

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Aggressive overcalls
Responses are constructive
INT OVERCALL (2nd/4th Live; Responses; Reopening)
In direct position: 15-17 system on
Reopening: 11-16
JUMP OVERCALLS (Style; Responses; Unusual NT)
WEAK (NV); INTERMEDIATE (V/NV)
1m-2NT= 5/5 in lowest remaining suits
1M-2NT= 5♦/5oM
1M-3♣= 5♦5♣, 1♦-3♣= natural, weak
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1M-2M 5♣/5oM, 1m-2m majors
Jump cue bid= asking for stopper
VS. NT (vs. Strong/Weak; Reopening)
Strong: X= 1-suiter, 2♣= ♣+M, 2♦= ♦+M, 2♥= ♥+♠, 2♠= ♠
Weak: X= penalty, 2♣= ♥+♠, 2♦= one major, 2M 5+M4+m
We consider 1NT as weak when it may contain 13 or less.
Note: we consider 1NT in third seat as 'weak' and we also play multi
Landy when we are vulnerable in direct position.
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Leaping Michaels
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X= majors, 1NT = ♣
2♣= ♣+♠, 2♦= ♦+♠, 2♥= majors
OVER OPPONENTS' TAKEOUT DOUBLE
When opponents double our 1M-opening, then 2M-2= good raise

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Attitude/ 4 th best	1/3/5	
NT	Attitude/ 4 th best	1/3/5	
Subsequence	Attitude	Attitude	
Other: 2/4 through declarer in new suit			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Asks for attitude	Asks for attitude	
King	Asks for count	Asks for count	
Queen	QJ	KQ, QJ	
Jack	JT	JT	
10	T9	T9	
9	H98	H98	
Hi-X	Xx, xXx(x)		
Lo-X	HxX, HxxX		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Count	Count	Lavinthal
Suit 2	Suit preference	Suit preference	
3			
1	Count	Count	Lavinthal
NT 2	Suit preference	Suit preference	
3			
Signals:			
Standard count and attitude			
Smith echo (high likes)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Almost every double is T/O			
Support doubles			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1♣ (1♦) X= 4+♥			
1m (1♥) X= 4+♠			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Netherlands
PLAYERS:
Berend van den Bos - Joris van Lankveld
EVENT:
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 GF
1♣= 2+ cards
1♦= 5+ or 4441♣
1♥/♠= 5+ cards
1NT= 15-17
1NT= 10-13 NV/V
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣= 6♦ weak or strong ♣/♥/♠/balanced
2♦= 6♥/♠ weak or strong ♦/balanced
2♥= 5♥ 4+m NV in 1 st /2 nd seat
2♥= 5♥ 0-7 only in 1 st seat favourable
2♥= 6♥ 9-12 VUL in 1 st /2 nd and 4 th seat
2♠= 5♠ 4+m NV in 1 st /2 nd seat
2♠= 6♠ 9-12 VUL in 1 st /2 nd and 4 th seat
2♠= 5♠ 0-7, only in 1 st seat favourable
2♦/♥/♠ are natural and weak in 3 rd seat
In competitive bidding we use a lot of transfers
SPECIAL FORCING PASS SEQUENCES
Pass is only forcing in slam or game forcing auctions
IMPORTANT NOTES
