


DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style, Responses, ½ Level, Reopening)</b>
<b>Style:</b> Normal
<b>Responses:</b> 2NT after 1M is inv+ with 4crd M; Transfers from cuebid after 1 level overcall;
<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> system on
<b>4<sup>th</sup> position:</b> 11-14 bal. (11-16 after 1M)
<b>Responses:</b> rangecheck stayman
<b>JUMP OVERCALLS (Style, Responses, Unusual NT)</b>
<b>Style:</b> Weak suit jumps
<b>Responses:</b> Natural
<b>Unusual notrump:</b> 5-5 lowest suits; constructive+
<b>Reopening:</b> Suit: Intermediate; 2NT: 18-19 HCP
<b>DIRECT and JUMP CUE BIDS (Style, Resp., Reopening)</b>
<b>Style:</b> Michaels cuebid (always 2♦ majors); constructive+
<b>Responses:</b> 2NT any inv; 3m p/c
<b>Reopening:</b> Idem
<b>VS. NT (vs. Strong / Weak; Reopening; PH)</b>
<b>Strong:</b> Multi-Landy: 2♣: both M, 2♦: one M, 2M: 5M + 4+m With passed hand or 4th seat: dbl: 4M, 5+m or ♦
<b>Weak:</b> Multi-Landy: 2♣: both M 2♦: one M, 2M: 5M + 4+m
<b>VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)</b>
Doubles are take-out;
2NT bids: 16-18 HCP bal.; 3NT: to play Leaping Michaels
<b>Responses:</b> natural; if poss. Puppet-Stayman after 2NT
<b>VS. ARTIFICIAL STRONG OPENINGS</b>
<b>vs strong 1♣:</b> CRASH; After 1♦ response: dbl: majors; 1NT: minors; 1♣ (- 1♦): nv: 2♥ multi, 2♣: 5♣+5minor
<b>OVER OPPONENTS' TAKE OUT DOUBLE</b>
Redouble: good hand (9+ HCP with possible rebid); Weak jumps, transfers from 1NT

LEADS AND SIGNALS			
OPENING LEADS AND SIGNALS			
	Lead	In Partners' suit	
Suit	1-3-5 (KJT)	1-3-5 (KJT)	
NT	Attitude	1-3-5 (KJT)	
Subseq	Attitude	Attitude	
Other:	rusinov against slams		
LEADS			
	Lead	vs. Suit	vs. NT
Ace	A(Kxx)		A(Kxx)
King	K(Qx) AK		K(Qxx) AKJT(x)
Queen	Q(Jxx)		Q(Jxx) KQT9(x)
Jack	J(Txx)/KJT		J(Txx)/KJT
10	T(9xx)/KT9		T(9xx)/KT9
9	(xx)9x		9x(x)
8	(xx)8x/98x(x)		8x/98x(x)
SIGNALS IN ORDER OF PRIORITY			
	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).
Odd ball against NT			
Suit pref. signals for switch (eg. dummy has singleton)			
DOUBLES			
TAKEOUT DOUBLES (Style, Responses, Reopening)			
<b>Style:</b> Can be light (10+ HCP with good distr.)			
<b>Responses:</b> Natural			
<b>Reopening:</b> Light			
SPECIAL, ARTIFICIAL & COMPETITIVE (RE)DOUBLES			
Support (re)double through 2♥ (not obliged)			
Negative doubles through 4♥;			

WBF Convention Card	
	
<b>Category:</b> Green	
<b>NBO (Country):</b> The Netherlands	
<b>Event:</b> All	
<b>Players:</b> Meike Wortel - Marion Michielsen	
SYSTEM SUMMARY	
<b>2 over 1 GF</b>	
GENERAL APPROACH AND STYLE:	
1♥/♠ 5+, 1♦ 4+, 1♣ 2+	
Michael Cuebid (always 2♦ = majors); Unusual NT; Multi-Landy after NT	
<b>1NT opening:</b>	
nv 1 <sup>st</sup> & 2 <sup>nd</sup> pos: (9)10-12 HCP, balanced	
others: (14+)15-17 HCP, balanced	
in 3 <sup>rd</sup> seat: 1♥/♠ 4+, could be weaker, longer minor possible	
in 3 <sup>rd</sup> seat: preempts wide-ranged	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
<b>Openings:</b>	
2♣: strong or weak with diamonds;	
<b>1<sup>st</sup> and 2<sup>nd</sup> position:</b>	
2♦: multi, weak ♥ or weak ♠ or strong NT/♦	
2♥: Weak 5♥, 4+ minor	
2♠: weak 5♠, 4+ minor	
<b>3<sup>rd</sup> and 4<sup>th</sup> position:</b>	
2♦: weak majors;	
2♥/♠: weak 2;	
3NT: Solid minor suit (Gambling)	
SPECIAL FORCING PASS SEQUENCES	
<b>IMPORTANT NOTES THAT DOESN'T FIT ELSEWHERE</b>	
4th suit; Transfers over 1NT and 2NT rebid	
Over (9)10-12 NT opening: 2-way stayman (2♣ inv, 2♦ GF), 2M to play, 2NT nat&inv, 3x to play	
<b>Psychics:</b> Rare	

