

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Natural (7)8+hcp for 1/1 level, 10+hcp for level 2+ overcalls
Reopening: -7+hcp with suits, 11-13 bal=1NT, 16-19 bal= 2NT
-14+hcp-6+cards for balancing jump bids
-Dbl first and then 1NT= 13-15hcp bal
-Dbl first and then 2NT= 20-21hcp bal
-Cue-Bid first = strong hand, shortage in this colour
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
4 th pos= 11-13hcp vs. 1♣/♦/♥ openings, 11-15hcp vs.1♠
2 nd pos=(14)15-17hcp
JUMP OVERCALLS (Style; Responses; Unusual NT)
3-9hcp, WK 6+cards respecting the rule of 2/3/4
2NT/1m= Michaels, hearts+other minor, mini-maxi hands
2NT/1M=Michaels, other major+one minor, mini-maxi hands
Reopen: 14-16hcp, natural 6+cards
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct CUE=Michaels 2 suits 5/5 ;(1♣) -2♣ =MM 5/4+
CUE in Bal pos= Strong hand, shortage in this colour
Jump CUE=Stopper ask for 3NT
VS. NT (vs. Strong/Weak; Reopening;PH)
Vs.strong NT:Dbl=One m 5+cards and one M exactly 4 cards, 8+hcp
2♣=MM 5/4+, 7+hcp
2♦=One M 6+cards, 8+hcp or 5M/5m 16+hcp
2M=5 card M and 4+cards in a m, 8-15hcp
2NT=mm minimum 5/5, 8+hcp
Vs. weak NT: the same except DBL which shows 14+hcp, bal
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
2NT/3NT vs. PRE=16-19hcp BAL
Jump/PRE=Natural, strong hand, 17+hcp
DBL/PRE=13+hcp-3+ cards in the other suits or 16+hcp any shape
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
DBL=clubs; 1NT/1♣=mm 5/5; 2♣/1♣=MM 5/4+; 2♦/1♣=6cards M
2M/1♣=Wk 5M and 4+m; 2NT=mm 6/5+; 3X/1♣=PRE
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL/1m=10+hcp
We play transfers vs. 1M-(Dbl)
Jump shifts=Natural and 3+cards fit,INV+

