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

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 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
2NT= 2 lower unbid suits.

Reopen: nat, good hand (12-16 HCP). Reopen 2NT=18-20

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

1♣(3+)-2♣=nat; 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: X=5m4M; 2♣=Majors; 2♦= 1 Major; 2M=M+m
3m=nat
Vs.weak: X=STR; 2♣=Majors; 2♦= 1 Major; 2M=M+m;
3m=nat

Reopen: same.

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

DBL=T/O up to 3♠; 2NT=15-18 BAL;

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

OVER OPPONENTS' TAKEOUT DOUBLE

RDBL=implies no fit.
1♣-(X)-? Pass=NEG(0-11), 3+♣, 1♦=NEG(0-11) without 3♣.

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's suit
Suit	2nd/4th	same
NT	2nd/4th	same
Subseq.	Same	same

Other: K asks count, A asks preference

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK(+); preference	AK(+); preference
King	AK(+); KQ(+); count	AK(+); KQ(+); count
Queen	QJ(+); AQJ(+)	QJ(+); AQJ(+)
Jack	J10(+); HJ10(+)	J10(+); HJ10(+)
10	H10x, 109x(+), 10x, H109(+)	H10x, 109x(+),10x, H109(+)
9	H9x, J9x(+)	H9x, J9x(+)
Hi-X	HSx, xSx(+), xS	HSx, xSx(+), xS
Lo-X	xS, 10S, HSx, HxxS(+)	xS, 10S, HSx, HxxS(+)

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
Suit	1	Hi-Lo=odd	Hi-Lo=odd	S/P
	2	Lo=enc		
	3			
NT	1	Hi-Lo=odd	Hi-Lo=odd	S/P
	2	Lo=enc		
	3			

Signals (including Trumps): Smith vs NT by both defenders (Lo=encrg).

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

vs. 1m (NAT) - DBL = 1) 8-15HPC 4+M & 4+M 2) 16+HPC
vs. 1M (NAT) - DBL = 1) 8-15HPC 4+OM & 4+m 2) 16+HPC
vs. 1m (ART) - DBL= 12 HCP+
Vs 1♣: Responses: 1♦=NEG; others 5+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: MICHAILOVAS Andrius, BABICKAS Rolandas, SAKARAUSKAS Saulius

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE
Polish Club; 1♦=5+ or 4441; 5-card Major openings; Precision
2♣; 2♦=Majors; 2NT=55+minors
Frequent non-pen DBL's.
1NT opening: 15-17 HCP

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

1♣=Polish Club;
2♣=Precision (10-14);
2♦=44+ ♥♠
2NT= 55+ minors
3NT=Gambling

"BERGEN raises after 1M"

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

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.	
				a) 12-14 BAL;	b) 7-11 no 4M	1♣-1♦-? 1M=NF, semi-NAT, 2♣=nat, 15+, 1/2NT=18-19/22-23; 2♦=FG	
				b) 5+♣ 15+;	1M = 7+; 1NT=7-10; 2x = FG; 2NT=INV	1♣-1♥-? 1♠=F1 (11+; can have 18-19 5♠, can have longer m);	
				c) 11-17, 444-1♦;		1NT=11-14; 2♣=15+,5♣; 2♥=11-14; 2♠=18+,5♠; 2NT=18+BAL.	
				d) 18+ any.			
						1♣-1M-1♠/NT-2♣= checkback.	
1♦		4	3♠	11-17 HCP,	1M=7+ HCP; 1NT=7-10, BAL, no 4M; 2♣=FG,	1♦-2♣-? 2♦=ART NEG 11-13; others 14+.	
				can have 4♦5♣.	5+; 2♦=F1, 4+♦, no 4M, 10+ HCP; 2NT=INV;	1♦-1M-1♠/NT-2♣=checkback.	
					3♦=PRE; 3M/4♣=SPL		
1♥		5	3♠	11-17 HCP	1♠=4+♠, 7+ HCP; 1NT=semiF, 7-11;	1♥-2NT-? 3x=non-min with SPL; 4x=min with SPL;	
					2NT=FG with fit; 3♣=6-9 4+fit; 3♦=INV raise;	3♥/3NT/4♥ = 15-17/14-15/11-14 without SPL	
					3♥=PRE;	1♥-3♣-3♦=game try.	
						1♥-1♠-1NT-2♣= checkback.	
1♠		5	3♠	11-17 HCP	Same as after 1♥ (except responses below)	Same as after 1♥.	
					2♥=5+♥, FG; 3♥=SPL		
1NT		-		15-17 HCP, BAL	2♣=STAY; 2♦♥=TRF; 2♠=TRF to ♣ or INV	1NT-TRF-2M-? 3x=FG	
				occationally can have 5422,	BAL; 2NT=TRF to ♦; 3x="5431";	1NT-2♠-? 2NT=min; 3♣=max	
				6m, 5M			
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♦	x	-		6-10, 44+ ♥♠	2M=contract; 2NT=ASK; 3♣=nat,NF;	2♦-2NT-? 3♣=54 min(then 3♦=asks 5M); 3♦=44; 3M=5M4OM max;	
					3♦=INV, 3=♥ 3=♠; 3M=PRE;	3NT=55 min; 4m=SPL, 55 max	
2♥		6		weak 6+M (random style)	2NT=ASK		
2♠		6		weak 6+M (random style)	2NT=ASK		
2NT		-		6-11, 55+ minors	3m=P/C; 3♥=ART, F;		
					4m=PRE		
3♣/♦		6		PRE,	3M=F; 4m=PRE	HIGH LEVEL BIDDING	
3♥/♠		6		PRE, usually 7+	3♠=F; 4m=CUE; 4OM=contract	RKCB 0314 (4NT or 5NT, if no space);	
3NT	x	7		Solid minor, no side K or A.	4♣=p/c; 4♦=ART,F; 4M=contract	GERBER 0314 after NT; JOSEPHINE; SPLINTER; AUTOSPLINTER	
4m		7		PRE (random style);	4M=contract	CUE-BID - 1st or 2nd round controls;	
4M		7		PRE (random style)	5m=CUE		
4NT	x	-		Blackwood	0314		
5m		7		PRE (random style)			