

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBFC Convention Card 2.18 
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
		Lead	In Partner's Suit		
Agressive style	Suit	1st,3rd,5th; ATT	1/3/5		Category: NATURAL - GREEN
New Suit= F1R at the 1-level	NT	AS ABOVE	As above		
Cuebid = Fit	Subseq	2/4	2/4		Country: NETHERLANDS
Jump = Preemptive in competition	Other:	4th if 3rd is expensive. Vs trumps: K asks count			Event: BERMUDA BOWL 2007
2 NT = Good Bad/Unusual/Scrambling/Natural		Vs. NT:K,Q,J asks Attitude/Unblocking			Players: HUUB BERTENS(00602080) - TON BAKKEREN (00320094)
	LEADS				SYSTEM SUMMARY
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	Lead	Vs. Suit	Vs. NT		GENERAL APPROACH AND STYLE
Responses as over 1NT opening	Ace	AK Ax(+)	AKx(+)		Dutch Doubleton
Reopen 1NT = 14-16	King	AKx(+) KQx(+)	KQx(+) AKJT		5-card Major, 1♣=2+, almost forcing
Escape 1NT-(X): Transfers, Rdbl=♣ or Two-/Threesuiter	Queen	QJx(+)	A(K)QJx,QJTx,KQT9		
2NT = FG Twosuiter	Jack	J10x	JTx QJ98x		Leads: 1/3/5
	10	109x(+) HJ10x(+)	T9x HJTx(+)		Subsequent leads: 2/4
JUMP OVERCALLS (Style; Responses; Unusual NT)	9	9x H109x(+) 98x	98x H109x(+)		Signals: High/low=Odd/Discouraging
1-Suit: Weak;	Hi-x	Sx SSxx Sxx	Sx SSxx Sxx		1NT Openings: 14+ - 17- HCP
2-Suit: [1♣/♦]-2♦=5♥&4+♠; [1X]-2NT= Lowest suits	Lo-x	HxxxS HxS(S) HxS xxS(x)	HxS HxS(S) HxxxS xxS(x)		2 OVER 1 Responses: FG
Twosuiters are weak or strong	SIGNALS IN ORDER OF PRIORITY				SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Reopen: 2NT=20-21, Suit = Good Intermediate		Partners Lead	Declarer's Lead	Discarding	2♣ = WEAK ♦ / FG Onesuiter / Strong NT
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)	Suit:1st	Hi/Low=Odd	Hi/Lo=Odd	Odd=Enc;	2♦ = WEAK ♥ / FG Twosuiter / Strong NT
[1♣]-2♣ = Natural	2nd	Hi/Low=Disc	Suit preference	Hi/Lo=Odd	2♥ = WEAK ♠ / FG Threesuiter / Strong NT
[1M]-2M = 5oM & 5m, Weak or Strong	3rd	Suit preference			2♠ = 5♠ & 4+m, WEAK
Jump Cue asks stop	NT: 1st	Hi/Lo=Odd	Hi/Lo=Odd	Odd=Enc;	2NT = ♣ & ♦, WEAK OR FG
	2nd	Suit preference	Hi/Lo=Odd	Hi/Lo = Odd	3NT = Gambling ♣/♦
VS. NT (vs. Strong / Weak; Reopening; PH)	3rd				4♣/♦ = Namyats ♥/♠
Dbl= 5m & 4M 9-13HCP or a strong hand	Signals (including Trumps): Hi-Low in trumps= Odd				
2♣ = 4+♥ & 4+♠	Remainder count: Original count Lavinthal Smith signal				1♣-(p)-2♦ = Multi
2♦ = ♥ or ♠					1♣-/1♦-(p)-2♥ = 5♠+4♥ 3-8 HCP
2M = Natural, good hand	DOUBLES				1♣-2♣=GF
Against weak NT: Dbl = P	TAKEOUT DOUBLES (Style; Responses; Reopening)				1♣-1♦= 0-6/Natural/Relay
Passed Hand : As above	may be light				WEAK JUMP SHIFTS at Twolevel
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	Cuebid = forcing to suit agreement, except 1m-X				NEGATIVE FREEBIDS or TRANSFERS AT 2-level [Note 1]
Dbl = Take Out; 4x= 2-suiter; 2NT=15+-19-					GOOD-BAD 2NT
5x - dbl = P; (4M) - X : more points than take-out;4NT = take-out;					SPECIAL FORCING PASS SEQUENCES
2X - 3Y = Preemptive ; 2Y-3Y= 2-suiter, weaker as 4X	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
VS. ARTIFICIAL STRONG OPENINGS	1♣-(1♦)-DBL: 4/5 ♥				
PRECISION 1♣: DBL= ♥ & ♠ 1NT= ♣ & ♦ 2♣/♦=Nat	NEG DBLs beyond 4♦: 10+HCP,any shape				
[1♣]-p-[1♦]-X = ♦	1m-(1♥)-DBL: 4/5 ♠				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
[1♦]: 2♦=Natural, 2NT = ♣ + ♥,Weak or Strong	Support(R)dle thru 1♠ and 1♣-1(♦)-1M-(2♦)				
	Double of spl = Lead directing in Lower ranking suit				
OVER OPPONENTS' TAKE OUT DOUBLE	Dbl of cuebid = Asks for another lead, except after 1m=values				
1m-[X]:2X=NF;2NT=Weak Raise;3m=Inv	Rdbl of partners suit = A/K				Psychics: Seldom
1M-[X]:1NT until 2X-1=TRF;4m=Fitbid; 3OM=Fit, unbal; 3NT=fit+defense	Rdbl of 4-suit/cuebid = no half stop(pass=half stop+)				

