

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1/2 Level; Reopening)</b>
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♦=♣
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> = 4(other)M + 5+(other)m, not after 3 <sup>rd</sup> seat opening
4 <sup>th</sup> = 10-14 after 1m/ 12-16 after 1M
After 1m we play system on, after 1M we play cue-bid stayman
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
weak
(1♣)-2NT = ♦+♥/(1♦)-2NT = ♣+♥/(1♥)-2NT = ♣+♦/(1♠)-2NT = ♣+♥
Reopen: weak
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(1♣)-2♣=nat/(1♣)-2♦=♥+♠/(1♦)-2♦=♥+♠/(1♥)-2♥=♦+♠/
(1♠)-2♠=♦+♥/(1♦)-3♦=♣+♠/(1♥)-3♥=♣+♠/(1♠)-3♠=♣+♦
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
X= pen
2♣= ♥+♠
2♦=good hand 5+ ♥ or ♠ or 6+♣/♦
2♥/♠=5+♥/♠ weaker than 2♦
4 <sup>th</sup> seat 2♦ = 1M 2♥/♠= 5♥/♠ + 4+m
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Leaping Michaels, X = TO, (2M)-3M=5otherM+5m
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Vs strong 1♣: x= ♥+♠ 1NT=♣+♦ (also after (1♣)-p-(1♦))
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
After 1M-(x) we play transfers (1♥-(x)-1♠=♣+♦)

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	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			
<b>LEADS</b>			
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	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	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 smith			
We play a lot of suitpreference!			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Almost every X is TO			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
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
<b>CATEGORY: Open</b>
<b>NCBO: Netherlands Bermuda Bowl Bali 2013</b>
<b>PLAYERS: Sjoert Brink and Bas Drijver</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
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
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1 <sup>st</sup> seat fav. 1NT = 9-12
1NT overcall 4(other)M + 5+(other)m, not after 3 <sup>rd</sup> seat opening
1m-2♦ = wk 6M or GF ♦
1♠-2♦ = 8+ 5+♥
1♠-2♥ = GF 5+♦
<b>SPECIAL FORCING PASS SEQUENCES</b>
None
<b>IMPORTANT NOTES</b>
We play a lot of transfers in competition
<b>PSYCHICS: rare</b>

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 ♠ or strong ♦/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 6M 2M = 12-14 5M 4+♣ 2NT = any GF no 5-5	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	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	transferlebensohl		
				1 <sup>st</sup> favourable 9-12 bal.	2♣ = any invite/2♦ = any GF rest = to play			
2♣	X		4♠	Any GF hand	2♦ = relay/2M = 5+ 2 out of AHV	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				21-23 bal	3♣ asks distribution 3♦/♥ transfers 3♠ = SI minor 4♣/♦/♥/♠ = ♥/♠/♣/♦			
3♣		6		Pre-emptive	3♦ = asks 3cardM/3M = 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				Gambling	4♣ = P/C 4♦ = ask singleton			
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♥/♠								
							<b>HIGH LEVEL BIDDING</b>	
							RKC blackwood (14/03)	
							Mixed cues, Last Train, Serious NT	
							Exclusion (03/14)	
							Optional Blackwood for ♣/♦	