

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Slightly aggressive, normally 7-16 hcp, could be weaker NV vs V
Responses are NF at 1 or 2 level except after weak 2 openings
2♣ in response of 1M is a cuebid
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> 15-17 (sys on but no relays)
4 <sup>th</sup> live 15-17 (sys on but no relays)
4 <sup>th</sup> balancing 10-15 (sys on but no relays)
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
V 12-15 at 2 level; otherwise weak jumps except vs weak opening bids (but nv vs v jumps are pre)
(1♣) 2♦ = MM
(1x) 2NT = two lowest unbid suits
Reopen: cue = two suiter, jumps = 12-15
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Cuebid at 2 level shows 2 highest unbid suits (exc 2♣ = nat)
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2♣ = majors
2♦ = one major
2M = 5M + 4+m
2NT = minors
Passed hand dbl: 5m+4M
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Cue bid 3 level : Michaels (normally weaker than jump to 4m)
Jump cuebid 4M: minors Leaping Michaels
3m - 4♦ = MM 3m - 4♣ = om + M
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Dbl = MM 1/2NT = minors (also after 1♦ negative when strong ♣)
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
2NT = limit + raise, after 1M (dbl) jump to oM = mixed raise
Weak jumps Jumps to 4m = fit showing
TRF after 1M (dbl)

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> & low	3 <sup>rd</sup> & low + att after support	
NT	Attitude	Attitude 1/3/5 in unsupported suit	
Subseq	Through dummy: ATT combined with 3 <sup>rd</sup> & low vs suit, ATT vs NT. Through declarer: 2 <sup>nd</sup> /4 <sup>th</sup> vs suit		
except in partners suit (3 <sup>rd</sup> and low + ATT after support) ATT vs NT, Honour (or 10) is one higher or Hx, 9 from 109(x) or 9x(x), 1-3-5 in unsupp suit			
Other: May lead higher at trick 1 from Jack vs NT			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx (AKQ possible)	AKx	
King	KQ AK bare AKx vs 5+ level Maybe AKQ, maybe AKx with interest in ruff side suit	KQx, AK in strong suit	
Queen	QJx maybe AKQ	QJx, maybe KQJx, maybe KQ10 in strong suit	
Jack	J10x, KJ10x	A/KJ10, J10x	
10	109x H109x	H109x, 109x(x)	
9	KJ9, 9x	9x, Q/J98(x), A/KJ9(x)	
Hi-X	HxSx	xSxx	
Lo-X	HxS xxxS xxS	HxxS HxxxS	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = even	Low = even	Odd= enc at 1 <sup>st</sup> discard
Suit 2	Low = enc	Suit Preference	Count
3	Suit Preference		
1	Low = enc	Suit Preference	Odd=enc at 1 <sup>st</sup> discard
NT 2	Low=even	Low = even	Count
3			
Smith vs NT by 3 <sup>rd</sup> hand often when inserting an honor at trick 1. (Hi=Pos)			
Suit Preference in trump suit			
Suit Preference at trick 1 when holding a known long suit (6+), middle=enc			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
X = opening bid with support for unbid majors or strong			
Reopening dbl may be weaker			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support dbl & rdbl thru 2♥, sometimes higher			
DBL on direct SPL response = lead highest unbid suit			
Some action dbls			

W B F CONVENTION CARD
<b>CATEGORY: Blue</b>
<b>NCBO: Netherlands</b>
<b>PLAYERS: Bauke Muller – Simon de Wijs</b>
<b>EVENT : EC Oostende</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
TARZAN strong ♣
5 crd M, 1♦ = 2+
1NT = 9-11 NV vs V 1 <sup>st</sup> & 2 <sup>nd</sup> position / 9-14 NV vs V 3 <sup>rd</sup> position / else = 15-17
1♥ may also contain 5+♠ in 1 <sup>st</sup> and 2 <sup>nd</sup> position
GF hands tend to relay for shape, controls, location of honors
2NT NV vs V in 1 <sup>st</sup> , 2 <sup>nd</sup> or 3 <sup>rd</sup> position = minors
Preemptive Style: NV vs V may be aggressive, especially in 1 <sup>st</sup> position. In 3 <sup>rd</sup> position preempts are wide ranged.
3 <sup>rd</sup> hand opening may be (very) shaded
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1M - 2♣ = any limit (no fit)
1♠ - 1NT = GF asking bid
1♥ - 1♠ = GF asking bid
1♥-2♦ = 9-11 ♥ raise 1♠-2♥ = 9-11 ♠ raise
1♠ - 2♦ = 8-11 5♥ or 0-11 6♥
2M in 1 <sup>st</sup> position NV vs V may be very weak, 5+ suit
<b>SPECIAL FORCING PASS SEQUENCES</b>
In some cases double is invitational and pass asks for dbl
<b>TWO SUITERS</b>
(1m) 2♦ = Majors / (1m) 2NT = m+♥
(1M) 2M =M +♦ / (1M) 2NT = minors
<b>PSYCHICS: rare</b>

