DEFENSIVE AND COMPETITIVE BIDDING		LEA	DS AND SIGNA	ALS	W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING I	LEADS STYLE			1	
Aggressive overcalls		Lead		In Partner's Suit	CATEGORY: Green	
Responses are constructive	Suit	1/3/5		1/3/5	NCBO: Netherlands	
	NT	Attitude		1/3/5	PLAYERS: Merel Bruijnsteen – Laura Dekkers	
	Subsequence			Attitude	<b>」</b> │	
	Other: 2/4 th	rough declarer in	new suit		41	
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY	
In direct position: 15-17 system on	Lead	Vs. Suit		Vs. NT		
Reopening: after 1M 11-16, after 1m 11-14	Ace	AKx(+), Ax		AKx(+), Ax	GENERAL APPROACH AND STYLE	
	King	AKx(+), AK		AK, KQ(+), Kx	2/1 GF	
	Queen	QJ(+). Qx		QJ(+). Qx	1 <b>♣</b> = 2+ cards	
	Jack	KJ10(+), J10	0(+), Jx	KJT(+), JT(+), Jx	1 ♦= 5+ or 4441 ♣	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	QT9(+), T9		QT9(+), T9(+), Tx	$1 \checkmark / = 5 + \text{cards}$	
WEAK, wide-ranged	9			Short or with an honour	1NT= 10-13 in 1 <sup>st</sup> and 2 <sup>nd</sup> seat, 9-13 in 3 <sup>rd</sup> seat (not 9HCP with 4333), 12-14 in 4 <sup>th</sup> seat	
					1NT= 15-17	
	SIGNALS II	N ORDER OF P	RIORITY			
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Pa	rtner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
1X - 2X = highest suits	1	Attitude	Count	Attitude	2♣= 5/6♦ weak or GF	
1X - 3X = lowest suits	Suit 2		Suit prefere	ence Count	2 ♦= 5/6 ♥/ ♦ weak	
1X - 2NT = other suits	3				2 <b>♥</b> = 6 <b>♥</b> 10-13	
	1	Attitude	Count	Attitude	2 <b>4</b> = 6 <b>4</b> 10-13	
VS. NT (vs. Strong/Weak; Reopening)	NT 2		Suit prefere	ence Count		
$X= penalty, 2 = \forall + \blacktriangle$	3					
	Signals:			·		
	Upside/down count and attitude					
			DOUBLES			
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT	DOUBLES (Styl	le: Responses: R	eopening)	1	
Leaping Michaels						
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24	<b>⊣</b>				SPECIAL FORCING PASS SEQUENCES	
X= majors	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS				Pass is forcing when we make the bidding GF	
	1♣ (1 ♦) X= 4+♥					
	1m (1♥) X=				IMPORTANT NOTES	
OVER OPPONENTS' TAKEOUT DOUBLE	Support (re)	loubles			Third seat openings may be weak and off-shape	
When opponents double our 1M-opening, then 2♣ = good raise						
					PSYCHICS:	

g	TICK IF ARTIFICIAL	MIN. NO. OmF CARDS	NEG.DBL THRU						
OPENING				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING		
1.	X	2	4♥	2+♣ any 4432 possible May have 5♦	1 ◆ = 0-6, 7-10 44M, balanced without 4M, 4+ ◆, 1M = 7+ NAT, 1NT 7-10, 2♣ = inverted minor	1 - 1 - 1  - $1$ NT = $16/17$ - $19$ BAL 1 - 1 - 1  = BAL or NAT 1 - 1 - 1  - $1 - 1$ - $1$ NT = $0$ - $10$ 44M			
1 •		4	4♥	5+♦ or 4441♣	2♦ = inverted minor				
1♥		5	4♦	5+♥	$2 \clubsuit = 2 + GF$ , $2NT = 10 - 14 3 + ♥$ , $3 ♥ =$ preemptive, $3NT = •$ -splinter, $4 • =$ good raise to $4 ♥$	$1 \checkmark - 2NT - 3 \checkmark = GF$ $1 \checkmark - 2NT - 3 \checkmark = INV$	2 <b>♣</b> = Drury		
1 🛦		5	4♥	5+4	$2 \clubsuit = 2 + GF$ , $2NT = 10-14 3 + \spadesuit$ , $3 \spadesuit =$ preemptive, $3NT = \heartsuit$ -splinter	1 - 2NT - 3 = GF $1 - 2NT - 3 = INV$	2 <b>♣</b> = Drury		
1NT		NV vs V		10-13 in 1 <sup>st</sup> and 2 <sup>nd</sup> seat, 9-13 in 3 <sup>rd</sup> seat (not 9HCP with 4333), 12-14 in 4 <sup>th</sup> seat	2♣ = invitational/GF stayman, 2♦ = GF relay, 2M = to play, 2NT = invitational				
1NT		Else		15-17	2♣ = optional stayman, $2 \checkmark / \checkmark / \$ / 3 \clubsuit$ = transfer, 2NT = inv, $3 \checkmark / \$ = 31(45)/13(45)$ MF				
2*	X			5/6♦ weak or GF	2 ◆ = NF relay, 2NT = inquiry	2 - 2 - 2 = NAT GF  or  24 + BAL			
2 •	X			5/6 <b>♥</b> /♠ weak	$2 \checkmark / \triangle / 3 \checkmark / \triangle / 4 \checkmark = p/c$ , 2NT = inquiry, 4 ★ asks transfer, $4 ♦$ = asks M				
2♥		6		6♥ 10-13	$2NT = GF \text{ relay}, 3 \checkmark = \text{preemptive}, 2 ♠ = \text{to play},$ $3 ♣ = INV \text{ for } 4 \checkmark, 3 ♠ = 6 + ♠ GF$				
2 🛦		6		6♠ 10-13	$2NT = GF \text{ relay, } 3 \triangleq \text{preemptive, } 3 \checkmark = \text{to play,}$ 3 ♦ = INV for 4 \( \Phi \), 3 \( \Phi = 6 + \nslant \) GF				
2NT				20-21 May have 5M/6m	$3 \clubsuit = \text{puppet}, 3 \diamondsuit / \blacktriangledown = \text{transfer}, 3 \spadesuit = \text{minors}, $ $4 \clubsuit / \diamondsuit / \blacktriangledown / \spadesuit = \text{double transfer SI}$				
3 <b>.</b>		6		Preemptive	3♦ = asks majors				
3♦		6		Preemptive					
3♥		6		Preemptive					
3♠		6		Preemptive					
3NT	X	1 <sup>st</sup> + 2 <sup>nd</sup> seat		4♣/♦ Preempt					
3NT		3 <sup>rd</sup> + 4 <sup>th</sup> seat		To play					
4.	X			Namyats good 4♥-opening	4♦ = SI				
4♦	X			Namyats good 4♠-opening	4♥ = SI				

**High level bidding:** RKC1430, mixed cue bids, splinters