DEFENSIVE AND COMPETITIVE BIDDING	
VERCALLS (Style; Responses; 1/2 Level; Reopening)	
-over-1 possible lead-directing, 4crd suit	
-over-1 good hand	
fter overcall, cue is fit and invitational+, new suit is forcing	
NT OVERCALL (2nd/4th Live; Responses; Reopening)	
5-18 system on	
th position 10-14 no stopper needed, system on	
UMP OVERCALLS (Style; Responses; Unusual NT)	
-suit: weak, 4th seat intermediate	
-suit 2NT lowest suits	
RECT AND JUMP CUE BIDS (Style; Responses; Reopen)	
irect cue: 2-suiter highest suits	
ımp cue; asks stopper (except vs. art. 1♣)	
S. NT (vs. Strong/ Weak; Reopening; PH)	
♦ Landy	
ouble is penalty	
S. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	
ouble is take-out	
s any weak opening or raise: 4♣/4♦ promises 2-suiter in suit bid and a r	najor
S. ARTIFICIAL STRONG OPENINGS	
s strong 1 €: dbl is majors, 1 ♦ is "take-out double"(forcing),	
▼/♠ is 2-suiter (4+/4+) with suit bid and minor	
NT is minors	
OVER OPPONENTS' TAKEOUT DOUBLE	
dbl 9+, jump is weak	
fter 1♥/♠-dbl : system on	
fter 1♣/♦-dbl: 2NT 0-5 fit, 3x is fitbid	

Subseq same, current count same, current count			LEAD	S AND S	IGNALS		
Suit 1/3/5 (sometimes 4th) NT attitude supp: att, not supp: 1/3/5 Subseq same, current count same, current count Other: strong king vs. NT LEADS Lead Vs. Suit Vs. NT Ace AK, AK(xxx) AK, AK(xxx) King AKx(xx), AKQ(xx), KQ(xxx) KQ109(x), AKJ10(x) Queen QJ(xxx), KQ(xxx) KQ10(xx), AJ10(xx), A	OPENING	G LE/	ADS STYLE				
Subseq same, current count same, current count		- 100	Lead		In Partner's suit		
Subseq same, current count same, current count	Suit	1/3	3/5 (sometimes 4th)		1/3/5 (son	1/3/5 (sometimes 4th)	
Description Description Description	NT	att	itude		supp: att,	supp: att, not supp: 1/3/5	
LEADS Lead Vs. Suit Vs. NT Ace AK, AK(xxx) AKQ(xxx) KQ109(x), AKJ10(x) Queen QJ(xxx), KQ(xxx) KQ109(x), AKJ10(x) Jack J10(xxx), KJ10(xx) J10(xxx), AJ10(xx), KJ10(x) 10 109(xxx), KJ10(xx) 109(xxx), H109(xx) 9 K109(xx), Q109(xx), 98(xxx) 98(xxx) Hi-x Xx, 3rd Xx, xXxxx, Lo-x 3rd, 5th (4th) att SIGNALS IN ORDER OF PRIORITY Partner's Lead Declarer's Lead Discarding 1 Suit 2 3 3 1 NT 2 3 3 Signals: low-high is even/encouraging, odd ball (vs NT) first discard normally attitude, rest is (current) count K/J asks for count, A/Q attitude DOUBLES TAKEOUT DOUBLES (Style; Response; Reopening)	Subseq	sa	me, current count		same, cur	rent count	
Lead	Other: str	ong k	ting vs. NT				
Lead							
Ace AK, AK(xxx) AKQ(xx). KQ(xxx) KQ109(x), AKJ10(x) Queen QJ(xxx), KQ(xxx) KQ10(xx), QJ(xxx), AQJ(xx) Jack J10(xxx), KJ10(xx) J10(xxx), AJ10(xx), KJ10(xx) 10 109(xxx), KJ10(xx) 109(xxx), H109(xx) 9 K109(xx), Q109(xx), 98(xxx) 98(xxx) Hi-x Xx, 3rd Xx, xXxxx, Lo-x 3rd, 5th (4th) att SIGNALS IN ORDER OF PRIORITY Partner's Lead Declarer's Lead Discarding 1 Suit 2 3 1 NT 2 3 Signals: low-high is even/encouraging, odd ball (vs NT) first discard normally attitude, rest is (current) count K/J asks for count, A/Q attitude DOUBLES TAKEOUT DOUBLES (Style; Response; Reopening)	LEADS						
