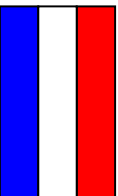


<i>Defensive and competitive bidding</i>		<i>Leads and signals</i>	
Overcalls (1) and responses (1) 8 ⁺ HCP, good 4-card possible on 1 lvl.		Opening leads NT: Low promises honour. Suit: 3 rd , 5 th , highest inner sequence (i.e. HJT _x) Furthermore always 3 rd , 5 th in partners suit <i>Subsequent leads</i> Towards declarer: Attitude New suit towards dummy: 2 nd , 4 th	
Take-out double (1) and responses (2) (4th seat: see below) (1) 10 ⁺ HCP; vs all natural openings (2) cue : 8 ⁺ cue in RESPONDERs suit NATURAL; <i>In bal pos</i> (1) 6 ⁺ HCP (2) as in direct position		Underlined vs suit/standard; Bold vs NT if different AK <u>KQ</u> <u>QJ</u> <u>JT</u> <u>Tx</u> <u>xx</u> AKx <u>KQx</u> <u>QJx</u> <u>JTx</u> <u>T9</u> <u>xxx</u> AKJx <u>KQxx</u> <u>QJT9</u> <u>JT98</u> <u>T9x</u> <u>xxxx</u> AKJT_x KQJ_x KQT_x KJT9 98_x xxxx_x A QJ_x KJT_x KQT9_x KT98 xxxxxx A J_x Kx_x Qx_x Jx_x Txx KJ xxx K xx x Q xx x J xx x T xxx K xxxx K xxx x Q xxxx J xxxx T xxxx	
Jump overcalls weak Two suiter 2 cue: <i>highest</i> 2NT: <i>lowest</i> 3♣: <i>outer suits NF</i> 3 cue: <i>outer suits F</i>		Signals (between brackets if seldom used) <i>Versus suit</i> On partner's lead On partner's lead On partner's lead On declarer's lead On declarer's lead On declarer's lead Discarding Discarding Discarding <i>Versus NT</i> On partner's lead On partner's lead On partner's lead On declarer's lead On declarer's lead On declarer's lead Discarding Discarding Discarding	
Versus natural NT (Any range) Dbl = penalty, 2♣: 4 ⁺ ♥ and 4 ⁺ ♠, 2♦: 6♥ or 6♠ 2M: 5M, 4+m, 2NT: 5 ⁺ ♣ and 5 ⁺ ♦ <i>Passed hand (or 4th seat against 14-16 NT or stronger) :</i> Dbl = Majors or one minor, 2m = 5+m, 4+m, 2M = nat		Explanation/extension First discard D/E, other count; Always CURRENT COUNT Lavinthal Smith in some cases vs. NT Against 5 level or higher, we lead K from AK	
<i>Versus responses on natural NT</i> t/o double vs STAYMAN and Transfers		Tobias Polak Tom van Overbeeke  Hold the Line	
vs Multi/Muiderberg/weak 2: Dbl = info, other = normal vs transfers : next bid = take-out, dbl = info, other = normal <i>Versus artificial strong 1♣ and 2♣ openings</i> Dbl: majors, 1NT: minors		WBf CONVENTION CARD <div> <div> <div>System summary</div> <div>Transfers after 1♣, 2♣ 18-19 bal</div> <div>1NT: 9-14 green vs red, 3rd position</div> <div>10-13 green vs red, 1st, 2nd position</div> <div>15-17 vulnerable, 1st, 2nd, 3rd position</div> <div>(11) 12-14 else</div> <div>4441 possible</div> </div> <div> <div>1♣ can be 5♦332 or 4♦2♣ bal</div> </div> </div>	
