

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Light overcalls on 1 level
(1♣)-1♠-(p)- 2♣=♥/2♦=fit/2♥=♦
(1♦)-1♠-(p)- 2♣=♥/2♦=fit/2♥=♣
(1♥)-1♠-(p)- 2♣=♦/2♦=fit/2♥=♣
(1♣)-1♥-(p)- 2♣=fit/2♦=♦
(1♦)-1♥-(p)- 2♣=fit/2♦=♣
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd = 4(other)M + 5+(other)m
4 th = 10-14 after 1m/ 12-16 after 1M
JUMP OVERCALLS (Style; Responses; Unusual NT)
weak
(1♣)-2NT = ♦+♥/(1♦)-2NT = ♣+♥/(1♥)-2NT = ♣+♦/(1♠)-2NT = ♣+♥
Reopen: weak
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1♣)-2♣=nat/(1♣)-2♦=♥+♠/(1♦)-2♦=♥+♠/(1♥)-2♥=♦+♠/
(1♠)-2♠=♦+♥/(1♦)-3♦=♣+♠/(1♥)-3♥=♣+♠/(1♠)-3♠=♣+♦
After cue bid: 2NT = any invite, lowest other suit is GF with lowest suit of pd, highest other suit is GF with highest suit of pd
VS. NT (vs. Strong/Weak; Reopening;PH)
X= pen
2♣= ♥+♠
2♦=good hand 5+ ♥ or ♠
2♥/♠=5+♥/♠ weaker than 2♦
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Leaping michaels, X = TO, (2M)-3M=5otherM+5♦
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs strong 1♣: x= ♥+♠ 1NT=♣+♦ (also after (1♣)-p-(1♦))
OVER OPPONENTS' TAKEOUT DOUBLE
After 1M-(x) we play transfers (1♥-(x)-1♠=♣+♦)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1/3/5	1/3/5	
NT	Attitude	1/3/5	
Subseq	2/4	2/4	
Other: KJ10 against suit the J, against 5+ level we lead rusinow			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(x)	AK(x)	
King	AK/KQ(x)	KQ(x)	
Queen	Qx/QJ(x)	Qx/QJ(x)	
Jack	Jx/J10(x)/KJ10(x)	Jx/J10(x)/KJ10(x)	
10	10x/109(x)/H109(x)	10x/109(x)/H109(x)	
9	9x	H98(x)/HH98x	
Hi-X	xx	xXx/xXxx/xXxxxx	
Lo-X	xxX/xxxX/xxxxX	HxX,HxxX,HxxxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	L-H= enc	L-H = even	L-H= enc
Suit 2	L-H = even	Suit preference	L-H = even
3	Suit preference		Suit preference
1	L-H= enc	L-H = even	L-H= enc
NT 2	L-H = even	Suit preference	L-H = even
3	Suit preference		Suit preference
Signals (including Trumps):			
Current count			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Almost every X is TO			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support x/xx			
If pre-empt doubles he want to bid on			

W B F CONVENTION CARD
CATEGORY: Open team
NCBO: The Netherlands
PLAYERS: Sjoert Brink/Bas Drijver
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card M/5♦ (or 4-4-4-1)/2+♣
2/1 GF
1♠-2♦ = 5+ ♥ 8+ hcp
1♠-2♥ = GF 5+♦
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1 st seat fav. 1NT = 9-12
We play a lot of transfers in competition (Note 1)
SPECIAL FORCING PASS SEQUENCES
none
IMPORTANT NOTES
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU					
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING	
1♣		2	7♠	a) 12-14 balanced 2+♣ b) 18-20 balanced 2+♣ c) 12+ unbalanced 4+♣	1♦ = 0-6 HCP any/8-11 HCP, 4+♦ no major/12+ HCP, 5+♦ possible 4 major/0-10 4-4M/ Bal hands used as relay 1♥/♠ = nat possible 4+♦/1NT = 6-10 bal/ 2♣ = inverted minors/2♦ = wk♥ or ♠ or strong ♦/2♥/♠ = invitational ♥/♠ 4♣ = ♥ 4♦ = ♠	1♣-1♦-1♥ = any 12-14 bal or ♣+♥ unbal/1♣-1♦-1♠ = ♣+♠ unbal/1♣-1♦-1NT = any 18-20 bal (5♦ pos)/1♣-1♥-1NT 4♠ pos	No transfers on 2 level	
1♦		4	7♠	5♦ (or 4-4-4-1)	2♣ = relay invite+/2♦ = wk♥ or ♠/2♥/♠ = invitational ♥/♠ 2NT = 0-6 ♦ 4♣ = ♥ 4♦ = ♠			
							Drury,	
1♥		5		5+♥ 10+HCP	1NT = nf/2♣ = GF relay/2NT = inv+♥/3NT = splinter ♦ 4♦ = 8-11♥			
1♠		5		5+♠ 10+HCP	Same as over 1♥, except 2♦ = 8+♥ and 4♦ = ♥ 4♥ = 8-11♠		2♦/♥ nat	
INT			4♠	15-17 bal. 5M possible 1 st favourable 9-12 bal.	2♣ stayman (doesn't promises 4M)/transfers could be 4+ 2♣ = any invite/2♦ = any GF rest = to play			
2♣	X		4♠	Any GF hand	2♦ = relay/2M = 5+ 2 out of AHV (or 3 out of 5)	2♣-2♦-2M 4+ could be Longer ♣/♦		
2♦		5		Weak 5+ 3-10 HCP	2♥ = relay 2♠/3♣ = nf			
2♥		5		Weak 5+ 3-10 HCP	2NT = asking 2♠/3♣/♦ = nf nat			
2♠		5		Weak 5+ 3-10 HCP	2NT = asking 3♣/♦ = nf nat			
2NT				21-23 bal	3♣ asks distribution 3♦/♥ transfers 3♠ = SI minor 4♣/♦/♥/♠ = ♥/♠/♣/♦			
3♣		6		Pre-emptive	3♦ = asks 3cardM/3M = GF 6+ (except 1e NV/v than NF) /4♦ = SI♣			
3♦		6		Pre-emptive	4♣ = SI♦			
3♥		6		Pre-emptive				
3♠		6		Pre-emptive				
3NT				Gambling	4♣ = P/C 4♦ = ask singleton			
4♣		7		Pre-emptive				
4♦		7		Pre-emptive				
4♥		7		To play				
4♠		7		To play				
4NT								
5♣		7						
5♦		7						
5♥								
5♠								
							HIGH LEVEL BIDDING	
							Sometimes 4♣ sets trumps	
							RKC blackwood (14/03)	
							Mixed cues, Last Train, Serious NT	
							Exclusion (03/14)	
							Optional Blackwood for ♣/♦	

