

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Normal style, non-vulnerable 7 <sup>+</sup> , vulnerable 8 <sup>+</sup> , distribution can be Compensation for points. After an overcall on the 1 a new suit on the 1 level is forcing, same For 3 over 3, but 2/1, 2/2, 3/2 are not forcing After 1M overcall 2M-2 is invite fit, 2♣ = ♥ (if possible) other bids on the two level are transfers.
Transfers after (1x/2x) 2M (no jump) (p/D/2S) and (1m) 1M (D) 2N strongest raise after 1M overcall, jump cue = mixed raise
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18, transfer responses, transfer to opponents suit is 'stayman' 4 <sup>th</sup> seat 11-14 after minor, 11-16 after major
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak, can be very weak (1 HCP) non-vulnerable against vulnerable 3 <sup>rd</sup> seat 0 and 12 points possible, 2NT respons is asking shortness/min or max New suit NF Reopen: 12-16
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Always known two suiters 1M-2M oM+♦ 1♥-2NT minors 1♥ 3♥ ♠+♠, 1♠ 2NT ♥+♠ 1♠ 3♠ minors 1m 2♦ majors Non vulnerable: everything goes, Vulnerable reasonable hand 2N and 4 <sup>th</sup> suit are invitational bids for the two suits
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Landy. 2♣=MM, X = Penalty; if passed hand doubles it is Majors and 2♣ is natural After double bidding is forcing upon until 2♦ (1NT) D (pass) system on (1NT) D (bid) Transfer Lebensohl After Landy 2N is asking -> 3♣ minimum
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
(Non-)leaping Michaels, 3m 4♣ = m+M 4♦ = Majors, 3M- 4M = good hand with both minors Jumps are strong after a 3-level bid, but Weak after a two level opening bid
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Transfer responses at the 1-level incl. 1NT 2X = X+X+1; 1♠ overcall is ♠+♦ and 2N ♠+♥ Responses: bidding NT is invitational
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1M (D) we play transfers, jumping other Major is mixed raise 1M (D) 3m is weak, 2N is 4card fit invitational + 1m (D) transfers, RD showing ♦ or ♥ depending on the minor

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	135	135	
NT	Attitude	135	
Subseq	Attitude	Attitude	
Other: If we supported partner 135 (also from honours) with attitude. Attitude leads from known length.			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x)	AKx(x)	
King	AK (with a) stiff	KQx, AKJTx	
Queen	QJ	(A)QJx, KQJ	
Jack	(K)J10	(A/K)J10	
10	(K/Q) 109	(A/K/Q) 109	
9	9(x)	H(H)98(x) or 9x	
Hi-X	Even	No honour. (T/9)8x	
Lo-X	Odd	Honour	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Count	Odd/even
Suit 2	Count	S/P	Count
3	S/P		S/P
1	Attitude	Count	Odd/even
NT 2	Count	S/P	Count
3	S/P		S/P
Signals (including Trumps): Low= encouraging or even First discard Odd/even, lot of suit preference signals (like in trump) Odd-Ball against NT: high from leader = switch, high from other = like lead			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Normal style, 10 HCP with perfect distribution, after 1m double can be offshape with 13 HCP, take out doubles by responder on the three level are GF, (1♣) D (pass) 1♦ shows 7-11 HCP, 2M 8-11 5card, invitational With 4M we start with 2m (1m) D (2m) we play transfers and forcing upon till 2N			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support (Re)Doublet, GF doubles if opponents pre-empt on the three level, lead directing doubles on 3N, 1N-3N D asks spade lead Double on 4NT is always asking to bid on, game invite doubles when there is no space, if we have a minor fit, opponents bid 3♠ double is asking Stopper for 3N After 1♦ overcall double shows 4/5 ♥ after, 1♥ overcall we play double as 4/5 spades, Game try double, double on splinter asks for next lower suit.			

W B F CONVENTION CARD
<b>CATEGORY: Green:</b> <b>NCBO: Netherlands</b> <b>PLAYERS: Danny Molenaar Tim Verbeek</b> <b>EVENT: European Championships 2018</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Transfers over 1♣
2/1 GF, 1M 2♣ doesn't promise ♣
10-12 NT first and second seat white vs red
1♦ is usually 5 or 4441♣
Rebidding 1N after 1♣ transfer to M shows 18-20
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Transfer over 1♣: 1♦ = ♥; 1♥ = ♠; 1♠-1♣ = No Major 1♣-1NT = GF relay; 1♦-2♣ and 1M-2♣=GF relay 1♥-1NT = 5 <sup>+</sup> ♠, 1♥-1♠ = forcing no trump up to 11 HCP 10-12 NT white vs red first and second seat Weak two's can be 5 white against red first seat 1m 2♦♥ transfer invite ♥/♠ 1m 4m/om, good 4♥/♠ bid 1M 3M-2 mixed raise 1M 3M -1 any singleton splinter, direct splinters are voids Transfers and switch in competition if we open on the 1-level (1m) 2♦ Majors (1♥) 2♥♠+♦ (1♥) 3♥♠+♣ 65 (1♠) 2♠♥+♦ (1♠) 2N ♥+♠ (1♠) 3♠ (65 minors) 1x (1y) 2N = 5-5 in unbid suits 8+ HCP
<b>SPECIAL FORCING PASS SEQUENCES</b>
Opening vs 10 <sup>+</sup> Red against white we bid game and opponents bid at 5-level, only If we have opened
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: Rare</b>



