DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

8-16 at 1-level; 10-16 at 2-level

(1M)-2♦ NAT, but denies 4oM (Equal Level Conversion)

(1x)-1M: 2♣ = ART 12$^+$, no fit; cue = 10$^+$ 3-crd fit; 2NT = 10$^+$ 4-crd fit, jump cue = 7-9 4-crd fit, 3M = 0-6, 4-crd fit

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

2nd: 15-17, system on

4th live: 15-17, system on

4th balancing: 11-14, system on

JUMP OVERCALLS (Style; Responses; Unusual NT)

Weak jump overcalls, According to Vulnerability

(1x) 2NT = lowest two unbid suits (if (1♣=2$^-$ 2NT = minors)

Reopen: 2NT = 18-19; 11-15 at 2 level; strong at 3 level

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

(1m) - 2m: ♥♠; either 6-11 or 16$^+$

(1M) - 2M = 5$^+$minor + 5$^+$oM; either 6-11 or 16$^+$

(1x) - 3x = stop asking with solid suit and other stops

(1m) - 4m: good 4M overcall

VS. NT (vs. Strong/Weak; Reopening; PH)

2♣ = ♥♠, can be very aggressive NV vs V

2♦ = 6$^+$ M

2M = 5M + 4$^+$m

2NT = minors or any strong 2-suiter

PH: X = 4♠ + 5$^+$m; 2m = m + ♥; 2♥ = ♥ + ♠; 2♠ = 5♠ + 4$^+$m

VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

Multi: X=12-15 **or** 20$^+$ balanced **or** 17$^+$ unbalanced. 2NT = 16-19

Jumps in a minor shows a 2-suiter with at least 1 Major, slammy

Jump to 4NT = ♣♦, slam interest. Cue=non-slammy 2-suiter

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

1♣: X=Colours (♣♠ or ♥♥), 1♦=Ranks (♣♦ or ♥♠), 1NT=Others

2♣: see 1♣ above; CRO

1♣-1♥♠: X=Colours, 1NT= Others

OVER OPPONENTS' TAKEOUT DOUBLE

XX=10$^+$, no fit; 2m=NF; fit jumps; 1M-(X)-2NT=4$^+$ card fit, 10$^+$

LEADS AND SIGNALS

OPENING LEADS STYLE: 2nd from bad suits, 4th from Honours (Jack)

	Lead	In Partner's Suit: 1/3/5
Suit	2nd bad, 4th from H	Known 3-crd: 10x**x** 10**9**x **x**xx
NT	2nd bad, 4th from H	Known 3-crd: 10x**x** 10**9**x **x**xx
Subsequent	H109(+), (A/K)J10(+)	H109(+), (A/K)J10(+)

Other: **Low from small doubleton (small from 9x, 10 from 10x or better)**

When we switch, we play attitude (1/3/5 style), so Hx(x)**x** and **x**xx

LEADS

Lead	**Vs. Suit**	**Vs. NT**
Ace	AKx(+), Ax(+); ATT	AKx(+), Ax(+); ATT
King	AK, KQ(+); CT	AKJ(+), KQ10(+); UB, CT
Queen	QJ(+); ATT	KQ(+), QJ(+); ATT
Jack	J10(+), (A/K)J10(+); ATT	J10(+), (A/K)J10(+); CT
10	10x, (A/K/Q)109(+)	10x, 109(+), (A/K/Q)109(+)
9	(K/Q/J)98(+), 109+; ATT	(Q/J)98(+), 98xxx(+); CT
Hi-X	xS, xSx(+), HSx, HxxS(+)	xS, xSx(+), HSx, HxxS(+)
Lo-X	xS, xSx(+), HSx, HxxS(+)	xS, xSx(+), HSx, HxxS(+)

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
Suit	1	Lo = ENC	Lo = Even	Odd=ENC at 1st disc
	2	Lo = Even	SP	CT
	3	SP		
NT	1	Lo = ENC or even	Lo = liked the lead	Odd=ENC at 1st disc
	2	Lo = even	Lo = even	CT
	3	SP	SP	

Signals (including Trumps):

SP. We signal **original** count when giving count

SP in trick 1 when holding a known long suit (5$^+$). Middle = ENC

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Against (semi) natural openings X = support for unbid major(s) or strong

Re-opening X may be weaker

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Support dbl & rdbl - 2♠; shows exactly 3-card support