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2		a) Nat, 4+♣, 11+ b) 12-14 NT c) 18-19 NT	1♦= 0-6/Nat/R; 1M=7+(4+♦ poss)1NT=8-10; ;	1♣-1♦-1♥=Nat/12-14NT; 1NT = 18-19 NT	
1♣					2♣=GF; 2♦ = weak ♥ or ♠;2♥=5♠+4♥,4/8;	1♣-1♦-1♥-1♠ = R	
1♣					2♠=Weak, weaker as 2♦;3X = Inv	1♣-1♦-1♥-1♠:1NT = 12-14 NT; 2♣ = 5♠+4♥	
1♦		4		MAYBE 4♦,4+♣	1♦-2♣=FG; 2♥=5♠+4♥,WK; 2♠ = weak		2♣= 5+-card, NF
1♥		5		Maybe 4-Card in 3rd	1NT=Almost F; 2♥=8-10,3♥ 2NT=4+♥,INV+ 3♥=3-8, 4♥	1♥-1NT-2m = 3+m	1NT=NF;2♥=6-8,3♥ 2N=Na2♣=3♥,9-11 2♦=4♥;
1♥					4m= Spl,11-14; 3X= Inv.	After 1M-(Dbl)-Transfers	1♥-2♣;2♦=R 2/3x;See 1♥-2♥
1♠		5		See 1♥	See 1♥. 1♠-4♥=To Play	1♠-1NT-3♣=?#♥; 1♠-1NT-3♥=4+♣ FG	3♥=5♥,3♠, Inv
1NT				14+ - 17- HCP 5M/6m/5422 poss.	2♣=R(no 4M pos.) 2♦/♥/♠/NT=Tr.3♣=55m,Inv;		
1NT					3♦=55m,FG 3M= x/-M,54m 4♣=R.Gerb 4♦/♥=♥/♠Bal,ST;		
2♣	Y	0	2♦	a) 3-10HCP 5+♦ b) FG Onesuiter	2♦=R, 2♥/♠= NF; 2NT=R, RF 3♣/♦=NF, 3M= Inv;		
2♣				c) 20-21NT/ 26-27NT			
2♦	Y	0		a) 5(6)♥,3-10 b) FG Twosuiter	2♥=R,NF; 2NT=R; 2♠/3♣/3♦=NF 3♥=Pre;		
2♦				c) 22-23/ 28-29NT	3♠=FG ; 4m = SPL		
2♥	Y	0		a) 5(6)♠,3-10 b) FG Threesuiter	2♠=R,NF; 2NT=R; 3♣/3♦=NF 3♥=F; 3♠=Pre;		
2♥				c) 24-25/ 30-31NT			
2♠	N	5		5♠ & 5+m, 3-10 5♠ & 4+m 1st/3rd Gr/Red	2NT=R; 3♣=P/C; 3♦=NF; 3♥=F; 3♠=Pre;		
2NT	Y			5♣ & 5♦, Weak/FG 5m4m+ 3rd gr-red	3♣/♦=Pref; 3♥=♣,Inv+; 3♠=♦,Inv+; 4m=Pre; 4M=to play		
3♣		6		6+♣, 3-10	3X=F; 4♣=Pre; 4♦=ST♣:		
3♦		6		6+♦, 3-10	4♣=ST♦		
3♥		6		6+♥, 3-10	4m=Cue; 3♠=Nat;		
3♠		6		6+♠, 3-10	4♥=Nat; 4m=Cue;		
3NT	Y			Gambling♣/♦ NoA/K	4♣=P/C; 4♦=ST		
4♣	y	0		Namyats ♥ (8S/7S+A/8+A) S=Solid St	4♦=ST Responses: 4♥=8S; 4NT=RKC; 4/5X=8S,-/X;		
4♦	Y	0		Namyats ♠ See 4♣	4♥=ST (See 4♣)		
4♥		6			4♠=Cue		
4♠		6					
4NT	Y			Specific Aces	5♣= No Ace; 5X=Ace; 5NT=♣ Ace		

