

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
lvl 1: NAT (4)5+cards 7+ (then Drury)
lvl 2: NAT (5)6+cards 12+
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
1NT = NAT 15-17 with the stopper
Reopen: 11-14, not necessarily with the stopper
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
preemptive
(1D/M)-3D/M = asking for stopper, monocolor
Reopen: constructive
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(1M)-2M = Michaels cue bid
(1C/D)-2D = majors
(1C 2+/art/3+)-2C = nat
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
VS strong: x=5+m 4M, 2C=majors 5+4+, 2D=6+H/S, 2H/S=5h/s 4+m, 2NT=minors
vs weak x=13+, 2c = Ms, 2D/H/S = nat, 2NT = minors
Reopen: same as after weak 1NT
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Jumps are constructive, Leaping Michaels, NT=NAT, DBL=t/o
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
nat
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2/4	2/4	
NT	2/4	2/4	
Subseq	2/4	2/4	
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK+, Ax	AK+, Ax	
King	AK, AK+, AKQ(+), Kx, KD+, AKJ+	AK, AK+, AKQ(+), Kx, KD+, AKJ+	
Queen	QJ+, Qx, KQT9(+)	QJ+, Qx, AQJ+, KQT9(+)	
Jack	J10+, KJ10+, AJ10+, Jx	J10(+), KJ10+, AJ10+, Jx	
10	10x, A10x, K10x, Q10x	10x, A10x, K10x, Q10x	
9	H9x, 109x(+)	H9x, 109x(+)	
Hi-X	HXx, xXx+	HXx, xXx+	
Lo-X	xX, HxxX+	xX, HxxX+	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	att	count	lavinthal
Suit 2	count	lavinthal	count
3	lavinthal		
1	att	count	lavinthal
NT 2	count	lavinthal	count
3	lavinthal		
Signals (including Trumps): lavinthal in trumps			
Lo=enc, even=disc			
Reversed smith echo (nt only) from both hands			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
12+ (may be weaker when partner passed)			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support double, Support redouble (up to 2M level)			
Lightner double			
SOS Redouble			

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: Poland</b>
<b>PLAYERS: Cathy Baldysz, Natalia Suszanowicz</b>
EVENT: WBF Women's Teams Online
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Natural with some modification and gadgets, 1C 2+, 1D = 4+, 5 card M, 1nt 15-17 (5M / 6m possible)
2C = strong forcing opening
2D = 6+H/S, 5-10
2H = 5+H (4)5+other 5-10
2S = 5+S (4)5+ m 5-10
2NT = 20-21 bal
3NT = gambling
<b>1C may be with 5s/h/d if 22-23 !!!</b>
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1C-1D = 0-6 any   7-9 minor/s   16 w/o 4M
1C-1D-1H/S = 3+ H/S
2C = strong forcing opening
2D = 6+H/S
2H = 5+H (4)5+other 5-10
2S = 5+S (4)5+ m 5-10
1H/S - 1S/NT - 2C = 5+H/S 4+C 12-15   5+H/S 17+ unbal   16-17 bal
Two-way checkback
transfers after opponent's overcall in following sequenses:
1C - x/1D/1H/1nt - transfers
1D - 1H/1nt - transfers
1H - x/1s/1nt - transfers
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
nonvul. preempts. might be destructive
<b>PSYCHICS: rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	2	4H	12-14   18-19   22-23 (may be with 5M/d) bal or 12-21 441d4   12-21 5+c unbal	1♦: 0-6 any / 7-9 m(s) unbal / 16+ w/o; 4M: 1♥/♠: 4+♥/♠ 7+HCP, 1NT: 7-10 w/o 4M 2 / 2♦: 5+GF, 2♥: inv with minors unbal, 2♣: INV+ w/o 4M; 2NT: 11-12 w/o 4M; 3 /♦: 6+ /♦ INV, 3♥: 7+ weak, 3♠: 7+weak	two way checkback	
1♦		4	4H	12-21 5+d   4d441	1♥/♠: 4+PC, 1NT: NAT, 2 : any GF, 2♦: F1 10+ 4+♦, 2♥: 4+♥ 5+♠ 6-9, 2♣: INV+ w/o 4M, 2BA: 6+ INV, 3♣: 4+♦ 0-6 or 4+♦ 14+pc with shortage, 3♦: 7-9 4+♦, 3♥/♠: 7+♥/♠ weak	2-way checkback	
1♥		5	4D	12-21 5+H	1NT: SF,4-6   7-11PC w/o ♥supp; 2♣: seminat GF, 2♦: nat GF, 2♥: 7-9 4+♥ with shortage, 2NT: INV 3+♥ 10-11, 3♣/♦: NAT INV; 3♠: 10-13 4+♥ with void, 3NT: 10-13 4+♥ with ♠ singleton, 4♣/4♦: 10-13 with ♣/♦ singleton	2-way checkback; gazilli;	drury
1♣		5	4H	12-21 5+S	1NT=SF, 2 seminat GF, 2♦/♥: nat GF, 2NT: 7-9 4+♠ with shortage, 3 /♦: nat INV, 3♥: INV 10-11 3+♠; 3NT:10-13 4+♠ with void, 4♣/4♦/4♥: 10-13 with singleton	gazilli; after 2NT response==> 3♣: relay (then==> 3♦ /♥/♠: shortage); after 3NT response==> 4♣: asking for a void(dalej==> 4♦ /♥/♠: void /♥/♠)	drury
1NT			4H	15-17 bal (5M or 6m possible)	2♣: 6+C   INV to 3NT, 2NT: 6+D, 3♣: weak with minors min.54, 3♦: GF with 53M, 3♥/♠: GF ♥/♠ shortage 54+♠♦; 4♣/4♦: ♥/♠ transfer	after 2♣ response ==> 2NT minimum; 3C maximum	
2♣	X	0	4H	GF	2♦: 0-2 controls, other responses are nat and 3+ controls (Ace = 2 controls, King = 1 control)		
2♦	X	0		6+ H/S 5-10 (4th - 10-13 6+ nat)	2♥: P/C or nat GF; 2♣: P/C inv to p's hearts / nat GF, 2NT: relay inv+, 3♣/♦: nat GF, 3♥: tac/pre p/c; 3♠ nat inv 6+, 4♣: show yr suit by tr, 4♦: show your suit 4♥/♠: game bid	after 2NT response==> 3♣: max, 3♦/3♥: min with ♥/♠	System on after X
2♥	X	5		5+H (4)5+other, weak (4th - 10-13 6+ nat)	2♣: p/c, 2NT: Relay INV+, 3♣/♦/♠: nat GF, 3♥: tac/pre0		
2♣	X	5		5+ S (4)5+ m, weak (4th - 10-13 6+ nat)	2NT: Relay INV+, 3♣: P/C, 3♦/♥: nat GF, 3♠: tac/pre, 4♣: p/c tac/pre with minors supp, 4♦: pass with diamonds, bid 5C with clubs		
2NT			4H	20-21 bal (5M or 6m possible)	3♣: puppet stayman, 3♦/♥: 5+♥/♠, 3♠: ms 5+/4+, 4♣: ♥, 4♦: ♠, 4♥: ♣, 4♠: ♦		
3♣/♦/♥/♠		6		pre	3D/H/S - nat gf, 3NT - game bid	HIGH LEVEL BIDDING	
3NT	X			Gambling		BW 102+D (0/3, 1/4, 2, 2 with Q on clubs) with king(s) identification	
4♣/♦/♥/♠		7		pre		Exclusion 012	
4NT	X			minors			