DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

Natural (7)8+HCP 1/1 level, 11+HCP for level 2+ overcalls

Simple raise 7-10, jump raise weak 4 cards fit.

New suit F1, CUE is game try asking for strength level

, jump shift after 1M O/C = 4 card fit, 8-10 HCP, strength in that suit

Reopening: DBL or new suit 10+HCP

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

2nd = (14)15-17HCP.

Stayman, TRF for all (2♠ for ♣, 2NT to ♦)

4th = take out for the other two suits, 11+

Reopening: 11-14HCP, Stayman, TRF for all (2♠ for ♣, 2NT to ♦)

JUMP OVERCALLS (Style; Responses; Unusual NT)

PRE 4-10HCP, 6+card, rule of 2-3-4 or 2 suist see [A1,2] Supps

(1♣)-2♦: 5-5MM, 11+ we VUL or the same VUL, 6-11 or 17+ NVUL vs. VUL

3rd level: PRE 4-10HCP, 6+cards, rule of 2-3-4

Reopen: 14-16HCP, natural 6+cards; 2 suits see [A1,2] Supps

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

Direct CUE = 2 suits – see [A1,2] to Supps

Jump CUE = ASK for stopper

Reopening cue: 2 suits – see [A1,2] to Supps

VS. NT (vs. Strong/Weak; Reopening;PH)

Vs.strong NT:Dbl= m5+cards and M 4 cards, 8+HCP

2♣=MM 4/4+, 7+HCP;

2♦=One M 6+cards, 8+HCP

2M= Mm 5-4, 8+HCP

2NT=mm 5/5, 8+HCP

Vs. weak: DBL = max of NT+, the other as vs. STR NT, 11-14HCP

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

DBL: 13+, shape or 17+ any

2NT:15-18, DBL then 2NT 19+

3NT after PRE2: rare, long suit, 16+

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

Vs. 1♣: DBL=♣; level 1 O/C nat., 12+HCP; 1NT=5/4mm; 2♣=MM 5/5, 7+HCP; 2♦ to 2NT= as vs. STR NT

Vs. 2♣: DBL=5/5MM rule of 2-3-4; 2♦ to 2NT= as vs. STR NT

OVER OPPONENTS' TAKEOUT DOUBLE

RDBL: 10+, no fit (on M opening), next DBL from both = PEN
After OPP DBL: system on.

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	2nd – 4th (with H)	2nd – 4th (with H)
NT	2nd – 4th (with H)	2nd – 4th (with H)
Subseq	2nd – 4th from residual	2nd – 4th from residual
Other: small from doubleton up to 9x, high from doubleton with 10,J…A		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(+), Ax(+); ATT	
King	AK, KQ(+) CT	AK, KQ(+) or asking for Q unblock, CT
Queen	QJ(+)CT	QJ(+)CT
Jack	JT(+) or Jx ATT	JT(+) or Jx CT
10	10(+), HT9(+) CT	10(+), HT9(+) CT
9	H9x, CT	H9x, CT
Hi-X	High from doubleton >=10	High from doubleton >=10
Lo-X	Small from doubleton<=9	Small from doubleton<=9

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
	1	CT (UDCA)	CT (UDCA)	O/E + Lavinthal
Suit	2	ATT	ATT	O/E + Lavinthal
	3			
	1	CT	CT	O/E + Lavinthal
NT	2	ATT	ATT	
	3			

Signals (including Trumps): UDCA, Smith echo (small in the 1st suit lead by declarer encourage), Lavinthal style played cards on trump

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

11+, promise 3 cards in other suit or 17+ any shape

Negative double thru 4♥.

Support doubles and redoubles thru 2♠

Responsive doubles thru 3♠.

