

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
5-17hcp, aggressive at 1 st level
Responses: new suit F1 if natural
lots of two-under transfers so 2♣ showing hearts and 2♦ showing spades
2NT is often 4c support and best hand
(1m)-1M-pass-3♣/m = mixed raise, 7-9 4+c supp
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18hcp, system on
Reopen: 10-14hcp for minors, 11-16 for majors, system on
After double, rdbl is one suit; 2X=X+higher
1m-(1NT)-2♠=majors
JUMP OVERCALLS (Style; Responses; Unusual NT)
3-10hcp (5)6+ card suit
2NT = two lower suits, 5-5
3NT = for play, 4NT = twosuit
Reopen: 2M = 6+M 10-13hcp
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1M)-2M = 5-5 oM+m, (1M)-3M = asking for stopper or strong twosuit
(1m)-2♦ = 5-5 MM
VS. NT (vs. Strong/Weak; Reopening;PH)
Against strong NT: Dbl = 5+m4M
2♦ = one 6+M, 2M = 5M 4+m, 2NT = mm, 2♠ = MM
Against weak NT: Dbl = 13+hcp, 2♠ = MM, 2♦ = 1M
2M = 5M 4+m, 2NT =6m4♥, 3m = 6m4♠
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Dbl: Opening values in at least two playable suits
(2/3X)-4m = 5m-5M, GF
VS. STRONG CLUB - i.e. 1♠ (or 2♠)
Dbl=MM, 1NT=minors and same over 1C-(pass)-1D
OVER OPPONENTS' TAKEOUT DOUBLE
Rdbl: (8)9+hcp, penalty oriented, new suit is 4+ cards F1
(1x)-1y-(dbl)-rdbl = 8+ points, likely doubleton in partner's suit

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd/low	3 rd best or att if supp	
NT	attitude	3 rd best or att if supp	
Subseq	same	3 rd best or att if supp	
Other: K power lead against NT – asks count or ublock; K sometimes asks for count; Ten may be considered high card, usually from length			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx+, Ax, AKJ+	Ax, AKx+	
King	AK, Kx, KQ+	KQx+, Kx	
Queen	Qx, QJ+, AKQx	QJ+, Qx, AQJ+	
Jack	Jx, JT+, HJT+	Jx, JT+, HJT+	
10	Tx, T9+, HT9+	Tx, T9+, HT9+	
9	9x	9x, H98+	
Hi-X	Xx, xxXxxx, xxXx	Xx, XXx(x), HxX	
Lo-X	xxX, xxxxX	HxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	high=enc	high=even	Lavinthal and OE
Suit 2	high=even	standard S/P	
3	standard S/P		
1	high=enc	standard S/P	Lavinthal and OE
NT 2	standard S/P	high=even	
3	high=even		
Signal: S/P with trump; std present count; att w/ count through declarer; in rare situations standard Smith but usually just S/P			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Doubles are mostly take-out			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support doubles and redoubles up to 2 of our major			
1m-(1♥)-dbl = 4-5 spades, 2♥/2♠ = transfers, 1♠-(1♦) = transfers			
2♦/2♥/2♠ = transfers, 1♠ in both cases is no majors			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: Serbia
PLAYERS: <u>Simic</u> Mihailo & <u>Pepic</u> Selena
EVENT: (Open/Mixed/Juniors)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 GF, 1NT = (14)15-17hcp
1♠ may be any bal without 5c major, may have 5D if 18-20
2♠ = (23)24+ balanced or GF
2♦/2♥/2♠ = weak twos
2NT = (20)21-22(23)hcp including 5M
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Two way check-back
1M-2♠ = relay, 1♦-2♠ = relay
Walsh, Lebensohl, non-serious 3NT/4m
inverted minors
1m-2♦ = 6M
3NT = good 4M preempt
1♠-1♦ = 0-7 “any” or diamonds-natural or 4M4M 0-10 or balanced without 4+M
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: occasionally

