DEFENSIVE AND COMPETITIVE BIDDING	-	L	EADS AND SIG	NALS	W B F CONVENTION CARD		
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENIN	G LEADS STYL					
Light overcalls on 1 level		Lead		In Partner's Suit	CATEGORY: Open		
(1♣)-1♣-(p)- 2♣=♥/2♦=fĭt/2♥=♦	Suit	1/3/5		1/3/5	NCBO: transnational Wuhan		
$(1 \diamond) \cdot 1 \diamond -(p) \cdot 2 \bullet = \forall / 2 \diamond = fit / 2 \forall = \clubsuit$	NT	Attitude		1/3/5	PLAYERS: Sjoert Brink & Bas Drijver		
$(1 \lor) -1 \bigstar (p) - 2 \clubsuit = \diamondsuit /2 \bigstar = 102 \lor 10$	Subseq	2/4		2/4	John State State State State		
$(1 ) -1 \lor (p) - 2 = fit/2 \lor = \diamond$			J. against 5+ lev	el we lead rusinow but not in pd			
() (1)	suit	8	, 6	1			
(1♦)-1♥-(p)-2♣=fit/2♦=♣							
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY		
$2^{nd} = 4(other)M + 5+(other)m$ , not after $3^{rd}$ seat opening	Lead	Vs. Suit		Vs. NT			
4 <sup>th</sup> = 10-14 after 1m/ 12-16 after 1M	Ace	AK(x)		AK(x)	GENERAL APPROACH AND STYLE		
After 1m we play system on, after 1M we play cue-bid stayman	King	AK/KQ(2	x)	KQ(x)	5 card M/5 ♦ (or 4-4-4-1)/2+♣		
	Queen	Qx/QJ(x)		Qx/QJ(x)	2/1 GF but 1♠-2♦ = 8+HCP 5+♥ and 1♦-2♠ = relay could be inv $\bullet/NT$		
	Jack	Jx/J10(x)	/KJ10(x)	Jx/J10(x)/KJ10(x)			
JUMP OVERCALLS (Style; Responses; Unusual NT)	10		(x)/H109(x)	10x/109(x)/H109(x)	1		
weak	9	9x	, - * / (/	H98(x)/HH98x			
$(1 )-2NT = + \forall/(1 )-2NT = + \forall/(1 )-2NT = + \langle/(1 )$	Hi-X	XX		xXx/xXxx/xXxxxx			
♣ + ♥	Lo-X	xxX/xxx2	X/xxxX	HxX,HxxX,HxxxX			
Reopen: weak	SIGNAL	S IN ORDER OF	PRIORITY				
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's Lead	Declarer's L	ead Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
$(1 )-2 = nat/(1 )-2 = \forall + (1 )-2 = (1 )-2 = \forall + (1 )-2 = \forall + (1 )-2 = \forall + (1 )-2 = (1 $	1	L-H= enc	Suit preferen	ce L-H= enc	1 <sup>st</sup> seat fav. 1NT = 9-12 NV 12-14 V 15-17 3e seat fav 9-14		
(1 ) -2  =  +  ((1 ) -3  =  +  /(1 ) -3  =  + /(1 ) -3  =  /(1 ) /(1 ) -3  =  /(1 ) /(1 ) -3  =  /(1 ) /(1 ) /(1 ) -3  =  /(1 ) /(1 ) /(1 ) /(1	Suit 2	Suit preference	L-H = even	L-H = even	1NT overcall 4(other)M + 5+(other)m, not after 3 <sup>rd</sup> seat opening		
	3	L-H = even		Suit preference	1m-2♦ = wk 6M		
	1	L-H= enc	Suit preferen	ce L-H= enc	1♠-2♦ = 8+ 5+♥		
VS. NT (vs. Strong/Weak; Reopening; PH)		Suit preference	L-H = even	L-H = even	1 <b>▲-</b> 2♥ = GF 5+♦		
X= pen with passed hand $5m + 4M$	3	L-H = even		Suit preference	2 <b>♣</b> = any GF		
2♣= ♥+♠	Signals (i	ncluding Trumps)	:		3NT = strong 4♥/♠ opening		
$2 \blacklozenge = \text{good hand } 5+ \lor \text{ or } \blacklozenge \text{ or } 6+ \diamondsuit/ \blacklozenge$	Current count and standard smith						
$2 \vee 4 = 5 + \vee 4$ weaker than $2 > 5$	We play a	lot of suitprefere	nce (standard)!				
