

| DEFENSIVE AND COMPETITIVE BIDDING  |
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| <b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>                    |
| Aggressive style   |
| New suit = FIR at 1-level  |
| Cuebid = fit, but TRF after 1M overcall from opened suit                       |
| Jump = preemptive in competition   |
| 2NT = GOOD-BAD / UNUSUAL / Scrambling/ Natural / M FIT                         |
| <b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b> |
| 15-17 Responses as over 1NT-opening  |
| Reopen = 14-16, system on  |
| Escape 1NT-(X): Transfers, Rdbl = ♣ or two-/3-suiter                           |
| After pen double: 2NT = minors, 2♠ = FG, doesn't show ♠                        |
| Live: 1NT = 2 other suits, 54+ with 5 in highest suit                          |
| <b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>                           |
| 1-Suit: Weak   |
| 2-Suit: Ghestem: (1X)-2NT and (1M)-3♣  |
| Two-suiters are weak or strong, depending on vuln                              |
| Reopen: 2NT = 20-21; Suit= Good intermediate                                   |
| <b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>                    |
| (1♣) - 2♣ = Natural; (1m)-(2♦) = Majors  |
| (1M) - 2M = 5oM & 5♣   |
| (1m) - 3m = ♠ +om;   |
| (1M) - 3M asks stop  |
| <b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>                                  |
| Dbl = 5m & 4M 8-14 HCP or a strong hand  |
| 2♣ = 4+4+ Majors   |
| 2♦ = ♥ or ♠, comp or very strong   |
| 2M = Natural, good hand  |
| Against weak NT: Dbl = Points rest as against strong NT                        |
| Passed hand as above, but 2M = M+m   |
| <b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>                         |
| Dbl = take-out; 4x = 2-suiter; 2NT = 15+-19-                                   |
| 5x-Dbl = pen; 4M-X = more points than take-out; 4NT = take-out                 |
| 2X-3Y = Preempt: 2Y-3Y = 2-suiter, weaker as 4X                                |
| <b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>                           |
| 1♣: X = Majors, 1NT = minors; also after (1♣)-(1♦)                             |
| Transfers from 1NT after 1M overcall   |
| (1♦-precision)-2♦ = Natural if 1♦ can be less than 2-card suit                 |
| <b>OVER OPPONENTS' TAKEOUT DOUBLE</b>  |
| 1m-(X): 2X = NF, 2NT = weak raise; 3m = Inv;                                   |
| 1M-(X) - 1NT until 2M-1 = TRF; 4m = spl; 3M-1 = mixed raise;                   |
| 3NT = SPL oM; 2NT = Fit, inv+;   |

| LEADS AND SIGNALS  |                       |                       |                |
|--|-----------------------|-----------------------|----------------|
| <b>OPENING LEADS STYLE</b>   |                       |                       |                |
|  | Lead                  | In Partner's Suit     |                |
| Suit   | 1/3/5                 | 1/3/5 ATT if support  |                |
| NT   | 1/3/5                 | 1/3/5 ATT if support  |                |
| Subseq   | 2-4                   | 2/4                   |                |
| Other: Strong King against notrump. King asks count vs trumps.                           |                       |                       |                |
| 4 <sup>th</sup> if 3 <sup>rd</sup> is expensive  |                       |                       |                |
| <b>LEADS</b>   |                       |                       |                |
| Lead   | Vs. Suit              | Vs. NT                |                |
| Ace  | AK, Ax(+), AKx(+)     | AK, AKx(+)            |                |
| King   | AKx, KQx              | AKJT, KQT(9x)         |                |
| Queen  | QJx                   | A(K)QJx, QJTx, KQx    |                |
| Jack   | JT, KJTx              | JT, KJTx              |                |
| 10   | T9, HT9x              | T9, A(K)(Q)T9x        |                |
| 9  | 9x, HJ9x, 98x         | 9x, HJ9x, 98x         |                |
| Hi-X   | Sx, SSxx, Sxx         | Sx, SSxx, Sxx         |                |
| Lo-X   | HxxxS, HxS(x), xxS(x) | HxxxS, HxS(x), xxS(x) |                |
| <b>SIGNALS IN ORDER OF PRIORITY</b>  |                       |                       |                |
|  | Partner's Lead        | Declarer's Lead       | Discarding     |
| 1  | Hi/Low = Odd          | Hi / Low = Odd        | Odd = Enc      |
