

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	
Overcalls with 5-cards suit (rarely 4) = 7-16 PC	
New Suit ORF;	
INT response = NF;	
Drury	
INT OVERCALL (2nd/4th Responses; Reopening)	
INT overcall: 15-18 HCP	
Reopen INT after 1♦ and 1♥: 11(10)-14(15) HCP doesn't promise openings stopper; Reopen 1NT after 1♠: 12-15(16) HCP	
Reopen 2NT: 19-21 HCP	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
Preemptive	
Reopen: 2♦♥♠ = 10-13(14) PC 6 cards; 3♣♦ = good suit, inv to 3NT; 3♥♠ = about 9 tricks	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
Michaels Cue in direct and INT resp.	
Opponent's suit jump call = ask for stopper, one very good suit	
vs. strong 1NT	vs. weak 1NT
DBL: 5+♣♦ and 4♥♠	DBL: points
2♣: 4+♥4+♠	
2♦: 6+♥♠	
2♥: 5+♥ and 4+♣♦	
2♠: 5+♠ and 4+♣♦	
2NT = minors or big hand with 5+M and any	
Reopen: dbl = ♣ or 4+4+ without ♣; 2♣ = 4+♣4+any; 2♦♥♠ = nat; 2NT = 5+5+big hand 3♣♦♥♠ = constructive	Reopen: dbl: points; 2♣: 4+♥4+♠; 2x: nat 3♣♦♥♠ = constructive after pas: the same as after strong 1NT
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
DBL.: T/O tru 4♥; 4NT: 2 suiter	
3 level: Cue: stopper ask; 4-level Cue: 2 suiter	
Jumps: Constructive	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	
vs strong opening 1♣: dbl = MM 12+; 1♦ = ♦+♥ or ♠+♣; 1♥ = minors or majors ; 1♠ = either two long suiter or one long suit; 1NT = ♦♣ or ♣♥; 2♦♥♠ = nat	
After (1♣) – p – (1♦) – ? x = t/o, 1♥ = ♦+♥ or ♠+♣; 1♠ = minors or majors; 1NT = ♦+♣ or ♠+♥	
vs strong opening 2♣: x = majors, 2NT = minors	
OVER OPPONENTS' TAKEOUT DOUBLE	
New Suit F at 1 level only, transfers after 1M-dbl, 1♣-dbl	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd 4 th	2 nd 4 th	
NT	2 nd 4 th	2 nd 4 th	
Subseq	same	Same	
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx; Ax	Same	
King	AK; KD(x)	KD; AKJ10x, KD109	
Queen	QJ(x); Qx	AQJx; KQx(x)	
Jack	J10(x); HJ10(x)	Same	
10	10x; H109(x)	Same	
9	109x; H9x	Same	
	Hxx; xxx+	Same	
	xx ; Hxxxx(+)	Same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low is enc.	Lavinthal	Lavinthal
Suit 2	Count (low=even)	Count	Count
3	Lav: Dummy short		
1	Low is enc.	Echo-low accepts lead	Lavinthal
NT 2	Lavinthal	Lavinthal	Count
3	Count	Count	
Signals (including Trumps): Lavinthal, Smith Echo (vs. NT), Q and A – small = enc. K – count, vs NT asks for unblocking			
Reversal count (low-high: even, high-low: odd)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light with classic shape, Responses: Natural; Cue F			
2♦ (Dbl) T/O to ♠			
DBL: 1♦ (Dbl) 1♥♠ - (DBL): penalty 4+, 7+HCP			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Take out double, lightner, double-inv			
Double/redouble showing support, for example: 1♣ - (pass) - 1♥ - (suit/double) – double/redouble = exactly 3♥			
Double = transfers to ♠ in 1♣♦ - (1♥) – double = 4+♠			

W B F CONVENTION CARD
CATEGORY: All
NCBO: POLAND
PLAYERS: KAZMUCHA DANUTA & SARNIAK ANNA
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Three-way 1♣ opening: NAT, PREP or STR
1♦ response is ART.: NEG(0-6) or minor(s)(7-11) or 16+bal
1M: 5+card majors, 1NT ORF
1NT: 14-16 HCP, 3 rd vul. 15-17, 4 th 15-17
2♣ OPENING: 10-14, 5♣ 4M or 6♣
2♦ MULTI: 6♥♠ 6-11 HCP
2♥♠: 5+♥♠ and 5+♣♦ (rare 4) weak
2NT: 20-22 HCP BAL
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣ - (pass) - 1♦ - (pass) - 1♥♠ = min. 3 cards
1♣ - (pass) - 1♦ - (pass) - 1NT = 17-19 PC, balanced
1♣ - (pass) - 1♥♠ - (anything) - 2♦ = 18+PC, min. 3 card support
1♣♦ - (pass) - 1♥♠ - (pass) - 1♠/NT - (pass) - 2♣ = forcing to 2♦ two way checkback
1♣♦ - (pass) - 1♥♠ - (pass) - 1♠/1NT - (pass) - 2♦ = art., GF
SPECIAL FORCING PASS SEQUENCES
After Dbl (10+HCP); Rdbl. (10+HCP)
After penalty Pass
After GF
PSYCHICS
rarely