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd /5 th /7 th , 2 nd from 3+bad	3 rd /5 th , 2nd from bad 3+cards	
NT	2 nd /4th	2 nd /4th	
Subseq	ATT	ATT	
Other: 3 rd /5 th vs. 3NT in the 4 th suit named or not by the OPPT			
Lead COUNT in part suit when we didnt fited his suit in the biding			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+), Ax	AKx(+) don't ask for UB	
King	KQ(+), Kx, bare AK	Asks for unblocking; AKJT(+), KQJT(+), AKQT(+), KQJ9(+)	
Queen	QJT(+), QJ9(+), AQJ(+), Qx	QJT(+), QJ9(+), AQJ(+), Qx	
Jack	JT9(+), (A/K)JT(+), Jx	JT9(+), (A/K)JT(+), Jx	
10	HT9(+), T9(+), Tx	HT9(+), T9(+), Tx	
9	98(+), H98(+), 9x	98(+), H98(+), 9x	
Hi-X	Sx, xSx(+), HxSx, HxxxSx	Sx, xSx(+), HxxSx	
Lo-X	xSx, HxS, HxxxS, HHxxS	xSx, HxS, HxxS, HHxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT(S=ENC)	CT when need it	O/E + Lavinthal
Suit 2	CT(standard)	TSP	
3	S/P(Lavinthal)		
1	ATT(S=ENC)	Smith Echo	O/E + Lavinthal
NT 2	CT(standard)		
3	S/P(Lavinthal)		
Signals (including Trumps):			
TSP(Trump suit preference)-Lavinthal style			
Smith Echo (Hi-Low in declarer's played suit likes the lead)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Offshape OK if (16)17+hcp			
May be light (9+) with suitable shape when both opp bid or in balancing seat			
Responsive doubles thru 3♠. Negative doubles thru 4♥			
Support doubles and redoubles thru 2♥			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Lead and anti-lead directing doubles			
Vs. strong 1♣ and 2♣, double shows clubs			
Vs. opp splinters, double shows length in the colour, possible good save			
Vs. opp transfer bids, double shows that colour			
Many artif. Dbls and RDBls – please see the supplementary notes C5			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: ROMANIA
PLAYERS: Marian RADULESCU – Valeriu GHEORGHE
EVENT: WBF - The Small Federations Online Open Teams
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Openings: 2+♣, 4+♦, 5+M(F 1NT) respecting the rule of 19
Resp. jump to 2X = wk 3-7hcp; NEG DBL thru 4♥
2♦ Opening = MULTI (NAT wk2 or 22-24 BAL)
2M Openings =WK, M+m 5/4+, If 5/4 should be UNBAL
1+3 seat PRE (down to 0 hp)- the rule of 2/3/4 according VUL
2/1 FG/1M; 1♦-2♣ also FG
1m – 2m =10+hcp fited 5/4 cards but NOT FG
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Defence vs. OPPT strong 1♣ opening – see [C1] to supps
Defence vs. OPPT 2♦ Multi opening – see [C2] to supps
Defence vs. OPPT WK 2M openings – see [C3] to supps
Defence vs. OPPT Michaels overcalls – see [C4] to supps
SPECIAL FORCING PASS SEQUENCES
2♣- (Overcall) - P=4-7hcp, DBL=0-3hcp, OTHER=8+hcp NAT
After many OPPT dbls vs. our artif bids – pls see supplim notes
IMPORTANT NOTES
1♣-1M-3♦ and 1♦-1M-3OM = 18-19hcp, BAL hand
1♣-2♦=4-7HCP,54(xx); 1m-1M-1NT-2M=8-10hcp, 6 cards M
PSYCHICS: No

