

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
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
INT OVERCALL (2nd/4th Live; Responses; Reopening)
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
JUMP OVERCALLS (Style; Responses; Unusual NT)
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
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1♣) - 2♣ = Natural; (1m)-(2♦) = Majors
(1M) - 2M = 5oM & 5♣
(1m) - 3m = ♠ +om;
(1M) - 3M asks stop
VS. NT (vs. Strong/Weak; Reopening;PH)
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
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
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
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
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
OVER OPPONENTS' TAKEOUT DOUBLE
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			
OPENING LEADS STYLE			
	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 th if 3 rd is expensive			
LEADS			
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)	
SIGNALS IN ORDER OF PRIORITY			
	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			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light			
Cuebid = forcing except (1m) - X			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
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 th suit/stopask = no stop, pass=half stop+			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Netherlands
PLAYERS: Frank Bakkeren – Ton Bakkeren
(00320044) (00320094)
EVENT: ALL
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
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
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
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
SPECIAL FORCING PASS SEQUENCES
In slamgoing situations pass and double are reversed
IMPORTANT NOTES
PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2		11-19 HCP a)Nat, 4+♣ b)12-14NT c)18-19 NT	1♦ = 0-6HCP / Nat / Relay; 1M=7+HCP(4+♦poss) 1NT = 8-11; 2♣ = Nat, 10+HCP; 2♦=5♣4+♥ < Inv 2M=weak; 3♣=Weak; 3♦/♥/♠ = Inv;	1♣-1♦-1♥ = Nat/ 12-14NT; 1NT = 18/19 1♣-1♦-1♥-1♠ = R 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 Maybe 4-card in 3-rd	1NT = almost F; 2♥=8/10, 3♥; 2NT=4+♥,Inv+; 3♥ = 3-8, 4+♥; 4m = SPL, 11-14; 3X = Inv; 3NT = SPL, oM	1♥-1NT-2m = 3+m, if 3 than not minimum TRF after 1M-(X)	1NT=NF, 2♥=6-8; 2♣=3-card Drury, 2♦= 4-card Drury 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; 3M=13(45); 4♦/♥=TRF, SI; 4♣ = Roman Gerber;		
2♣		0		Weak ♦ or GF 1-suited or Strong NT (20/21 or 26/27)	2♦ = R, NF; 2M = NF, 2NT = R, FIR; 3m = NF; 3M = inv;		
2♦		0		Weak ♥ or GF 2-suited or Strong NT (22/23 or 28/29)	2♥ = R, NF; 2NT = R, FIR; 2♠/3♣/3♦ = NF; 3♥ = Pre; 3♠ = FG; 4m = SPL;		
2♥		0		Weak ♠ or GF 3-suited or Strong NT (24/25 or 30/31)	2♠ = R, NF; 2NT= R, FIR; 3♣/♦ = NF; 3♥ = F; 3♠ = Pre; 4m = SPL;		
2♠		5		5♠ and 4+minor. 5/5 if vulnerable	2NT = relay, inv+ ; 3♣ = P/C; 3♦ = NF; 3♥ = F;		
2NT				Minors, weak or strong Maybe 54 in third at fav vuln	3♣/♦ = Pref; 3♥ = Relay, asks shortness; 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 ♦ No outside A/K	4♣ = P/C; 4♦ = ST;	3NT-4♦ - 4M = Cue; 4NT= cue in om; 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♣						HIGH LEVEL BIDDING	
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	