


DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style, Responses, ½ Level, Reopening)</b>
<b>Style:</b> Normal, can be light non vul
<b>Responses:</b> 2NT after 1M is inv+ with 4crd M; new suit F on 1 and 3 level;
<b>Reopening:</b> Light
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses, Reopening)</b>
<b>2<sup>nd</sup> position:</b> 15-18 bal.
<b>Responses:</b> conventional responses
<b>4<sup>th</sup> position:</b> 11-14 over 1m, 11-16 after 1M
Does not always have a stopper
<b>Responses:</b> system on (11-16: rangecheck stayman 2-lv 11-12; 2N 13-14 (3C asks); 3-lv 15-16
<b>JUMP OVERCALLS (Style, Responses, Unusual NT)</b>
<b>Style:</b> Weak suit jumps
<b>Responses:</b> Natural
<b>Unusual notrump:</b> (1m) 2N: om+♥ (1M) 2N: OM+♦
<b>Reopening:</b> Suit: Intermediate; 2NT: 19-21 HCP
<b>DIRECT and JUMP CUE BIDS (Style, Resp., Reopening)</b>
<b>Style:</b> Michaels cuebid; constructive+
(1m) 2m: 55M, (1M) 2M: OM+♣ (1M) 3M: 55m 1m(3m) om+♣
<b>Responses:</b>
<b>Reopening:</b> cuebid: FG 2 suiter
<b>VS. NT (vs. Strong / Weak; Reopening; PH)</b>
Multi-Landy: 2♣: both M, 2♦: one M, 2M: M+m dbl: values
Passed hand: dbl: 5+m(4M)
<b>VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)</b>
Doubles are take-out; jumps to 3X preemptive
2NT: 15-18 HCP bal.; 3NT: to play
Leaping Michaels
<b>Responses:</b> natural; if poss. Lebensohl after (2x) dbl (pass)
Conventional responses to 2NT overcall
<b>VS. ARTIFICIAL STRONG OPENINGS</b>
<b>vs strong 1♣:</b> dbl: majors; 1NT: minors (also after 1♦ response)
<b>OVER OPPONENTS' TAKE OUT DOUBLE</b>
Transfer on over 1C; Transfers from 1N over 1M;
3M-1 mixed raise, weak jumps, jump in other minor shows inv m

LEADS AND SIGNALS
<b>OPENING LEADS AND SIGNALS</b>
Lead In Partners' suit
Suit 3 <sup>rd</sup> from even, low from odd standard from honors Same, KJT->T
NT Attitude 3 <sup>rd</sup> and low, KJT->T
Subseq 2/4 through declarer (only if suit not played, not in partners suit)
Other: K from AK against 5+ level (then count)
We might lead high from xxx or xxxx with known count.
<b>LEADS</b>
Lead vs. Suit vs. NT
Ace AKx AK
King KQ, AK (doubleton) KQ, AKJT
Queen QJ QJ, KQT9
Jack JT, KJT JT, A/KJT
10 T9, K/QT9 T9, A/K/QT9
9 9x, KJ9 H98, 9x
High x Sx, xxSx, xxSxxx Sx,(often) 2 <sup>nd</sup> from bad suit
Low x xxS, xxxS, xxxxxS Lowest from Hxx+
<b>SIGNALS IN ORDER OF PRIORITY</b>
Partner's Lead Declarer's Lead Discarding
Suit: 1 <sup>st</sup> low/high: enc low/high: even low: enc
2 <sup>nd</sup> low/high: even (suit pref) low/high: even
3 <sup>rd</sup> (suit pref) (suit pref).
NT: 1 <sup>st</sup> low/high: enc low/high: even low: enc
2 <sup>nd</sup> low/high: even (suit pref) low/high: even
3 <sup>rd</sup> (suit pref). (suit pref).
Suit pref. signals for switch
<b>DOUBLES</b>
<b>TAKEOUT DOUBLES (Style, Responses, Reopening)</b>
<b>Style:</b> Can be light (10+ HCP with good distr.)
<b>Responses:</b> Natural
<b>Reopening:</b> Light
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE (RE)DOUBLES</b>
Support double if we opened 1♣
Redoubles on transfers tend to show fit
Most low level doubles take out

WBF Convention Card
<b>Category:</b> Green
<b>NBO (Country):</b> the Netherlands
<b>Event:</b> all
<b>Players:</b> Marion Michielsen - Meike Wortel