Note 1 Brink-Drijver
Transfers in competition

1-level

1♣-opening

1♦ overcall

X	♥
1♥	♠
1♠	no 4M
2♣	6♥ any strength
2♦	6♠ limit +
2♥	6♠ less than limit
2♠	GF ♣

1♥ overcall

X	♠
1♠	0-3♠
2♣	♦ (8+)
2♦	6♠ limit+
2♥	6♠ less than limit
2♠	GF ♣
4♦	4♠ bid

1♠ overcall

X	Usually 4♥
2♣	♦(8+)
2♦	♥(8+)
2♥	GF ♣
2♠	GF balanced

1♦-opening

1♥ overcall

X	4/5♠
1♠	0-3♠
2♣	♣(10/11+)
2♦	NF (6-9 met ♦)
2♥	6♠ any strength
2♠	limit+ met ♦
4♣	4♠ bod

1♠ overcall

X	Usually 4♥
2♣	♥(8+)
2♦	NF (6-9 ♦)
2♥	♣ GF behalve except when opp bid
2♠	limit+ ♦
4♣	4♥ bid

1♥-opening

1♠ overcall

2♣	♦(8+)
2♦	♣(10/11+)
2♥	NF (6-9 met ♥)
2♠	limit+ 3♥
2NT	limit+ 4♥

2 level

1♣-(2♣)-	2♦=♥ 8+
	2♥=♠ 8+
	2♠=♦ GF except when they bid

1♣-(2♦)-	2♥=♠ 8+
	2♠=♥ GF except when they bid

1♣-(2♠)	3♣=♦ GF except when they bid
	3♦=♥ GF except when they bid
	3♥=♣
	3♠=♣ short ♠

1♦-(2♣)-	2♦=nat
	2♥=♠ 8+
	2♠=♥ GF except when they bid

1♦-(2♠)-	3♣=♥ GF except when they bid
	3♥=♣ GF except when they bid

1♥-(2♣)-	2♦=♠ 8+
	2♠=♦ GF except when they bid

1♥-(2♠)-	3♣=♦ GF except when they bid
	3♦=♣ GF except when they bid

1♠-(2♣)-	2♦=♥ 8+
	2♥=♦ GF except when they bid

1♠-(2♥)- 3♣ = ♦ GF except when they bid
3♦ = ♣ GF except when they bid

3 level

1♣-(3♦)- 3♥ = ♠
3♠ = ♥
4♣ = nat forcing
4♦ = M's

1♣-(3♥)- 4♣ = nat forcing
4♦ = nat forcing
4♥ = ♣ short ♥

1♣-(3♠)- 4♣ = ♥
4♦ = ♣
4♥ = ♦

1♦-(3♣)- 3♥ = ♠
3♠ = ♥
4♣ = forcing ♦
4♦ = preempt

1♦-(3♥)- 4♣ = forcing ♣
4♦ = nf
4♥ = ♦

1♦-(3♠)- 4♣ = ♥
4♦ = nf
4♥ = ♣
4♠ = ♦

1♥-(3♣)- 3♦ = ♠
3♠ = ♦
4♣ = ♥-fit
4♦ = fit-bid

1♥-(3♦)- 4♣ = ♥-fit
4♦ = ♣

1♥-(3♠)- 4♣ = ♥-fit
4♦ = forcing ♦
4♠ = ♣

1♠-(3♣)- 3♦ = ♥
3♥ = ♠
4♣ = ♠-fit
4♦ = fit-bid
4♥ = to play

1♠-(3♦)-

4♣ = ♠-fit

4♦ = ♣

1♠-(3♥)-

4♣ = ♠-fit

4♦ = forcing ♦

4♥ = ♣