


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
General style: Natural, 8-15 HCP 5 ⁺ cards.
Resp: Natural, new suit=NF; CUE=F; jump shift=suit+fit; jump cue= =mixed raise.
Reopen: same, may be lighter.
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
Over 1M=5m4OM, 8-15 NV, 10-15 VUL.
Resp: 2♣=P/C; 2♦=nat NF; 2NT/3m/3OM=INV; 4m=PRE P/C.
Over X: P=F; XX=5♦; 2m=nat 6(5) ⁺ ; jumps=PRE.
Over 1m=15-18 BAL (system on).
Reopen=11-14 BAL, doesn't promise stopper.
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-suited: PRE, 6 ⁺ cards; new suit=F1; 2♥/♠-2♠/NT=relay.
2NT=2 lower unbid suits. 4m=Leaping Michaels.
Vs 1♣: 2♦♥♠ as openings.
Reopen: nat, good hand (12-16 HCP). Reopen 2NT=18-20
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1♣(3 ⁺)-2♣=nat(Precision style); 1♣(4 ⁺)-2♣="Michaels", 55♠+other
1♦-2♦="Michaels", 55♠+other. 1M-2M=Michaels OM+m.
Jump cue=asks for STOP; usually with solid m suit.
VS. NT (vs. Strong/Weak; Reopening; PH)
Vs.strong: DONT+Cansino: DBL=one-suiter; 2♣=443 ⁺ /533 ⁺ w/ 3 ⁺ ♣
2♦=44 ⁺ M, 2♥=♥+m; 2♠=♠+m; 2NT=any strong 2-suiter
Vs.weak: Cansino+Multi: DBL=14(12) ⁺ ; 2♣=443 ⁺ /533 ⁺ with 3 ⁺ ♣;
2♦=6(5) ⁺ M; 2♥=♥+any; 2♠=♠+m;
2NT=any strong 2-suiter; 3m=nat
Reopen: same. PH vs WK: as vs STR; 2NT=minors.
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL=T/O up to 3♠; 2NT=15-18 BAL;
Vs 3♣: X=T/O or BAL; 3♦♥=TRF; 3♠=STOP ASK; 4♣=55; 4♦=nat
Vs 3♥: X=TRF to ♠; 3♠=STOP ASK; 4m=6m4♠
Vs Multi: X=Multi; 2♥=15-18BAL; 2♠2NT=TRF(m) 14 ⁺ ; 3m=10-13
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs. 1♣: DBL=♥; 1♦=♠; CRASH: 1♥=reds or blacks; 1♠= minors or
Majors; 1NT=♣♥ or ♦♠; 2x=long(5 ⁺) or short(2) in that suit
(random selection NV, tends to be long if VUL).
Vs. 2♣: DBL=♥; 2♦=♠; 2♥♠NT=CRASH.
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL=implies no fit.
1♣-(X)-? Pass=NEG (0-11), 3 ⁺ ♣, 1♦=NEG (0-11) without 3♠.
1M-(X)-? 4♣=STR raise to 4M, F. Jump shift= suit+fit
2♣-(X)-? 2NT=LEB type, WK; 3♣=good raise, INV

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit (diff. if 5 ⁺)	
Suit	2 nd /4 th	same; to suit 5 ⁺ :Hi=odd	
NT	2 nd /4 th , Journalist honours	same; to suit 5 ⁺ :Hi=odd	
Subseq.	Same	same	
Other: vs. suit K asks count, A asks preference			
vs. NT A and Q asks to unblock			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+); preference	unblock	
King	AK(+); KQ(+); count	AK(+), KQ(+)	
Queen	QJ(+)	unblock	
Jack	J10(+)	QJ(+), J10(+)	
10	H10x, 109x(+), 10x	HJ10(+), H109(+), 10x	
9	H9x, J9x(+)	H9x, 109x(+)	
Hi-X	HSx, xSx(+), xS	The same	
Lo-X	xS, 10S, HSx, HxxS(+)	The same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1	Hi-Lo=odd	Hi-Lo=odd
	2		-
	3		S/P
NT	1	Hi-Lo=odd	Hi-Lo=odd
	2		-
	3		S/P
Signals (including Trumps): Smith vs NT by both defenders (Lo=enrg).			
Very rare (in obvious cases only) preference signals. No attitude signals.			
If we have shown suit 5 ⁺ , leads in that suit show count: Hi=Odd, Lo=Even			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
13+ HCP; may be lighter with good shape or with passed partner.			
