

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Level 1 – (7)8+HCP, (4)5+ suit
Level 2 – (10)11+ HCP, 5+ suit, not (5332)
Over 1 ♣ (2+): 2 ♣=5+, 2 ♦=majors 5-4 wk
Over 1m(3+): 2m=cue bid
Advances in a new suit = F1
2 ♦ advance after 2 ♣ overcall = asking
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> /4 <sup>th</sup> Live: Syson, may have 18HCP
Reopen – 11-14 HCP
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Single jump = 6+, 4-11HCP, Double jump (6)7+, 4-11HCP
1x – 2NT = 5-5 in lowest unbid suits, weak or strong
1x – 3 ♣ = 5 ♣-5 highest unbid suit, weak or strong
Reopen: “to play”
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct:5-5 in 2 highest unbid suits, weak or strong
Jump: asking for stopper
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
VS Strong: X=5m-4M, 2 ♣=majors 5-4, 2 ♦=6M ,2 ♥=5 ♥-4m
2 ♠=5 ♠-4m, 2NT=minors 5-5, all destructive
VS Weak (12-14): X=14+HCP, 2 ♣=majors 5-4, 2 ♦/♥/♠ nat, all constructive
VS Very Weak (10-13/8-11): X= 12+, others as in “VS Weak”
Reopening: X=10-13HCPbal, other bids as “VS strong”
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Overcalls – 13+HCP 6+ suit
Cue bid – strong takeout
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Over1 ♣:CRASH: X=red or black two suiters,1 ♦ = 5M-4M/5m-5m
1M= 5M+, 1NT=5 ♦-5 ♠/5 ♣-5 ♥ , all destructive
<b>OVER OPPONENTS’ TAKEOUT DOUBLE</b>

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 <sup>nd</sup> /4 <sup>th</sup> (4 <sup>th</sup> only with H)	2 <sup>nd</sup> /4 <sup>th</sup> (4 <sup>th</sup> only with H)	
NT	Ditto	Ditto	
Subseq	Ditto	Ditto	
Other: A and Q ask for count, K and J ask for attitude.			
Rusinow against slams.			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+), Ax	AK(+), A+	
King	AK, KD(+), Kx	AK, KD(+), Kx	
Queen	QJ(+), Qx,, AQJ(+)	QJ(+), Qx,, AQJ(+)	
Jack	J10(+), Jx,AJ10(+), KJ10(+)	J10(+), Jx,AJ10(+),KJ10(+)	
10	10x, H10x, H109(+)	10x, H10x, H109(+)	
9	H9x, 109(+)	H9x, 109(+)	
Hi-X	HSx, xSx(+)	Hxx, xSx(+)	
Lo-X	xS, HxxS(+), HHxS(+)	xS, HxxS(+),HHxS(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi=odd	Hi=odd	LAVINTHAL
Suit 2	Hi=DISC	Hi=DISC	Lo=ENC
3	LAVINTHAL	LAVINTHAL	
1	Ditto	Ditto	Ditto
NT 2			
3			
Signals (including Trumps):			
After partner leads an Ace: low small card or an honour signals 2 card suit			
i.e. S from "xS" and Jack from "Jx" and Queen from "QJ" or "Qx"			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
10-16HCP, may have only 3 cards in one or both majors OR 17+ ANY			
Advances: 1NT=8-9 bal, 2NT=10-11 bal, cue bid=strong, other natural NF			
Sometimes bid with 16HCP ANY			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1♣-1♦-X=4+♥, 6+HCP			
1♣-1♥-X=4+♠, 6+HCP			
1m-1♠-X=4+♥, 6+HCP			
1NT-PAS-PAS-X=10-13 bal, Resp. 2♣=2+♣, 2♦=4+♦, 2M=5+M			
Fit double, Fit redouble (but not after 1♣ opening)			

