


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style, Responses, 1/2 Level, Reopening)
Style: Normal, (1♦) – 2♣ might be weaker
Responses: 2NT usually inv+ 4crd fit, 2 nd cuebid=mixed raise. 2 level = not forcing after 1 level overcall
Reopening: standard, jumps are intermediate
1NT OVERCALL (2nd /4th Live; Responses, Reopening)
2 nd position: Natural 15-17/18
Responses: System on
4 th position: after 1m (10) 11-14 bal, after 1M (10) 11-16, does not need to have a stopper
Responses: system on, x-fer to openers suit = short
JUMP OVERCALLS (Style, Responses, Unusual NT)
Style: Weak suit jumps (wide ranged almost always)
Responses: Natural, 2NT= asking
Unusual notrump: 5-5 lowest unbid suits except (1♥/1♠) – 2NT = ♠/♥+♦
Reopening: Suit: Intermediate; 2NT: 18-19 HCP
DIRECT and JUMP CUE BIDS (Style, Resp., Reopening)
(1m) – 2m = M's; 3m = ♠ + other m (1M) – 2M = OM + ♣; 3M=minors
Responses: 2NT= invite + for lowest suit, cuebid= invite + for highest suit, after (1m) – 3m – (p) – 3♥= inv+ with ♠
Reopening: 2NT = natural, cuebid = any strong 2-suiter
VS. NT (vs. Strong / Weak; Reopening; PH)
Strong: 2♣: both M, 2♦: 1 major, 2M = 5(+) M and a minor X = penalty, can be done on extreme shapes such as 5-5
Weak: 2♣: both M, 2♦: 1 major weak or strong 5M-5m 2M = 5(+) M min opening X = penalty, can be done on extreme shapes such as 5-5
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
Doubles are take-out; 2NT bids: 16-18 HCP bal.; 3NT: to play Leaping Michaels
VS. ARTIFICIAL STRONG OPENINGS
1♦=Majors, 1NT=minors, NT cuebid after overcalls
OVER OPPONENTS' TAKE OUT DOUBLE
Redouble: good hand (9+ HCP) 1♦/M (x) Transfers over 1♣

LEADS AND SIGNALS	
OPENING LEADS AND SIGNALS	
Lead In Partners' suit	
Suit 1-3-5*	1-3-5/ ATT when supported
NT Attitude	1-3-5/ATT when supported
Subseq 2 nd /4 th through declarer	2 nd /4 th through declarer
Otherwise attitude/count	Otherwise attitude/count
Other: If known length attitude	
LEADS	
Lead vs. Suit vs. NT	
Ace A(Kxx) A(Kxx) (A from bare AK)	
King K(Qx) K(Qxx) AKJT(x)	
Queen Q(Jxx) Q(Jxx) KQT9(x)	
Jack J(Txx)/ KJT J(Txx)/KJT	
10 T(9xx)/QT9 T(9xx)/KT9/Q109	
9 (xx)9x, H98 H98x, 9x, (9xx)	
8 (xx)8x, 3 rd /5 th 8x, 98x(x), (8xx)	
	2 nd from bad suits (top from 3 possible)
Highest from sequence, K from bare AK or switch to singleton, 9 against NT shows shortness or honor(s). 2 nd from bad suits, 10xxx(x) you may choose low or 2 nd . 3 rd from H-Seq supported	
SIGNALS IN ORDER OF PRIORITY	
Partner's Lead Declarer's Lead Discarding	
Suit:1 ST low/high: enc low/high: even low: enc	
2 ND low/high: even low/high: even	
3 RD S/P in count S/P in count S/P in count	
NT: 1 ST low/high: enc Lavintal in trick 2 low: enc	
2 ND low/high: even Low/high: even low/high: even	
3 rd s/p in count s/p in count s/p in count	
Suit pref. signals for switch (eg. dummy has singleton)	
Standard lavintal if applicable (in trumpsuit, in trick 2 vs NT and if declarer leads a x-ton from dummy)	
DOUBLES	
TAKEOUT DOUBLES (Style, Responses, Reopening)	
Style: Can be light (10+ HCP with good distr.)	
Responses: Natural, dropdead cuebid	
Reopening: Light	
SPECIAL, ARTIFICIAL & COMPETITIVE (RE)DOUBLES	
Almost all t/o doubles	
Support doubles at 1-level	