Resp: nat; CUE=F1			
Vs 1♣: Responses: 1♦=NEG; others 6+HCP; CUE=F1.			
Reopen: 8+HCP			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDBLS			
Negative=up to 3♠; MAX overcall DBL; Last arrival DBL			
Support DBL up to 2M; Support RDBL.			

W B F CONVENTION CARD
CATEGORY: Artificial - Red
NCBO: LITHUANIA
PLAYERS: BABICKAS Rolandas
ZENCEVIČIUS Žilvinas

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Polish Club; 1♦=4 ⁺ ; 5-card Major openings; Precision 2♣;
2NT: 20-21 HCP;
Frequent non-pen DBL's.
1NT opening: 15-17 HCP (4 th hand 14-16)
1m-2x=FG, 1M-2m promises rebid.
1m-1M=ART, F1, 4 ⁺ OM
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣=Polish Club;
2♣=Precision (10-14);
2♦=Multi (weak only)
2♥=♥+any
2♠=♠+m
3NT=Gambling
1m-1M = 7+HCP, 4 ⁺ OM
1♠-3♣=8-11, 6♥, F1
"BERGEN raises after 1M"
COMP 2NT=ART LEB type: 2NT then 3x=WK; direct 3x=STR
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
Occasionally incorrect shape could be bid if hand type suggests
comfortable bidding after that (like 1♣ with 4♦, 1♦ with 3♦;
NT with 6322/5422; 1m-1M with 3OM; 44m instead of 54).
Partner always assumes correct shape.
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG:DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	x	-	3♠	11+ HCP, unlimited, F1	1♦=NEG, F1 a) 0-6 any;	Rebid 2♦ is always ART and F.	1♣-2NT=9-11 54m
				a) 12-14 BAL;	b) 7-8 no 4M BAL;	1♣-1♦-? 1M=NF, semi-NAT, 2♣=nat, 15+, 1/2NT=18-19/22-23; 2♦=FG	
				b) 5+♣ 15+;	c) 7-11 no 4M unbal.	1♣-1♥-? 1♠=4+♥, F1 (11+; can have 18-19 5♥, can have longer m);	
				c) 11-17, 444-1♦;	1M=7+HCP 4+OM, F1 (bid 1♥ with 44M);	1NT=11-14; 2♣=15+, 5♣; 2♥=18+, 5♥; 2♠=11-14; 2NT=18+ BAL.	
				d) 18+ any.	1NT=9-11, no 4M, BAL; 2x=5+, FG;	1♣-1♠-? 1NT=11-14, can have 4♠; 2♥=11-14.	
				2NT=FG BAL, no 4M, no 6m; 3m=6+ m INV.	1♣-2♣-? 2♦=ART: NEG 11-13 or 18+ with 4+♦; others 14+.		
				3♥=TRF to 3NT, BAL. 3♠=TRF to 3NT, long m.	1♣-1M-1♠/NT-2♣♦= double checkback.		
1♦		4	3♠	11-17 HCP,	1M=7+ HCP, 4+OM, F1 (bid 1♥ first with 44M);	1♦-1M-? 2NT=6♦, no OM fit; 3♦=6♦ with 3OM;	
				can have 4♦5♣.	1NT=7-10, BAL, no 4M; 2♣=FG, 5+;	2OM=11-14; 2M=15-17 5♦4M; 4♦=strong raise to 4OM.	
					2♦=F1, 4+♦, no 4M, 10+ HCP; 2NT=INV;	1♦-2♣-? 2♦=ART NEG 11-13; others 14+.	
					3♦=PRE; 3M/4♣=SPL	1♦-1M-1♠/NT-2♣♦= double checkback.	
1♥		5	3♠	11-17 HCP	1♠=4+♠, 7+ HCP; 1NT=semiF, 7-11;	1♥-2NT-? 3♣=non-min with SPL or max BAL; 3♦=ASK; 3♥=any void;	1♥-2NT= BAL INV with fit, NF
					2m=4+ FG or 6+ INV, promises rebid;	3♠=min with SPL; 3NT=6+♥; 4m=decent min, CUE. 4♥=dead min.	
					2NT=FG with fit; 3♣=6-9 4+ fit; 3♦=INV raise;	1♥-3♣-3♦=game try.	
					3♥=PRE; 3♠/4m=SPL	1♥-1♠-1NT-2♣♦= double checkback.	