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	√	2	4♥	11-21hcp, rule of 19 openings	1/1=Nat5+hcp, 1NT=8-10hcp, 2♣=5+clubs,10+hcp 2♦=5♠4♥(22), 4-7hcp, 2M=6+cards, 4-7hcp	2 way CB vs. any 1x-1y-1z	Jump shift as PH= natural+FIT 3+cards, INV
1♦		4	4♥	11-21hcp, rule of 19 openings	1/1=Nat 5+hcp, 1NT=5-10hcp, 2♣=5+clubs,FG 2♦=5+diamonds,10+hcp, 2M=6+cards, 4-7hcp	2 way CB vs. any 1x-1y-1z	Jump shift as PH= natural+FIT 3+cards, INV
1♥		5	4♦	11-21hcp, rule of 19 openings	1NT=F, 2/1=FG, 2NT=Fited 4+cards-Jacoby FG, 3♣/♦=Bergen 7-9/10-11hcp, 3NT=P/C fited 3cards	2 way CB on 1♥-1♠-1NT 4 th suit FG	2♣=Drury, fited 3 cards Transfer bids over opp Dbl
1♠		5	4♥	11-21hcp, rule of 19 openings	1NT=F, 2/1=FG, 2NT=Fited 4+cards-Jacoby FG, 3♣/♦=Bergen 7-9/10-11hcp, 3NT=P/C fited 3cards	4 th suit FG	2♣=Drury, fited 3 cards Transfer bids over opp Dbl
INT		-	4♥	(14)15-17hcp,may have 5M/6m	Stayman, Texas, 3♣=mm 0-7hcp, 3♦=mm- FG, 3♥=31(54)FG, 3♠=13(54)FG, 4♣=MM weak	1NT-2♣-2♦!-2M=5cards in M, INV -3M=4 cards in M, 5 in oM, FG	LEB - w/stopper bid first 2NT
2♣	√	-	-	18+hcp, FG	2♦=0-9hcp; 2M=10+hcp NAT; 2NT=10-11 or 14+ 3m=Nat 10+, 3M=6-9, 6cards, 3NT=12-13hcp	Second negative responder bids (if responder bids the next opener's suit=0-3hcp)	After intervention responder bids: Dbl=0-3hcp, P=4-7, Bid=NAT,8+
2♦	√	-	-	WK 2M - 6+cards or 22-24hcp Bal (may have 5M/6m)	2♥/♠=P/C; 2NT=Relay, INV+; 3M=P/C 4♣=Transfer me in your suit; 4♦=Bid your suit	After opener shows 2NT(22-24) we play Puppet Stayman + Texas	Bids after intervention you can see in supplementary notes C6
2♥	√	5	-	WK 5♥ and 4+ m. If only 4 cards in m→hand is UNBAL	2NT=ask for m, INV+; 3♣=P/C; 3♦=INV in hearts 3♥=PRE; 3♠=INV w/6spades; 4♣=Wk RKC/♥	After 2♥-2NT-3m-4om= Wk RKC/m	After intervention: DBL=PEN; New suit=P/C
2♠	√	5	-	WK 5♠ and 4+ m. If only 4 cards in m→hand is UNBAL	2NT=ask for m, INV+; 3♣=P/C; 3♦=INV in spade 3♠=PRE; 3♥=INV w/6hearts; 4♣=Wk RKC/♠	After 2♠-2NT-3m-4om= Wk RKC/m	After intervention: DBL=PEN; New suit=P/C
2NT		-	4♥	20-21 hcp BAL May have 5M or 6m	Puppet Stayman + Texas; 3NT=5♠4♥(22) 4♣=MM game only; 4♦/♥=Transfers in ♥ 4♠=QUANT w/mm 4/4+; 4NT=QUANT		
3♣		(6)7	-	3-9hcp, rule of 2/3/4	3♣-4♦=Wk RKC/m		
3♦		(6)7	-	3-9hcp, rule of 2/3/4	3♦-4♣=Wk RKC/m		
3♥		(6)7	-	3-9hcp, rule of 2/3/4	3♥-4♠=Wk RKC/m		
3♠		(6)7	-	3-9hcp, rule of 2/3/4	3♠-4♣=Wk RKC/m		
3NT	√	7	-	Gambling – AKQxxxx in a m			
4♣		7	-	PRE			
4♦		7	-	PRE			
4♥		7	-	PRE 7/4distribution or 8+cards			
4♠		7	-	PRE 7/4distribution or 8+cards			
5♣		7	-	PRE			
5♦		7	-	PRE			
5♥		7	-	PRE			
5♠		7	-	PRE			
HIGH LEVEL BIDDING							

C1 Defence vs. OPPT strong 1♣ opening

DBL	= ♣'s
1♦/♥/♠	= ♦/♥/♠
1NT	= mm 5+4+
2♣	= MM 5+5+/5+4+, 8+ HCP
2♦	= one M 5+, 8+ HCP / M+ m, 16+HCP
2♥/♠	= ♥/♠ + m, 5-4+, 8 - 15 HCP
2NT	= mm 5+/5+
3♣/♦/♥/♠	= PRE, rule of 2,3 și 4
4♣/♦	= PRE, rule of 2,3 și 4
4♥/♠	= PRE on ♥/♠, 7/4 distribution or 8+ cards

