

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS</b>
1 level; 5 <sup>+</sup> cards, 9 – 17, stronger hand must double first
2 level; (5) 6 <sup>+</sup> cards, (11) 12 -17, stronger hand must double first
Responses; new suit = NF (except 2/2, 3/2), standard ranges of NT
Splinters, Jump raises = WK
Over 1 level overcall: CUE = 10 <sup>+</sup> with FIT 3 <sup>+</sup> or any FG; Jump CUE =12 <sup>+</sup> with FIT 4 <sup>+</sup>
Over 2 level overcalls: CUE asking for shape
<b>INT OVERCALL</b>
In 2 <sup>nd</sup> <sub>(15)</sub> 16 - 18 > system on
In 4 <sup>th</sup> <sub>(10)</sub> 11 - 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
<b>JUMP OVERCALLS</b>
PRE, new suit =F1, 2NT= INV+
1/2X- 3NT= to play (based on any minor and stoppers outside)
1x – 2NT = 2 lowest suits 5 <sup>+</sup> /5 <sup>+</sup> , 6-10
Reopen: Sound jump 6/7 cards 10-13 <sub>(14)</sub>
<b>DIRECT &amp; JUMP CUE BIDS</b>
Michael's direct over ♣/♦/♥/♠ 5 <sup>+</sup> /5 <sup>+</sup> , 6-10 <sub>(11)</sub> or 17 <sup>+</sup>
1X-p-1NT-2X
1NT-p-2X (TRF to Y)-2Y is Michael's cue-bid
1m-3m= Natural PRE;1M-3M= STOP ASK
<b>VS. NT</b>
1NT (STR) - Double = ♣/♦; 2♣=♥+♠; 2♦ = ♥/♠; 2♥ =♥+MINOR; 2 ♠= ♠+MINOR; 2NT = ♣+♦
1NT (WK) – Double = opening strenght
Re-open same
<b>VS. PREEMPTS</b>
Double = T/O or any strong 17 <sup>+</sup> hand; Lebensohl over 2♦/♥/♠ WK
2NT – balanced <sub>(15)</sub> 16-18> system on
3NT = to play (when jump with long minor); Leaping Michael's
<b>VS. ARTIFICIAL STRONG OPENINGS</b>
1♣ (STR) - double = ♥+♠; suit = natural; 1NT = ♣+♦
2♣ (STR) - double = ♥+♠; suit = natural; 2NT = ♣+♦
2♦ (STR) - double = ♥+♠; suit = natural; 2NT = ♣+♦
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
After T/O double our voices at 1 level are unchanged, F1R
At 2 level are weak (6-9) 6 <sup>+</sup> cards; at 2 level with jump = 3-6, 6 <sup>+</sup>
Re-double is for penalty, after that, our double is for penalty
Truscott over 1♥/♠;

LEADS AND SIGNALS

OPENING LEADS STYLE

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

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

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx <sup>(+)</sup>	AK <sup>(+)</sup> , AK10 <sup>(+)</sup> , AKJ <sup>(+)</sup>
King	KQx <sup>(+)</sup> , AK sec	KQJ <sup>(+)</sup> , KQ109 <sup>(+)</sup> , AKJ10
Queen	QJx <sup>(+)</sup>	QJ10/9(+), AQJx <sup>(+)</sup> , KQx <sup>(+)</sup>
Jack	J10x <sup>(+)</sup> , HJ10x <sup>(+)</sup>	J109/8 <sup>(+)</sup> , HJ10 <sup>(+)</sup> , J10x
10	109x <sup>(+)</sup> , H109 <sup>(+)</sup> , 109x	H109 <sup>(+)</sup> , 10x
9	9x	1098/7 <sup>(+)</sup> , 9x
Hi-X	Sx, Hx, HxSx, xxSx	Sx, Hx, HxxSx, xSxxx
Lo-X	HxS, xxS, HxxxS, xxxxS	HxS, xSx, HxxS, xSxx

SIGNALS IN ORDER OF PRIORITY – UDCA

	Partner's Lead	Declarer's Lead	Discarding
1	CT High=ODD	No any or CT	CT High= ODD
Suit 2	ATT Low=ENC		ATT Low=ENC
3	S/P when shortness		
1	ATT Low=ENC	No any or CT	ATT Low =ENC
NT 2	CT High = ODD		

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

DOUBLES

TAKEOUT DOUBLES

T/O Double: 12<sup>+</sup> standard shape (8<sup>+</sup> re-open) or 17<sup>+</sup> any shape (15<sup>+</sup> re-open)  
Responses; jumps are positive 4<sup>+</sup>cards, cue-bid = 10<sup>+</sup>, 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 double /redouble until 2 level repeat suits  
2♦ (Multi) - double = T/O over ♠; pass... and then double = T/O over ♥  
2♦ (Multi) - suit = natural 5<sup>+</sup>, 12-16  
1♣ - 1♦ - double = 4♥+4♠ or 5♥+4♠ <11HCP  
1♣/♦ -1♥ - double = 0-3spades  
1♣/♦ -1♠ - double = 4<sup>+</sup> hearts  
Lightner, Negative to 4♠, Responsive

