

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
1♥ overcall: 2♣ = fit
1♠ overcall: 2♦ = fit, 2♣ = ♥(over 1m)
(1x)-1M – (x/1S) – 1NT=other minor, 2M-1 raise without A/K/Q,
2M-2 good raise
Slightly aggressive, 7-17 HCP, could be weaker NV
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> : 4(O)M + 5+(o)m
Except after 3 <sup>rd</sup> seat opening. Then 1NT = 15-17
4 <sup>th</sup> : 11-14 over 1m, 11-16 over 1M → as 1NT opening except 2♣
Range ask Stayman
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak
Reopen: Weak
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
1m – 2♦ = Majors, 1m-3m = om+♠, 1♦-3♣ = ♣+♠ limited
1M – 2M = 5OM + 5♣, 1M - 3♣ = 5OM + 5♦
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2♣ = Majors
2♦ = ♥ or ♠
2♥/♠ = 5+M, 4+m
X=penalty (4M, 5+m with passed hand)
Vs Weak NT: 2NT 19-20
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
(Non)-Leaping Michaels
Lebensohl
3 cue weak 5OM,5m
<b>VS. ARTIFICIAL STRONG 1♣</b>
X= majors (also after 1♣-1♦)
1NT=minors (also after 1♣-1♦)
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Transfers (over 1♦ XX to 1♠, over 1M 1NT to 2M-1)

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> and low, Nat from seq		
NT	4 <sup>th</sup> , 2 <sup>nd</sup> (or 3 <sup>rd</sup> /4 <sup>th</sup> ) from a bad suit	1/3/5, not from hon if not supp	
Subseq	2/4		
Other: Rusinow vs 5-lvl or higher contracts			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx	AKx	
King	AK, AKx, KQx	AKx, KQx, AKJTx	
Queen	QJx	KQT9x, QJx, AQJx	
Jack	(K)JTx	(A/K)JTx	
10	(H)T9x	(H)T9x	
9	9x	(H)98x, 9x	
Hi-X	Xx, xxXx	xXxx, QxxXx, Xxx, xXx	
Lo-X	xxXx, xxxxX, xxXxxx		
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	H/L = O	H/L = O	O = Enc
Suit 2	H/L = Disc	S/P	E = Disc
3	S/P		H/L = O
1	H/L = O	H/L = O	O = Enc
NT 2	H/L = Disc	S/P	E = Disc
3	S/P		H/L = O
Signals (including Trumps):			
Smith (high = pos) trick 2 in NT			
A-Att K-Count vs suits; current count			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
(1S) – X – (P) – 1NT = 8+ FIR			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Neg x, Resp X, Supp X/XX			
Comp X, Lightner X			
Most/All low level X = TO			
X in high level FP situations generally shows a desire to bid on			

W B F CONVENTION CARD
<b>CATEGORY: Strong Club – Blue</b>
<b>NCBO: Netherlands 6730239 - 8741943</b>
<b>PLAYERS: Ricco van Prooijen – Louk Verhees</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
TARZAN strong ♣
5 crd M, 1♦ = 2+, 1NT = 14-16
1♥ may also contain 5+♠ in 1 <sup>st</sup> and 2 <sup>nd</sup> position
GF hands tends to relay for shape, controls, location of honours
3 <sup>rd</sup> hand opening may be (very) shaded
1 <sup>st</sup> seat preempts may be light white on red
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1M - 2♣ = 9-11 with 2M or any limit (no fit)
1♠ - 1NT = GF asking bid
1♥ - 1♠ = GF asking bid
1♠ - 2♦♥ and 1♥ - 2♦ = TRF limited
(1x)- 1NT 4(O)M + 5(o)m (except after 3 <sup>rd</sup> pos opener)
Many transfers in competition
1m – 2♦ = Majors, 1m-3m = om+♠, 1♦-3♣ = ♣+♠ limited
1M – 2M = 5OM + 5♣, 1M - 3♣ = 5OM + 5♦
<b>SPECIAL FORCING PASS SEQUENCES</b>
In some cases double is invitational and pass asks for dbl
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:</b>