King AKx(xx), AKQ(xx). KQ(xxx) KQ109(x), AKJ10(x) Queen QJ(xxx), KQ(xxx) KQ10(xx), QJ(xxx), AQJ(xx) Jack J10(xxx), KJ10(xx) J10(xxx), AJ10(xx), KJ10(xx) 10 109(xxx), KJ10(xx) 109(xxx), H109(xx) 9 K109(xx), Q109(xx), 98(xxx) 98(xxx) Hi-x Xx, 3rd Xx, xXxxx, Lo-x 3rd, 5th (4th) att SIGNALS IN ORDER OF PRIORITY Partner's Lead Declarer's Lead Discarding 1 Partner's Lead Declarer's Lead Discarding 1 Suit 2 3 3 1 NT 2 3 Signals: low-high is even/encouraging, odd ball (vs NT) first discard normally attitude, rest is (current) count K/J asks for count, A/Q attitude DOUBLES TAKEOUT DOUBLES (Style; Response; Reopening)	Lead	-				- 10500000000000000000000000000000000000	
Queen QJ(xxx), KQ(xxx) KQ10(xx), QJ(xxx), AQJ(xx) Jack J10(xxx) J10(xxx), AJ10(xx), KJ10(xx) 10	Ace	_		MO TO TOO		to A to the total and the tota	
Jack	King	$\overline{}$		(xxx)			
10	Queen	_			-		
9 K109(xx), Q109(xx), 98(xxx) 98(xxx) Hi-x Xx, 3rd Xx, xXxxx, Lo-x 3rd, 5th (4th) att SIGNALS IN ORDER OF PRIORITY Partner's Lead Declarer's Lead Discarding 1 Suit 2 3 1 NT 2 3 Signals: low-high is even/encouraging, odd ball (vs NT) first discard normally attitude, rest is (current) count K/J asks for count, A/Q attitude DOUBLES TAKEOUT DOUBLES (Style; Response; Reopening)	Jack	_					
Hi-x Xx, 3rd Xx, xXxxx, Lo-x 3rd, 5th (4th) att SIGNALS IN ORDER OF PRIORITY Partner's Lead Declarer's Lead Discarding 1 Suit 2 3 1 NT 2 3 Signals: low-high is even/encouraging, odd ball (vs NT) first discard normally attitude, rest is (current) count K/J asks for count, A/Q attitude DOUBLES TAKEOUT DOUBLES (Style; Response; Reopening)	10	_			-	H109(xx)	
Signals: low-high is even/encouraging, odd ball (vs NT) first discard normally attitude Doubles TAKEOUT DOUBLES (Style; Response; Reopening)	9	_		8(xxx)			
SIGNALS IN ORDER OF PRIORITY Partner's Lead Declarer's Lead Discarding 1 Suit 2 3 1 NT 2 3 Signals: low-high is even/encouraging, odd ball (vs NT) first discard normally attitude, rest is (current) count K/J asks for count, A/Q attitude DOUBLES TAKEOUT DOUBLES (Style; Response; Reopening)	Hi-x	1000	7.001.00		Xx, xXxxx	4	
Partner's Lead Declarer's Lead Discarding 1 Suit 2 3 1 NT 2 3 Signals: low-high is even/encouraging, odd ball (vs NT) first discard normally attitude, rest is (current) count K/J asks for count, A/Q attitude DOUBLES TAKEOUT DOUBLES (Style; Response; Reopening)	Lo-x	3rc	d, 5th (4th)		att		
Suit 2 3 1 NT 2 3 Signals: low-high is even/encouraging, odd ball (vs NT) first discard normally attitude, rest is (current) count K/J asks for count, A/Q attitude DOUBLES TAKEOUT DOUBLES (Style; Response; Reopening)	SIGNALS	IN O	RDER OF PRIORIT	Υ			
Suit 2 3 1 NT 2 3 Signals: low-high is even/encouraging, odd ball (vs NT) first discard normally attitude, rest is (current) count K/J asks for count, A/Q attitude DOUBLES TAKEOUT DOUBLES (Style; Response; Reopening)			Partner's Lead	Declar	er's Lead	Discarding	