HIGH LEVEL BIDDING

Splinters

Mixed Cuebids

Roman Keycard Blackwood (1304)

Dopi Pi

Dope

In forcing situations we play pass and double reversed

4NT is often good-bad in competition

Bakkeren-Bertens, Netherlands

NOTE 1: OPPONENTS INTERVENTION

- 1♣-1♦
- Dbl = 4/5♥
 - 1♥ = 4/5♠
 - 1♠ = 4/4♥ en ♠ (or 5♥ and 4♠ weak)
 - 1NT = natural, to play
 - 2♣ = 6♥, weak or FG
 - 2♦ = 6♠, limit
 - 2♥ = 6♠, weak or game forcing
 - 2♠ = ♣, limit or better
 - 2NT = natural, limit
 - 3♣ = weak
 - 3♦ = Majors, invitational
 - 3♥ = ♥, Invitational
 - 3♠ = Asks to bid 3NT
 - 3NT = to play
 - 4♣ = ♥, good 7-card suit
 - 4♦ = ♠, good 7-card suit
- 1♣-1♥
- Dbl = 4/5♠
 - 1♠ = 0-3♠
 - 1NT = natural, to play
 - 2♣ = ♦, 8+ hcp
 - 2♦ = 6♠, limit
 - 2♥ = 6♠, weak or game forcing
 - 2♠ = ♣, limit or better
 - 2NT = natural, limit
 - 3♣ = weak
 - 3♦ = Limit
 - 3♥ = Asks to bid 3NT
 - 3♠ = Preemptive
 - 3NT = to play
 - 4♥ = Transfer to 4♠, good 7-card.
- 1♣-1♠
- Dbl = 4♥
 - 1NT = natural, to play
 - 2♣ = ♦, 8+ hcp
 - 2♦ = ♥, 8+ hcp
 - 2♥ = ♣, limit or better (most of the time unbalanced)
 - 2♠ = ♣, balanced + stop.
 - 2NT = natural, limit
 - 3♣ = weak
 - 3♦ = Limit
 - 3♥ = Limit
 - 3♠ = Asks to bid 3NT
 - 3NT = to play
 - 4♦ = Transfer to 4♥, good 7-card

1♦-1♥

- Dbl = 4/5♠
- 1♠ = 0/3♠
- 1NT = natural, to play
- 2♣ = ♣, non forcing
- 2♦ = natural, non forcing
- 2♥ = 6♠, weak or strong
- 2♠ = ♦, limit or better
- 2NT = natural, limit
- 3♣ = ♣, game forcing
- 3♦ = ♦, weak
- 3♥ = Asks to bid 3NT
- 3♠ = Limit
- 3NT = to play
- 4♥ = Transfer to 4♠, good 7-card.

1♦-1♠

- Dbl = 4♥, or FG with bad ♣
- 1NT = natural, to play
- 2♣ = ♣, NF
- 2♦ = natural, non forcing
- 2♥ = ♥, NF
- 2♠ = ♦, limit or better
- 2NT = natural, limit
- 3♣ = ♣, FG, good suit
- 3♦ = weak
- 3♥ = ♥, FG, good suit
- 3♠ = Asks to bid 3NT
- 3NT = to play
- 4♦ = Transfer to 4♥, good 7 card.

1♥-1♠

- Dbl = points
- 1NT = natural, to play
- 2♣ = ♣, NF
- 2♦ = ♦, NF
- 2♥ = natural
- 2♠ = limit or better with 3card support
- 2NT = limit or better with 4card support (system on)
- 3♣ = ♣, FG, good suit
- 3♦ = ♦, FG, good suit
- 3♥ = weak
- 3♠ = ♥, any -/x, 11-14 (after this 3NT = relay)
- 3NT = to play
- 4m = fitbid