<i>Versus preemptis</i> Dbl : info vs Multi/Muiderberg/weak 2: Dbl = info, other = normal vs transfers : next bid = take-out, dbl = info, other = normal		Signals (between brackets if seldom used) Opening Description 2♣ 18-19 balanced 2♦ Any strong 2♥/2♠ Weak favorable ultra aggressive 1NT 10-13 green vs red, 1 st , 2 nd , 3 rd position 15-17 vulnerable, 1 st , 2 nd , 3 rd position 12-14 else 1♣ Can be 5♦332 or 4♦2♣ bal Transfer responses	
<i>Important notes that don't fit in elsewhere</i>			
<i>Psyches: Seldom</i>			

<i>Opening</i>	<i>Tick if artif</i>	<i>Min # of cards</i>	<i>Description</i>	<i>Responses</i>	<i>Subsequent action</i>	<i>Modifications over competition (COMP) and w/ passed partner</i>
1 ♣	x	2	Natural or balanced If bal: 14-16(17) green vs red, 1 st , 2 nd , 3 rd position 12-14 vulnerable, 1 st , 2 nd , 3 rd position 15-17 else	1♦/1♥: Transfer ♥/♠ 1♥ can be 44 Majors, only if weak. 1♠: No 4crd M, usually 4+♦ 1NT: GF relay 2♦: Inv, 6+M 2♥: 11-14 unbal with ♣ 2♠: 6-crđ ♣ 2NT: Weak raise ♣ or slantmy 5x5♠	1♣ - 1♦ - 1♥ = 3-crđ ♥ or 4-crđ ♥, min, unbal, NF 1♣ - 1♥ - 1♠ = 3-crđ ♠ or 4-crđ ♠, min, unbal, NF 1♣ - 1♦/♥ - 2♦ = Any reverse without 3-crđ ♥/♠ 1♣ - 1♦/♥ - 2♥/♠ = Strong with 3(4)-crđ ♥/♠	Transfers in competition, Switch
1 ♦		5(4)	Always unbal, only 4♦ if 1♣-444 or 1♠-444	1♠ can be 44 Majors, only if weak 1NT: GF relay, 2♠: 5-8, 5+♠ 2M: Inv, 6+M 2NT: Weak raise ♦ or slantmy 5x5♦	1♦ - 1♥ - 1NT = 3-crđ ♥ 1♦ - 1♠ - 1NT = 4♥ or 6+♦ 1♦ - 1♠ - 2♦ = 3-crđ ♠ 1♦ - 1M - 2♠ = natural or strong, unlimited	
1 ♥		5		2♣: GF relay 2♦: Inv, 6+♠ 2NT: Inv or bad GF, 3+ ♥ 3♠: Mixed raise 3♦: 9-11 any splinter, GF	After 1♥-1♠, 1♥-1NT, 1♠-1NT: Gazilli	Drury, switch
1 ♠		5		2♣: GF relay 2NT: Inv or bad GF, 3+ ♠ 3♠: Inv, 6+♥ 3♦: Mixed raise 3♥: 9-11 any splinter, GF		
INT			9-14 green vs red, 3 rd position 10-13 green vs red, 1 st , 2 nd position 15-17 vulnerable, 1 st , 2 nd , 3 rd position (11)12-14 else 4441 possible to open INT	If 12-14 or 15-17: 2♣: Stayman 2♦/♥: Transfer, can be 4♥/♠ inv 2♠: minors or inv. 2NT: Asking 4/5M or showing 5M 3♠: Asking weak doubleton ♦/♥/♠ 3♦: 4441 m 3♥/♠ 4441M	If 10-13: 2♣: Invitational, asking 2♦: GF 2M: To play 2NT: Invitational for 3NT 3x: to play	Transfer-lebensohl
2 ♣	x		18-19 bal, no 5M (17)18-19 if green vs red, 1 st , 2 nd	2♦/2♥/2♠ Transfer 2NT: ST without 4M or to play 3♦ 3♠: 54MM 3♦: 44MM 3M: SOM332		
2 ♦	x		Gf Any, (22)23+ Bal	2♥: Asking 2♠: 5+♥ 2NT: 5+♠		
2 ♥			Weak 2 in ♥, favorable ultra aggressive	2NT: forcing, asking		
2 ♠			Weak 2 in ♠, favorable ultra aggressive			
2 NT			20-21(22)	Puppet Slayman, Jacoby		
3 NT	x		Minors			
other			PREEMPTIVE		RKCB 14-30, cues, quantitative 4NT, exclusion blackwood (30-14) Optional 4NT for minor, Last train, Doppi, Depo, Non Serious 3NT	