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Lead and anti-lead directing doubles

DBL vs. strong NT:5+m and 4M

RDBL: A or void in that suit

W B F CONVENTION CARD

CATEGORY: Green

NCBO: ROMANIA

PLAYERS: Bogdan MITRAN – Adrian SILVASANU

EVENT: WBF - The Small Federations Online Open Teams

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE : 2 over 1 FG/1M

Openings: 3+♣, 3+♦ (3-3: 1♣; 4-4 1♦ in first two seats, best minor in 3rd); 5+M(semi-F 1NT) - rule of 19
NEG DBL thru 4♥

1NT Opening = (14)15-17, could have 5 card MAJ. (14 usually with 5 card minor)

2♦ Opening =6M (5-10HCP) or 22-23 BAL – see [A1] Supps

2♥ Opening= 5-5 ♥+ any, 6-10 HCP

2♠ Opening= 5-5 ♠+minor, 6-10 HCP

1m – 2m =10+HCP, no 4M

1♣ – 2♦, ♥, ♠ = 9-11HCP, 6+ cards

1st ,2nd ,3rd seat PRE - the rule of 2/3/4 according to VUL

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♦ Opening =6M wk2 (6-10) or 22-23 BAL

4♣,♦ = 8-8.5 tricks in ♥, ♠ - see [A1] to Supps

Defence vs. OPPT strong 1♣ opening – see left front card details

Defence vs. OPPT 1NT openings – see left front card details

1M-3♣: 4 card fit, 8-10 HCP+ distr.

1M-3♦: 4 card fit, 10-12 HCP+ distr.

1M-3M : 4+ card fit, 0-7 HCP

1M-4M: 5+ cards fit, 0-8 HCP

2♥ Opening= 5-5 ♥+ any, 6-10 HCP

2♠ Opening= 5-5 ♠+m, 6-10 HCP

SPECIAL FORCING PASS SEQUENCES

2♣- (Overcall) - P= min. 1 CTRL, DBL= max. 2Q, no CTRL

IMPORTANT NOTES

1♦ response to 1♣ opening = artificial see[A2] to supps

PSYCHICS: No

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3		11-21HCP, rule of 19	1♦ = 5-7HCP, BAL, 3+♦cards, no 4M or FG with 5 cards +possible 4M 1M=5+HCP, 1NT = 8-10 HCP; 2♣=10+HCP, no 4M	1NT after 1♦ response: bal, may have 4M; 1M after 1♦ response:5+♣ and 4M or (444)1 2-way CB vs. any 1x-1y-1z	Cue: INV+, 4+cards, no M 1♣-(1♦)-DBL= MM44, 8+HCP 1♣-(1M)-DBL= 8+HCP
					2♦, ♥, ♠ = 9-11HCP, 6+ cards		1♣-(1♦ or M)-2/ no cue=FG
1♦		3		11-21HCP, rule of 19	1M=5+HCP, 1NT=6-10HCP, 2♦=10+HCP, no 4M	2-way CB vs. any 1x-1y-1z	
					2♥, ♠/3♣ = 9-11HCP, 6+ cards		
1♥		5		11-21HCP, rule of 19	1NT=semi-F; 2/1=FG; 2NT=4 card fit, GF see[C1] Supps; 3rd level – different 4 card fit – see [A1] Supps	2-way CB on 1♥-1♠-1NT 4th SF= INV+ 2nd level, GF 3rd level	2♣= 3 card fit, INV+ 2♦=4 card fit, INV+
					3♣: 4 card fit, 8-10 HCP+ distr; 3♦: 4 card fit, 10-12 HCP+ distr.; 3♥ : 4+ card fit, 0-7 HCP; 3♠/3NT/4♣/4♦=2 way splinter – see [A2] Supps.		
1♠		5		11-21HCP, rule of 19	Similar with 1♥ opening; 3NT/4♣/4♦/4♥= 2 way splinter – see [A2] Supps.	Similar with 1♥ opening	2♣= 3 card fit, INV+ 2♦=4 card fit, INV+
1NT				(14)15-17, possible M5 or m6 (14 usually with 5 card minor)	TRF for all suits, puppet STAY-see[C1] Supps, 4♣,4♦-TRF to ♥/♠, no slam try	See [C1] in Supps	Lebenshol
2♣	√			FG any, 24+ HCP if balanced	2♦: waiting; 2♥/♠/3♣/3♦: 5+cards, min. 2H	Nat.	Pass-1+ CTRL, DBL=max 2Q
2♦	√			6M, 6-10HCP or 22-23 BAL	2♥/♠/3♥= P/C, if WK; 3♣/♦=Nat FG 2NT F1: ask for suit clarification+HCP, if weak	If weak: 3♣/3♦ = MIN ♥/♠; 3M=MAX Puppet - See[A1] in Supps if STR	DBL penalty, 3♥-pass or correct
2♥	√	5		5-5 ♥+ any, 6-10 HCP	2NT=F1, 2nd suit clarification asking 2♠= P/C to m; 3♣/3♦: GF, nat	2nd bid from opener's PD =FG if not 3♥	
2♠	√	5		5-5 ♠+m, 6-10 HCP	2NT=F1, m clarification asking; 3♣/3♦: GF, nat	2nd bid from opener's PD =FG if not 3♠	
2NT				20-21HCP, possible M5 or m6	TRF for all suits, puppet STAY-see[A2] Supps,		
3♣		7		5-11 HCP, Rule of 2-3-4	New suit=GF, jump shift=CUE	RKCB: 1-4,0-3	
3♦		7		5-11 HCP, Rule of 2-3-4	New suit=GF, jump shift=CUE	RKCB: 1-4,0-3	
3♥		7		5-11 HCP, Rule of 2-3-4	New suit=GF, jump shift=CUE	RKCB: 1-4,0-3	
3♠		7		5-11 HCP, Rule of 2-3-4	New suit=GF, jump shift=CUE	RKCB: 1-4,0-3	
3NT				m AKQxxxx, no other stopper	4♣ : pass or correct to 4♦;5♣: pass or correct to 5♦		
4♣	√			8-8.5 tricks in ♥ - [C1] Supps	4♥: stop; other bids see [A1] Supps	See [C1] Supps	
4♦	√			8-8.5 tricks in ♠ - [C1] Supps	4♠: stop; other bids see [A1] Supps	See [C1] Supps	
4♥		7		Rule of 2-3-4, weaker than 4♣	CUE, RKCB 1-4,0-3		
4♠		7		Rule of 2-3-4, weaker than 4♦	CUE, RKCB 1-4,0-3		
4NT				mm, rule of 2-3-4			
5♣		8		Rule of 2-3-4		**HIGH LEVEL BIDDING**	
5♦		8		Rule of 2-3-4			
5♥		8		Rule of 2-3-4			
5♠		8		Rule of 2-3-4			

