

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
OVERCALL(Style; Responses; 1/2 Level; )
1 lev: 9-16, 5+
2 lev: 11-16, 5+
Dbl + new color: 17+
1NT OVERCALL(2./4. Live; Responses)
15-17 balanced, system on
4.: 11-14, system on
JUMP OVERCALL (Style; Unusual NT)
Weak max 10HCP, 6+
Michaels cuebid, Unusual NT
4.: same
<b>DIRECT &amp; JUMP CUE BIDS</b>
Asking for stopper, Suit
Michaels cuebid
VS.NT( Strong/weak NT)
Multy Landy
4.: same
<b>VS.PRE-EMP</b>
X: T/O, Cue-bids: other 2 colors
NT: Natural
<b>VS. ARTIFICIAL STRONG OPENINGS</b>
Long suit
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Rdbl: Forcing, 8+, direct raise: weak support, xfer to partner's suit: strong suit, all rest: xfer

<b>LEADS AND SIGNALS</b>			
<b>OPENING LEAD STYLE</b>			
	Lead	Partner's Suit	
Suit	3-5	3-5	
NT	4-2	4-2	
Subseq	Attitude	Attitude	
<b>LEADS</b>			
<i>Lead</i>	<i>Suit</i>	<i>NT</i>	
Ace	AK, Ax	AK, Ax	
King	KQ	KQ10	
Queen	QJ10	QJ10	
Jack	J10, KJ10	J1098, KJ10x	
10	109, H109		
9			
Big	Sx, xxxxS		
Small	xxS, xxSx	xxxS, xxS	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	<i>Partner's Lead</i>	<i>Declarer's</i>	<i>Discarding</i>
Suit 1.	Hi:ENCRG	Hi:ENCRG	direct
2.			
3.			
NT 1.	Hi:ENCRG	Hi:ENCRG	direct
2.			
3.			
Suit: A asks for attitude, K asks for count			
Direct			
<b>DOUBLES</b>			
Takeout doubles			
Classical 10+HCP			
<b>SPECIAL,ARTIFICIAL &amp;COMPETITIVE DBLS/RDBL</b>			
Responsive X			
DOPI/ROPI			
Shows suits not bid by the opps			
Shows extra values			
To NT opener: 4+M+5+m			
Negative double: after 4sp			

<b>WBF CONVENTION CARD</b>	
Category:	Women
Tournament	WBF Online Women s Teams
Players:	DURU team - All players
<b>SYSTEM SUMMARY</b>	
<b>GENERAL APPROACH AND STYLE</b>	
2/1 GF	
Weak 2's	
Forcing NT	
Forcing Major (3♥/3♠:4+, 4♥/4♠:5+, preemptive)	
1NT opening: 15-17	
2/1: Zone Forcing	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>	
2♦♥♠ weak	
2cl strong	
Jumping after 3♠: control	
Jumping after 4♠: Voidwood	
Check-back (2♣/3♣): asking for the major if it is 3+	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
<b>OTHER NOTES</b>	
Lebensohl: If opponents intervene after partner's 1Nt, After partner's dbl to preemptive bids After partner's reverse	
<b>PSYCHICS</b>	
never	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	No	3	4h	11-14 balanced ,10-22 unbl (3-3 minor => 1cl)	Inverted minor (11+)	4nt:asking keycard	Naturel
1♦	No	3	4h	11-14 bal, 10-22 unbl (4-4 min =>1d)	Inverted minor, walsh	4nt:asking keycard	Naturel
1♥	No	5	4d	10-22 hcp	1nt:F,2nt:4+♥,9-11,splinter,4h:gambling, 1pikGF if ♥fit	4nt:asking for keycard	Drury, jump suit + fit Drury, jump suit + fit
1♠	No	5	4d	10-22hcp	1nt:F,2nt:4+♠,9-11,splinter,4h:gambling		
INT	No		3sp	15-17 bal.	Stayman, 2 and 4 level transfers, 2sp-3cl:minors strng/weak		
2♣	Yes		3sp	23+ hcp	(2 dia 0-7pts) (2h/sp/nt 8+ pts)	Transfer is taken with fit after 2NT from the opener, responder bid singleton and bid nt with no singleton	
2♦	No			Weak	2NT: F1 - new suits F1 - support NF		
2♥	No	6		Weak	2NT: F1 - new suits F1 - support NF		
2♠	No	6		Weak	2NT: F1 – new suits F1 - support NF		
2NT	No		3sp	20-22 bal.	Puppet stayman, xfers, 3 s= transfer to 3nt, transfers	Transfer is taken with fit, responder bid singleton and bid nt with no singleton	
3♣	No	7(6)		Weak			
3♦	No	7(6)		Weak			
3♥	No	7		Weak		First step 2 <sup>nd</sup> round control except our suit	
3♠	No	7		Weak			
3NT	Yes	7-8		Solid minor	Pass or correct		
4♣	No	7+		Weak			
4♦	No	7+		Weak			
4♥	No	8		Weak			
4♠	No	8		Weak			
4NT	Yes			Asking ace color (re-be-ka)	5c:0 ace, 5d: dia ace, 5h: h ace, 5s: s ace 5nt :c ace, 6c : same color two aces, 6d:same size two ace, 6h : mixed two ace		
5♣	No	9-8		Gambling		<b>HIGH LEVEL BIDDING</b>	
5♦	No	9-8		Gambling		4NT : Two suit in competition. 5X : control asking bid if no jump	
5♥/5♠	No			Raise one level for each top three suit card			