

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
NAT 8-16 5+ -> Transfers Rubens
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd (14)15-18 nat with stopper
4 th pos 11-15 bal doesn't promise stopper
JUMP OVERCALLS (Style; Responses; Unusual NT)
2 suited: Michaels; 1m-2 ♠ majors; 1 ♠ -2NT=5+ ♥ 5+ ♣
1M-2NT=5+ ♠ 5+ ♣
Reopen: constructive
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1m)-2 ♠ = majors
(1m)-2 ♥ = nat weak
(1m)-2 ♠ = nat weak
VS. NT (vs. Strong/Weak; Reopening; PH)
Vs strong/weak: x=one minor or both majors 2 ♣ / ♠ = 5+ ♣ / ♠ 5M
2 ♥ / ♠ = nat 2NT=both minors
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Take-out doubles; NT=nat; Leaping Michaels; Non Leaping Michaels; Jumps=constructive;
1M-3M= ask for stopper 8 tricks on minor
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 ♣ or 2 ♣
Vs 2 ♣ X=two-suiter with at least one major; 2 ♠ / ♥ / ♠ = nat ;
2NT=minors; 3 ♣ = nat
OVER OPPONENTS' TAKEOUT DOUBLE
Rdbl = 10+ penalty oriented

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2/4 (small from doubleton)	same	
NT	2/4 (small from doubleton)	same	
Subseq	2/4 (small from doubleton)	same	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+), Ax	Same	
Queen	QJ(+), Qx; AQJ	Same	
Jack	J10(+); Jx; AJ10; KJ10(+)	Same	
10	10x; H109(+); H10x	Same	
9	H9x; 109x(+)	Same	
Hi-X	HXx; xXx(+)	Same	
Lo-X	xX; HxxX(+)	Same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Enc/disc/count	Count hi-low=odd	Suit Preference
Suit 2	Count hi-low=odd	Suit Preference	Count hi-low=odd
3	Suit Preference		
1	Enc/disc/count	Low=enc	Suit Preference
NT 2	Count, hi-low=odd	Count, hi-low=odd	
3	Suit Preference		
Signals (including Trumps):			
Small=enc; high=disc;			
Count: hi-low=odd; low-hi=even			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Take-out 11+ (may be weaker when partner passed) or 17+			
(1M)-x-(2M)-x=minors ; (1M)-x-(2M)-2NT=10-11 stopper M inv to 3NT			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative dbls - may include GF on own suit			
Lightner dbls,			
Lead direction			
15+ dbl and rdbl			
Rubens Transfers			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Poland
PLAYERS:
Franciszek Kurlit POL17545 - Wojciech Bak POL19830
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1 ♣ = 11-14 bal, 18-19 bal or nat
1 ♠ = 5+ ♠, 4 ♠ 441 11-22
2 ♣ = acol or 22+bal
2 ♠ = weak nat
2 ♥ = weak nat
2 ♠ = weak nat
2NT = (19)20-21
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1 ♣ - 2 ♠ / ♥ / ♠ / 3 ♣ weak nat
SPECIAL FORCING PASS SEQUENCES
After xx (points) till level 2 in our suit or 2NT
When we are in GF
When we bid game in attack.
IMPORTANT NOTES
3 rd hand openings may be weaker.
