DEFENSIVE AND COMPETITIVE BIDDING

8-16 hcp, 5+ suit (on 1st level sometimes good 4-card suit)

reopening: NAT, no special differences

escaping 1NT - (x) with swedish-runout

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

15-17 (14-18) (semi)BAL, at least partial stopper

SYSTEM ON

Balancing 1NT = 11-14

JUMP OVERCALLS (Style; Responses; Unusual NT)

1-suiter: Pre-emptive

2-suiter: 2NT = minors, michaels

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

direct cue over 1♥♠: Michaels, then 2NT = relay, any ♣ = P/C

direct cue on 3-level over opp's overcall = stopper ask

jump cue = stopper ask

VS. NT (vs. Strong/Weak; Reopening;PH)

vs STR: DBL = Strength, 2♣ = ♥+♠, 2D = 1 major, 2M = M+m 2NT = ♣+♦

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

Lebensohl

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

1st level nat, 1nt minors, 2C majors

Nat bids can be 4 card

OVER OPPONENTS' TAKEOUT DOUBLE

RDBL=(10)11+ HCP; 1x= F1; 2x= NF; 3x=FG

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	1st/3rd/5th	1st/3rd/5th
NT	2nd/4th	1st/3rd/5th
Subseq	attitude or 1st/3rd	1st/3rd

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKQx, AKxx, Axx, Ax	ATT
King	AKxx, KQxx,AKQx,Kx	CT
Queen	QJxx, Qx, AQJx, KQx	ATT
Jack	JTxxx, Jx, XJTxx	ATT
10	T9xxx, XT9xx. Tx	ATT
9	9xx, X9xx,9x	ATT
Hi-X	ATT	ATT
Lo-X	ATT	ATT

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit 1	ATT (small=ENC)	hi/lo = odd	ATT (small=ENC)
2	hi/lo = even	S/P	(hi/lo = even)
3	S/P		S/P
NT 1	ATT (small=ENC)	hi/lo = odd	ATT (small=ENC)
2	hi/lo = even		(hi/lo = even)
3			

Signals: ATT on A or Q, reverse count on K

General UDCA, small enc, small wants smaller card

Unconventional leads and signals allowed if predict better result

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Reopening: 8+, otherwise the same

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

NEG DBL thru 4♥, higher it shows "cards"

1♦-(1♥)-DBL exactly 4♠ (or strong), 1♦-(1♠)-DBL suggests 4♥, 8+ HCP

(1♥♠) - (1NT) - DBL = Strong

Support double up to 2♥

Usually DBL is takeout as long as there are still 2 unbid suits left

W B F CONVENTION CARD

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Strong 1♣, 5-card Majors

overcall range 8-16 hcp

in competition 1st level = F1, 2nd = NF, 3rd = GF (F1 if we lack stopper)

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

1♣ = 15+ HCP

2D = multi

2NT = 2 suiter

3NT = gambling

1M-3M raise weak

2H = majors

2S = 2 suiter

3C = minors

SPECIAL FORCING PASS SEQUENCES

after game balance has been found,

after our RDBL or PEN DBL

IMPORTANT NOTES

sometimes light bids, which are based on distributional values or lead directional

Any and all systematic agreements can be taken lightly if expected value of different bids could be higher

OPENING	ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	x	0	4♥	STRONG: 15 if BAL;	1♦ = any gf; 1♥ - 0-4hcp; +1 semipositives	After 1♣-1♥ new suit NF, jump F1	
				14+ if UNBAL	2NT = 12-13 BAL	1♣-1♥-1NT = 15-19hcp	
				or 8+ playing tricks		1♣-1♥-2NT = 22-23hcp	
						1♣-1/2NT-2/3♣ = waiting	
1♦		4	4♥	10-14 hcp usually unbal	1♥♠=F1, 4+♥♠; 2M = nat GF	NAT resp, 1♦-1♥♠-1♠/NT-2♣ = 2 waycheckback	1♦-2M = weak
					2m = nat F1; 3x = preempt	1♦-1M: 2♣ = min (54)+ ♣♦; 2♦ = min 6+♦; 2OM = 3M max	
						2NT = max with fit; 3♣ = max (55)+ ♣♦; 3♦ = max 6+♦	
1♥		5	4♠	10-14 hcp	3♥ = 4+ fit, pre; 2♣♦ = GF	1♥-2NT-3m = nat, non-min	drury
					2NT = 3+ fit, INV+	1♥-2NT-3♠/4♣♦ = shortness	
					3♣♦ = 6+ inv		
					double jump = Splinter; 4♥ = random		
1♠		5	4♥	10-14 hcp	same as after 1♥	same as after 1♥	
1NT			4♥	11-14 hcp (semi)BAL	2♣ = Stayman; 2♦ = gf stayman 2♥♠ = to play	1NT-2♣-2♦-2♥ = weak 4-4/4-5 Majors	
					2NT3♣♦ = INV		
					3♥♠= singleton with 54 minors; 4NT slam INV	SMOLEN: 1NT-2♦-2NT-3M = 5OM+4M	
					4th SAT		
2♣		5	4♥	(9)10-14hcp 6+♣ or 5+♣4M	2♦ = relay; 2♥♠=NF	2♣-2♦-2M = 4-card; 2NT=max 6+♣; 3♣ min 6+♣	
					3♦♥♠ INV 6+suit	2♣-2♦-2M-2NT = GF relay; 2♣-2♦-2NT-3♣ = relay;	
						2♣-2♦-3♦♥♠ = max 6♣4♦♥♠	
2♦		5		Preempt 1 Major	2NT = minmax relay	3C min 3D max 3M mid	
					xM = P/C, 3m inv with own major		
2♥		3		Preempt majors	2NT = minmax relay; xM to play	5-4min,44min,54max,44max,55short,65nat	
					3C inv against max bal, 3D invite against max unbal		
2♠	x	0		Preempt C+M	2NT = relay		
2NT	x			preempt D+M	3C = relay		
3C		4		preempt minors			
3♦		6		pre-empt	new suit nat F1		
3♥♠		7		pre-empt	new suit = cue	**HIGH LEVEL BIDDING**	||||
3NT	x			solid minor, no outside A/K	Any ♣ = P/C	SPLINTER; autoSPLINTER, RKCB 1403; voidwood	||||
4♣♦		6			4NT aces, other forceslam	CUE - any lowest 1st or 2nd round control, minorwood	||||
4♥♠		6		Pre-empt, 4th hand to play		Quantitative raises 4NT/5NT after NT-bids	||||
4NT	x			both minors			