

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level; 5 ⁺ ; 7 - 16
2 level; 5 ⁺ ; 10 -16 (sound style)
Responses; new suit = NF (except 2/2, 3/2), standard ranges of NT
Splinters, Jump raises = WK
Over 1 level overcall: CUE = 10 ⁺ with FIT 3 ⁺ or any FG; Jump CUE =12 ⁺ with FIT 4 ⁺ Over 2 level overcalls: CUE asking for shape
INT OVERCALL (2nd/4th Live; Responses; Reopening)
In 2 nd (15) 16 - 18 > system on
In 4 th (11) 12 - 14 > system on
1X-pass-pass-2NT = 18-20 > system on
1X-pass-pass- Double... and after 1NT=15-17
1X-pass-pass- Double... and after jump to 2/3NT= 21-22
JUMP OVERCALLS (Style; Responses; Unusual NT)
PRE, new suit =F1, 2NT= INV+
1/2X- 3NT= to play (based on any minor and stoppers outside)
1x – 2NT = 2 lowest suits 5 ⁺ /5 ⁺ , 6-10(11) or 17 ⁺
Reopen: Sound jump 6/7 cards 10-13(14)
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michael's direct over ♣/♦/♥/♠ 5 ⁺ /5 ⁺ , 6-10(11) or 17 ⁺
Also in sequences; 1X-p-1NT-2X, 1NT-p-2X(TRF)-2Y (suit of TRF)
2M-3M= mm 5 ⁺ /5 ⁺ , good hand 1m-3m= PRE natural
2♦-3/4♦= MM 5 ⁺ /5 ⁺ good hand 1M-3M= STOP ASK
VS. NT (vs. Strong/Weak; Reopening; PH)
vs STR 1NT 14 ⁺ NT; dbl=1m, 2♣=MM (5/4), 2♦=1M, 2M=5M/4m
vs WK <14NT; dbl=T/O idem 2NT=5/5mm
1NT-2♦(M)-p-2♥/♠= P/C, 2NT= ASK
vs STR 2NT; dbl=1m, 3♣=MM (5 ⁺ /5 ⁺), 3♦=1M, 3M=5Mm (5 ⁺ /5 ⁺)
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Dbl = T/O or any strong hand, NT are NAT, 3 NT = to play
Leaping Michael's
VS. ARTIFICIAL STRONG OPENINGS- i.e., 1♣ or 2♣
1♣ (STR)-dbl = clubs, 1♣ - 2♣ = any two-suiter,
1♣ - 1NT = weak with clubs
2♣ (STR) – dbl = clubs, 2NT = mm
OVER OPPONENTS' TAKEOUT DOUBLE
After T/O double our voices at 1 level are unchanged F1,
At 2 level are weak (6-9) 6 ⁺ cards; at 2 level with jump = 3-6, 6 ⁺
Truscott over 1♥/♠; Reversed Truscott over 1♣/♦

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3 rd - 5 th	Same
NT	2 nd - 4 th	Same
Subsequent	Low with interest	Same

K is the strongest lead vs. **NT** and asks for unblock or count
A and **Q** ask for encourage vs. **NT**
10 promises 1 high honour and 9 or short suit (2-3 cards) vs. **NT**
Against Slam: **A** ask for attitude and **K** for count

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK x ⁽⁺⁾	AK ⁽⁺⁾ , AK 10 ⁽⁺⁾ , AKJ ⁽⁺⁾
King	KQ x ⁽⁺⁾ , AK sec	KQJ ⁽⁺⁾ , KQ 109 ⁽⁺⁾ , AKJ 10
Queen	QJ x ⁽⁺⁾	QJ 10/9(+) AQJ ⁽⁺⁾ , KQ ⁽⁺⁾
Jack	J 10x ⁽⁺⁾ , HJ 10x ⁽⁺⁾	J 10/9/8 ⁽⁺⁾ , HJ 10 ⁽⁺⁾ , J 10x
10	10 9x ⁽⁺⁾ , H10 9 ⁽⁺⁾	H10 9 ⁽⁺⁾ , 10 9x, 10 x
9	9 x, KJ 9x	10 9 8/7 ⁽⁺⁾ , 9 x
Hi-X	S x, H x, Hx S x, xx S x	S x, H x, Hxx S x, xxx S x
Lo-X	Hx S , xx S , Hxxx S , xxxx S	Hx S , x S x, Hxx S , xxx S

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	CT (High =EVEN)	CT	CT
Suit 2	ATT (High=ENC)		ATT
3			
1	ATT (High=ENC)	Smith's (High=ENC)	High =ENC
NT 2	CT (High =EVEN)		
3			

S/P in trumps (if necessary), S/P in known length suit

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

T/O Double: 12⁺ standard shape (8⁺ re-open) or 17⁺ any shape (15⁺ re-open)
Responses; jumps are positive, usually 4⁺, cue-bid = 10⁺, standard ranges NT
T/O Double over PRE at any level
T/O Double when opponents support each other directly at any level

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

3 card support dbl/rdbl until 2 level-repeat-suit
2♦ (Multi) - dbl = T/O over ♠; pass and then dbl = T/O over ♥
2♦ (Multi) - suit = natural 5⁺, 12-16
1♣ -1♦ - dbl = 4♥+4♠ or 5♥+4♠ <11HCP
1♣ -1♥ - dbl = 0-3spades; 1♣ -1♠ - dbl = 4⁺ hearts
Lightner, Negative to 4♠, Responsive when opponents fit