| Suit 2   | Hi / Low = Disc       | Suit preference       | Hi / Low = Odd |
| 3  | Suit preference       |                       |                |
| 1  | Hi/Low = Odd          | Hi / Low = Odd        | Odd = Enc      |
| NT 2   | Hi / Low = Disc       | Suit preference       | Hi / Low = Odd |
| 3  | Suit preference       |                       |                |
| Signals (including Trumps): Odd Ball. Lavinthal.   |                       |                       |                |
| Remainder count = original count   |                       |                       |                |
| <b>DOUBLES</b>   |                       |                       |                |
| <b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>                                     |                       |                       |                |
| May be light   |                       |                       |                |
| Cuebid = forcing except (1m) - X   |                       |                       |                |
| <b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>                                   |                       |                       |                |
| 1♣ -(1♦) - DBL = majors, maybe 5♥ and 4♣   |                       |                       |                |
| NEG Double beyond 4♦: 10+ HCP any shape  |                       |                       |                |
| 1m-(1♥) - DBL = 4♣   |                       |                       |                |
| Support(re) double through 1♣ and 1♣-(1♦)-1M-(2♦)  |                       |                       |                |
| Double of splinter = lead directing in lower ranking suit                                |                       |                       |                |
| Xx of partners suit = A/K; XX of 4 <sup>th</sup> suit/stopask = no stop, pass=half stop+ |                       |                       |                |

| W B F CONVENTION CARD                                      |
|--|
| <b>CATEGORY: Green</b>                                     |
| <b>NCBO: Netherlands</b>                                   |
| <b>PLAYERS: Frank Bakkeren – Ton Bakkeren</b>              |
| (00320044) (00320094)                                      |
| EVENT: ALL   |
| <b>SYSTEM SUMMARY</b>                                      |
| <b>GENERAL APPROACH AND STYLE</b>                          |
| 5-card Major; 1♣ = 2+, almost forcing                      |
| Leads: 1/3/5   |
| Subsequent leads: 2/4                                      |
| Signals: H/L = Odd / Discouraging                          |
| 1NT Opening: 15-17   |
| 2 over 1: FG   |
| <b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>               |
| 2♣ = weak ♦ / FG Onesuiter / Strong NT                     |
| 2♦ = Weak ♥ / FG 2-suiter / Strong NT                      |
| 2♥ = Weak ♠ / FG 3-suiter / Strong NT                      |
| 2♠ = 5♣ & 4+minor; weak                                    |
| 2NT = minors, 5+5+, Weak or FG                             |
| 1♣-(pas)-2♦ = 5♣+4+♥ < invitational                        |
| 1♦-(pas)-2♥ = 5♠+4+♥ < invitational                        |
| 1♣-1♦ = 0-6/ Natural / Relay                               |
| Weak jump shifts at twolevel and in competition            |
| Negative Freebids / Transfers / Switch bids in competition |
| Good Bad 2NT   |
| (1m)-2♦ = Majors   |
| GHESTEM  |
| 2 way Checkback Stayman                                    |
| <b>SPECIAL FORCING PASS SEQUENCES</b>                      |
| In slamgoing situations pass and double are reversed       |
| <b>IMPORTANT NOTES</b>                                     |
| <b>PSYCHICS:</b>   |

| OPENING | TICK IF ARTIFICIAL | MIN. NO. OF CARDS | NEG.DBL THRU |   |   |   |   |
|---------|--------------------|-------------------|--------------|---|---|---|---|
|         |                    |                   |              | DESCRIPTION   | RESPONSES   | SUBSEQUENT ACTION   | COMPETITIVE & PASSED HAND BIDDING   |
| 1♣      |                    | 2                 |              | 11-19 HCP<br>a)Nat, 4+♣ b)12-14NT<br>c)18-19 NT         | 1♦ = 0-6HCP / Nat / Relay; 1M=7+HCP(4+♦poss)<br>1NT = 8-11; 2♣ = Nat, 10+HCP; 2♦=5♣4+♥ < Inv<br>2M=weak; 3♣=Weak; 3♦/♥/♠ = Inv; | 1♣-1♦-1♥ = Nat/ 12-14NT; 1NT = 18/19<br>1♣-1♦-1♥-1♠ = R<br>1♣-1♦-1♥-1♠-1NT = 12-14 NT; 2♣ = 5♣+4♥ |   |