WBF Convention Card

Category: Red (Open)
NBO (Country): The Netherlands
Print date: 25-10-2018
Players: Meike Wortel & Jacco Hop
SYSTEM SUMMARY
Strong NT, 1♣ 2+ with Transfer Responses
GENERAL APPROACH AND STYLE:
1♣ 2+ can be any 12-14 or 18-19 bal, or natural with ♣
1♦ usually 5+ or 4441♣
1♥/♠ 5+
1NT opening: (good 14)15-17 HCP, might be unbalanced
(2♣ and 3♣ both stayman variations)
2♣ = strong
WEAK 2's
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
We use transfers and inversions in competition after we open at the 1 level.
After our 1m opening we play 2♦ = 6♥, 2♥ = 6♠, 2♠ = fit 10+
1♣ - 2♣: 6♦ INV
1♠ - 3♣ INV(+) 6+♥
2 suited overcalls always have known suits
3NT: Good 4M opening
Very aggressive preempts NV/V 1 st and 3 rd seat
SPECIAL FORCING PASS SEQUENCES
Vul against not, (3m) – X/3M – (5m) – “pass”
Weak NT X 2 minor
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Psychics: Not common but possible, but sometimes in fake cuebids or gametries

Opening	Artificial	Min.	Description	Responses	Subsequent Auction
1♣	x	2	Any 12-14 or 18-19(20) balanced no 5crd M (12-14 with 5♦ usually 1♦) Natural with ♣ (any strength)	1♦/♥ = 0+ 4+ ♥/♠ 1♠ Transfer to 1NT could be a minor(s) 1NT= GF bal or ♣ 2♣ = 8-11 6+♦ 2♦ = 8-11 6♥, 2♥= 8-11 6♠ 2♠= INV ♣, 2NT = NAT INV	1♣ -1♦/1♥: 1♥/1♠= 11-14(15) (1)2-3crd support; 1NT=18-19
1♦		5(4)	11-21 HCP (could be weaker, depending on shape/pos), usually 5+ may be 4441♣	2♣ = GF nat 2♦ = 8-11 6♥, 2♥= 8-11 6♠ 2♠= INV+♦ fit 2NT/3♣= natural invitational	1♦ -1♥//2♠ = strong ♦ / 6♦3♥ 1♦ -1♠//2♥ = reverse or 6♦3♠
1♥/♠		5	11-21 HCP (could be weaker, depending on shape/pos)	1NT = SemiF, 2/1 GF(2♣ might be short) 2M = 8-10; 2NT = invitational up to min GF 3+ fit; 3♦ = invitational 3OM = strong splinter; 3NT=Splinter OM	1♥/♠-1♠/NT-2♣ = nat or 16+
1NT			(good 14)15-17 All 5M332 with 14-15	2♣ = stayman; 2♦/♥/♠/NT transfers; 3♣ 5crd M ask; 3♦ 5M332 or 64M's; 3♥/♠: short with minors	1NT-3♣ // 3♦ -3♥/♠ = 4♠/♥
2♣			Strong(♦/♥/♠) or 22+ NT	2♦ = waiting; 2♥=8-10/11 balanced; 2♠/3m natural 2NT= 5+♥; 3♥ and higher= solid suit; 3NT= m's	2♣ - 2♦ - 2♥ GF ♥ or 24+NT
2♦		5/6+	Weak (3-10 HCP) NV1/3 seat 5+crd	New suit = NF; 2♥ = relay; 2N = weak ♣ or strong M('s)	
2♥		5/6+	Weak (3-10 HCP) NV 1/3 seat 5+crd	New suit = NF; 2NT= INV+ relay;	
2♠		5/6+	Weak (3-10 HCP) NV 1/3 seat 5+crd	New suit = NF; 2NT=INV+ relay; 3♣= INV+ 5+♥	
2NT			20-21(22) HCP, each 5 card poss., 6 card m poss., can be slightly unbalanced	3♣ = puppet-stayman; 3♦/♥ = transfer; 3♠ = both minors; 3NT = to play; 4♣/♦ = ST ♥/♠; 4♥ = slam try ♣; 4♠ = slam try ♦	4♣: MinorSuitAsk after 3♣ - 3♦ (3M - 3N) or 3♣ - 3NT
3♣-3♠		6	Preemptive	After 3♣: 3♦ asks for 3-card ♥ or ♠	
3NT	x		1 st /2 nd good 4M 3 rd /4 th to play, minor	4♣= give a transfer; 4♦= Slamtry	
4♣/♦		6	Preemptive		
4♥/♠		6	Preemptive		

HIGH LEVEL BIDDING

RKC Blackwood (1430), Splinters; Mixed cues; Quantitative NT; NonSerious 3♠/3NT, Exclusion blackwood (0/3 or 1/4)