

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Standard/natural
Raice: jump is weak
2NT is strong support
Jump cue is better than preempt
Responses: nat. Not forcing cue is forcing one round
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
Natural in 2 <sup>nd</sup> position responses like on opening
In 4 <sup>th</sup> position after 2 passes 10/14
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Medium 4/11 8/11 vulnerables
Reopen: 8/12 good 6 cards
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
GHESTEM CUEBIDS
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
DOUBLE 4 major + 5 minor 2♣□ Landy both majors
2♦ multi 2♥/2♠ 5+ minor 2NT 4♥ + 6 minor
3♣ 6+ 4♠ 3♦ 6 +4♠
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Double = take out
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Double = ♣ others nat. 1NT = minors 2♣ = 5+4 majors
2♦ 5/5 majors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Redouble 9+ new suit n.f.
Raise preempt jump in a new suit nat.

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
Suit	Lead	In Partner's Suit	
Suit	Attitude	Attitude in count	
NT	Attitude	Attitude in count	
Subseq	Attitude	Count	
Other: highest from doubleton			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKxxx AKQ Ax	AKx AKxx	
King	KQF KQ10 9 AK	KQJ KQ10 9 to unblock	
Queen	DJxx Dx	KQxxxx QJ10 QJ98	
Jack	J109 j108 Jx	J109x J1087x	
10	109x	A109x K109x Q109x AJ10	
9	98x	109xx J98xx	
Hi-X	even	Even	
Lo-X	Odd	Odd	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	UDC	UDC	Odd enco.
Suit 2	1		
	3		
	1		
NT 2	UDC	UDC	Odd. Enco.
	3		
Signals (including Trumps):			
Lavinthal count when you useful for us			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
After 1♥ = 4/5♠			
After 1♠ = 4/5♥			
Double in competition = good hand or good distribution			
Penalty double after 2♥/♠ 3♣/♦♥♠			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Always takeout in the competitive situations			

W B F CONVENTION CARD
<b>CATEGORY:</b> i.e. Green / Blue / Red / HUM / Brown Sticker:
<b>NCBO:</b>
<b>PLAYERS:</b>
EVENT (Open/Women/Senior/Transnational)
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5 cards major Strong NT. 2♦multi
1♣ 2 or more cards 1♦ 4 or more cards unbalanced
2♣ game forcing 2♦ multi 2♥/♠ 9/12 HCP 6 cards
2NT 20/21 possible 5 cards major
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♦ multi = 18/19 HCP balanced or 18 or + 5 0r + ♦or 6♥/♠ 9 HCP or less
MONACO club cuebids (GHESTEM)
1♥/♠ after double 1NT= ♣
2♣ = ♦
2♦ = ♥
Direct support = weaker
<b>SPECIAL FORCING PASS SEQUENCES</b>
In SLAM sequences when the opponent is clearly in defence
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:Rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♣	Balance 12/14	1♦ nat or weak in♣	Nat. 1♣-1♦-1♥/♠/NT-2♣ NO FORCING	Only in forcing situation
				Natural 11/20	1♥/♠ nat 1NT 9/11 2♣ nat forcing 2♦ multi 2♥9/11 5♠+4♥ 2♠ limit o+ minor	1♣-2♣-2♦= no strong hand 2♥/♠= ♣+♥/♠ 15+	
1♦		4	4♣	Nat. unbalanced	All nat. 2♦ multi 2♥9/11 5♠+4♥ 2♠ inv♦ 3♦ preamp	1♦-2♣-2♦= no strong hand 2♥/♠= ♦+♥/♠ 15+	Only in forcing situation
1♥		5	4♣	10/20 nat.	2♦ nat forcing or weak support 2♥ 8/10 2♠ = 4♠+6 minor inviting 2NT Game forcing 3♣inviting with support 3♦ both minors strong	1♥-2NT strong hand 3♦ normal hand 3♥ minimum	
1♠		5	4♥	10/20 nat.	2♦ nat forcing or weak support 2♠ 8/10 2NT Game forcing 3♣ inv. with support 3♦ both minors strong	1♠-2NT strong hand 3♦ normal hand 3♠ minimum	
1NT			4♣	15/17 possible 5 major	2♣ no forcing Stayman 2♦ transfer in♥ or♣ 2♥transfer in♣ or♦ 2♠ 1 singleton 2NT transfer for minor weak or unbalanced SLAM try 3♣ = 5♦ singleton in a major 3♦= 5♣ singleton in major 3♥/♠ singleton both minors	2♦ no majors 2♥□ 4 possible 4♣ 2♠ = 4♣ 3♥/♠ = 5	
2♣			4♣	Forcing game any distribution	2♦ waiting 2♥ transfer for♠ 2♠ transfer for another suit 2NT both majors		
2♦			4♣	18/19 balance or weak ♥/♠ or strong with♦	2♥ negative 2♠ inviting or more 2NT 5 or +♠force one round others nat. Forcing	2♦ - 2♥ - 2NT = 18/19 balance 3♣ weak maximum 3♦= min. ♥ 3♥= min.♠ others game forcing with♦	
2♥			NO	9/12 6♥	2NT Asking 3♣ a singleton 3♦ask 3♥=♣ 3♠=♦♠ 3NT =♠ 3♦= 6-4 with minor	After 2 N.T. all forcing	
2♠			NO	9/12 6♠	2NT Asking 3♣ a singleton 3♦ask 3♥=♣ 3♠=♦♠ 3NT =♠ 3♦= 6-4 with minor		
2NT			4♣	20/21 balanced possible 5 majors	3♣ Puppet 3♦ = 5♥ 3♥ = 5♠ 3♠ = minors 4♣/♦/♠ = Slam try with ♥/♠/♣/♦	2NT 3♣♠ 3♥ = no majors	
3♣			NO	Preempt	New color forcing		
3♦			NO	Preempt	New color forcing		
3♥			NO	Preempt	New color forcing		
3♠			NO	Preempt	New color forcing		
3NT			NO	6/5 or 6/6 minors	nat.		
4♣			NO	Good 4♥	4♦ Asking		
4♦			NO	Good 4♠	4♥ Asking		
4♥			NO	Nat.			
4♠			NO	Nat.			
4NT			NO	Asking for Aces			
5♣			NO	Natural			
5♦			NO	Natural			
5♥							
5♠							
						<b>HIGH LEVEL BIDDING</b>	
						KEY CARD BLACKWOOD	
						CUEBIDS 1^ and 2^ round	
						Dopi Ridopi	