

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

LEADS AND SIGNALS
OPENING LEADS AND SIGNALS
Lead In Partners' suit
Suit 3 rd from even, low from odd standard from honors Same, KJT->T
NT Attitude 3 rd 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.
LEADS
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 H98, 9x
High x Sx, xxSx, xxSxxx Sx, (often) 2 nd from bad suit
Low x xxS, xxxxS, xxxxxxS Lowest from Hxx+
SIGNALS IN ORDER OF PRIORITY
Partner's Lead Declarer's Lead Discarding
Suit: 1 st low/high: enc low/high: even low: enc
2 nd low/high: even (suit pref) low/high: even
3 rd (suit pref) (suit pref).
NT: 1 st low/high: enc low/high: even low: enc
2 nd low/high: even (suit pref) low/high: even
3 rd (suit pref). (suit pref).
Suit pref. signals for switch (eg. dummy has singleton)
DOUBLES
TAKEOUT DOUBLES (Style, Responses, Reopening)
Style: Can be light (10+ HCP with good distr.)
Responses: Natural
Reopening: Light
SPECIAL, ARTIFICIAL & COMPETITIVE (RE)DOUBLES
Support double through 1♠ (not obliged)

WBF Convention Card
Category: Green
NBO (Country): the Netherlands
Event: Venice Cup, Bali 2013
Players: Marion Michielsen - Meike Wortel
SYSTEM SUMMARY
2 over 1 GF
GENERAL APPROACH AND STYLE:
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
1NT opening: non vul: 14-16 vul: 15-17
2 over 1 response: game forcing
in 3rd seat: preempts wide-ranged
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Transfer responses to our 1♣ opening (on over x/1♥/1♥ overall)
Transfers on the 2 level if you overcall
i.e. 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+ 5+♠
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 st / 2 nd): good 4M opening
3NT (3rd / 4th): to play, usually a long minor
SPECIAL FORCING PASS SEQUENCES
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+
IMPORTANT NOTES THAT DOESN'T FIT ELSEWHERE
4th suit FG;
2-way CBS after 1X -1Y - 1N and 1X -1Y -1Z (not 1♣ -1♦ -1♠)
Psychics: 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: 8-10 bal; 2♣: inverted minor; 2♦/2♥/2♠: inv; 3♣: preemptive; 3♦/♥/♠: splinter;	1♣ - 1♦/♥ - 1NT: 18-19 bal 1♣ - 1♦/♥ - 1♥/♠: usually weak NT, 2 or 3 cards ♥/♠ 1♣ - (dbl): 1 level: system on, jumps: weak
1♦		5(4)	4♥	11-21 HCP (could be weaker, depending on shape/pos) 5+♦ or 4441. Not 5332 if 17-19	2♦: inverted minor; 2♥/2♠: inv; 3♣ inv; 3♦: preemptive 3♥/♠: splinter	
1♥/♠		5	4♦	11-21 HCP (could be weaker, depending on shape/pos) 4crd suit possible in 3 rd 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
1NT			4♥	Non vul: 14-16 Vul: 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) could be 4441♥); 4♣: both M's, 4♦/♥ TRF	Smolen; transfer lebensohl after intervention
2♣				22+ bal or any FG	2♦: waiting; 2N 5+5+ M's	Kokish
2♦		5/6		Weak 2. Often 5crd non vul (always 6 vul) Can be very light green vs red	2♥: F relay 2NT: F 5+ ♥; 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	
3NT	x			1 st / 2 nd : Good 4M opening 3 rd / 4 th : to play (usually long minor)	1 st / 2 nd : 4♣ ST; 4♦ bid your suit; 4M p/c with good fit 3 rd / 4 th : 4♣: pass or correct;	
4♣-4♠		6		Preemptive	natural	
					HIGH LEVEL BIDDING	
					RKC Blackwood (1430); Exclusion (3014); Dopi, Depo, Splinters; Mixed cues; Quantitative NT; Nonserious 3NT; Last train; After preempts we play a different kind of keycards asking.	