ HCP with possible rebid);

LEADS AND SIGNALS			
OPENING LEADS AND SIGNALS			
	Lead	P'tners suit	
Suit	<b>Low</b> =even without honour or odd with honour <b>High</b> =odd without honour or even with honour	1-3-5	
NT	<b>High</b> =even without honour or odd with honour <b>Low</b> =odd without honour or even with honour	1-3-5	
Subseq	2 <sup>nd</sup> , 4 <sup>th</sup> through declarer, att or count through dummy		
Other:	Rusinov leads (from length), High from Hx (10x)		
L E A D S			
	Lead	vs. Suit	RUS vs. NT
Ace	AK+, <b>Axx</b> (+)*		AKx(x)
King	AK, KQ+, <b>AKxx</b> (+)*		ASK UNBL/CT
Queen	QJ+, <b>KQxx</b> (+)*		KQxx(+), QJ(x), AQJ
Jack	JT+, KJ10, <b>QJxx</b> (+)*		QJxx(+), JT(x)
10	109+, H109, <b>J10xx</b> (+)*		JTxx(+), HJ10, 109(x)
9	9xx, KT9, QT9, <b>109xx</b> (+)*		109xx(+), H109
high x	see opening lead style		
low x	see opening lead style		
<b>*RUS leads vs SUIT if we are known to have length</b>			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit: 1 <sup>ST</sup>	low/high: enc	low/high: even	low: enc
2 <sup>ND</sup>	low/high: even	(suit pref)	low/high: even
3 <sup>RD</sup>	(suit pref)		(suit pref).
NT: 1 <sup>ST</sup>	low/high: enc	low/high: even	low: enc
2 <sup>ND</sup>	low/high: even	(suit pref)	low/high: even
3 <sup>RD</sup>	(suit pref).		(suit pref).
Suit pref. signals for switch (eg. dummy has singleton)			
High even (enc) on openings lead from AK against trumps			
DOUBLES			
TAKEOUT DOUBLES (Style, Responses, Reopening)			
<b>Style:</b> Can be light (10+ HCP with good distr.)			
<b>Responses:</b> Natural			
<b>Reopening:</b> Light			
SPECIAL, ARTIFICIAL & COMPETITIVE (RE)DOUBLES			
Negative doubles through 4♥; lots of t/o doubles			
DBL = ENC in FORC situation – PASS asks for DBL			

WBF Convention Card	
<b>Category:</b> Green	
<b>NBO (Country):</b>	
<b>Event:</b> All	
<b>Players:</b> Meike Wortel – Maarten Schollaardt	
SYSTEM SUMMARY	
<b>2 over 1 GF</b>	
GENERAL APPROACH AND STYLE:	
1♥/♠ 5+, 1♦ 4+, 1♣ 2+	
Ghestem (1♠ - 2♣ and 2♦ Majors); Unusual NT;	
Multi-Landy after NT	
1NT (14+)15-17	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
<b>Openings:</b>	
2♣: strong or weak with diamonds;	
2♦: 18-19 bal	
2♥: weak;	
2♠: weak;	
3NT: Solid minor suit (Gambling)	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES THAT DOESN'T FIT ELSEWHERE	
4th suit GF; TRF in COMP	
Light openings in 3 <sup>rd</sup> seat NV	
<b>Psychics:</b> Rare	

Opening	Artificial	Min.	Neg-Double	Description	Responses	Subsequent Auction
1♣	x	2	4♥	11-20 HCP (could be weaker, depending on shape/pos)	Inverted minor, 2♦ multi; 2♥ 5+♠4♥ 4-9; 2♠ 6♣ inv	
1♦		4	4♥	11-20 HCP (could be weaker, depending on shape/pos)	2♣ bal or♣; 2♦ nat; 2♥ 5+♠4♥ 4-9; 2♠ 5+♦ GF; 3♣ inv ♦ fit	
1♥/♠		5	4♦	11-20 HCP (could be weaker, depending on shape/pos)	1NT: SF; 2♣: GF ♣, bal or fit; 2M: 6-9 3+ crd; 2NT: 3+crd M, inv; 3M-2 10-12 4M; 3M-1 9-11 any splinter; 2♠(1♥) nat, invitational; 3♣(1♠): inv, good 6+crd ♥; 3M: 4+crd weak;	1M – 1SA/♠ // 2♣ nat or 16+; <b>2♣ fit with passed hand</b>
1NT				(14+)15-17 HCP bal. (5crdM/6crdm)	2♣: stay; 2♦/♥: transfer (4+M); 2♠: bal inv or mm or ♦; 2NT: ask weakness; 3♣: to play; 3♦: 4441(5440) short m; 3♥/♠: 4441(5440) short M; 4m trf 4M	Smolen;
2♣	x			Weak ♦; All strong hands	2♦ weak relay, 2M F1R, 2NT strong relay	2NT: 3♣ min; 3♦ max bal; 3M: max x M; 3NT max x ♣
2♦	x			18-19 bal	2♥: 4+♠ or SI 1-suiter (not ♥); 2♠: puppet to 2NT (can be bal or ♥); 2NT: puppet to 3♣ (can also be ♥ or bal); 3♣: GF bal with 4M; 3♦: GF 5+♠4♥; 3♥/♠: shortness with minors; 3NT forcing with 5+/5+ M's; 4m: transfer M	
2♥/2♠		6		Weak	2NT forcing relay, new suit NF but: 2♠ - 3♣ hearts, 3♥ is gf with ♣	2M-2SA: 3♣ min, any shortness; 3♦ max short m; 3M min, no shortness; 3OM max, short OM, 3NT, max no shortness
2NT				20-21(22) HCP, each 5 card poss., 6 card m poss., can be slightly unbalanced	3♣: asking; 3♦/♥: transfer; 3♠: minors; 3NT: to play	2NT-3♣: 3♦: no 4♥; 3♥ 4+♥; 3♠: 5crd; 3NT: 44M
3♣-3♠		6		Preemptive		
3NT	x			Solid minor suit (Gambling)	4♣: pass or correct; 4♦: asks singleton	
4♣/♦		6		Preemptive		
4♥/♠		6		Preemptive	Natural	
					<b>HIGH LEVEL BIDDING</b>	
					RKC Blackwood (1430); Dopi, Depo, Splinters; Mixed cues; Quantitative NT; Nonserious 3♠/NT;	