OPENING BID DESCRIPTIONS

Opening	Art.	Min.	Neg Dble	Description	Responses	Subsequent Action	Passed Hand Bidding
1♣	Yes	0	4♥	BALANCED 2+♣ 11-14; 4+♣ 15+ or 18+any	1♦ = NEG (0-6) or minor(s) (7-11) or 16+bal. no 4M 1♥/♠ = 4+ cards, 7+ HCP; 2♣/♦ = natural 5+ GF; 2♥ = 4+♥5+♠ 6-9 HCP; 2♠ = bal 13-16; 3♠ = transfer to 3NT with one good suit	1♣ - 1♦ - 1♥(1♠) = at least 3 cards 1♣ - 1♦ - 1NT = 17-19 BAL 1♣ - 1♦ - 2♦ = any GF; 1♣-1M-2♦ = art. GF	1♣ - 2♣ = 5+♠ /♦ 9-11 1♣ - 2♦ = 55MM 9-10 1♣ - 2♥ = 5♠4♥ 6-9 1♣ - 2♠ = 6♠4♥ inv
1♦	No	4	4♥	(10)11-18PC, 5+♦ or 1444♦ or 4♦5♣ (11-14)	1NT = NF BAL; 2♦ = 4♦ ORF; 2NT = INV BAL; 2♥ = 4+♥5+♠ 6-9 HCP, 2♠ = inv 6♣, 3♠ = mixed raise	1♦ - 2♣ - 2/3NT = 4441♣ 15-17 or 11-14	
1♥	No	5	3♠	(10)11-17, 5+♥	1NT = F1; 2♣ = GF any; 2♠/2NT = inv, with 4+♥ and shortness/without shortness; 3♣ = inv nat.6+, 3♦ = 5-8 HCP 4♥; 3♥ = PRE; 3♠ = any void (3NT asks); 3NT/4♣/♦ = singletons in ♠/♣/♦	1♥ - 1NT - 2♣ = 5332 or nat 1♥ - 1NT - 2♠ = 5♥4m or 6♥4♠ GF	2♣ = DRURY-FIT 3♣ = nat INV with support 3♦ = 5-8 HCP 4♥
1♠	No	5	4♥	(10)11-17, 5+♠	1NT = F1, 2♣ = GF any; 2NT = INV with 4-card support with shortness; 3♣ = 6+♣ INV; 3♦ = 5-8 4♠; 3♥ = inv with 4-card support without shortness 3♠ = PRE; 3NT = any void (4♣ asks); 4♣/♦/♥ = singletons	1♠ - 1NT - 2♣ = 5332 any or nat	2♣ = DRURY-FIT 3♣ = nat INV with support 3♦ = 5-8 4♠
1NT	No		3♠	1NT: 14-16 HCP, 3 rd vul. 15-17, 4 th 15-17	2♣ = stayman; 2♦/♥ = transfers; 2♠ = ♣; 2NT = inv; 3♠ = ♦; 3♥/♠ = short, 54 in minors, 4♣/♦ = trf ♥/♠	1NT - 2♣ - 2♦ - 3♦ = ask about 3M 1NT - 2♣ - 2♦ - 3♥/♠ = short	
2♣	No	5	-	10-14, 5♣4M or 6♣	2♦ = ASK; 2NT = sign off ♣ supp. or inv 55; 3♣ = inv. with supp.; 3♦/♥/♠ = 6 cards inv		
2♦	Yes	0		6-11, 6+♥/♠	2M = P/C; 2NT = strong with M supports or any slam hand with m; 3♣ = inv to partner's suit or others GF; 3♦ = inv + with ♥ suit; 3♥ = P/C; 3♠ = inv 6♣ 4♣ = "show your suit with a TRF" 4♦ = "show your suit"	2♦ - 2NT: 3♣ = any weak hand, 3♦/♥ = good hand (6+♥/♠)	
2♥	Yes	5		5+♥ and 5+♠/♦, 5-11	2♠ = nat, NF; 2NT=ASK; 3♠ = p/c; 3♦ = INV with ♥ support; 3♣ = nat. inv		
2♠	Yes	5		5+♠ and 5+♣/♦, 5-11	2NT = ASK; 3♠ = p/c; 3♦ = inv with 6+♥; 3♥ = INV with ♣ support		
2NT	No			20-22 BAL	Pupp staym, 3♦/♥ = trf; 3♠ = minors; 4♣/♦ = nat, at least slam inv.		
3♣	No	6		PRE may be very weak if non-vuln			
3♦	No	6		PRE may be very weak if non-vuln			
3♥	No	6		PRE may be very weak if non-vuln			
3♠	No	6		PRE may be very weak if non-vuln			
3NT	Yes	7		GAMBLING, no stopper			3rd/4th = sign-off
4♣	No	6		PRE			
4♦	No	6		PRE			
4♥	No	6		PRE			
4♠	No	6		PRE			

HIGH LEVEL BIDDING

1 st + 2 nd round control cue bids;

ROMAN KEYCARD BLACKWOOD, when we ask on ♥/♠ we show colour kings; EXCLUSION BLACKWOOD

HOYT; SPLINTER; AUTOSPLINTER; PEDO