

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
1x 7-15, 2 level overcall 10+
Can be lighter with 6card suit or fav vulnerability
Cue = 10+, 2SA after 1M 10+ with 4card sup.
(1x) – 1Y – (P) – 1Z NF
(1x) – 1M – (p) – 1NT = 8-11
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd Seat 15-18, system on
After (1m) p (p) 1NT 11-14, (1M) p (p) 11-16
After (1x) p (1y) nat
JUMP OVERCALLS (Style; Responses; Unusual NT)
(1m) 2m 5-5 ♥/♠ (1M) 2M = 5oM, +5m
(1m) 2NT 5-5 lowest suits (1M) 2NT = 5-5 minors
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
VS. NT (vs. Strong/Weak; Reopening;PH)
2♣ landy, others natural.
X is penalty
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Dbl takeout, cuebid asks for stopper on 3level
After (2x) – Dbl (p) we play LEB.
(2X) – 2SA = 15-18, system on. (2X) – P – (P) DBL can we weaker
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
1♣ (precision) ->
X = Majors
1NT = minors
OVER OPPONENTS' TAKEOUT DOUBLE
Nothing special: XX = strong and makes doubles penalty.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1/3/5	1/3/5	
NT	Attitude	1/3/5	
Subseq	Same	Same	
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x)	AKx(x)	
King	AK, KQ(x)	KQ(x)	
Queen	AQJ(x), QJ(x)	QJ(x)	
Jack	KJ10(x), J10(x)	KJ10(x), J10(x)	
10	K/Q109(x), 109(x)	K/Q109(x), 109(x)	
9	9x	9x	
Hi-X	Sx	Sx	
Lo-X	xxS, xxSx, xxxxS	xSx(x)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = Enc	Low = even	Low = enc
Suit 2	Low = even	S/P	s/p
3	S/P	-	
1	Same	Same	Same
NT 2			
3			
Signals (including Trumps):			
Sometimes lavinthal in trump.			
Odd Ball vs NT			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Can be light with shape, light reopening.			
Responsive doubles			
2Cue is 10+			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support dbl/rdbl			

W B F CONVENTION CARD
CATEGORY: Natural
NCBO: Netherlands
PLAYERS: Sander Goor. Tobias Westerveld
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5crd M, 1C can be 2c can have 4c D with longer D, walsh. 1D = 5+ or 4441
1SA = (14)15-17 all seats.
2/1 GF with SF 1SA
2♦/♥/♠ = weak two
Aggressive Preemts when NV.
3 rd seat opening can be 4M and light.
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: Rare

