

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Aggressive, overcalls have a wide range 8+-16 hcp
Resp.: cue-bid LROB, jump cue-bid invite with 4+-crd fit, new suit non-forcing
Jump in a new suit: weak, 4♣/♦ fit-showing after 1M overcall
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-17 (2 <sup>nd</sup> ):same as after 1NT opening except 3x: invite
10-15 (4 <sup>th</sup> ): same as after 1NT opening except 3x: invite
(1x)-pas-(1y)-INT-(pas)-? 2x: to play, 2y Stayman
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak except (1♣)-2♦: majors and (1x)-2M: VULN intermediate
(1x)-2NT: lowest unbid suits
Reopen: intermediate
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(1♣)-2♣: natural
(1M)-2M: Michaels
(1m)-3m: weak if m is 3-crd or less, if m = 4+-crd 5-5 in om and ♠
(1M)-3M: asks stopper
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
Dbl: penalty
2♣: Landy at least 4-4 in ♥-♠: resp: 2♦: no pref. 2NT: general invite, 3♣: invite ♥, 3♦: invite ♠, 3M: competitive
2♦: Multi only in 2 <sup>nd</sup> position, 2♦/♥/♠: 5+-crd
Dbl with passed hand: 5-crd ♣/♦ and 4-crd ♥♠ resp: 2♣: p or c, 2♦: to play in Major, 2♥/♠: natural
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
(2M*)-3M: OM + m, 4m: m + OM *weak
(3m)-4♣: om + M, 4♦: majors
(3M)-4m: natural
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♠</b>
(1♣)-dbl: majors, 1NT: minors
(1♣)-pas-(1♦)-dbl: ♦ and 1NT: minors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Rdb: 10+, new suit at 1-/2- level natural forcing, jumps weak
1x-(dbl)-2NT: LROB, 3x: weak
1M-(dbl)-2♦/♥: 6-9 hcp 3-crd ♥/♠ 1M-(dbl)-2M: 3-5 hcp 3-crd ♥/♠

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th from honours, MUD, 2 <sup>nd</sup> from bad suits	same	
NT	same	same*	
Subseq	Att., count (low from odd)	same	
Other:	against suit:K from AK bare shows AK bare or side-suit Singleton, *3 <sup>rd</sup> in partners unsupported suit		
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x)	AK(x)	
King	AK,KQ(x),Kx	KQJx, AKJT <sub>x</sub> , KQ <sub>x</sub>	
Queen	QJ(x),Qx	QJT <sub>x</sub> ,KQT9(x),QJ <sub>x</sub> ,	
Jack	JT(x),KJT(x),Jx	JT9(x),JT <sub>x</sub> , AJT <sub>x</sub> ,	
10	T9(x), KT9(x),Tx	T9(x), AT9 <sub>x</sub> ,Tx	
9	9 <sub>x</sub> ,J98(x),	9 <sub>x</sub> ,J98,	
Hi-X	X <sub>x</sub> ,xX(x)	X <sub>x</sub> ,xX(x)	
Lo-X	H <sub>xx</sub> ,X(x),H <sub>x</sub> X	H <sub>xx</sub> X,(x),H <sub>x</sub> X	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	H-L = enrg	H-L = even	Odd = enrg
Suit 2	H-L = even	S/P	H-L = even
3	S/P		S/P
1	H-L = enrg	H-L *	Odd = enrg
NT 2	H-L = even	H-L = even	H-L = even
3	S/P	S/P	S/P
Signals (including Trumps):			
*H-L in 2 <sup>nd</sup> trick: positive for the lead (from both sides)			
DOUBLES			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Aggressive with good shape			
4 th pos. 9+ with good shape			
Resp: jumps invitational if 3 <sup>rd</sup> hand passes, weak if 3 <sup>rd</sup> bids a suit at 1-level,			
cue-bid invite or better			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support doubles/ redoubles, 1m-(1♥)-dbl: 4-crd ♠			
Weak jump shifts in competition			