			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X		15+ any distribution	1♦ = 0-8, rest = GF 1♥ = ♠ may have longer suit 1♠ = ♥ may have longer minor 1NT=12+ bal 2♣=nat 2♦ = 9-11 bal 2♥ = ♦ one suiter 2♠ = 3-suiter short M 2NT = 55 minors 3♣+ = 4♣5+♦	1♣ - 1♦; 1♥ = ART 18+ , 1♠ may be canape Jumps 3 level = two -suiter	1♣ (1M) 2♣ = GF ART, some TRF's
1♦	X	2	11-15, 2+ crds 3rd hand NV vs V: 3+	2♣ = nat inv+ or bal GF 2♦ = nat inv+ 2♥ ♠ = to play 3m = to play	2♣ after 1♥ is SPL, 2NT is one suiter 3crd support or inv raise short in ♣	
1♥		5	11-15 May contain 5+♠ 1st or 2nd pos 3rd hand may be 4 crd	1♠=Relay GF 1N =4+♠ NF 2♣=any inv (no fit) PASS = 0-9 2♦ = 9-11 ♥ raise 2♥: weaker 2NT = mixed raise+ 3♠=any SPL 3NT = ♠ void 4m = void 3m = PRE		
1♠		5	11-15 Denies 5+♥ 1st or 2nd pos	1NT = Relay GF 2♣ = any inv (no fit) PASS = 0-9 2♥ = 9-11 ♠ raise 2♠: weaker 2♦ = 5♥ (8-11 hcp) or 6♥ (0-11 hcp) 2NT = mixed raise+ 3x = PRE 3NT = any SPL 4m = void 4♥ = nat		
INT NV vs V			9-11 NV vs V 1st & 2nd pos 9-14 NV vs V 3rd pos	Two way Stayman 2M = tp 3X = tp 2NT = both minors weak or strong 4♣=♥ 4♦=♠ After 9-14: NT same as 9-11 NT (2♣ ST, 2M = tp)	2NT = TRF Lebenshohl, 3X= TRF, inv+	
INT			15-17 Possible 5M, 6m, 5422	2♣ = STAY/relay 2♦♥ TRF 4♦♥ TRF 2♠ = a. inv for 3N b. inv ♣ or ♦ c. GF 5♦4♣ 2NT = a. ♣ weak or strong b. GF 5♣4♦ 3♣ =♦ weak or strong 3♦♥♠ = SPL 4♣=MM		
2♣		6	11-15	2♦=ART 2M=NF 3♦♥♠=inv 2NT=5M GF or 55MM inv+		
2♦	X	0	11-15, 3-suiter short ♦	2NT = ART	2♦ - 2♥; 2♠ = 4315	
2♥		6 (5)	3-10 0-9 NV vs V 1st pos, often 5 crd	2NT asks 3NS is NF when NV vs V		
2♠		6 (5)	3-10 0-9 NV vs V 1st pos, often 5 crd	2NT asks 3NS is NF when NV vs V		
2NT NV vs V	X		5-10, 55 minors, NV vs V 1st, 2nd & 3rd pos	3♥ = ART relay 3♠ = minor fit (inv or strong)		
2NT			20-21 bal	3♣ = puppet Stayman, TRF 3♠= minors, 4X = TRF		
3♣		6 or 7	3-10 maybe weaker FAV or stronger in 3rd pos	3♦ = ASKS 3M, 3M is NF when NV vs V		
3♦		6 or 7	3-10 maybe weaker FAV or stronger in 3rd pos	3NS is NF when NV vs V		
3♥		6 or 7	3-10 maybe weaker FAV or stronger in 3rd pos	3♠ is NF when NV vs V 4♣ = Key Card Asking		
3♠		6 or 7	3-10 maybe weaker FAV or stronger in 3rd pos	4♣ = Key Card Asking		
3NT	X		Solid minor, no outside A/K (in 3rd pos no requirements)	4♣ = p/c 4♦ ask shortness (→ 4N = short in om)	<b>HIGH LEVEL BIDDING</b>	
4♣		7 or 8	3-10 maybe weaker FAV or stronger in 3rd pos		1430 RKCB DOPI DOPE	
4♦		7 or 8	3-10 maybe weaker FAV or stronger in 3rd pos		4NT Optional Blackwood when a minor is trump suit	
4♥			Wide range	4♠ = nat	Last Train / Non serious 3NT	
4♠			Wide range		In some sequences 4♣ in respons to 3M sets M as trumps	
4NT	X		minors		Dbl invites to bid in some situations	