W B F CONVENTION CARD
CATEGORY: <b>GREEN</b>
<b>Wasik- Martorell</b>
ALL EVENTS
<b>SYSTEM SUMMARY</b>
<b>1♣/♦ - 3<sup>+</sup>card</b> , 1♠ with 3/3, 1♦ with 4/4 <span style="float:right">(11) <b>12-22</b></span>
<b>1♥/♠ - 5<sup>+</sup>card</b> <span style="float:right">(11) <b>12-22</b></span>
<b>1NT</b> - Balanced, 5M332, 5m422, 6m322 OK <span style="float:right">(14) <b>15-17</b></span>
<b>2NT</b> <span style="margin-left: 100px;">Idem</span> <span style="float:right">(19) <b>20-21</b></span>
2♣ - Kokish intermediate strong M or GF
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1♥/♠ - 2NT* = Game invite with fit 3 <sup>+</sup>
1♥/♠ - 2♣* = clubs, natural 5 <sup>+</sup> cards suit or any balanced
Check-back 1X-1M-1NT-2♣ (Roudinesco)
Check-back 1X-1M-2NT-3♣*
Drury (3 <sup>rd</sup> and 4 <sup>th</sup> )
3NT Gambling (7/8) AKQ in one minor (no A/K outside)
Michael's cue-bid, Leaping Michael
Lebensohl
Puppet Stayman over 2NT
Smolen
<b>NOTES</b>
We open all 12HCP
11HCP we open with good shape
With 5 <sup>+</sup> -5 <sup>+</sup> we open higher range suit
Aggressive overcall when opponents find fit at 2/3 level°
<b>PSYCHICS:</b> Very 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 - 3m = INV; 1m - 2m = 6-10, 5 <sup>+</sup> ; new suit jumps = WK, 6 <sup>+</sup> cards;	1 ♣-X-2Nt = weak raise 1 ♣-X-3 ♣ = game try	
1 ♥/♠		5	4 ♠	(11) 12-22	1M - 3M = WK; 1M - 2M = 6-10; 1M - 2NT = INVIT 3 <sup>+sup</sup> ; 1M - 2 ♣ - natural or any balanced	Check-back; 3 <sup>rd</sup> suit forcing Splinter	
1NT		Balanced	3 ♣-4 ♠	(14) 15-17 5M332, 5m422, 6m322	2 ♣ = STAY, may be weak; 2 ♦/♥/♠/3 ♣ = TRF; 3 ♦ = 5 <sup>+</sup> /5 ♥+♠ game try; 3 ♥/♠ = 5 /4 <sup>+</sup> ♣+♦ shortness 4 ♣ = 5 <sup>+</sup> /5 ♥+♠; 4 ♦/♥ = TRF	Smolen (big and small) After major transfer new suit is natural, GF strong. After minor transfer new suit is short, GF	Responders double are for penalty when any overcall at 2 level. When opponents double is artificial our system on, when double is for penalty system off. Lebensohl
2 ♣	*			GF or indeterminate strong in M OR 24+ balanced	2 ♦ = 0-7, any shape; rest NAT 5+cards, 8+ 2NT= Natural 8+PH balance	2 ♣ 2 ♦; 2 ♥ = Kokish relay (♥ or BAL)	
2 ♦ / ♥/♠	*	(5) 6		PRE (5) 6-10 (1 <sup>st</sup> /2 <sup>nd</sup> )	New suit is natural 5 <sup>+</sup> 1RF; 2NT = INV with fit		
2NT	*	Balanced		(19) 20-22 5M332, 5m422, 6m322	3 ♣ = Puppet; 3 ♦/♥ = TRF (accept=fit); 3 ♠ = to 3NT ; 3ST = 5 ♠+4 ♥ limit ; 4 ♣ = 5+ /5 ♥+♠; 4 ♦/♥ = TRF 6+ cards; 4NT = INV	Accept TRS 3 ♦/♥ confirm fit, 3NT = no fit 2NT – p – 3NT – p 4 ♣/♦ Trf minor 2NT – p – 3NT – p 4 ♥/♠ Trf singleton	
3 ♣/♦/♥/♠		(6) 7		PRE (5) 6-10 (1 <sup>st</sup> /2 <sup>nd</sup> )			
3NT		(6) 7		Gambling AKQxxxx in ♣/♦ no A/K outside	4/5/6 ♣=P/C; 4M= to play; 4 ♦ = asks for singleton 4NT = asks for extra length		
4 ♣/♦/♥/♠	*	(7) 8		PRE	After 4m: 4M natural NF; After 4M new suit CTRL		
4NT				6 <sup>+</sup> /5 <sup>+</sup> ♣+♦	After 4m: 4M natural NF; After 4M new suit CTRL		
5 ♣/♦	*	(8) 9		PRE		<b>HIGH LEVEL BIDDING</b>	
						RKCB 14/30+Q, Specific King Ask, Splinter	
						Josephine, Super Josephine (Gran slam try 5NT), exclusion blackwood (30-41); 5NT (1A+1void)	
						DOPI; ROPI	