$2NT = 4 \mathbf{v} + 6m \ 3 \mathbf{*} / \mathbf{\diamond} = nat + 4 \mathbf{\diamond}$			DOUBLES				
$4^{\text{th}} \text{ seat } 2 \blacklozenge = 1 \text{ M } 2 \checkmark / \bigstar = 5 \checkmark / \bigstar + 4 + m$							
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEO	UT DOUBLES (S	tyle; Responses:	; Reopening)			
Leaping michaels, $X = TO$ , (2M)-3M=50therM+5m		ery X is TO		• •			
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1+ or 2+					SPECIAL FORCING PASS SEQUENCES		
Vs strong $1 \Rightarrow x = \forall + \Rightarrow 1NT = \Rightarrow + \Rightarrow (also after (1 \Rightarrow)-p-(1 \Rightarrow))$	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS				None		
	Support x	/xx					
$1 \bigstar -(1 \bigstar) - X = 4/5 \checkmark 1 \checkmark = 4/5 \bigstar 1 \bigstar = no M$							
OVER OPPONENTS' TAKEOUT DOUBLE	1♣-(1♥)-	X=4/5♠ 1♠=0-3♠			IMPORTANT NOTES		
After 1M-(x) we play transfers $(1 \lor -(x) - 1 \bigstar = \bigstar + \bigstar)$					We play a lot of transfers in competition		
					PSYCHICS: rare		

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OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS		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 ♠ /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 $A/2♥/A$ = invitational $V/A$ 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 $5M 4+= 12-14 2NT = any GF$ no 5-5 unbal	drury			
1 🛦		5		5+ <b>A</b> 10+HCP	Same as over $1 \checkmark$ , except $2 \diamondsuit = 8 + \checkmark 2 \checkmark = GF 5 + \checkmark 4 \blacklozenge = "4 \checkmark$ bid" $4 \checkmark = 8 - 11 5 \blacklozenge$ no splinter		drury			
INT			4	15-17 bal. 5M possible Vul	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. NV 12-14 3e seat fav 9-14	2♣=any invite/2♦=any GF rest=to play					
2*	Х		4♠	Any GF hand	2♦=relay suit is 5 card with 2/3 AKQ	2 <b>♣-</b> 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				21-22(23) bal	3 statistical asks distribution $3 \neq / \forall$ transfers $3 \neq SI$ minors $4 \neq / \neq / \neq / \Rightarrow =$					
					♥/ ♣/ ♣/ ♦					
3*		6		Pre-emptive	$3 \blacklozenge = relay to 3 \lor (wk \lor or gf \blacklozenge or doubt 3NT or both M)/3 \lor GF /3 \blacklozenge nf/4 \blacklozenge = SI \clubsuit$					
3♦		6		Pre-emptive	3M= NF 4 <b>♣</b> =inv+♦					
3♥		6		Pre-emptive	$3 \bigstar = nf 4 \bigstar any SI \heartsuit; 4 \bigstar COG$					
3♠		6		Pre-emptive	4♣ any SI ♠; 4♦ COG 4♥ to play					
3NT			ļ	Strong 4M opening	4 = SI 4 = little SI 4 / A P/C					
4*		7	ļ	Pre-emptive						
4♦		7		Pre-emptive						
<b>4</b> ♥		7		To play						
4 <b>▲</b>		7		To play						
4NT		6/5 7		minors		HIGH LEVEL BIDDING RKC blackwood (14/03)				
5 <b>♣</b> 5♦		7				````	ious NT			
5∢/♠		/				Mixed cues, Last Train, Serious NT Exclusion (03/14)				
J▼/♠						Optional Blackwood for */	▲			