Opening	Artificial	Min.	Neg. Double	Description	Responses	Subsequent Auction
1♣	x	2	4♥	11-20 HCP (could be weaker, depending on shape/pos)	1♦: 4+♥; 1♥: 4+♠ (walsh style); 1♠: bal or ♦; 1NT: bal, GF; 2♣: inverted minor; 2♦/2♥/2♠: inv; 3♣: preemptive; 3♦/♥/♠: splinter; <b>no transfers with passed hand</b>	1♣ - 1♦/♥: 1♥/♠: 11-17 3-crd
1♦		4	4♥	11-20 HCP (could be weaker, depending on shape/pos)	2♦: inverted minor; 2♥/2♠: inv; 3♣ inv, good 6+crd ♣; 3♦: preemptive 3♥/♠: splinter	
1♥/♠		5	4♦	11-20 HCP (could be weaker, depending on shape/pos)	1NT: SF; 2♣: GF relay; 2♦(♥): 5+ GF; 2♠ (after 1♥): inv; 2M: 6-9 3+ crd; 2NT: 10+ 4crd supp; 3♣/♦/♥: inv, good 6+crd; 3M: 4+crd weak;	1M – 2NT: 3♣: min; 3♦, OM, 4♣: short; 3M: 16+ & 3NT: 14-15 no shortness; <b>2♣/♦ 9-11 3/4♥/♠ with passed hand</b>
1NT				<b>nv 1<sup>st</sup> / 2<sup>nd</sup> pos:</b> (9+)10-12 HCP, balanced; (5crdM/6crdm/4441) <b>others:</b> (14+)15-17 HCP bal. (5crdM/6crdm)	<b>When weak:</b> 2-way stayman, 2M/NT nat, 3x to play <b>When strong:</b> 2♣: stayman; 2♦/♥/2NT: transfers; 2♠: invitational or clubs; 3♣: puppet-stayman; 3♦: GF 5/5 minors; 3♥/♠: short with minors (usually 13(45))	Smolen; 2♦ - 2♥: 2♠ puppet to 2NT to show various hands; After stayman and transfers to M: 3OM: any splinter; 4♣: keycard; 4♦: Q with M-fit
2♣	x			Weak ♦; Strong NT (22-23 or 26-27); All strong hands	2♦ = weak relay, 2NT = strong relay	2NT: 3♣ bad weak 2; 3♦ good weak 2; 3M: strong
2♦	x			<b>1<sup>st</sup> and 2<sup>nd</sup> pos:</b> Weak ♥ or ♠ (can be 5); strong NT (24-25 or 28+); strong ♦ <b>3<sup>rd</sup> and 4<sup>th</sup> pos:</b> Weak majors	<b>1<sup>st</sup> and 2<sup>nd</sup> pos:</b> 2♥ p/c, 2NT = F relay	<b>1<sup>st</sup> and 2<sup>nd</sup> pos:</b> 2♦ - 2NT: 3♣ min ♥ (3♦ inv for 4ha), 3♦ min ♠ (3♥ natural), 3♥ max ♠, 3♠ max ♥ 4♣: give transfer; 4♦: bid your suit (also with jump in comp)
2♥	x			<b>1<sup>st</sup> and 2<sup>nd</sup> pos:</b> Weak 5crd ♥, 4+ in a minor <b>3<sup>rd</sup> and 4<sup>th</sup> pos:</b> Weak 2	2NT forcing relay; 3♣: p/c; 3♦: inv for ♥ <b>After 3<sup>rd</sup> or 4<sup>th</sup> seat weak 2:</b> 2NT long minor, 3m fitbid	2♥ - 2NT: 3♣/3♦ second suit, 3♥/3♠ max with ♣/♦
2♠	x			<b>1<sup>st</sup> and 2<sup>nd</sup> pos:</b> Weak 5crd ♠, 4+ in a minor <b>3<sup>rd</sup> and 4<sup>th</sup> pos:</b> Weak 2	2NT forcing relay; 3♣: p/c; 3♦: inv for ♠ <b>After 3<sup>rd</sup> or 4<sup>th</sup> seat weak 2:</b> 2NT long minor, 3m fitbid	2♠ - 2NT: 3♣/3♦ second suit, 3♥/3♠ max with ♣/♦
2NT				20-21 HCP, each 5 card poss., 6 card m poss., can be slightly unbalanced	3♣: puppet-stayman; 3♦/♥: transfer; 3♠: transfer to 3NT (can be strong ♣ and/or ♦); 3NT: 5♠ & 4♥	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 ♠	
3NT	x			Solid minor suit (Gambling)	4♣: pass or correct; 4♦: asks singleton	
4♣/♦		6		Preemptive		
4♥/♠		6		Preemptive	Natural	
					<b>HIGH LEVEL BIDDING</b>	
					RKC Blackwood (1430); Dipo, Depo, Splinters; Mixed cues; Quantitative NT; Serious 3NT	