1♠		5	3♠	11-17 HCP	Same as after 1♥ (except responses below)	Same as after 1♥.	Same as after 1♥.
					2♥=5+♥, FG. 3♣=8-11, 6♥, F1;	1♠-3♣-? 3♦=game try; 3M=contract; 4m=CUE.	
					3♦=6-9 4+ fit; 3♥=INV raise; 4♥=SPL	1♠-3♦-? 3♥=game try.	
1NT		-		15-17 HCP, BAL	2♣=STAY; 2♦♥♠3♣=TRF;	1NT-2♣-2♦-? 2♥=weak ♥+♠; 2♠=relay FG.	4th hand 14-16
				occasionally can have 5422,	2NT=INV; 3♦=INV with 6♦;	1NT-2♣-2♥-? 2♠=4♠, INV, NF; 2NT=relay FG.	
				6m, 5M	3M="5431", 54+m, SPL m. 4♣=Gerber	1NT-2♣-2♠-? 3♣=relay FG.	
					4♦♥♠5♣=TRF	1NT-TRF-2M-? 3x=FG	
						1NT-2♠-? 2NT=max with some ♣ fit; 3♣=other non max hands	
2♣	x	5	2♠	10-14 HCP, 6♣ or 5♣4M	2♦=F1, ASK, does not promise strong hand;	2♣-2♦-? 2M=4M; 2NT=6♣, max; 3♣=6♣ min; 3x=6♣4x max;	
					2M=9-12, 5M, NF; 2NT=INV;	3NT=solid suit	
					3♣=nat 6-10; 3♦♥♠=nat, FG; 4♣=PRE.	2♣-2♦-2M-? next step=FG, relay.	
2♦	x	-		weak 6+M (random style)	2M=P/C; 2NT=ASK; 3♣=ASK about OM fit;	2♦-2NT-? 3♣=min(then 3♦=asks suit); 3♦=♥, max; 3♥=♠, max;	
					3♦=INV both M fits; 3♥=PRE both M fits;	2♦-3♣? 3♦=no OM fit; 3♥=NF, OM fit(xxx or Qx); others=OM fit & max	
					4♣ asks for TRF; 4♦=asks suit; 4M=nat, contract.		
2♥	x	5		♥+any; 55 VUL, 54+ NV	2♠=P/C; 2NT=ASK; 3♣=nat, NF;	2♥-2NT-? 3m=m; 3♥=♠; 3♠=♠, supermax	
					3♦=INV with ♥ fit; 3♠=6+♠ INV.	2♥-2NT-3♦-? 3♠4♣=CUE, ♦ fit, FG; 3♥=♥ fit, FG, asks CUE.	
2♠	x	5		♠+m; 55 VUL, 54+ NV	2NT=ASK; 3♣=p/c; 3♦=INV with ♠ fit;	2♠-2NT-? 3m=suit; 3♥=♣, supermax; 3♠=♦, supermax	
					3♥=nat NF.	2♠-2NT-3♣-? 3♦♥=CUE, ♣ fit, FG; 3♠=♠ fit, asks CUE.	
2NT		-		20-21 BAL, occasionally can have 5M, 6m, 5422	3♣=STAY; 3♦♥=TRF; 3♠=STAY for minors;	2NT-3♣-? 3♦=no 4M, 3♥=4♥ w/o 4♠, 3♠=4♠ w/o 4♥; 3NT=4♥4♠	
					4♠=Gerber; 4♦♥♠5♣=TRF;	2NT-3♣-3♦-? 3M=4M5OM, F. 2NT-TRF-3M-? OM=INV to 6M.	
3♣/♦		6		PRE, good suit if VUL	3M=F; om=INV to 5m; 4m=PRE	HIGH LEVEL BIDDING	
3♥/♠		6		PRE, usually 7+	3♠=F; 4m=CUE; 4OM=contract	RKCB 0314 (4NT or 5NT, if no space); RIPO DIPO DEPO;	
3NT	x	7		Solid minor, no side K or A.	4♣=p/c; 4♦=relay; 4M=contract	GERBER 0314 after NT; JOSEPHINE; SPLINTER; AUTOSPLINTER	
4m		7		PRE (random style);	4M=contract; om=INV to 6m	CUE-BID - 1st or 2nd round controls;	
4M		7		PRE (random style)	5m=CUE		
4NT	x	-		Blackwood	0314		
5m		7		PRE (random style)			