<b>SYSTEM SUMMARY</b>
<b>2 over 1 GF</b>
<b>GENERAL APPROACH AND STYLE:</b>
1♣ 2+, can be any bal hand without 5M
1♥/♠ 5+, 1♦ 5+ or 4441
Transfer responses to our 1♣ opening
Very light responses to our 1 level openings possible
<b>1NT opening:</b> 1 <sup>st</sup> & 2 <sup>nd</sup> non vul: 14-16 other: 15-17
<b>2 over 1 response:</b> game forcing
<b>in 3<sup>rd</sup> seat:</b> preempts wide-ranged
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>
Transfer responses to our 1♣ opening (on over x/1♥/1♥ overall)
Transfers on the 2 level if you overcall
e.g. 1♣ (1♠) 2♣: 5+♦, 6+ hcp (6+card suit)/ 8+ hcp (5crd)
1♣ (1♠) 2♦: 5+♥, 6+ hcp (6+card suit)/ 8+ hcp (5crd)
1♦ (1♥) 2♥: inv+ 6+♠
1♦ (1♥) 2♠: inv+ diamond supp
1♥ (2♣) 2♠: inv+ 5+♦
Continuation: as natural as possible, accepting the trf is min and NF
3NT (1 <sup>st</sup> / 2 <sup>nd</sup> ): good 4M opening
3NT (3rd / 4th): to play, usually a long minor
<b>SPECIAL FORCING PASS SEQUENCES</b>
Very rare, if we forced to game or sometimes after strength showing doubles and redoubles.
If you jump to the 5 level and we have shown inv+
<b>IMPORTANT NOTES THAT DOESN'T FIT ELSEWHERE</b>
4th suit FG;
2-way CBS after 1♦/1♥ -1Y - 1N and 1X -1Y -1Z (not 1♣ -1♦ -1♠)
Green vs red: very aggressive preempts and 3 <sup>rd</sup> hand openings possible
<b>Psychics:</b> Rare

Opening	Artificial	Min.	Neg. Double	Description	Responses	Subsequent Auction
1♣	x	2	4♥	11-21 HCP (could be weaker, depending on shape/pos) Can be any bal hand without 5M	1♦: 4+♥; 1♥: 4+♠ (walsh style); 1♠: bal or ♦ (no 4crd M unless FG with longer ♦); 1NT: 8-11 bal; 2♣: inverted minor; 2♦/2♥/2♠: inv; 3♣: preemptive; 3♦/♥/♠: preemptive;	1♣ - 1♦/♥ - 1NT: 18-19 bal 1♣ - 1♦/♥ - 1♥/♠: usually weak NT, 2 or 3 cards ♥/♠ 1♣ - (dbl): 1 level: system on, 2M: weak
1♦		4	4♥	11-21 HCP (could be weaker, depending on shape/pos) Unbalanced, 5+♦ or 4441	2♦: inverted minor (FG); 2♥/2♠: inv; 3♣ inv ♦ supp; 3♦: preemptive 3♥/♠: preemptive	
1♥/♠		5	4♦	11-21 HCP (could be weaker, depending on shape/pos) 4crd suit possible in 3 <sup>rd</sup> pos with a weaker than normal opening hand	1NT: Semi F; 2♣: GF 2+; 2♦(♥): 5+ GF; 2M 5-9; 2♠ (after 1♥): inv; 2NT: inv or weak GF 3+M; 3C (after 1♠): inv ♥; 3M-2: any 9-12 SPL: 3M-1: mixed raise; 3M: 4+crd weak; 3N: spl 1 under M	1M - 2NT: 3♣: FG, asking, 3♦: inv, 3OM: nat, any other new suit: SPL 1M - 1♠/1N - 2♣: natural or any 16+ without 5/5 FG
1NT			4♥	1 <sup>st</sup> & 2 <sup>nd</sup> non vul: 14-16 rest: 15-17 (5crdM/6crdm/5422/4441 singl H poss.)	2♣: stayman; 2♦/♥/2NT: transfers; 2♠: invitational or clubs; 3♣: puppet-stayman; 3♦: 5M332 or 64M; 3♥/♠: short with minors, usually 13(45) 4♣: both M's, 4♦/♥ TRF	Smolen; transfer lebensohl after intervention
2♣				22+ bal or any FG	2♦: waiting (FG); 2♥: negative relay; 2N 5+♥;	Kokish
2♦		5/6		Weak 2. Often 5crd non vul (always 6 vul) Can be very light green vs red	2NT: inv+ relay; New suit F when vul, non forcing non vul	
2♥/♠		5/6		Weak 2. Often 5crd non vul (always 6 vul) Can be very light green vs red	2N: FG relay. 3♣: inv+ relay. New suit F when vul, non forcing non vul	
2NT			4♥	20-21 HCP, can be slightly unbalanced	3♣: puppet-stayman; 3♦/♥: transfer; 3♠: both m's; 3NT: to play; 4m: transfer M with SI, slamtry; 4M ST m	2NT-3♣: 3♦: 1/2 4crd(s) M; 3♥/♠: 5crd; 3NT: no 4/5crd M
3♣-3♠		6		Preemptive	After 3♣: 3♦ asks for 3-card ♥ or ♠ After 3M: 4♣ ST for M, 4♦ asking keycards	
3NT	x			1 <sup>st</sup> / 2 <sup>nd</sup> : Good 4M opening 3 <sup>rd</sup> / 4 <sup>th</sup> : to play (usually long minor)	1 <sup>st</sup> / 2 <sup>nd</sup> : 4♣ ST; 4♦ bid your suit; 4M p/c with good fit 3 <sup>rd</sup> / 4 <sup>th</sup> : 4♣: pass or correct;	
4♣-4♠		6		Preemptive	natural	
					<b>HIGH LEVEL BIDDING</b>	
					RKC Blackwood (1430); Exclusion (3014); Dopi, Depo, Splinters; Mixed cues; Quantitative NT; Nonserious 3NT; Last train; After preempts we play a different answers to keycard asking (0/1/1+/2)	