

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Aggressive at 1-level: (6)8-17 hcp, 5+cards (good suit if min)
Constructive at 2-level, but NV can be just a good suit, (9)10-17 hcp
RESP: new suit = NF, jump new suit = weak; 3x = PRE with 4-fit
cuebid = 10+ with fit or strong hands; 1NT 8-11, 2NT 12-14
After 2-lvl: new suit = forcing
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17(18) hcp, stopper; RESP as 1NT-opening
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak, (5)6+cards, 4-10 hcp
Double jump = 6-10 hcp, (6)7+ cards
Reopen: 2NT = 18-19
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
VS. NT (vs. Strong/Weak; Reopening;PH)
DBL = penalty
2♣ = Majors (at least 5-4 or 4-5) → 2♦ asks longest
2♦/2♥/2♠ = natural, 5+cards
2NT = minors (5+5+)
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL = take-out
2X – 2NT = 15-18 → as 2NT-opening
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL = 10+ hcp, system on in general, but jumps are weak
Penalty doubles after RDBL

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1,3,5		
NT	Attitude		
Subseq	Attitude		
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK+	AK+	
King	AK bare; KQ+	KQ+	
Queen	QJ+	QJ+	
Jack	JT+, KJT+	JT+, KJT+, AJT+	
10	Tx, T9+, HT9+	Tx, T9+, HT9+	
9	9x	9x, 98+	
Hi-X	Xx, xxX, xxXx, xxxxX	Xx, xXx, xXxx, xXxxx	
Lo-X	HxX, HxXx, HxxxX	HxX, HxxX, HxxxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = enc	Low = even	Low = enc
Suit 2			
3			
1	Low = enc	Low = even	Low = enc
NT 2			
3			
Signals (including Trumps):			
Lavinthal in other situations (e.g. when giving a ruff; or dummy has singleton against trump)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Standard. 3 other suits or strong (17+ with suit or 18+ BAL)			
RESP: non-jump: 0-8; jump = 9-11; double jump = 9-11 more shape			
Cuebid = strong (GF)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
In general take-out on a part score; penalty on game			
Penalty after our preempt and after fit			
Penalty if we showed penalty interest: 1X – X – XX; 1NT (conv) X/XX			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: the Netherlands
PLAYERS: Thom Blomsteel – Karlijn Visser
European Kids Teams Championship 2024, Wroclaw, Poland
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural with 5-card Majors; 1♣ = 2+ (only if 4=4=3=2)
15-17 NT
2-over-1 10+
Weak 2-openings
GF jump responses, but weak jumps in competition
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣-opening always strong
2♦ / 2♥ / 2♠ = weak-2 (usually 6+, but can be 5 if NV)
Landy over 1NT
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS:

OPENING	ARTIFICIAL TICK IF	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	3♠	Natural, 11-21 hcp 2♣ only if 4=4=3=2	Jump = GF, 6+ card; double jump = weak, 7+ crd 2♣ = 10+ 5+ ♣; 3♣ = 6-9 (5)6+ ♣	1x – 1y – 3NT = 6+x, 18+ hcp 1m – 1M // double jump = splinter;	1♣ - 1♦ - dbl = 4♥ + 4♠ 1m – 1♥ - dbl = 4♠ and 1♠ = 5+
1♦		4	3♠	Natural, 11-21 hcp	2♦ = 10+ 4+ ♦; 3♦ = 6-9 4+ ♦	4M = 18-19 BAL, 4-fit	1x – 1y – 2y = 10+ with fit
						1x-1y-1NT / 2NT: 2♣ / 3♣ = Checkback stay	
1♥		5	3♠	Natural, (10)11-21 hcp	2♥ = 6-9; 2NT = 10+ 3+ fit; jump new = GF 6+ 3♥ = 4+ fit, 2-6 NV; 5-9 V; 4♥ (4)5+ fit, 4-9 hcp 3♠ / 4♣ / 4♦ - 11-14, 4+fit, singleton/void ♠ / ♣ / ♦	4 th suit = GF; 1♣ – 1♦ - 1♥ - 1♠ = nat 1M – 2NT: 3M = 11-13; 4M = 14-15 Rest = 16+, control showing	
1♠		5	3♥	Natural, (10)11-21 hcp	2♠ = 6-9; 2NT = 10+ with 3+ fit; 2♥ = 10+ 5+ ♥ 3♠ = 4+ fit, 2-6 NV; 5-9 V; 4♠ (4)5+ fit, 4-9 hcp 4♣ / 4♦ / 4♥ = 11-14, 4+ fit, singleton/void ♠ / ♦ / ♥	1M – 2M // 2NT = general game try	
1NT			3♠	15-17 hcp Can have 5M, 6m, 5m4x	2♣ stayman, can be weak; 2♦/♥ transfer 2♠ = 6+♠; 2NT = inv; 3♠ = 6+♦ wk/str; 3♦ = inv 6+♦		1NT – 2x – 2-lvl NF: 3lvl GF DBL negative
2♣	X			20+ unbal 23+ BAL	2♦ = waiting; new suit = 5+card, 2+ top honors		
2♦		(5)6		Weak-2, 6-10hcp NV could be a bit less	3♦ = preemptive 3+ fit; 2NT 15+ inv+ asks New suit 2-level = NF; 3-level GF	2x – 2NT: 3X = minimum	
2♥		(5)6		Weak-2, 6-10hcp NV could be a bit less	3♥ = preemptive 3+ fit; 2NT 15+ inv+ asks New suit 2-level = NF; 3-level GF	3NT = max, no short suit 3 new suit = max, short in new suit	
2♠		(5)6		Weak-2, 6-10hcp NV could be a bit less	3♠ = preemptive 3+ fit; 2NT 15+ inv+ asks New suit 2-level = NF; 3-level GF		
2NT				20-22 BAL	3♣ = stayman 3♦/♥ = transfer		
3♣		(6)7		Vul: good suit; NV 1+ honor expected and could be 6	New suit = GF		
3♦		(6)7		Vul: good suit; NV 1+ honor expected and could be 6	New suit = GF		
3♥		(6)7		Vul: good suit; NV 1+ honor expected and could be 6	New suit = GF		
3♠		(6)7		Vul: good suit; NV 1+ honor expected and could be 6	New suit = GF		
3NT							
4♣				PRE			
4♦				PRE			
4♥				PRE			
4♠				PRE			
4NT						Mixed controls (A / K / singleton / void)	
5♣				PRE			
5♦				PRE			
5♥				PRE			
5♠				PRE			