DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS				W B F CONVENTION CARD		
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENIN	G LEADS STYL						
1 level: 7-16 2 level: 10-16		Lead			tner's Suit	CATEGORY: Green		
	Suit	1-3-5		1-3-5		NCBO: Netherlands		
2♣ = Cuebid = fit / looking for M fit / stopper	NT	attitude		1-3-5		PLAYERS: Sarah de Wijs – Lotte de Wijs		
5 11	Subseq	same						
	Other:	1		'				
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY		
15-17	Lead	Vs. Suit		Vs. N	Т			
System on	Ace	AK		AK	-	GENERAL APPROACH AND STYLE		
	King			KQ				
	Queen	QJ		AQJ,	OJ	2/1 Game Forcing, 1M-2♣ = GF relay		
	Jack	J10, KJ10	0		10, J10	,,		
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109, H10			Q/109, 109	15-17 NT		
Weak, aggressive, 3-10	9	9x, KJ9		9x	- /	5-card major		
	Hi-X	Xx			(Xx(+)	$1 = 2+$, any balanced without $5 / \sqrt{/}$		
	Lo-X	xxX, xxX	Xx, xxxxX		HxxX, HxxxX	,,		
Reopen: same	SIGNAL	S IN ORDER OI			<u> </u>			
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's Lead	Declarer's l	Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
(1x)-2x = 2 highest	1	Low = enc/even	Low = ever		Low = enc			
(1x)-3x = 2 extremes	Suit 2		20.11 0701		25 6.16	2. strong		
(1x)-2NT = 2 lowest	3					2 ◆ / ♥ / ♠ , weak 6 card (5) 5-10		
(11) 21(1 21011000	-	Low = enc	Low = ever	n	Low = enc	$1 \blacklozenge - (Pass) - 2 \blacklozenge = weak 6 \blacktriangledown / \spadesuit,$		
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2		20.11 0701	•	25 6.16	1 V (1 uss) 2 V - Weak 0 V/W,		
Multi-Landy (2 \clubsuit = majors, 2 \spadesuit = 1 major, 2M = M + m, 2N = minors)	3							
	Signals (i	ncluding Trumps)	: udca, standard	suit prefe	rence	_		
Rest = natural						_ -		
		DOUBLES						
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEO	TAKEOUT DOUBLES (Style; Responses; Reopening)						
(3m)-4 ◆ = majors								
(non) Leaping Michaels	standard							
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24	SPECIA	L, ARTIFICIAL	& COMPETIT	TIVE DRI	S/RDLS	SPECIAL FORCING PASS SEQUENCES		
Dbl = majors, 1NT = minors		,				none		
OVER OPPONENTS' TAKEOUT DOUBLE	Support dbl & rdbl thru 2♥				IMPORTANT NOTES			
transfers								
						PSYCHICS: rare		

Ð	F MAL	MIN. NO. OF CARDS	NEG.DBL THRU						
OPENING	TICK IF ARTIFICIAL			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING Cuebid = fit		
1*	X	2	4♥	any balanced without 5♠/♥/◆	$1 \checkmark / \spadesuit$ may have longer \spadesuit , $2 \clubsuit = 10 + 5(4) + \clubsuit$. $2 \spadesuit / \checkmark / \spadesuit = \text{nat}$, INV	2-way checkback			
1 ♦		5 (4)	4♥		2♣ = inv+ relay, 2♦ = weak 6♥/♠, 2♥/♠/3♣ = nat, INV	2-way checkback	Cuebid = fit		
1 v		5	4♦		1NT = 5-11, 2 / 3 / 3 = natural INV	Gazilli	Drury		
1♠		5	4♥		2♣ = GF relay, 2NT = fit, INV up to bad GF 3NT = splinter OM		Cuebid = fit		
INT				15-17	$2 \spadesuit = \text{range or minors}, 2NT = \clubsuit, 3 \clubsuit = \spadesuit, 3 \spadesuit = \text{splinter}$		Transfer Lebensohl, (non) Leaping Michaels		
					$3 \checkmark / \spadesuit = \text{splinter}, 30M, 4 \clubsuit = \text{majors}, 4 \diamondsuit / \blacktriangledown = \text{trf}$				
2.	X			strong	2♦ = relay	2♥ Kokish			
2♦		6 (5)		Weak, 5-10	2NT = relay	$3 \clubsuit = \max \text{ unbal}, 3 \spadesuit = \min, 3 \checkmark / \spadesuit \text{ natural},$ 3NT max bal			
		- 1-1							
2♥		6 (5)		Weak, 5-10	2NT = relay	$3 \clubsuit = \min \text{ unbal, } 3 \spadesuit \text{ max, short } \clubsuit/ \spadesuit 3 \spadesuit \text{ max, short } \spadesuit$			
2 🏟		6 (5)		Weak, 5-10	2NT = relay	$3 \clubsuit = \min \text{ unbal}, 3 \spadesuit \text{ max, short } \clubsuit/\spadesuit 3 \blacktriangledown \text{ max, short } \blacktriangledown$			
23 FF				20.22					
2NT				20-22	Puppet stayman, $3 \diamondsuit / \checkmark / 4 \diamondsuit / \diamondsuit / \diamondsuit = TRF$ $3 \diamondsuit = minors$	2NT-3 - 3 = no M, 2NT-3 - 3NT = 5			
3 .	1	6		Preempt, 5-10	4 ♦ = slam try				
3♦		7 (6)		Preempt, 5-10	4 ★ = slam try 4 ♣ = slam try				
3 ∀		7 (6)		Preempt, 5-10	4♣ = slam try				
3 ^		7 (6)		Preempt, 5-10	4♣ = slam try				
3NT	X			Gambling, Solid minor, no outside A/K					
			1	D 5.10					
4.		7	1	Preempt, 5-10					
4 ♦		7		Preempt, 5-10					
4♥ 4♠		7	-	to play to play					
4 A 4NT		,		to play					
5 .						HIGH LEVEL BIDDING			
5♦			1						
5♥			1			RKCB-1430, splinters, cuebids			
5 ♠						5NT pick a slam. 4. slam try, M fit			