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♦=♣

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

2nd = 4(other)M + 5+(other)m, not after 3rd seat opening

4th = 10-14 after 1m/ 12-16 after 1M

After 1m we play system on, after 1M we play cue-bid stayman

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♠=♣+♦

VS. NT (vs. Strong/Weak; Reopening;PH)

X= pen

2♣= ♥+♠

2♦=good hand 5+ ♥ or ♠ or 6+♣/♦

2♥/♠=5+♥/♠ weaker than 2♦

4th seat 2♦ = 1M 2♥/♠= 5♥/♠ + 4+m

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

Leaping michaels, X = TO, (2M)-3M=5otherM+5m

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 but not in pd suit

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	Suit preference	L-H= enc
Suit	2	Suit preference	L-H = even	L-H = even
	3	L-H = even		Suit preference
	1	L-H= enc	Suit preference	L-H= enc
NT	2	Suit preference	L-H = even	L-H = even
	3	L-H = even		Suit preference

Signals (including Trumps):

Current count and smith

We play a lot of suitpreference!

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Almost every X is TO

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Support x/xx

1♣-(1♦)- X = 4/5 ♥ 1♥=4/5♠ 1♠=no M

1♣-(1♥)- X=4/5♠ 1♠=0-3♠

W B F CONVENTION CARD

CATEGORY: Open

NCBO: European Championship Budapest

PLAYERS: Sjoert Brink & Bas Drijver

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5 card M/5♦ (or 4-4-4-1)/2+♣

2/1 GF but 1♠-2♦ = 8+HCP 5+♥ and 1♦-2♣ = relay could be inv ♦/NT

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

1st seat fav. 1NT = 9-12 NV 12-14 V 15-17 3e seat fav 9-14

1NT overcall 4(other)M + 5+(other)m, not after 3rd seat opening

1m-2♦ = wk 6M

1♠-2♦ = 8+ 5+♥

1♠-2♥ = GF 5+♦

SPECIAL FORCING PASS SEQUENCES

None

IMPORTANT NOTES

We play a lot of transfers in competition

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 ♠ /2♥/♠= invitational ♥/♠	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	
1♦		4	7♠	5♦ (or 4-4-4-1)	2♣=relay invite+/2♦=wk ♥ or ♠/2♥/♠= invitational ♥/♠ 2NT= 0-6 ♦		
1♥		5		5+ ♥ 10+HCP	1NT= nf/2♣=GF relay/2NT=inv+ ♥/3NT=10-14 splinter ♦/4♣ splinter ♣/4♦ 8-11 5♥ no splinter	1M-1NT- 2♣ = any 15-17 or 6M 2M = 12-14 5M 4+♣ 2NT = any GF no 5-5	drury
1♠		5		5+ ♠ 10+HCP	Same as over 1♥, except 2♦=8+♥ 2♥=GF 5+ ♦ 4♦="4♥ bid"4♥= 8-11 5♠ no splinter		drury
INT			4♠	15-17 bal. 5M possible V	2♣ stayman (doesn't promises 4M)/transfers could be 4+ 2♠ invite NT or minors or wk ♦ 2NT asks wk xx 3♣ asks 5M 3♦ 4414 or 4441 3♥ 4144 3♠ 1444	transferlebensohl	
				1st favourable 9-12 bal. NV 12-14 3e seat fav 9-14	2♣=any invite/2♦=any GF rest=to play		
2♣	X		4♠	Any GF hand	2♦=relay/2M=5+ 2 out of AHV	2♣-2♦-2M 4+ could be	
				Weakest hand is Namyats		Longer ♣/♦	
2♦		5		Weak 5+ 3-10 HCP	2♥=relay 2♠/3♣=nf 2NT= asking		
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♦=relay to 3♥ (wk ♥ or gf ♠ or doubt 3NT or both M)/3♥ GF /3♠ nf/4♣ nf /4♦ =SI♣		
3♦		6		Pre-emptive	3M= NF 4♣=inv+♦		
3♥		6		Pre-emptive	3♠ = nf 4♣ any SI ♥; 4♦ COG		
3♠		6		Pre-emptive	4♣ any SI ♠; 4♦ COG 4♥ to play		
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		6/5		minors		**HIGH LEVEL BIDDING**	
5♣		7				RKC blackwood (14/03)	
5♦		7				Mixed cues, Last Train, Serious NT	
5♥/♠						Exclusion (03/14)	
						Optional Blackwood for ♣/♦	