

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Normal to aggressive style
After overcall of partner cuebid=8+, 3crd+fit or GF
2NT after M overcall: 8+, (3)4+crd fit, after m overcall natural
INT OVERCALL (2nd/4th Live; Responses; Reopening)
(14)15-17(18) system on
4 th seat: after 1M-opening: 11-16, after 1m-opening 11-14, system on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak jumps (NV: can be 5+crd, aggressive 2-13, V: (good) 6+ crd, 4-10
Reopen: intermediate jumps 9-15
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1m-2m=♥+♠, 5-4 possible, 1m-2NT= ♠ + other minor, 1m-3m= ♥ + other minor
1M-2M=OM+ ♦, 1M-2NT= OM + ♣, 1M-3M= minors
Any strength
VS. NT (vs. Strong/Weak; Reopening;PH)
2♣=♥+♠, 8+
2♦/♥/♠=natural 8+
2NT=♣+♦, 2+
Dbl=penalty
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Natural with take-out doubles, 2NT (15)16-18
3m - 4♦ = ♥+♠; 3m - 4♣ = om + M; 3M - 4m = m + oM, all GF
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
vs 1♣ Precision x=majors, 1NT=minors
vs 2NT minors x=t/o with fit in both Ms, 3♣ longer ♥s, 3♦ longer ♠s
OVER OPPONENTS' TAKEOUT DOUBLE
Jumps are weak, 2+

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1/3/5	1/3/5	
NT	Attitude	1/3/5	
Subseq	Attitude, 2/4 through declarer in case of new suit	Attitude	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK+, Ax	as vs. suit	
King	KQ+, AK, Kx	AKJ10+, KQ109+	
Queen	QJ+, Qx	QJ+	
Jack	J10+, Jx, KJ10+	JT+	
10	10x, 109+, Q109+	as vs. suit	
9	9x	A/K/Q/J98+	
Hi-X	Xx, xxXx	2 nd from 3+small	
Lo-X	xxX, xxxX		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low=enc	Low=even	Low=enc
Suit 2	Low=even	Count	Count
3			
1	Low=enc	Low=even	Low=enc
NT 2	Low=even	Low = even	Count
3			
Signals (including Trumps):			
Lavinthal in clear situations (also trumps, small can mean "no preference"),			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Normal style, dbls are normally take out unless specifically agreed on as penalty (e.g. we preempt and opps overcall)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Responsive dbls, support doubles			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Netherlands
PLAYERS: Merel Bruijnsteen – Janneke Wackwitz
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 GF
1M-1NT=NF (4-11)
1♣= every (11)12-14/ 18-19 Bal without 5crd suit or 11+ unbalanced
1♦=4441♣ or 5+
1NT=(14)15-17NT
Preempting style vulnerability-dependent
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣=(5)6+♦ weak 2-10 or 22+ NT or any GF
2♦=(5)6♥/♠ weak 2-10
2M= 6(7)M, (9)10-13
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: uncommon