W B F CONVENTION CARD
<b>CATEGORY: Red</b> <b>NCBO: Poland</b> <b>PLAYERS: Jan Pytel</b> <b>Kornel Krawiec</b> <b>EVENT: Any</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b> 1M=5+ (F 1NT). 1 ♦=5(4)+. 1 ♣=2+ TRF responses may be very light, Resp. jump to 2 ♥/NT 5-9hcp, others GF. 2 ♣/♥/♠=two suiter, WK. 2 ♦=6M OR 22+HCP 1NT= (14)15-17; 14HCP openings prominent 3 <sup>rd</sup> seat 1M may be bid with 10-11HCP if 6M or 5M-4M or 5M-4m 2/1 GF/M, 1 ♥-1NT=GF. 3 level PRE – can be weaker 3 <sup>rd</sup> seat In comp. 1 ♣ (2+) - 2 ♦=majors, Ghestem (cf.Def.&Comp.Bid.)
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2 ♣=weak with both majors. (5-9HCP)
2 ♦=weak major 6 (5-9HCP) OR any 22+HCP
2 ♥=weak two suiter 5 ♥- 5+m (5-10HCP) [NV 5 ♥ - 4+m]
2 ♠=weak two suiter 5 ♠ - 5+m (5-10HCP) [NV 5 ♠ - 4+m]
3NT = Gambling
Ghestem cue bids (cf. DEFENSIVE AND COMP.BIDDING)
2NT in comp. = two lower unbid suits
In comp. 1 ♣ (2+) - 2 ♦=majors
1 ♣ may include ANY 5332
<b>SPECIAL FORCING PASS SEQUENCES</b>
In comp.1NT-X(pen)-PAS=forcing to redouble (two suited or str)
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: Rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	√	2	4♥	-12-14 HCP bal (may include ANY 5332) -18-19 HCP bal -12-21 HCP, 4+♣	1♦/♥/♠ transfers, 5+HCP; 1NT 10-11, bal; 2♣/♦ natural, GF; 2♥5-9, 5♠-4♥; 2♠ 5-5 minors GF; 2NT 5-9, 5-5 minors, 3X=PRE	Transfer accept: lvl 1=3 card; lvl 2=4 card double checkback, reverses = 16+HCP, 1♣-1X-2♦=16+ with ♦, or 19+ with ♣ 1♣-1♦-2♠=19+, ♥;	
1♦		4	4♥	12-21HCP, 5+♦ OR 4♦(441)	2♣4+,GF; 2♦ inverted raise; 2♥5-9, 5♠-4♥;2♠=INV♣; 3♣=4+♦ weak/(str. splinter); 3♦ 7-9 nat 3♥/♠/NT 11-15 splinters	1♦-1M-1NT may not be bal; 1♦-1M-2♣=any 16+; double checkback; 1♦-1M-2M=12-15 4M or (3M and 1oM); 1♦-1M-2oM=12-15 3M 6+♦	
1♥		5	4♥	-12-21 HCP, 5+♥ not bal -18-19 HCP, 5♥(332)	1♠ as if “forcing 1NT”; 1NT any GF; 2♣= INV 5+♠; 2♦ nat. GF; 2♥ 6-9, 3+♥ 2♠ 7-9, 4+♥; 2NT 10-11, 4+♥; 3m= nat., INV	1♥-1♠-2♣= any 16+ or 12-15, 6+♥ 1♥-1♠-1NT=12-15, 4♠; 1♥-1♠-2♥ =12-15, 4+♣; 1♥-2x-2y-2NT = Relay	Passed hand:2♣ Drury; 1♠ nat. 1NT = 2-♥; 2NT INV 4+♥; 3♣/♦ = INV natural + fit
1♠		5	4♦	-12-21 HCP, 5+♠ not bal -18-19 HCP, 5♠(332)	1NT= forcing; 2♦/♥ nat., GF; 2♣ any other GF 2♠ 6-9, 3+♠; 2NT 10-11, 4+♠; 3♣/♦ nat., INV; 3♥ 7-9, 4+♠	1♠-1NT-2♣= any 16+ or 12-15, 6+♠; 1♠-1NT-2♠= 12-15. 4+♠; 1♠-2x-2y-2NT = Relay	Passed hand: 2♣ Drury; 1NT = 2-♠; 2NT INV 4+♠; 3♣/♦/♥ = INV natural + fit
1NT			4♥	(14)15-17 HCP bal	2♠ balanced invite or 6+♣; 2NT 5-5 minors 3♣=6+♦;3♦ asking for 5M;3♥/♠ (31)(54)	1NT-2♠-2NT = 15-16HCP 1NT-2♠-3♣ = (16)17HCP	
2♣	√	0		5-9 HCP majors 5-4	Pas = 6+♣, 2-♥,2-♠; 2♦ asking, non-GF 2NT GF; 3♣ INV, ♥ fit; 3♦ INV ♠ fit	2♣-2NT-3♣ = 8-9 any 5-4 (then 3♦ relay to transfer bids); 2♣-2NT-3♠ = 5-7, 5-5 M	
2♦	√	0		-5-10 HCP 6M -22+ HCP or any GF	2♠=4+♥; 2NT GF; 3♣ nat., NF; 3♦ INV to M 2/3♥ pass or correct; 4♣ relay; 4♥/♠ nat	2♦-2NT-3♣ = any 8-9 (than 3♦ relay to transfer bids); 2♦-2NT-3♦/♥=transfers	
2♥		5		5-9 HCP 5♥-5m (NV: 5♥-4m)	2♠ nat., NF; 2NT GF; 3♣ pass or correct; 3♦ INV with ♥; 3♠ nat., INV		
2♠		5		5-9 HCP 5♠-5m (NV: 5♠-4m)	2NT GF; 3♣ pass or correct; 3♦ INV with ♠; 3♥ nat., INV		
2NT				20-21 HCP, bal	3♣ Muppet Stayman; 3♠ 5-5 minors; 4♣/♦ puppet to 4♥/♠;4♥/♠ minor slam try	2NT-3♣-3♦ = at least one 4M -3♥ = no majors; -3♠=5♠;-3NT=5♥	
3♣		6		5-9 HCP, 6+♣			All lvl 3 pre-empts can be weaker than 5 HCP or stronger than 9 HCP opposite a passed hand.
3♦		6		5-9 HCP, 6+♦			
3♥		7		5-9 HCP, 7+♥			
3♠		7		5-9 HCP, 7+♠			
3NT	√	7		Gambling	4/5/6/7♣- pass or correct, 4♦- asking for shortness	HIGH LEVEL BIDDING	
4♣		7		Pre-emptive		Cue style: first and second round controls up the line	
4♦		7		Pre-emptive		RKCB 1430; Voidwood 1430 – usually when double jump	
4♥		7		Pre-emptive		5NT – “pick a slam”	
4♠		7		Pre-emptive		Non-serious 3NT = 3NT over an agreed major shows moderate slam interest	
4NT	√			Asking for specific ace	5♣ no aces; 5♦/♥/♠/NT=A♦/♥/♠/♣	Last train = cue bid directly under trump suit may not show control	
5♣/5♦		8		Pre-emptive		ROPE/DOPE	