Game try X when no room, i.e. 1♠-(2♥)-2♠-(3♥)-X=INV

Competitive X - 3♠

Negative X - 4♦

W B F CONVENTION CARD

CATEGORY:	BLUE (Strong ♣, Relay Style)
NCBO:	Netherlands
PLAYERS:	Ed Hoogenkamp – NED 3601562
	Rob Helle – NED 3211058
PZBS:	Ed: 18252 / Rob: 17298
ACBL:	Ed: 771 7741 / Rob: 770 6677

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Symmetric Relay Precision: 1♣ = any (15) 16$^+$

1♦ = 11-15, normally 4$^+$, unbalanced. Only 3 with (41)35

1♥/♠ = 10-15, 5$^+$ ♥/♠. 1st & 2nd we open 1♥ with 5$^+$♥ & 5$^+$♠

1NT = 13-15, mandatory (4333), (4432), (5332). 22(54) optional

2♣ = 11-15, 6$^+$♣; can have any other 4-card suit (but not 5)

2♦ = 11-15, 3-suited, short ♦: 4405, (43)15, 4414

2♥/♠ = 5-9, 6-card suit

2NT = 5-9, 5$^+$5$^+$ minors

SPECIAL BIDS THAT MAY DIRE DEFENSE

NV vs V 3-level preempts are extremely aggressive: 0-5 5$^+$ suit

After 1st/2nd hand 1♦ opening, 1♥/♠ response promises 3$^+$ card ♥/♠

1♦ - 1NT	= 12$^+$ ®
1♦ - 2♣	= 6-9, 6$^+$♣, NF
1♥ - 1♠	= 12$^+$ ®
1♥ - 2♦	= TRF; 9-11 with 3♥
1♥/♠ - 2♣	= any INV, no ♥/♠ fit
1♠ - 1NT	= 12$^+$ ®
1♠ - 2♦	= TRF; 5$^+$♥, weak or limit
1♠ - 2♥	= TRF; 9-11 with 3♠

1st & 2nd we open 1♥ with 5$^+$♥ and 5$^+$♠ (3rd/4th 1♠ with 55)

1st & 2nd 3NT opening is a pre-empt with ♣ or ♦ (3rd/4th NAT)

In 3rd and 4th position the strict shape requirements are relaxed.

1♦ is now 2$^+$, can be BAL. 1♥/♠ can be a good 4-card suit; 2♣ can be 5. All opening bids in 3rd position can be very weak.

