

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style, Responses, 1/2 Level, Reopening)</b>
Style: constructive
Responses: new suit=F1 on 1 and 3 level
Reopening:
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses, Reopening)</b>
2 <sup>nd</sup> position: 15-17
Responses: n as on 1NT-opening
4 <sup>th</sup> position: 12-15
Responses: as on 1NT-opening
<b>JUMP OVERCALLS (Style, Responses, Unusual NT)</b>
Style: weak, 5-crds possible
Responses:
Unusual notrump: 2 lowest suits
Reopening: in 4th pos. intermediate jump
<b>DIRECT and JUMP CUE BIDS (Style, Resp., Reopening)</b>
Style: 2 highest suits
Responses:
Reopening:
<b>VS. NT (vs. Strong / Weak; Reopening; PH)</b>
Strong & Weak: Landy
Reopening:
Passed Hand:
<b>VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)</b>
dbl=take out
Lebensohl 2NT answer
2D(Multi)-dbl-2M-dbl = 4krt M
Worldconvention
<b>VS. ARTIFICIAL STRONG OPENINGS</b>
vs strong 1♣:
<b>OVER OPPONENTS' TAKE OUT DOUBLE</b>
Rdl=8+, 1NT=8-10

LEADS AND SIGNALS			
OPENING LEADS AND SIGNALS			
	Lead	In Partners' suit	
Suit	2nd / 4th	3rd / 5th *	
NT	2nd / 4th	3rd / 5th *	
Subseq	low encouraging	low encouraging	
Other:		* if not supported	
LEADS			
	Lead	vs. Suit	vs. NT
Ace	AK(+), Ax(+), AQT(+)	idem	
King	KQ(+)	KQ(+), AKJT(+)	
Queen	QJ(+)	QJ(+), AQT(+), KQT9(+)	
Jack	KJT(+), J10(+), Jx	idem	
10	KT9(+), T(x), T9(+)	idem	
9	H9x, 109x	J9x(x), 109xx	
8			
	with 2 small		
	the lowest		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit: 1 <sup>ST</sup>	low enc	low enc	low enc
2 <sup>ND</sup>	count (low even)		count (low even)
3 <sup>RD</sup>	suitpreference		
NT: 1 <sup>ST</sup>			
2 <sup>ND</sup>			
3 <sup>RD</sup>			
	suitpreference conform Lavinthal:		
	on lead: ace count; king enc/disc		
DOUBLES			
TAKEOUT DOUBLES (Style, Responses, Reopening)			
Style:	standard		
Responses:	1x-p-p-dbl=8+.		
Reopening:			
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES			
	support dbl leaddirecting dbl		
	optional dbl (pas based on law of total tricks)		
	neg. dbl , gametrydouble, take out dbl		

WBF Convention Card	
<b>Category:</b>	natural
<b>NBO (Country):</b>	NL
<b>Event:</b>	
<b>Players:</b>	Claudia van der Salm + Anke Wijma
SYSTEM SUMMARY	
Standard American	
GENERAL APPROACH AND STYLE:	
5-krt M, forcing NT	
1NT opening: 15-17	
2 over 1 Response: GF	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
<b>Openings:</b>	
2Cl strong	
2D weak 5+hearts or strong	
2H weak with both majors (4+-4+)	
2 S weak 5+spades	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES THAT DOESN'T FIT ELSEWHERE	
opening in 3th position could be weak	
<b>Psychics:</b>	



Opening	Artificial	Min.	Neg. Double	Description	Response	Subsequent Auction	Passed Hand Bidding
1♣		2	4H	11+	Walsh, MF-inverted minor, 2D= 7-9 5krt Cl, 2M=weak	1x-1y-1SA-2Cl=TRF to D (To play or INV)	
1♦		4	4H	11+	idem, 3Cl=7-9 4krt D	1x-1y-1SA-2D=GF,	
1♥		5	4D	11+	2/1GF (2Cl=2+,2D=5+), 1NT=F1, 2NT=4+M/5+c, 3Cl=4+M7-9, 3D=4M 10-11, 3SA=4M 3-4c splinter= 4M 3-4c	1M-2m-2M-3m=GF	
1♠		5	4H	11+	idem, 4H=singleton H	1M-2x-2M=minimum	
1NT			3S	15-17	Stayman, 2D/H/S/NT=transfer, 3x=singleton, 4Cl/4D=transfer H/S, 4H/S to play		Rubensohl
2♣	x			22/23 NT, (semi)GF in H or S, GF 1 or 2-suiter with Cl, 26/27 NT	2 D= relay, 2/3 suit=good own suit	after 2 H/S: 3Cl second negative	
2♦	x			weak H 5+, 24/25NT, GF 1 or 2-suiter with D, strong 3suiter	2H= tp, 2NT= strong relay (not GF), 3 H=preemptive, 3x= natural, inv vs weak H, 4m=fitjump	response on 2NT; see 2S	
2♥	x	4		weak H+S 4+-4+, 5-9 hcp	2NT=Relay, new suit=nf, 4Cl=aceasking for H, 4D=aceasking for S, 4NT=6 aceasking	3Cl=minimum, 3D=max 45, 3H=max54, 3S=max44, 3SA=max55	
2♠		5		weak	2NT=Relay, new suit=nf	3Cl= min bad suit, 3D= min good suit, 3H=max suit-, 3S=max suit+	
2NT			3S	20-21	Puppet Stayman		
3♣		6		PRE	new suit=f		
3♦		6		PRE	new suit=f		
3♥		6		PRE	new suit=f		
3♠		6		PRE	new suit=f		
3NT	*	7		Gambling, in 3th and 4th hand TP	4Cl=NF, 4D=singletonrelay		
4♣		7					
4♦		7					
4♥		7					
4♠		7				RKCB 1430, DOPI-ROPI, forcing pas	
4NT				specific aceasking		<b>HIGH LEVEL BIDDING</b>	
						RKCB-1430, DOPI-ROPI, forcing pas	