			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X		15+ any distribution	1♦ = 0-8, rest = GF 1♥ = ♠ may have longer suit 1♠ = ♥ may have longer minor 1NT = 12+ bal 2♣ = nat 2♦ = 9-11 bal 2♥ = ♦ one suiter 2♠ = 3-suiter short M 2NT = 55 minors 3♣+ = 4♣5♦	1♣ - 1♦; 1♥ = ART 18+ , 1♠ may be canape	
1♦	X	2	11-15	2♣ = nat 3+, inv+ denies 4M 2♦ = nat 5+, inv+, denies 4M 1♥♠ nat (1♥ may be 3-crd occasionally) 2♥♠ = to play 3x = to play	2♣ after 1♥ is SPL, 2NT is 3M6♦ or inv raise short in ♣	
1♥		5	11-15 May contain 5+♠ 1 <sup>st</sup> or 2 <sup>nd</sup> pos 3 <sup>rd</sup> hand may be 4 crd	1♠=Relay GF 1N=4+♠ NF 2♣=any inv (no fit) PASS = 0-9 2♦ = 9-11 ♥ raise 2♥: weaker 2NT = mixed raise+ 3♠=any SPL 3NT = ♠ void 4m = void 3m = PRE		1♥-2♣ Drury
1♠		5	11-15 Denies 5+♥ 1 <sup>st</sup> or 2 <sup>nd</sup> pos	1NT = Relay GF 2♣ = any inv (no fit) PASS = 0-9 2♥ = 9-11 ♠ raise 2♠: weaker 2♦ = 5♥ (8+ hcp) or 6♥ 2NT = mixed raise+ 3x = PRE 3NT = any SPL 4m = void 4♥ = nat		1♠-2♣ Drury
1NT			14-16 Possible 5M, 6m, 5422	2♦ ♥ or minors, 2♥ ♠, both could be 4M,6m GF 2♠ ♣(wk/gf) or 3suiter short ♣ or size 2NT Puppet, 3♣ ♦ wk/gf 3♦ splinter, 3M 3crd, xOM, 4♣/♦ = ♥/♠	1NT - 2♦ - 2♥ - 2♠ = Minors	
2♣		6	11-15	2♦ = R 2M = NF 3♦♥♠ = inv 2NT = 5MGF or 55MInv		
2♦	X	0	11-15, 3-suiter short ♦	2NT = ART	2♦ - 2♥; 2♠ = 4315	
2♥		6	3-9	2NT asks		
2♠		6	3-9	2NT asks		
2♥/♠		5	0-8 1 <sup>st</sup> seat white on red	2NT asks NS is NF		
2NT			22-23 bal	3♦/♥ trf, 3♠ SI 1 or 2 minors, 4x, two under trf SI		
3♣		6 (5)		3♦ Asks 3crd M, 4♦ PMKC	3♦: 3♥=3♠, 3♠=3♥, 4♦ = 3♥+3♠	
3♦		6 (5)		4♣ PMKC		
3♥		6		4♣ PMKC		
3♠		6		4♣ PMKC, 4♦ CoG ♥ or ♠		
3NT	X		Solid minor, no outside A/K (in 3 <sup>rd</sup> pos no requirements)	4♣ P/C, 4♦ Relay	<b>HIGH LEVEL BIDDING</b>	
4♣			PRE		RKC 1430, Optional RKC with a minor fit	
4♦			PRE		Exclusion (0314) , DOPE, PMKC	
4♥			Wide range	4♠ = nat, 5m cuebid	Mixed cues, Last Train, NonSerious NT in unlim auctions	
4♠			Wide range		4♣ in some competitive auctions sets our Major with SI	
4NT	X		Specific Ace ask	5♣ no aces	Dbl invites to bid in some situations	