

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, not after 3 rd seat opening
4 th = 10-14 after 1m/ 12-16 after 1M
After 1m we play system on, after 1M we play cue-bid stayman
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♣=nat/(1♣)-2♦=♥+♠/(1♦)-2♦=♥+♠/(1♥)-2♥=♦+♠/
(1♠)-2♠=♦+♥/(1♦)-3♦=♣+♠/(1♥)-3♥=♣+♠/(1♠)-3♠=♣+♦
VS. NT (vs. Strong/Weak; Reopening;PH)
X= pen with passed hand 5m + 4M
2♣= ♥+♠
2♦=good hand 5+ ♥ or ♠ or 6♣/♦
2♥/♠=5+♥/♠ weaker than 2♦
2NT = 4♥ + 6m 3♣/♦ = nat + 4♠
4 th seat 2♦ = 1M 2♥/♠= 5♥/♠ + 4+m
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 but not in pd suit			
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	Suit preference	L-H= enc
Suit 2	Suit preference	L-H = even	L-H = even
3	L-H = even		Suit preference
1	L-H= enc	Suit preference	L-H= enc
NT 2	Suit preference	L-H = even	L-H = even
3	L-H = even		Suit preference
Signals (including Trumps):			
Current count and standard smith			
We play a lot of suitpreference (standard)!			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Almost every X is TO			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support x/xx			
1♣-(1♦)- X = 4/5 ♥ 1♥=4/5♠ 1♠=no M			
1♣-(1♥)- X=4/5♠ 1♠=0-3♣			

W B F CONVENTION CARD
CATEGORY: Open
NCBO: transnational Wuhan
PLAYERS: Sjoert Brink & Bas Drijver
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card M/5♦ (or 4-4-4-1)/2+♣
2/1 GF but 1♠-2♦ = 8+HCP 5+♥ and 1♦-2♣ = relay could be inv ♦/NT
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1 st seat fav. 1NT = 9-12 NV 12-14 V 15-17 3e seat fav 9-14
1NT overcall 4(other)M + 5+(other)m, not after 3 rd seat opening
1m-2♦ = wk 6M
1♠-2♦ = 8+ 5+♥
1♠-2♥ = GF 5+♦
2♣ = any GF
3NT = strong 4♥/♠ opening
SPECIAL FORCING PASS SEQUENCES
None
IMPORTANT NOTES
We play a lot of transfers in competition
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 ♠ /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 = 10-14 splinter♦/4♣ splinter♣/4♦ 8-11 5♥ no splinter	1M-1NT-2♣ = any 15-17 or 5M 4+♣ = 12-14 2NT = any GF no 5-5 unbal	drury	
1♠		5		5+♠ 10+HCP	Same as over 1♥, except 2♦ = 8+♥ 2♥ = GF 5+♦ 4♦ = "4♥ bid" 4♥ = 8-11 5♠ no splinter		drury	
INT			4♠	15-17 bal. 5M possible Vul	2♣ stayman (doesn't promises 4M)/transfers could be 4+ 2♠ invite NT or minors or wk♦ 2NT asks wk xx 3♣ asks 5M 3♦ 4414 or 4441 3♥ 4144 3♠ 1444	transfer lebensohl		
				1 st favourable 9-12 bal. NV 12-14 3e seat fav 9-14	2♣ = any invite/2♦ = any GF rest = to play			
2♣	X		4♠	Any GF hand	2♦ = relay suit is 5 card with 2/3 AKQ	2♣-2♦-2M 4+ could be Longer ♣/♦		
2♦		5		Weak 5+ 3-10 HCP	2♥ = relay 2♠/3♣ = nf 2NT = asking			
2♥		5		Weak 5+ 3-10 HCP	2NT = asking 2♠/3♣/♦ = nf nat			
2♠		5		Weak 5+ 3-10 HCP	2NT = asking 3♣/♦/♥ = nf nat			
2NT				21-22(23) bal	3♣ asks distribution 3♦/♥ transfers 3♠ = SI minors 4♣/♦/♥/♠ = ♥/♠/♣/♦			
3♣		6		Pre-emptive	3♦ = relay to 3♥ (wk♥ or gf♠ or doubt 3NT or both M)/3♥ GF/3♠ nf/4♣ nf/4♦ = SI♣			
3♦		6		Pre-emptive	3M = NF 4♣ = inv+♦			
3♥		6		Pre-emptive	3♠ = nf 4♣ any SI♥; 4♦ COG			
3♠		6		Pre-emptive	4♣ any SI♠; 4♦ COG 4♥ to play			
3NT				Strong 4M opening	4♣ = SI 4♦ = little SI 4♥/♠ P/C			
4♣		7		Pre-emptive				
4♦		7		Pre-emptive				
4♥		7		To play				
4♠		7		To play				
4NT		6/5		minors				
5♣		7						
5♦		7						
5♥/♠								
							HIGH LEVEL BIDDING	
							RKC blackwood (14/03)	
							Mixed cues, Last Train, Serious NT	
							Exclusion (03/14)	
							Optional Blackwood for ♣/♦	