

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1/2 Level; Reopening)
Light overcalls on 1 level
(1♠)-1♠-(p)- 2♣=♥/2♦=fit/2♥=♦
(1♦)-1♠-(p)- 2♣=♥/2♦=fit/2♥=♣
(1♥)-1♠-(p)- 2♣=♦/2♦=fit/2♥=♣
(1♠)-1♥-(p)- 2♣=fit/2♦=♦
(1♦)-1♥-(p)- 2♣=fit/2♦=♣
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd = 4(other)M + 5+(other)m
4 th = 10-14 after 1m/ 12-16 after 1M
JUMP OVERCALLS (Style; Responses; Unusual NT)
weak
(1♠)-2NT = ♦+♥/(1♦)-2NT = ♣+♥/(1♥)-2NT = ♣+♦/(1♠)-2NT = ♣+♥
Reopen: weak
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1♠)-2/3♣=nat/(1♠)-2♦=♥+♠/(1♦)-2♦=♥+♠/(1♥)-2♥=♦+♠/
(1♠)-2♠=♦+♥/((1♦)-3♦=♣+♠/(1♥)-3♥=♣+♠/ (1♠)-3♠=♣+♦
After cue bid: 2NT = any invite, lowest other suit is GF with lowest suit of pd, highest other suit is GF with highest suit of pd
VS. NT (vs. Strong/Weak; Reopening;PH)
X= pen
2♣= ♥+♠
2♦=good hand 5+ ♥ or ♠
2♥/♠=5+♥/♠ weaker than 2♦
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Leaping michaels, X = TO, (2M)-3M=5otherM+5m
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs strong 1♣: x= ♥+♠ 1NT=♣+♦ (also after (1♣)-p-(1♦))
OVER OPPONENTS' TAKEOUT DOUBLE
After 1M-(x) we play transfers (1♥-(x)-1♠=♣+♦)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1/3/5	1/3/5	
NT	Attitude	1/3/5	
Subseq	2/4	2/4	
Other: KJ10 against suit the J, against 5+ level we lead rusinow			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(x)	AK(x)	
King	AK/KQ(x)	KQ(x)	
Queen	Qx/QJ(x)	Qx/QJ(x)	
Jack	Jx/J10(x)/KJ10(x)	Jx/J10(x)/KJ10(x)	
10	10x/109(x)/H109(x)	10x/109(x)/H109(x)	
9	9x	H98(x)/HH98x	
Hi-X	xx	xXx/xXxx/xXxxxx	
Lo-X	xxX/xxxX/xxxxX	HxX,HxxX,HxxxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	L-H= enc	L-H = even	L-H= enc
Suit 2	L-H = even	Suit preference	L-H = even
3	Suit preference		Suit preference
1	L-H= enc	L-H = even	L-H= enc
NT 2	L-H = even	Suit preference	L-H = even
3	Suit preference		Suit preference
Signals (including Trumps):			
Current count			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Almost every X is TO			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support x/xx			
When both sides have a fit X is encouraging to bid on			

W B F CONVENTION CARD
CATEGORY: Open team
NCBO:
PLAYERS: Sjoert Brink/Bas Drijver
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card M/5♦ (or 4-4-4-1)/2+♣
2/1 GF
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1 st seat fav. 1NT = 9-12
SPECIAL FORCING PASS SEQUENCES
none
IMPORTANT NOTES
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	7♠	a) 12-14 balanced 2+♣ b) 18-20 balanced 2+♣ c) 12+ unbalanced 4+♣	1♦=0-6 HCP any/8-11 HCP, 4+♦ no major/12+ HCP, 5+♦ possible 4 major/0-10 4-4M/ Bal hands used as relay 1♥/♠= nat possible 4+♦/1NT= 6-10 bal/ 2♣= inverted minors/2♦ = wk♥ or ♠ or strong ♦/2♥/♠= invitational ♥/♠	1♣-1♦-1♥= any 12-14 bal or ♣+♥ unbal/1♣-1♦-1♠=♣+♠ unbal/1♣-1♦-1NT = any 18-20 bal (5♦ pos)/1♣-1♥-1NT 4♠ pos	
1♦		4	7♠	5♦ (or 4-4-4-1)	2♣=relay invite+/2♦=wk♥ or ♠/2♥/♠= invitational ♥/♠ 2NT= 0-6♦		
1♥		5		5+♥ 10+HCP	1NT= nf/2♣=GF relay/2NT=inv+♥/3NT=8-11♥		
1♠		5		5+♠ 10+HCP	Same as over 1♥, except 2♦=8+♥		
INT			4♠	15-17 bal. 5M possible 1 st favourable 9-12 bal.	2♣ stayman (doesn't promise 4M)/transfers could be 4+ 2♣=any invite/2♦=any GF rest=to play		
2♣	X		4♠	Any GF hand	2♦=relay/2M=5+ 2 out of AHV	2♣-2♦-2M 4+ could be Longer ♣/♦	
2♦		5		Weak 5+ 3-10 HCP	2♥=relay 2♠/3♣=nf		
2♥		5		Weak 5+ 3-10 HCP	After nv:2NT=ask distribution/3♣=inv♥/3♦=GF♥ After v:2NT=asking 3♣/♦=nf nat		
2♠		5		Weak 5+ 3-10 HCP	After nv:2NT=ask distribution/3♣=inv♥/3♦=GF♥ After v:2NT=asking 3♣/♦=nf nat		
2NT				21-23 bal	3♣ asks distribution 3♦/♥ transfers 3♠=SI minor 4♣/♦/♥/♠=♥/♠/♣/♦		
3♣		6		Pre-emptive	3♦=asks 3cardM/3M=GF 6+/4♦=SI♣		
3♦		6		Pre-emptive	4♣=SI♦		
3♥		6		Pre-emptive			
3♠		6		Pre-emptive			
3NT				Gambling	4♣=P/C 4♦=ask singleton		
4♣		7		Pre-emptive			
4♦		7		Pre-emptive			
4♥		7		To play			
4♠		7		To play			
4NT							
5♣		7				HIGH LEVEL BIDDING	
5♦		7				When both sides have a fit X is encouraging to bid on	
5♥						RKC blackwood (14/03)	
5♠						Mixed cues, Last Train, Serious NT	
						Exclusion (03/14)	
						Optional Blackwood for ♣/♦	

