

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1-level: 6-17
2-level: 9-17
After one M overcall, 2NT/cuebid/mixed raise (4-9) to show fit
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17, system on
in 4th seat: 12-16 after 1M opening, 10-14 after 1m
JUMP OVERCALLS (Style; Responses; Unusual NT)
0-11, (5)6+ card suit, in 4th seat: intermediate (13-16)
Unusual 2NT, in 4th seat 20-22 HCP
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1m → 2m=highest, 2NT, lowest, 3m=outer
1M → 2M=outer, 2NT=lowest, 3M asking for stop
VS. NT (vs. Strong/Weak; Reopening;PH)
x 5+m,4+m against strong, (14)15+ points against weak NT
2C=Majors, 2D=1M, 2M=5M 4+m
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
2M/3m → 4C=Outer, 4D=Highest
2M-3M → stop ask
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
OVER OPPONENTS' TAKEOUT DOUBLE
1M-[X] → Transfers up to 2M-1
1m-[X] → Transfers up to 1S

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2/4	1/3/5	
NT	2/4	1/3/5	
Subseq	2/4		
Other:			
LEADS (Note - partner's suit can be different)			
Lead	Vs. Suit	Vs. NT	
Ace	Ax, AKx	Ax, AKx	
King	Kx, KQx	Kx, KQx, AKJT	
Queen	Qx, QJx,	Qx, QJx, (AQJT), KQT9	
Jack	Jx, AJTx, KJT _x , JT _x	Jx, AJTx, KJT _x , JT _x	
10	T _x , A/K/QT9, T9	T _x , A/K/QT9, T9	
9	A/H/Q/J9x	A/H/Q/J9x	
Hi-X	xXxx, xXx	xXxx, xXx	
Lo-X	A/K/Q/B/TxxX, xX	A/K/Q/B/TxxX, xX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	(original) Count	Attitude
Suit 2	Count	Lavinthal	(original) Count
3	Lavinthal		
1	Attitude	(original) Count (oddball)	Attitude
NT 2	Count	Lavinthal	(original) Count
3	Lavinthal		
Signals (including Trumps): L=even/encouraging H=odd/discouraging			
Oddball (In NT, high discard is encouraging for the lead)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Normal, Scrambling, Lebensohl after [2X]-x			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support, Game Try, Lightner			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Netherlands
PLAYERS: Meike Wortel, Judith Duursma
EVENT: Women
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Dutch Doubleton: 1♣ 2+, 1D response can be 0-6
1M-1NT (4-11)
2over1 GF
2♣ GF or weak with ♦, Multi, 2M=5M/4+m
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Multi
SPECIAL FORCING PASS SEQUENCES
[3/4m]-x/3/4Y-[5/6m] when red vs green
When bidding is GF when none-vulnerable
When bidding is Inv+ when vulnerable
IMPORTANT NOTES
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NE G.D BL TH RU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	x	2	4♣	10+ HCP, forcing	1♦ 0-6 or nat, or 4-4M, 1M 7+ nat, 2♣ inverted (10+ with ♣), 2♦ mini multi (GF with ♦ or 0-5(6) with a M), 2M nat inv		after [1♦] X=4+♥ and 1♥=4+♠, after [1♥] X=4+♠
1♦		4	4♣	10-19 (20) HCP	2♦ inverted (10+ with fit), 2M nat inv 8-10(11)		after [1♥] X=4+♠
1♥/		5	4♣	10-19 (20) HCP	1NT 4-11, 2♥ 8-10, 2♣ nat inv, 2NT fit (9)10-14, 3♣ mixed raise 4-9 4+♥, 3R any 10-14 splinter, 3♥ 0-7, 3♠ nat, 3NT/4m 12+ splinter	After 1♣/1NT, 2♣=nat or any (15)16+, 2NT GF 5/5 or 4/5 after 1♣	Drury 2♣= 9-11 with fit, transfers after x
1♠		5	4♣			After 1NT, 2♣=nat or any (15)16+, 2NT GF 5/5	Drury 2♣= 9-11 with fit, transfers after x
INT			4♣	15-17 bal, 5-card M, 6-card M possible	2♣ (weak) stayman, 2♦-NT transfer ♥/♠/♣/♦, 3♣=puppet, 3M=short, 4♣=5/5M, 4♦/♥=transfer		Transfer Lebensohl: after overcall up to 3C (2NT can be NF hand with an own suit, 3C-3S are transfers (7)8+). Switch after 3D overcall 3H=S, 3S=H
2♣	x	0	4♣	GF with C/H/S, 22-24 NT or weak (0-10) with ♦	2♦=P/C, 2NT inv+/14+ relay opposite weak ♠, rest is nat		
2♦	x	0		Weak (0-10) with ♥/♠ or 24+NT or GF with ♦	2/3/♥/♠ & 4♥ P/C, 2NT inv+/14+ relay		
2♥		5		Weak (4-10) 5-4+ ♥/♠, vulnerable always 5-5	2NT asking for m, could still have fit, rest is nat NF		
2♠		5		Weak (4-10) 5-4+ H/m, vulnerable always 5-5	2NT asking for m, could still have fit, rest is nat NF		
2NT			4♣	20-22 (semi)bal	3♣ relay, 3♦/♥ transfer, 3♠ minors		
3♣		(5)6		Nat, Weak (4-10)	3♦ asking for 5-card M, rest natural		
3♦		(5)6		Nat, Weak (4-10)			
3♥		(5)6		Nat, Weak (4-10)			
3♠		(5)6		Nat, Weak (4-10)			
3NT	x			Gambling, solid 7-card m			
HIGH LEVEL BIDDING							
4♣/♦/♥/♠		7		Nat, to play		RKBC, Exclusion, DOPE, Quanti, Forcing Pass	
4NT	x			Minors			
5♣/♦/♥/♠		7		Nat, to play			