| 1♦      |                    | 4                 |              | 11-19 maybe 4♦ and 4+♣                                  | 2♣=FG; 2♥ = 5♠+4+♥, WK; 2♠=WK; 3x=inv;  |   | 2♣ = 5+card, NF   |
| 1♥      |                    | 5                 |              | 11-19<br>Maybe 4-card in 3-rd                           | 1NT = almost F; 2♥=8/10, 3♥; 2NT=4+♥,Inv+;<br>3♥ = 3-8, 4+♥; 4m = SPL, 11-14; 3X = Inv;<br>3NT = SPL, oM                        | 1♥-1NT-2m = 3+m, if 3 than not minimum<br>TRF after 1M-(X)  | 1NT=NF, 2♥=6-8; 2♣=3-card<br>Drury, 2♦= 4-card Drury<br>2NT=Natural; 1♥-2♣-2♦=not min |
| 1♠      |                    | 5                 |              | 11-19, See 1♥   | See 1♥. 1♠-4♥ = to play   | 1♠-1NT-3♣=?#♥; 1♠-1NT-3♥=FG, 4+♣;   | See 1♥. 1♠-3♥ = 3♠+5+♥, Inv   |
| INT     |                    |                   |              | 15-17 Balanced  | 2♣=relay: 4 x transfers; 3♣=♠+♦, Inv; 3♦=♠+♦ GF;<br>3M=13(45); 4♦/♥=TRF, SI; 4♣ = Roman Gerber;                                 |   |   |
| 2♣      |                    | 0                 |              | Weak ♦ or GF 1-suited or<br>Strong NT (20/21 or 26/27)  | 2♦ = R, NF; 2M = NF, 2NT = R, FIR; 3m = NF;<br>3M = inv;  |   |   |
| 2♦      |                    | 0                 |              | Weak ♥ or GF 2-suited or<br>Strong NT (22/23 or 28/29)  | 2♥ = R, NF; 2NT = R, FIR; 2♠/3♣/3♦ = NF;<br>3♥ = Pre; 3♠ = FG; 4m = SPL;  |   |   |
| 2♥      |                    | 0                 |              | Weak ♠ or GF 3-suited or<br>Strong NT (24/25 or 30/31)  | 2♠ = R, NF; 2NT= R, FIR; 3♣/♦ = NF; 3♥ = F;<br>3♠ = Pre; 4m = SPL;  |   |   |
| 2♠      |                    | 5                 |              | 5♠ and 4+minor.<br>5/5 if vulnerable                    | 2NT = relay, inv+ ; 3♣ = P/C; 3♦ = NF; 3♥ = F;  |   |   |
| 2NT     |                    |                   |              | Minors, weak or strong<br>Maybe 54 in third at fav vuln | 3♣/♦ = Pref; 3♥ = Relay, asks shortness;<br>3♠ = TRF to 3NT, maybe SI;4m = Pre; 4M =toplay;                                     |   |   |
| 3♣      |                    | 6                 |              | Preempt, 3-10 HCP                                       | 3X = FIR; 4♦ = ST ♣;  |   |   |
| 3♦      |                    | 6                 |              | Preempt, 3-10 HCP                                       | 3X = FIR; 4♣ = ST ♦;  |   |   |
| 3♥      |                    | 6                 |              | Preempt, 3-10 HCP                                       | 3♠ = Nat; 4m = cue  |   |   |
| 3♠      |                    | 6                 |              | Preempt, 3-10 HCP                                       | 4♥ = Nat; 4m = cue  |   |   |
| 3NT     |                    |                   |              | Gambling ♣ or ♦<br>No outside A/K                       | 4♣ = P/C; 4♦ = ST;  | 3NT-4♦ - 4M = Cue; 4NT= cue in om;<br>5m = no cue   |   |
| 4♣      |                    | 7                 |              | Preempt   | 4♦ = Cue; 4M = Natural; 4NT= RKC;   |   |   |
| 4♦      |                    | 7                 |              | Preempt   | 4M = Natural; 4NT= RKC; 5♣ = cue  |   |   |
| 4♥      |                    | 6                 |              | Preempt   | 4♠ = cue; 4NT = RKC; 5x = cue   |   |   |
| 4♠      |                    | 6                 |              | Preempt   | 4NT = RKC; 5x = cue   |   |   |
| 4NT     |                    |                   |              | Specific Aces   | 5♣ = no ace; 5X = Ace; 5NT = ♣ ace; 6♣ = 2  |   |   |
| 5♣      |                    |                   |              |   |   | <b>HIGH LEVEL BIDDING</b>   |   |
| 5♦      |                    |                   |              |   |   | Splinters   |   |
| 5♥      |                    |                   |              |   |   | Mixed Cuebids, last train   |   |
| 5♠      |                    |                   |              |   |   | RKC (1430). (4♠ = RKC if ♣ = trumps)  |   |
|         |                    |                   |              |   |   | Dopi Ropi, Dope   |   |
|         |                    |                   |              |   |   | In some comp actions 4♣ = fit for Major   |   |
|         |                    |                   |              |   |   | Double and pass are reversed in slamming situations   |   |
|         |                    |                   |              |   |   | 3NT is often cue in oM with M-Fit   |   |