W B F CONVENTION CARD
<b>CATEGORY:</b>
<b>NCBO:</b>
<b>PLAYERS:</b> Berry Westra -Vincent Ramondt
SYSTEM SUMMARY
<b>GENERAL APPROACH AND STYLE</b>
Five card major
1♣ 2+-crd (any 18-19 balanced without 5-crd ♠/♥/♠)
1♦ 4+ crd
1♥/♠: 5+-crd
2/1 GF except 1M-2m-2X-3m
1NT: 14+-17 (semi-)balanced
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♣: 1. weak 2 in
2. any GF except with long ♦
3. 22-23 / 26-27 NT
2♦: 1. weak 2 in ♥/♠ (NV 5-card possible)
2. GF ♦ second suit possible
3. 24-25 / 28-29 NT
2♥/2♠: 5-crd + 5-crd in ♣/♦ NV v V 4-crd ♣/♦ possible
1♣-2♦: 3-7 6-crd ♥/♠
COMPETITIVE
Weak jump overcalls VULN 2M intermediate
Weak jump shifts
4♣/♦: fit showing after 1M opening and after 1M overcall
<b>SPECIAL FORCING PASS SEQUENCES</b>
In GF situations
At 5 level V v NV after opening versus LROB
Rest: common sense
<b>IMPORTANT NOTES</b>
NV responses to 1-opening can be light, NV 3 <sup>rd</sup> hand openings can be light, wide range preemptive bids
<b>PSYCHICS:</b>
Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2		11+-20- Any 18-19 balanced (except with 5-crd ♠/♥/♠) with 4-4 ♣-♦ usually 1♣	1♦: 0-6 or natural, 1♥/♠: natural longer ♦ poss., 2♣: 5-9 5♠: 5-9 5+♣ 2♦: multi 6-crd ♥/♠ 3-7, 2NT: 11-12 natural 2♥: 10+ 4+♣-fit, 2♠: 10+ ♣-fit any splinter , 3♦/♥/♠: natural preemptive	Checkback Stayman: 2♣: invite, 2♦: GF, 4 th suit GF, 4 th suit GF	Cue-bid: LROB, 1♣-(dbl)-2NT limit with ♣-fit, 3♣: weak
1♦		4		11+-20-	2♣: 4+-crd GF, 2♦: 5-9 4+♦, 3♦: 5-9 4+♦ unbal, 2♥: 10+ 4+♦-fit, 2♠: 10+ ♦-fit any splinter, 3♣: 6+-crd invite, 3♥/♠: nat. preemptive	same	same as after 1♣
1♥		5		11+-20-	1NT: 6-11, 2♥: 6-9 3-crd, 3♥: 0-5 4+♥, 2NT: 3+♥ invite+ (9-14), 3♣: 6-9 4+♥, 3♦: void or 15+ splinter, 3NT: any weak splinter, 3♣/4♠/♦: splinters, 2/1 GF except rebid in ♣/♦: 2♣: 2+card, 2♦: 5-crd , 2♠: 14+ ♥-fit	same	Drury, Cue-bid: LROB, 2NT:weakest (0-5) raise in comp.,4♣/♦:fit-showing
1♠		5		11+-20-	2♥:GF, 3♥: 6+-crd invite, 3NT: ♥ splinter, 4♥: to play, rest: see 1♥	same	same as 1♥
INT				(14+)15-17 (semi-) balanced	Stayman , 2♦/♥: transfers, 2♠: ♣ or ♦ or ♣+♦, 3♣/♦/♥/♠: transfers ♠/♥/♠/♣ SI or GF (♥/♠), 4♣/♦: transfer to ♥ resp.♣	Minor suit asking	Lebensohl, transfers
2♣	x			1. weak 2 in ♦ 2. strong NT 22-23/ 26-27 3. GF except with long ♦	2/3/4/5♦: NF-relay, 2NT: F-relay, 2♥/♠/3♣: natural non-forcing, 4♣: ♥, 4♦:♠, 4M to play		
2♦	x			Multi 1.weak 2 in ♥/♠(NV 5-card poss.) 2. 24-25/ 28-29 NT 3. GF with ♦ 2-suiter possible	2♥/♠: p or c, 3/4♥: p or c, 2NT: F-relay 3♣/♦/♠: natural non-forcing 4♣: bid Major with transfer, 4♦ transfer to 4♥		2♦-(2M)-dbl: p or c
2♥		5		5-10 5-crd ♥ + 5-crd ♣/♦ NV v V 5-5 possible	2NT: F-relay, 3/4♣: p or c, 3♦: invite voor M, 3♥: nat. invit., 4♣/♦:♣/♦ + ♥		
2♠		5		NV v V 5-4 possible	Same		
2NT				20-21 (semi-) balanced	Puppet stayman, transfers, 3♠: minors, 4♣/♦/♥/♠: ST in resp. ♥/♠/♣/♦		
3♣		6		Preemptive wide range	3♦/♥/♠: forcing, 4♦: SI ♣		
3♦		6		Preemptive wide range	4♣: SI ♦		
3♥		6		Preemptive wide range	4♣/♦: cue-bid		
3♠		6		Preemptive wide range	Same		
3NT				Gambling, 3 <sup>rd</sup> en 4 <sup>th</sup> hand to play	4♣/5♣: p or c, 4♦ relay		
4♣/♦				Preemptive			
4♥/♠				Preemptive			
4NT				Minors			
						HIGH LEVEL BIDDING	
						RKC (1430) after 2 level opening (3014), splinters, Lackwood, DOPI ROPI	