SPECIAL FORCING PASS SEQUENCES

In relay sequences, after intervention: Pass by relayer is a ®

When opps pre-empt in a GF situation, Pass = forcing and strong

IMPORTANT NOTES

® = Relay; an asking bid that says nothing about any suit

PSYCHICS: Rarely

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	0	4♥	16+, any distribution. We freely upgrade good 15-counts. After 3rd/4th hand 1♣: 1NT=9-12 BAL; 2♣=5+♣; 2♦=5+♦; 2♥=3-suiter short M; 2♠=5+5+ ♣♦; 2NT+=4♠ 5+♦	1♦=0-8, others 9+ GF. 1♥=4+♥, may have a longer 2nd suit, UNBAL. 1♠=4+♠, <4♥, may have a longer minor, UNBAL. 1NT=12+ BAL; 2♣=5+♣ UNBAL; 2♦=9-11 BAL; 2♥=5+♦ one suiter UNBAL; 2♠=3-suiter short M; 2NT =5+5+ ♣♦; 3♣+=4♠ 5+♦	Relay style for pattern, controls, location of honours. 1♣ - 1♦ - 1♥ = 19+®. 1♣ - 1♦ - 1♠ = 16-18, 4-5♠, UNBAL, may have a longer suit if 4♠	1♣ - (1NT) - X = GF, BAL 1♣ - (2m) - X = 6-8, T/O; 2♦=NF 1♣ - (2M) - X =GF, BAL, no stop 1♣ - (2NT-4♥) - X = GF, T/O 1♣ - (4♠+) - X = weakness, <6
1♦		4(3)	4♦	11-15, UNBAL, no 5+♥/♠ Only 3 when (41)35 Longer ♣ possible	1♥/♠=6-12, 3+♥/♠; 1NT=12+ ®; 2♣=6-9 6+♣; 2♦=9-11 4+♦; 2♥/♠=4-8 6+♥/♠; 2NT=11-12 bal; 3♣=INV 6+♣; 3♦=weak, 5+♦	1♦ - 1M - 1NT denies 3+ M support (1st&2nd) 1♦ - 1♠ - 2♥ = 3451	1♦-(2♣)-X = F1 with 4♠ (No 4♥) 1♦-(2♣)-2♦ = F1 4♥ maybe 4♠
1♥		5	4♦	10-15; longer minor possible In 1st/2nd longer ♠ possible Unbalanced when 13-15	1♠=12+ ®; 1NT=6-11 4-5♠; 2♣=any INV no ♥ fit 2♦=9-11 3♥; 2♥=5-8 3♥; 2♠=6+♠ 4-8; 2NT=7-14 4+♥; 3m=pre-empt; 3♥=0-6 4+♥ 3♠=8-11 4+♥ any singleton; 3NT=8-11 4+♥ ♠void	Long / help suit trials	2NT remains 4+♥ in competition 1♥ - (X): 1♠ = 4+♠, F1 1NT/2♣/2♦ = TRF
1♠		5	4♦	10-15; longer minor possible Unbalanced when 13-15	1NT=12+ ®; 2♣=any INV no ♠ fit; 2♦=TRF; 2♥=9-11 3♠; 2♠=5-8 3♠; 2NT=7-14 4+♠; 3♣♦♥=pre-empt; 3♠=0-6 4+♠; 3NT=8-11 4+♠ any singleton; 4m=8-11 4+♠ void; 4♥=NAT, NF	Long / help suit trials	2NT remains 4+♠ in competition 1♠ - (X): 1NT/2♣/2♦/2♥ = TRF
1NT			4♦	13-15; (4333), (4432), (5332) 22(54) is optional (else 1♦) We can pass bad 12-counts or upgrade good 12	2♣=STAY/®; 2♦/♥=TRF; 4♣/♦/♥/♠=TRF 2♠=a) range ask b) weak ♣/♦ c) GF ♣+♦ short M 2NT=ask for weak doubleton or 5M; 3♣♦=INV; 3♥=5+5+ ♥♠ INV; 3♠=5+5+ ♣♦ INV+	Transfer breaks with 4-card support and a suitable hand (i.e. not 4333)	Lebensohl (FAPS) X = T/O
2♣		6		11-15, no 5+ ♦/♥/♠	2♦=® INV+; 2♥/2♠/3♣=INV; 2NT 5+5+♥♠ INV+ 3♣=weak; 3♥/♠=GF, (semi)solid suit	2♣-2♦-2♥ = UNBAL medium OR 4♦ OR 4♥ 2♣-2♦-3♣ = Minimum, no 4♦/♥/♠	X = T/O 2♣ - (2♦) - X = System On
2♦	X	0		11-15; 4405, (43)15 or 4414	2NT =® INV+; 2♥/2♠/3♣=NF	2♦ - 2♥ - 2♠ = 4315	2♦ - (3♦): X = T/O, 3♥/♠ = NF
2♥		6		5-9, 6♥	2NT=® (pp, pQ, Pq, PQ); change of suit GF	2M - 2NT - 3x - 4m = slam try in M, cue	2M - (X) - XX = strong, penalty
2♠		6		5-9, 6♠			
2NT	X			5-9, 5+♣ and 5+♦	3♥♠=F1R; 4♣/♦=VUL: INV; NV: pre-empt		
3♣ 3♦ 3♥ 3♠		6 (5)		Aggressive pre-empts NV v V: 0-5, any 5+-card suit	3♣-3♦ = ART GF; 3♥/♠ = F1 but NF if NV v Vul 3♦-4♣ = ART GF; 3♥/♠ = F1 but NF if NV v Vul 3M-4♣ = ART GF		
3NT	X			1/2: 5-9, 6+♣ or 6+♦ 3/4: NAT	4♦ asks shortness (1st and 2nd hand only)		
4♣/♦	X	0		1/2: 7 semi-solid ♥/♠ with outside Ace or 8 solid ♥/♠	4♦/♥ = TRF (1st and 2nd hand only)		
4♥/♠		6		Aggressive pre-empts	New suit=Cue; 4NT=RKCB		
4NT	X			11+ cards in ♣ and ♦, pre-empt			
5♣ 5♦ 5♥ 5♠						**HIGH LEVEL BIDDING** 1430 RKCB; after intervention Pass = Step 1; X/XX = Step 2 In GF situations X=penalty; Pass and pull shows extra strength	