

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1/2 Level; Reopening)</b>
1 level might be light (7-17)
2 level: medium to sound (10-17)
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> = 15-18, Responses: System On
4 <sup>th</sup> = 10-14, Responses: System On
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
weak, depending on vuln and position;
2NT = lowest 2 unbid suits
3C (after 1C/1H/1S) = highest 2 unbid suits
3D (after 1D) = highest 2 unbid suits
Reopen: 12-15, 6+cd
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Highest and lowest 2 unbid suits
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
MultiLandy
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Lebensohl
2NT: natural 15-18, system on
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	1/3/5	1/3/5	
NT	Small enc	1/3/5	
Subsequent	Low enc	Low enc	
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK+	AK+	
King	AK+, KQ+	KQ109+, AKJ10+	
Queen	QJ+	QJ+, KQ+	
Jack	J10+, AJ10+, KJ10+	1/3/5	
10	109+, 10+	1/3/5	
9	9x	Low enc	
Hi-X	1/3/5	Low enc	
Lo-X	1/3/5	Low enc	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 Low = enc	Low = even	Low = enc
	2 Low = even	Low = enc	Low = even
	3 Lavinthal	Lavinthal	Lavinthal
NT	1 Low = enc	Low = even	Low = enc
	2 Low = even	Low = enc	Low = even
	3 Lavinthal	Lavinthal	Lavinthal
Signals (including Trumps): UDCA			
Discarding: Low = enc			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Normal			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support X and XX			
neg. X up to 3♣			
responsive X up to 3♠			

W B F CONVENTION CARD
<b>CATEGORY: GREEN</b>
NCBO: Netherlands
<b>PLAYERS:</b> Aris Verburgh & Marten La Haye
<b>EVENT:</b> 2025 Senior Championship
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5542
INT = (14)15-17
2♣ = weak D or GF ♣♥♠ or 22-23NT
2♦ = weak 2♥♠ or GF ♦ or 24+NT
2♥ = weak, 5♥ + 4+♣♦
2♠ weak, 5♠ + 4+♣♦
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1♣-1♦ = 0-6 or NAT
2♦ = weak 2♥♠ or GF ♦ or 24+NT
2♥ weak both M's
2♠ weak, 5cd ♠ and 4+cd m
<b>SPECIAL FORCING PASS SEQUENCES</b>
in most GF situations
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:</b> rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	3♠	11-22, 2+♣	1♣-1♦ = 0-6 or NAT; Walsh Inverted minor Jump = INV 3♦/3♥/3♠ = natural preempt	Two-way checkback	
1♦		4	3♠	11-22, 4+♦	Inverted minor, 2SA = very weak and support Jump = weak 3♦/3♥/3♠ = natural preempt	Two-way Checkback	
1♥/ 1♠		5	3♠	11-22, 5+♥/♠	1NT = 6-11, semi-forcing 2 over 1 = GF or INV, 6+cd 2NT = 10-11, 3+cd support or 16+ Splinters 3SA = 12-15, 4cd support, no splinter	Two-way checkback, Gazilli	
1NT			3♠	(14)-15-17 NT 5♥/♠ possible	2♣ = stayman 2♦/2♥/2♠/2NT = transfer ♥/♠/♣/♦ Smolen Minor suit ask		Transfer Lebensohl
2♣	x	0	4♥	weak D or GF ♣/♥/♠ or 22-23NT	2♦/2NT = asks		
2♦		0		weak 2♥/♠ or GF ♦ or 24+NT	2NT = asks		
2♥		4		Weak, 5♥+4+m	2NT = asks		
2♠		5		Weak, 5♠+4+m	2NT = asks		
2NT			3♠	20-21 NT	3♣ = Puppet Stayman; 3♦/3♥ = transfer; 3♠ = both m's 3NT = 5♠4♥; 4♣/4♦/4♥/4♠ = slamtry ♥/♠/♣/♦		
3♣		6		Preempt		<b>HIGH LEVEL BIDDING</b>	
3♦		6		Preempt		RKCB (5♣=1/4, 5♦=0/3, 5♥=2 without Q of trumps, 5♠=2+Q of trumps)	
3♥		6		Preempt		Splinters	
3♠		6		Preempt		Cuebids: 1 <sup>st</sup> or 2 <sup>nd</sup> round control	
3NT				Nyamats		5NT: King asking or pick a slam	