

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
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
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-17(18) hcp, stopper; RESP as 1NT-opening
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak, (5)6+cards, 4-10 hcp
Double jump = 6-10 hcp, (6)7+ cards
Reopen: 2NT = 18-19
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
DBL = natural, no 5+ card
2♣/2♦/2♥/2♠ = natural, 5+ cards
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DBL = take-out
2X – 2NT = 15-18 → as 2NT-opening
<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	Attitude		
NT	Attitude		
Subseq	Attitude		
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK+	AK+	
King	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	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = enc	Low = enc	Low = enc
Suit 2			
3			
1	Low = enc	Low = enc	Low = enc
NT 2			
3			
Signals (including Trumps):			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
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)			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
In general take-out on a part score; penalty on game			

W B F CONVENTION CARD
<b>CATEGORY:</b> Green
<b>NCBO:</b> the Netherlands
<b>PLAYERS:</b> Lotte Bootsma – Simon Pothof
European Kids Teams Championship 2024, Online
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
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
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♣-opening always strong
2♦ / 2♥ / 2♠ = weak-2 (usually 6+, but can be 5 if NV)
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:</b>

OPENING	ARTIFICIAL TICKET 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♣ = 6-9 5+♣; 3♣ = 10-11, 5+♣	1x - 1y - 3NT = 6+x, 18+ hcp	1♣ - 1♦ - dbl = 4♥ + 4♠ 1m - 1♥ - dbl = 4♠ and 1♠ = 5+	
1♦		4	3♠	Natural, 11-21 hcp	2♦ = 6-9 4+♦; 3♦ = 10-11 4+♦		1x - 1y - 2y = 10+ with fit	
1♥		5	3♠	Natural, (10)11-21 hcp	2♥ = 6-9 3♥ = 10-11	4 <sup>th</sup> suit = GF; 1♣ - 1♦ - 1♥ - 1♠ = nat		
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 ♣ / ♦ / ♥			
1NT			3♠	15-17 hcp Can have 5M, 6m, 5m4x	2♣ stayman, can be weak; 2♦/♥ transfer 2NT = invite		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								
5♣				PRE				
5♦				PRE				
5♥				PRE				
5♠				PRE				
							<b>HIGH LEVEL BIDDING</b>	
							Blackwood (04/1/2/3)	