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DB L THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♣	any 12-14 balanced w/o 5cM or 5♦; any 18-20 balanced w/o 5cM; nat, unbal w/ clubs	1♦=0+hcp 0+♦, 1M=7+hcp nat, 2♣=5+♣ inv+, 2♦=one M, 2M=inv nat, 3x=pree, 3NT=solid M, 4m=good 4H/4S	1♣-2♣-3X = splinter	no inv minors after overcall, dbl; after passed hand 9-11hcp
1♦		4	4♣	10+, 5+♦, 4♦ only if 4-4-4-1; may be balanced in 3rd seat	similar, 2NT = ♦ pree, 3♣=inv ♣, 1D-2C=relay	similar	similar
1♥		5	4♣	11-21hcp; may be 4c suit in third suit	1♠=5+hcp nat, 1NT=NF 5-11hcp, new suit on 2 nd lvl = GF except 1♥-2♠=nat inv, 1M-2♠=relay, art 2♥=6-9hcp sup, 3♣=mixed, 3♦=singleton GF, 3♥=0-5hcp 4+♥, 2NT=3+♥ 9-12hcp, 3♠/3NT/4♠=void ♠/♦/♣, 4♦=5+♥ 5-8	1M-3M-1-3M=asks shortness 1♥-2NT-3♦=game try 1♥-2NT-3♠=GF	
1♠		5	4♥	11-21hcp	similar, 1♠-3♠=6+♥ 8-11, 1♠-3♥=singleton GF, 3NT/4m=void ♥/m,	similar	
1NT		-	4♣	(14)15-17hcp	2♣=Stayman, can be weak hands with long minor, 2♦/2♥=trf 4+cards, 2♠=range ask, minors or weak ♦, 2NT=6+♠ inv or GF with void, 3♣=Puppet,3x=3suiters, 4♠=♥, 4♦=♠, 4M =to play	1NT-2♣->? 2NT=4-4Ms min, 3♠=4-4Ms max, 1NT-2♣-2X-? 2NT=trf to 3♣ and 3♠=trf to 3♦	Rubensohl, 2NT = Leb, double followed by double is takeout
				5M/6m/5-4/singleton H			
2♣	x	0(F)	-	23+hcp bal or any GF hand	2♦=waiting		
2♦		5	-	weak two, 3-10hcp	2NT=F1		
2♥	x	5	-	weak two, 3-10hcp	2NT=F1		
2♠		5	-	weak two, 3-10hcp	2NT=F1, 3♠=5+♥ inv+, 3♦=GF nat, 3♥=GF ♣		over dbl transfers
2NT		-	4♣	(20)21-22(23)hcp,	3♣=muppet stayman, 3♦/3♥=transfers, 3♠=minor stayman, 4♣=♥, 4♦=♠, 4♥=♣, 4♠=♦	2NT-3♦-3♥=3 cards, 2N-3♣-3♥=no majors	
				5M/6m/5-4/singleton			
3♣		(5)6	-	pre, can be light in non-vul	3M=nat F1, possibly lead-directing, 3NT=to play, 4♦ is mod. key card		wide range in 3 rd seat
3♦		(5)6	-	pre, can be light in non-vul	3M=nat F1, possibly lead-directing, 3NT=to play, 4♣ is mod. key card		wide range in 3 rd seat
3♥		6	-	pre, can be light in non-vul	3♠=nat F1, possibly lead-directing, 3NT=to play, 4♣ is mod. key card		wide range in 3 rd seat
3♠		6	-	pre, can be light in non-vul	3NT=to play, 4♣ is mod. key card		wide range in 3 rd seat
3NT	x	7	-	good 4M opening			
						HIGH LEVEL BIDDING	
4X		7		pre, can be light in non-vul		1430 Blackwood, Exclusion Blackwood 0314	
4NT	x	7		minors		4NT quantitative for 6NT, 5NT pick a slam	
5X		7		pre, can be light in non-vul		Cuebids up the line 1 st or 2 nd , 4♣=cue-♣ inversion in competition	