

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Light overcalls on the 1-level
Constructive overcalls on the 2-level
Lead directional bids after pass by partner
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
Second position 15-18 HCP
Fourth position 11-15 HCP
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak, vulnerable sound
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
2 cuebid: highest 5-5
3 cuebid: lowest 5-5
2NT: the 2 other 5-5
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
Double is 5m/4M
Fourth hand more flexible
2C=MM
2D/H/S=Natural
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
After 3X: Two suiter
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Against strong 1♣ Double= majors 1NT= minors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
After a double on a 1-level opening we play many transfers
1M-(X)-1N/2X=Xfer

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2/4	1/3/5	
NT	Attitude	Attitude	
Subseq	2/4	2/4	
Other: Smallest with xx and highest with 10x or better			
<b>LEADS</b>			
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/H109(x)	
9	X9x(x)	X9x(x)	
Hi-X	xXx(x)	xXx(x)	
Lo-X	XxxX/xx	XxxX/xx	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	L-H Encouraging	Suit preference	Lavinthal
Suit 2	Suit preference	L-H even	L-H Even
3	L-H = even		
1	L-H Encouraging	Suit preference	Lavinthal
NT 2	Suit preference	L-H even	L-H Even
3	L-H even		
Signals (including Trumps): Lavinthal			
K-A → singleton in other suit of AK.			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Almost every double is take out			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support doublet			
Support redoublet			

W B F CONVENTION CARD
<b>NCBO : Netherlands</b>
<b>PLAYERS : Jamilla Westerbeek-Tim van de Paverd</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
1♣ : 2+, 5crd ♦ possible
1♦ : 4441♣ or 5+
1♥ : 5+
1♠ : 5+
1NT : 14-16 HCP
2/1 Game forcing, but 1♥/♠-2♣ can be limit 3-card fit
<b>!!!! SPECIAL BIDS THAT MAY REQUIRE DEFENSE !!!!</b>
We use a lot of transfers in competition at first level
Opening on the 3th position can be weaker
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
RKC 14/30
Last Train
<b>PSYCHICS</b>
Rare

OPENING	ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	2	4♥	Can be 2♣/5♦	1X Transfer, 1NT Balanced, 2♣ Inverted, 2X weak, 3X preempt	1♣-1♦-1♥ 2 or 3 hearts (weak NT, possibly 4-card ♠), 1♣-1♦-1NT Balanced (16)17-18 HCP, 1♣-1♦-2NT Balanced (18) 19-20 HCP 1♣-1♥-1♠ 2 or 3 spades	In many different situations we play Transfers In Competition
1♦		4	4♥	4441♠ or 5+-card ♦	1NT 5-11 HCP, 2♣ GF, 2♦ Inverted, 2X Weak, 3X preempt,	1♦-1X 1NT, 2♣, 2♦ = transfer	In many different situations we play Transfers In Competition
1♥		5	4♥	Standard	1NT Semi forcing 5-11 HCP, 2♣ Limit 3-card fit or GF, 2NT 4+ card fit 8+ HCP, 3X preempt, 3NT/4X Splinter 10-13 HCP	1♥-2NT-3♣ Any 17+ HCP, 1♥-2NT-3♦ Any 14-16 HCP, 1♥-2NT-3♥ 3♠ Hidden splinter 11-13, rest is 11-13 void.	In many different situations we play Transfers In Competition
1♠		5	4♥	Standard	1NT Semi forcing 5-11 HCP, 2♣ Limit 3-card fit or GF, 2NT 4+ card fit 8+ HCP, 3X pre-empt. 3NT/4X Splinter 10-13 HCP	1♥-2NT-3♣ Any 17+ HCP, 1♥-2NT-3♦ Any 14-16 HCP, 1♥-2NT-3♥ 3♠ Hidden splinter 11-13, rest is 11-13 void.	In many different situations we play Transfers In Competition
INT			4♥	14-16 HCP	2♣ Stayman Relay, 2♦/♥/♠ (♣ or invite)/ NT Transfer 3X = short, 4♣ = ♥, 4♦ = ♠	Smolen.	Take out doubles, Transfer lebensohl
2♣	X			Weak ♣ or strong	2♦ relay 2♥/♠ = NF relay 2NT= F relay	2♣-2♦-3♣ min 2♣-2NT-3♣ min	
2♦	X			Vul: 6-card Non vul: 5crd ♥/♠	2♥/♠ to play, 2NT Strong relay, 4♣ Transfer to major, 4♦ Bid major	2♦-2NT-3X Minimum hearts, minimum spades, maximum spades, maximum hearts	4♣ Transfer to major, 4♦ Bid major
2♥	X			6-card ♥ weak	2NT Strong relay	2♥-2NT-3X short	
2♠	X			6-card ♠ weak	2NT Strong relay	2♠-2NT-3X short	
2NT				22-23 HCP	3♣ Puppet Stayman, 3X Transfer, 4♦ Transfer to 4♥, 4♥ Transfer to 4♠		
3♣				Preemptive	3X Forcing,		
3♦				Preemptive	3♥/♠ Forcing,		
3♥				Preemptive	3♠ Forcing		
3♠				Preemptive			
3NT	X			NAMYATS	4♣ Slam try, 4♦ transfer to suit partner, 4M Cue or to play		
4X				Preemptive			