A. Conventions used.

1. 2♦ Opening =6M (5-10HCP) or 22-23 BAL
   a) 2NT – relay asking for type of hand and quality clarification, if weak 2M
      i. 3♣/3♦ = MIN ♥/♠; 3M=MAX
   b) 2♥/♠/3♥ = P/C, if WK; 3♣/♦=Nat FG
   c) 4♣ - asking for trans. of M
   d) 4♦ - asking for M directly
   Further bids on 4th level are CUEs, 4NT RKCB

2. after 1NT opening.
   a) 2♣ Puppet Stayman
      • 2♦ - no 5 card major
         o 2♥ - INV+ with possible 4♠ but no 4♥
         o 2♠ - INV+ with 4♥, no 4♠
         o 2NT -INV with 44 MM
         o 3♣-FG 54MM, relay 3♦ then Smolen

   b) Texas TRF 4♦ for ♥, 4♥ for ♠, no slam interest
   c) 3♣ - 54mm, slam interest, next= relay ask for residual distribution
   d) 3♦ - 55m, slam interest, 4♣/4♦ if accepted then CUE and RKCB
   e) 3♥*- 3cards♥, 5 cards ♠, FG
   f) 3♠*- 3crads♠, 5 cards♥,FG
   g) 4♣- BW 1-4/0-3
   h) 4♠ - slam INV with 44mm

3. 4 ♣/♦ = 8-8.5 tricks in ♥/♠
   a) 4♥/♠ = stop
   b) 4NT = RKCB 1-4/0-3
   c) after 4 ♣ opening:
      i. 4 ♦=3KC
      ii. 4♠/5♣/5♦= 2KC and some extras with two immediate loser in that suit
      iii. 5♥= 2KC with no immediate loser in any suit
   d) After 4 ♦ opening:
      i. 4 ♥=3KC
      ii. 5♣/5♦/5♥= 2KC and some extras with two immediate loser in that suit
      iii. 5♠= 2KC and some extras with no immediate loser in any suit