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: SPAIN
PLAYERS: Andrzej KNAP 2811911 – Artur WASIK 2811910
ALL EVENTS

SYSTEM SUMMARY
1♥/♠ - 5⁺ card (11) 12-22
1♣/♦ - 3⁺ card , 1♣ with 3/3, 1♦ with 4/4 (11) 12-22
1NT - Balanced, 5M332, 5m422, 6m322 OK (14) 15-17
2NT Idem (19) 20-22
2♣ FG
2♦/♥/♠ WK (5) 6 cards (5) 6-10
3/4 ♣/♦/♥/♠ Classic PRE 1 st /2 nd , May be very weak in 3 rd
Sound in 4 th
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♥/♠ – 2NT* = Game try 3 ⁺
Relays; 1♣-1M-2♣-2♦*, 1♦-1♠-2♦-2♥* = ART ASK, 1RF
Check-back STAY 1X-1M-2NT-3♣*
Check-back 1X-1M-1NT-2♣*
Lebensohl, Michael's cue-bid, Leaping Michael
3NT Gambling (7/8) AKQ in one minor (no A/K outside)
Drury (3 rd) over 1M
1♥/♠-1NT = NF
1M-2X-2Y/M-2NT *=FG
SPECIAL FORCING PASS SEQUENCES
(3rd NV 3X) - Dbl/3Y - (5X) - Pass*
1NT (WK) – Dbl - (pass/dbl) - Pass* = F 2NT
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♠	(11) 12-22	1m-2m=6-10, 5 ⁺ ; new suit jumps = 12 ⁺ , 6 ⁺ 1/2/3NT = 6-10, 11-12, 13-15; 1m-3m= INV	1m- Dbl- 2NT = weak raise 1m- Dbl/S-3m = game try	
1♦		3	4♠	(11) 12-22	Idem 1♦-3♣ = 9-11, 6 ⁺ ; 1♦-3M = 3-6, 7 cards		
1♥		5	4♠	(11) 12-22	1M - 3M = WK; 1♥ - 3m = 9 -11 6 ⁺ 1♥ - 2NT = LIM 3 ⁺ ; 1♠-3X = 9 -11 6 ⁺	1♥-3♠ = any weak SPL, 1♥-3NT = ♠ SPL 1M-2M-3X = NAT try	May be weak in 3 rd , Drury (3 rd) p-p-1M-p-2♣-p-2M = weak hand
1♠		5	4♥	(11) 12-22	Idem	1♠-3NT = any mini-SPL, 1♠-4♥ = SPL	
1NT			3♣-4♠	(14) 15-17 balanced 5M332, 5m422, 6m322	2♣ = STAY; 2♦/♥/♠/3♣ = TRF 3♦ = 5/5 ♥+♠ INV; 3♥/♠ = shortness with ♣+♦ 5 /4 ⁺ GF; 4♣ = 5/5 ♥+♠; 4♦/♥ = TRF	After major transfer new suit is natural, GF After minor transfer new suit is short, GF	After opp's overcalls bid 3♥/♠ sense are changed, TRF on at 4 level, Lebensohl, Dbl =Penalty
2♣	*			Any FG, if balanced 23 ⁺	2♦ = 0-7, any shape; rest NAT, 8 ⁺	2♣-2♦-2NT... system on	
2♦		(5) 6		PRE (5) 6-10 (1 st /2 nd)	New suit = 1RF; 2NT = ask for shortness		May be very weak in 3 rd , Sound in 4th
2♥/♠		(5) 6		PRE (5) 6-10 (1 st /2 nd)	New suit = 1RF; 2NT = INV with fit		May be very weak in 3 rd , Sound in 4th
2NT				(19) 20-22, balanced, 5M332 5m422, 6m322	3♣ = STAY; 3♦/♥ = TRF; 3♠ = ♣+♦ 4♣/♦/♥/♠ = TRF; 4/5NT = INV	2NT - 3♦/♥ 3♥/♠ = fit; 3NT = no fit	
3♣/♦		(6) 7		PRE (5) 6-10 (1 st /2 nd)	New suit is natural 5 ⁺ and FG	After opp's dbl new suit is NF, L/D	May be very weak in 3 rd , Sound in 4th
3♥/♠		(6) 7		PRE (6) 6-10 (1 st /2 nd)	New suit = CTRL; 3♥-3♠ = NAT 5 ⁺ FG	After opp's dbl new suit is NF, L/D	May be very weak in 3 rd , Sound in 4th
3NT	*			Gambling AKQxxxx in ♣/♦ No A/K outside	4/5/6♣=P/C; 4M= to play; 4♦ = asks for singl. 4NT = asks for extra length		
4♣/♦		(7) 8		PRE	4M natural NF		
4♥/♠		(7) 8		PRE	New suit = CTRL		
4NT	*			6 ⁺ /5 ⁺ ♣+♦			
5♣/♦		(8) 9		PRE		HIGH LEVEL BIDDING	
						RKCB 03/14+Q, Splinter, Exclusion BW (jumping at 5 level), Que-bid	
						Josephine, Super Josephine (jumping to 5NT)	
						PODI, PORI, PEDO	