Third seat openings may be weak and off-shape
Upgrades always possible with good shape or tens/nines
PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OmF CARDS	Negative double through + seat				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	2	4♥	2+♣ any 4432 possible 5♦332 with 17-19 possible	1♦ any 0-6, 7-10 44M or no 4-card major 1M natural, may bypass 4+♦, 1NT weak with 6M 2♣ 4+♣ 10+, 2♦ 5-9 5♥4♠ 2♥ 4♥5♠ 5-9, 2♠ any GF 4441 2NT 10-12, 3♣ pre-emptive, 3♦ INV♥, 3M weak	1♣-1♦-1NT = 18-20 BAL 1♣-1♦-1♥ = 12-14 BAL or 4+♥ UNBAL 1♣-1♦-1♥-1NT = 44M 0-10	1♣ (X) 2x= NF, 6+ cards
1♦		4	4♥	5+♦ or 4441♣	2♣ FG relay, 2♦ 10+ with fit 2♥ 4+♥5♠, 2♠/3♣ invitational, 3♦ pre-emptive	1♦-1♥-2♠ = 6+♦	
1♥		5	4♦	5+♥	1NT NF, 2♣ GF relay, 2♠ INV 6♠, 2NT INV 3+♥ 3♣ 6-9 4♥, 3♦ any splinter, 3♥ pre-emptive	1♥-1NT-2♣ = 4+♣ or any 16+ 1♥-1NT-2NT = GF 5/5 or 18-20 6322	1♥-2♣= good raise 1♥-3♦ = mixed raise
1♠		5	4♥	5+♠	1NT NF, 2♣ GF relay, 2NT INV 3+♠, 3♣ 6♥ INV 3♦ 6-9 4♠, 3♥ GF4♠+x, 4♣/♦ void SPL	1♠-1NT-2♣ = 4+♣ or any 16+ w/o 5/5 1♠-1NT-2NT = GF 5/5 or 18-20 6322	1♠-2♣= good raise 1♠-3♣= INV 6♣
1NT			V + NVNV NV/V	15-17 10-13 at favourable 10-14 at fav. in 3 rd /4 th seat	2♣ stayman; 2♦/♥ transfer could be 4-crd INV 2♠ range ask, 2NT ask 4/5M, 3x shortness After weak NT: 2♣ NF stayman, 2♦ GF, 2M to play	Transfers after 1NT-2♣-2x	
2♣	X		1+2+4 3 rd seat	5+♦ weak, or strong Always strong	2♦ NF relay, 2NT inv+ relay		
2♦	X		1+2+4 3 rd seat	6♥/♠ 5-10 or FG ♦/BAL 5+♦ weak	2♥ p/c, 2♠ p/c (3/4♥), 2NT GF INQ, 3♣ asks transfer, 3♦ INV6+M, 3M p/c, 4♣ asks transfer	Transfers after 2NT/3♣	
2♥	X	5	NV 1+2 NV/V 1 V 1+2+4 3rd seat	5♥ 4+m, weak 5♥ 0-7 6♥ 9-12 5+♥ weak	2NT inv+ relay, 3♣ p/c, 3♦ inv ♥-fit 2NT inv+ relay 2NT strong relay, 3♣ inv ♥-fit, 3♦ GF with 5+♠		
2♠	X	5	NV NV/V 1 V 1+2+4 3 rd seat	5♠ 4+ ♣/♦ 5♠ 0-7 6♠ 9-12 5+♠ weak	2NT inv+ relay, 3♣ p/c, 3♦ inv ♠-fit 2NT inv+ relay 2NT strong relay, 3♣ GF with 5+♥-fit, 3♦ inv ♠-fit		
2NT			1+2+4 3	21-22 21-23 May have 5M/6m	3♣ puppet, 3♦/♥ transfer, 3♠ minors 4♣/♦ SI 6♥/♠, 4♥ SI 6♣, 4♠ SI 6♦ 4NT invitational with 3343 or 3334		
3♣		6		Modern style	3♦ puppet to 3♥, 3♥ GF, 3♠ NF, 4♦ optional RKC	3♣-3♦-3♥ (forced)-3♠= GF, 3NT= doubt	
3♦		6		Modern style	4♣ optional RKC, 4♦ barrage		
3♥		6		Modern style	4♣ optional RKC, 4♦ SI with bad trumps		
3♠		6		Modern style	4♣ optional RKC, 4♦ SI with bad trumps		
3NT	X			Solid minor, no A/K outside	4/5/6♣ p/c, 4♦ SI		
4♣/♦						HIGH LEVEL BIDDING	
4♥/♠						1430 RKCB , DOPE , Repeated keyboard asking and exclusion 0(3) / 1(4) / 2	
4NT						4NT Optional Blackwood when a minor is trump suit	
5♣/♦						4NT optional Blackwood when a major is trump in high (competitive) bidding	
5♥/♠						Last Train / Non serious 3NT	