3 rd hand preemptives can be different
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				COMPE TITIVE & PASSED HAND BIDDING
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	
1♣	X	2	3♠	(11)12-14 bal ; 18-19 bal; 11+ 4441♦ or 5+♣	1♦=3+♦F1 ; 1♥/♠=F1 4+♥/♠; 1NT nat NF ; 2♣=5+♣ GF or 6+♣ inv ; 2♦/♥/♠/3♣=nat weak 2NT nat inv; 3♦= nat inv to 3NT ; 3♠=trf to 3NT; 3NT to play;	1♣-1♦-1♥-1♠=4 th suit 1♣-1M-1NT-2♣/♦ = two-way checkback 1♣-1♦-1♥-2♠=5♦4♠ GF 1♣-1M-2NT-3♣=relay	
1♦		4	3♠	(11)12-22 5+♦ or 4♦441	1♥/♠=F1 4+♥/♠; 1NT nat NF ; 2♣=5+♣ GF or 6+ inv 2♦=10+pc 4+♦ ; 2♥/♠=nat weak 2NT nat inv; 3♣=♦ preempt or any splinter 13+ ; 3♦=mixed raise 3♥/♠=splinter 10-12(we can play 4♦); 3NT = to play; 4♣=splinter 10-12(we can play 4♦)	1♦-1♥-2♥ can be 3♥ 1♦-1♠-2♠ can be 3♠ 1♦-1M-1X-2♣/♦ = two-way checkback	
1♥		5	3♠	11-22 5+♥	1♠=4+♠ F1; 1NT=SF; 2♣=12+pc 2+♣ ; 2♦=5+♦ 12+pc; 2♥=nat; 2♠=3-7 6+♠ ; 2NT=4♥ 10-12 or mini-splinter; 3♣=inv bal 3♥ 3♦=mixed raise ; 3♥ = preempt; 3♠/NT/4♣=SPL ♠/♦/♣ 4♦=9-13 4-5♥ 2-3 controls	1♥-1♠/NT-2♣=nat 11-16 or any 17+ 1♥-1♠/NT-2♣-2♦=(7)8+	Two-way drury if passed hand
1♠		5	3♠	11-22 5+♠	1NT=SF ; 2♣=12+pc 2+♣ ; 2♦=5+♦ 12+pc; 2♥=5+♥ 12+pc; 2♠=nat; 2NT=4♥ 10-11 or mini-splinter; 3♣=3♥ inv bal 3♦=mixed raise ; 3♥ = inv 6+♥ ; 3♠ = preempt; 3NT = splinter ♥ ; 4♣/♦ = nat splinter; 4♥ = 9-13 4-5♥ 2-3controls 4♠=to play	1♠-1NT-2♣=nat 11-16 or any 17+ 1♠-1NT-2♣-2♦=(7)8+	Two-way drury if passed hand
INT			3♠	(14)15-17 bal 5M,6m possible	Stayman, transfers, 2♠=♣ or inv to 3nt; 2NT = minors s/o or ♦ ; 3♣ = ask about 5M; 3♦=5m5mGF ; 3♥/♠ = GF on minors + shortness; 3NT = to play; 4♣=5M5M only game 4♦/♥=trf 4♠=to play 4NT = inv; 5NT = pick a slam;	1NT-2♣-2NT/3♣=both 4M min/max 1NT-2♣-2NT-3♦/♥ =trf 1NT-2♣-3♣-3♦/♥ =trf	
2♣	X	0		22+bal or any GF	2♦=0-1 controls 2♥=2 controls 2♠=3+controls	2♣-2♦-2♥=nat or 24+bal 2♣-2♦-2♥-2♠=relay 2♣-2♦-2♥-2♠-2NT=24+bal	
2♦		5		NV 5-6♦ 2-8 V 6♦ 6-10	2♥/♠ ; 2NT=relay looking for 3NT; 3♣=relay looking for shortness 3♦/4♦=nat 3♥/♠/4♣=color+fit 3NT/4M/5m=to play		
2♥		5		NV 5-6♥ 2-8 V 6♥ 6-9	2♠/3♦=nat F1; 2NT=looking for 3NT; 3♣=relay looking for shortness 3♥/4♥=nat 3♠/4♣/♦=color+fit 4♠/5m=to play		
2♠		5		NV 5-6♠ 2-8 V 6♠ 6-9	2NT=looking for 3NT; 3♣=looking for shortness; 3♦/♥=nat F1 3♠/4♠=nat 3NT=to play 4♣/♦/♥=color+fit		
2NT				20-21	3♣=stayman 3♦/♥=transfers 3♠=both minors/one minor slam aspiration 4♣/♦=♥/♠ slam aspiration 4♥/♠=5431 5NT=pick a slam		
3♣/♦/♥/♠		6		Nat Preempt NV 6 cards 2-8 V 7 cards 4-9			
3NT	X			Full 7 card minor suit w/o side stoper (only 1 st /2 nd)	4/5/6♣ = pass/correct ; 4♦ = ask shortness;		
4♣/♦/♥/♠		7		Nat Preempt		HIGH LEVEL BIDDING	
4NT	X			blackwood	5♣=0 aces 5♦/♥/♠/NT=♦/♥/♠/♣ 1 ace 6♣=2 aces	Kickback 102+Q+K; Last Train; Non-serious/serious ; Pick a slam; Cue-bids; ROPI/DOPI; Exclusion 102+Q	