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	2	4♥	(11)12-14/18-19 BAL or 11+ unbal	Natural to aggressive style, one ace is enough to bid	After any 1x-1y-1z we play 2-way xyz 2♣: forces 2♦ to play or any inv 8-11, 2♦: any GF, 2NT=55GF	2♣: NF, 5+crd 4-9
					2♣=10+ 4+♣, 2x=INV 6+crd, 8-11		
1♦		4	4♥	11-19 4+♦, only 4 when 4441	2♣=12+, 2♦=10+ 4+♦, 2M=INV 6+crd, 8-11, 3♣=INV 6+crd, 8-11	After any 1x-1y-1z we play 2-way xyz	2♦: NF, 4+crd 4-9
1♥		5	4♦	11+ 5+♥	1N=NF 4-11, 2x=GF, 2♣ can be short, 1M-3M=weak 0-8	After any 1x-1y-1z we play 2 way xyz 1♥-1♠-2♣ = 16+ or 14-16 6+♥, 2NT = 55GF	Passed hand: 2♣= 3+crd fit 8-11, 2NT= 4crd fit, 9-11
					1♥-2♣=INV 6+, 1M-3m=INV 6+crd, 8-11	1M-2N=3♣ GF, 3♦ INV, 3M s/o, 3NT to play	After x: 2♣ = good raise in M, 8-11
1♠		5	4♥	11+ 5+♠	1M-2NT=INV or bad GF 3+fit, 8-13	1M - 1NT - 2♣ = 16+ or 14-16 6+M, 2NT = 55GF	
1NT				(14)15-17 BAL	Stayman, 2♦/♥/♠=xfer 2N=INV, 3♣=♦ weak or GF	1N-2♣/-2♦: 2♥= 5+4+♥/♠, to play	transfers
				5M/6m possible	3♦=INV, 3M=3145/2155, 4♣/♦/♥/♠=SI ♥/♠/♣/♦,	2♣=INV 5♠-4+♥,	
2♣	X			(5)6+♦ weak (NV: 2-10 5+♦/V:4-10 6♦) or 22+NT or any GF	2♦=relay, 2M=constructive NF, 2N=asking, 3♣=constructive NF,3M=GF, 3♦=to play opposite weak ♦s	2♣-2♦: 2M=GF, 2♣-2N: 3♦=min, 3x=max, short, 3NT=max BAL	After x: xx=points, pass/2M= to play, 2♦=p/c
2♦	X			weak (5)6♥/♠ NV: 2-10 5+M V: 4-9 6M	2♥=p/c 2♠=p/c, 2N=Strong ask, 3m=constructive NF, 3M=p/c, 4♣ asks transfer, 4♦=bid your suit, 4♥=p/c, 4♠=to play	2♦-2N: 3♣=min ♥, 3♦= min ♠, 3♥=max ♠, 3♠= max ♥	After x: pass=to play, xx="bid your suit, partner", 2M=nat
2♥		6		6(7)♥, (9)10-13	2♠= asking ♠ 2NT = asking	2♥-2♠- 2NT= 3♠, 3♠= 0/1♠, 3♦ = 2♠, 3♥= good suit, no ♠-ft, 3♠= 64 2♥-2NT: 3♠= 64 any, 3♦= short in ♣/♦, 3♥= min bal, 3♠= short in ♠, 3NT= max bal	
2♠		6		6(7)♠, (9)10-13	2NT = asking	2♠-2NT: 3♠= 64 any, 3♦= short in ♣/♦, 3♥= short in ♥, 3♠= min bal, 3NT= max bal	
2NT				(19)20-21 BAL 5M/6m possible	3♣=puppet, 3♦/♥=xfer, 3♠=♣+♦ 3N=to play, 4♣/♦/♥/♠=SI ♥/♠/♣/♦, 4NT=quanti		
3♣		6(5)		PRE, 2-13	3X=F, 4N=RKC, 4♦=ST ♣, rest to play		
3♦		6(5)		PRE, 2-13	3X=F, 4N=RKC, 4♣=ST ♦, rest to play		
3♥		6(5)		PRE, 2-13	3X=F, 4N=RKC, 4m=cue		
3♠		6(5)		PRE, 2-13	3X=F, 4N=RKC, 4m=cue, 4♥=to play		
3NT	X			Solid 7+ minor without side entries	4/5♠=p/c 4♦=SI, 4M=to play	3N-4♦: 4M=short, 4N=short om	
4♣		7(6)		PRE, 2-13	4M to play, rest cuebid		
4♦		7(6)		PRE, 2-13	4M to play, rest cuebid		
4♥		6		PRE, 7+crd or 6-5, 2-13	4♠=to play, 5X=cue		
4♠		6		PRE, 7+crd or 6-5, 2-13	5X=cue		
4NT	X			6+-5+ minors, PRE			
						HIGH LEVEL BIDDING	
						RKCB 1430, cue's, non-serious	
						DOPIBZ (dbl=0, pass=1, bidding=2)	