4. Two-suits intervention:
   a) After 1♣ opening:
      i. 2♣ = 55♠+♦, 11+ same VUL or we VUL, 6-10 or 17+ NVUL vs VUL
      ii. 2♦= 55MM, 11+ same VUL or we VUL, 6-10 or 17+ NVUL vs VUL
      iii. 2NT== 55♥+♦, 11+ same VUL or we VUL, 6-10 or 17+ NVUL vs VUL

b) After 1♦ opening:
   i.   2♦ = 55♠+♣, 11+ same VUL or we VUL, 6-10 or 17+ NVUL vs VUL
   ii. 3♣= 55MM, 11+ same VUL or we VUL, 6-10 or 17+ NVUL vs VUL
   iii. 2NT== 55♥+♣, 11+ same VUL or we VUL, 6-10 or 17+ NVUL vs VUL

c) After 1♥ opening:
   i.   2♥ = 55♠+♣, 11+ same VUL or we VUL, 6-10 or 17+ NVUL vs VUL
   ii. 3♣= 55♠+♦, 11+ same VUL or we VUL, 6-10 or 17+ NVUL vs VUL
   iii. 2NT== 55mm, 11+ same VUL or we VUL, 6-10 or 17+ NVUL vs VUL

d) After 1♠ opening:
   i.   2♠ = 55♥+♣, 11+ same VUL or we VUL, 6-10 or 17+ NVUL vs VUL
   ii. 3♣= 55♥+♦, 11+ same VUL or we VUL, 6-10 or 17+ NVUL vs VUL
   iii. 2NT== 55mm, 11+ same VUL or we VUL, 6-10 or 17+ NVUL vs VUL

Applicable also in reopening position, always 11+

5. Puppet after 2NT, 2♣ then 2NT, 2♦ then 2NT:

   3♣ asking for M:

   i.   3♦ at least one M
   ii. 3♥ no M even of 4 cards
        1. 3♠ is transfer to 3NT
        2. 3NT is 5♠/4♥
   iii. 3♠ = 5 card ♠
   iv. 3NT = 5 card♥

6. Walsh response after 1♣ opening:
   a) 1♦ : 5-7HCP, balanced , no 4M, min 3♦ or 5+♦, possible 4M FG
      i.   1NT from opener: 11-14, could have 4M
      ii. 1M from opener: unbalanced (444)1 or 5♣/4M, 11-14HCP
   b) 1NT: 8-10, no 4M

7. Two-way splinter after 1M opening:
   a) 1♥ - 3♠= 9-11HCP, 4+cards fit, singl/void in any suit, then 3NT relay to find out the singl./void
   b) 1♥-3NT, 4 ♣/♦ = 12-14HCP, singl./void in ♠/♣/♦
   c) 1♠-3NT = 9-11HCP, 4+cards fit, singl/void in any suit, then 3NT relay to find out the singl./void
   d) 1♠-4 ♣/♦/♥ = 12-14HCP, singl./void in ♣/♦/♥

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B. Leads and signals

- 2nd/4th to suit or NT:

        e)   2nd from any doubleton with top card <=9, otherwise 10 or H

        f)   2nd from any three cards , then smallest

        g)   4th from any 4+ cards with top card >=J, then higher from 3 residual, lower from 4 residual

Ace lead – ATT, low ask for a lower rank suit or continue, high card ask for higher rank suit; other H lead- CT

Always top H from touching Hs to suit.

K or Q lead to NT could ask for unblocking Q or J, otherwise CT

Lavinthal style signals on trump play.

Smith Echo after NT lead – could be used by both pds, low in the 1st suit play by declarer ENC for initial led suit

We show count when we can't beat the card in dummy.

We try to signal only when we feel partner needs to know something, then our priorities are (1) suit preference; (2) parity of a certain suit.

First discard show suit preference, odd is preference for that suit, low even lower rank suit, high even higher rank suit – if not possible, Lavinthal using echo.

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