C2 Defence vs. OPPT 2♦ Multi opening

DBL	=	a) Bal, 18+ HCP, or b) mm, 18+ HCP, or c) T/O with 4+ ♥'s (no 3-4-3-3) Examples: xx, ADxx, Rx, AVxxx xx, ADVxxx, Rx, Rxx
2♥	=	T/O with 4+ ♠'s (no 4-3-3-3) Example: ARDxx, xx, AVxxx, x
2♠	=	WK, 6+ Examples: ARVxxx, xxx, xx, xx DV10xxx, x, xxxx, xx when rule of 4
2NT	=	(15)16-19 HCP, BAL Example: ADx, RVx, ADxx, xxx
3♣/♦	=	13+ HCP 6+ Examples: Rx, xx, DVx, ARVTxx xx, Axx, ARVxxxx, x
3♥/♠	=	17+ HCP, 6+ Example: xx, ARDTxx, ADx, Rx
3NT	=	long minor Example: Ax, Rx, xx, ARDxxxx

C3 Defence vs. OPPT WK 2M openings

(2M)	-	DBL	=	T/O with other M or 19+ Bal → Lebenshol
		2♠	=	♠'s
		2NT	=	(15)16-19 PO, → Puppet Stayman + Texas
		3♣/♦	=	6+ cards
		3M	=	a) Ask stop in M for 3NT

- b) mm play at least 4m
- 3♠ (after 2♥) = 6+ cards, INV to 4♠
- 3NT = to play, long minor
- 4♣/♦ = FG, 5+ ♣/♦ and 5+ other M, LEAPING MICHAELS
- 4M = FG, mm
- 4NT = PRE, mm (Ex. x, x, RDVxxx, RV10xx)

C4 Defence vs. OPPT Michaels overcalls

- 1♥ - (2NT) - DBL = a) Pen at least one minor
 b) 10-12 HCP, INV with 3♥'s
- 3♣ = Fg with 3+♥'s
 - 3♦ = Fg with 5+♠'s
 - 3♥ = nF
 - 3♠ = 6+♠'s, nF

- 1♥ - (2♥) - DBL = a) PEN
 b) INV with 3♥'s
- 2♠ = Fg with 3♥'s
 - 2NT = LIM with 4+♥'s
 - 3♣/♦ = ♣/♦, F
 - 3♥ = nF

- 1♠ - (2♠) - DBL = a) PEN
 b) INV, cu 3♠'s
- 2NT = LIM with 4+♠'s
 - 3♣/♦ = ♣/♦, F
 - 3♥ = Fg with 3♠'s
 - 3♠ = nF

- 1♠ - (2NT) - DBL = a) Pen at least one minor
 b) 10-12 HCP, INV cu 3♠'s
- 3♣ = Fg with 3+♠'s
 - 3♦ = Fg with 5+♥'s
 - 3♥ = 6+♥'s, nF
 - 3♠ = nF

C5 Special, Artificial and Competitive DBLS/RDBLS

5.1 DIPO/ RIPO/ DEPO/ REPO

5.2 Oponents DBL our Wk RKCB (4♣/♦):

- PASS = with or without Queen of trumps

- RDBL = 1 Key Card, no Queen of trumps
- 4♦/♥ = 1 Key Card and the Queen of trumps
- 4♥/♠ = 2 Key Cards, no Queen of trumps
- 4♠/NT = 2 Key Cards and the Queen of trumps

5.3 Opponents DBL our TRF biddings:

- PASS = no fit
- RDBL = MAX, 3 cards fit
- system on

5.4 Opponents DBL 2♣ Stayman:

- PASS = 5+ ♣'s
- RDBL = no M in 4
- 2♦ = 5+ ♦'s

5.5 Opponents DBL a Cue Bid

- PASS = Kx.../x
- RDBL = A/void

C6 Opponents bid after our 2♦ opening:

- 2♦ - 2M - DBL = P/C
- 2NT = system on
- 3♣/♦ = nF
- 2♦ - DBL - PASS = 5+ ♦'s
- system on
- 2♦ - 3♣ - 3♦ = nF
- 3♥/♠ = P/C
- 2♦ - 3X - DBL = PEN
- 4♣/♦ = system on
- 2♦ - PASS - 2NT - 3♣/♦
- PASS = 6-8 HCP with ♥'s
- DBL = 6-8 HCP with ♠'s
- System on