3 1 NT 2 3 Signals: low-high is even/encouraging, odd ball (vs NT) first discard normally attitude, rest is (current) count K/J asks for count, A/Q attitude DOUBLES TAKEOUT DOUBLES (Style; Response; Respening)		1		1			
NT 2 3 Signals: low-high is even/encouraging, odd ball (vs NT) first discard normally attitude, rest is (current) count K/J asks for count, A/Q attitude DOUBLES TAKEOUT DOUBLES (Style; Response; Respening)	Suit	2					
NT 2 3 Signals: low-high is even/encouraging, odd ball (vs NT) first discard normally attitude, rest is (current) count K/J asks for count, A/Q attitude DOUBLES TAKEOUT DOUBLES (Style; Response; Respening)	-0.00	3					
3 Signals: low-high is even/encouraging, odd ball (vs NT) first discard normally attitude, rest is (current) count K/J asks for count, A/Q attitude DOUBLES TAKEOUT DOUBLES (Style; Response; Reopening)		1					
Signals: low-high is even/encouraging, odd ball (vs NT) first discard normally attitude, rest is (current) count K/J asks for count, A/Q attitude DOUBLES TAKEOUT DOUBLES (Style; Response; Reopening)	NT	2					
first discard normally attitude, rest is (current) count K/J asks for count, A/Q attitude DOUBLES TAKEOUT DOUBLES (Style; Response; Respening)		3	Keller Gar		91811991 - KOKOPTY		
K/J asks for count, A/Q attitude DOUBLES TAKEOUT DOUBLES (Style; Response; Respening)						322	
DOUBLES TAKEOUT DOUBLES (Style; Response; Respening)					s (current) co	ount	
TAKEOUT DOUBLES (Style; Response; Respening)	1	(/J as	ks for count, A/Q at	titude	10 90		
				DOUBLE	ES		
	TAKEOU	TDO	UBLES (SMe: Reco	onse Re	eonenina)		
	210 01 10				4.40		
	SPECIAL	, ART	TIFICIAL AND COME	PETITIVE	(RE-)DOUB	LES	
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES	Responsi						
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES Responsive							
		-	uble (up to 2*)				
Responsive Rosenkranz			AND DESCRIPTION OF THE PROPERTY OF THE PROPERT				
Responsive Rosenkranz Support (re)double (up to 2♥)		40.					
Responsive Rosenkranz Support (re)double (up to 2♥) Lightner	-	cuna					
Responsive Rosenkranz Support (re)double (up to 2♥)	Lead-dire						

WBF Convention Card





Category	<i>r</i> :		
NCBO:	Netherla	nds EVENT:	
PLAYER	S:	Niels de Groot - Jeroen Bruggeman	
		Jeroen Bruggeman - Niels de Groot	

Jeroen Bruggeman - Niels de Groot
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Dutch Doubleton, 1♣ 2+crd, 5crd major, strong notrump
2/1 Responses RF
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2€ weak • (5+) or strong
2♦ weak▼(5+) or strong
2♥ weak ♥+♠ (4+,4+)
2♦ weak ♦(5+)
SPECIAL FORCING PASS SEQUENCES
IN PORTANT NOTES THAT BONE STEEL STATES
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
in certain situations weak openings and overcalls may be VERY weak
1M in third hand may be 4crd
PSYCHICS: rare
transition (Million Million and Million an