

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1/2 Level; Reopening)
8-17 HCP; 5+cards (rarely 4),
Responses: Jump Raise = NAT INV
Cue-Bid = Forcing 1R
New Suit = NAT, 8-12 HCP, NF
2♣=DRURY with SUPP
R/O: DBL=8+HCP; 1NT=10-15 HCP; 2NT=16-20 HCP BAL
INT OVERCALL (2nd/4th Live; Responses; Reopening)
(1♣♦♥♠) – 1NT = 15-18 HCP BAL
4 th position = 10-15
Responses: NAT
JUMP OVERCALLS (Style; Responses; Unusual NT)
After 1♣: 2♦ = 55+ ♥♠; 2NT = 55+ ♣♦; suit = NAT WK
After 1♦♥♠: suit = NAT WK
Reopen: constructive, solid suit
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct Cue Bid = 9+ HCP, both elder suits
Jump Cue Bid = asking about stopper on full minor suit
VS. NT (vs. Strong/Weak; Reopening; PH)
Vs.NT(any): Multi-Landy : DBL=strong; 2♣=♥+♠, 2♦=6(5)+♥/♠; 2M=M+m; 2NT=♣+♦; 3♣♦=NAT
Reopen: DBL=11-13HCP; another same as above
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Take out doubles thru 4♥ (m/b 18+ one suit)
2NT=(15)16-18 HCP BAL w stop
3NT=NAT
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
NT w/o jump = any 2-suiter
OVER OPPONENTS' TAKEOUT DOUBLE
New suit forcing at 1-level, not forcing at 2-level
Jump shift at 3-level = NAT INV; 4-level = suit+supp
2NT = INV+ w/ SUPP 4+

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2/4	2/4	
NT	2/4	2/4	
Subseq	as above or ATT		
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+); Ax(+)	AK(+); Ax(+)	
King	AK; KQx(+); Kx	KQ; AKJ10(+); KQ(+); Kx	
Queen	KQ; QJx(+)	QJ; QJx(+); AQJx(+); KQ109x	
Jack	J10; J10x(+); KJ10x(+)	J10; J10x(+); A(K)J10x(+); Jx	
10	109; 10x; H109x(+); H10x	109; 10x; H109x(+); H10(opt)	
9	109x(+); H9x	109x(+); H9x	
Hi-X	HSx; xSx(+)	HSx; xSx(+)	
Lo-X	HxxS(+);xS; xSx;H10S(opt)	HxxS(+); xS(x); H10S(opt)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Lo = E	Lo/Hi = E	circle
Suit 2	S/P	S/P	
3			
1	Lo = E	Lo/Hi = E	circle
NT 2	S/P	S/P	
3			
Signals (including Trumps):			
In trump – S/P;			
Smith (Lo=ENC);			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Possible 18+ HCP any distribution			
Resp.: 1♦=ART NEG; CUE = forcing to suit agreement or 2NT			
Reopen DBL = 8+HCP			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Most DBLs are T/O			
Responsive DBL after T/O DBL thru 4♥			
DBL-SUPP			

W B F CONVENTION CARD
CATEGORY: red
NCBO: Lietuva Green
PLAYERS: Shokhan – Badrankova
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5542 (11-23)
1♣ = 11-22 HCP NAT / 12-14 BAL / 18-19 BAL
1♦ = 5+ 11-21 HCP or 4♦441(♣/♠)
5-cards majors 11-23 HCP (semi-F RESP 1NT)
Frequent non-PEN DBL;
1NT Opening: 15-17 BAL, possible 5M, 6m, 5422
2 OVER 1 Response: FG
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ Opening = Multi: weak (4-10 HCP) 6+ ♥/♠; 4-4-4-1, 19-23HPC / or 22-23 BAL.
2♥ Opening = weak (4-10 HCP) 55+, ♥+ m
2♥ Opening = weak (4-10 HCP) 55+, ♠+ m
3NT Opening = Gambling
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
3 rd position 1x opening m/b WK (weaker) (7+ HCP 4+cards)
PSYCHICS: Generally NO

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU					
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING	
1♣	✓	2	4♥	a) 11-23 HCP, 5+♣(4♣441♦♥)	1♦ = a)0-6 HCP, b) 7-11 HCP w/o M, not BAL;	1♣-1♦-?: 1♥♠=3-4 cards; 1NT=18-19 HCP;		
				b) 12-14 HCP, BAL	1♥/♠=nat,4+, F1; NT=NAT; 2♣=FG, (4)5+♣		1♣-1♥♠-?: 2NT=18-19 HCP BAL;	
				c) 18-19 HCP, BAL	2♥/♠=NAT, INV; 3♣/♦=NAT, INV		3♣=NAT INV; 2♦=NAT, REV	
				3♠=TRF to 3NT		1♣-1NT-?: 2♣=NAT NF; 2♦♥♠=NAT, REVERSE		
1♦		4	4♥	11-23 HCP, 5+ or 4441 (♣/♠)	2♦=10+ HPC, 4+♦; 3♣ - 4+♦, 7-9 HPC, 3♦ 4+♦, -4-6 HP	1♦ - 1M; 2NT = 5+♦, FG.		
1♥/♠		5	4♦		2♥/♠=6-9HCP; 2♠/3♣/♦=NAT INV;			
				11-23 HCP, 5+	1NT=4-6 HCP SUPP or 6-12 w/o SUPP or 10-12 BAL, FIT=3;	1♥/♠- 1NT; 2♣=11-17 HCP, 2+♣; 2♥/♠=	1M - 2♣ = DRURY (2M=NEG);	
					2♣=FG, 5+♣ or 2+♣ w/ SUPP;	11-15 HCP 6+; 2NT= FG; 3♥/♠= INV.	1M - 1NT = 4-6 SUPP or	
					2♦/♥=NAT 5+ FG; 3♥/♠= PRE;		6-11 w/o SUPP;	
				2NT=INV+ with SUPP;		1M-2x=8-11 HCP, NF, (5)6+x		
INT			3♠	15-17 HCP, BAL	2♣ = Stayman (non-forcing); 2♦/♥ = TRF;	1NT- 2♣- ?; 2♦ = no M; 2♥ = 4♥;		
				maybe 5♥(♠), or 6♣/♦	2♠ = INV to 3NT or 6+♣ weak or strong;	2♠=4♠ w/o 4♥; 1NT- 2♠- ?; 2NT= MIN NF;		
					2NT=6+♦; 3♣/♦=6+, INV;	3♣ = MAX with ♣ SUPP;		
					3♥=13(45); 3♠=31(45); 4♣ = 55M, 4♦/♥ = TRF to ♥/♠.	1NT- 2♦/♥- ?; 3m= dub w/SUPP		
2♣	✓	0		Game Forcing	2♦ = NEG, 0-2 controls, other – NAT, 3+ contr.;	Jump in new suit = self-consistent suit		
					2♥/♠ = 5+ or 4= and 5+ m.			
2♦	✓	0		a) 4-10 HCP, 6+ M	2♥ = p/c; 2♠ = INV, if suit is ♥;	2♦ - 2NT; 3♣/♦ - WEAK ♥/♠;		
				b) 22-23 HCP, BAL	2NT INV+; 3♦ = INV to 4M;	3♥ - STR♠; 3♠ - STR♥		
				c) 4-4-4-1, 19-23	3♥=p/c PRE; 3♠ = NAT INV.			
2♥	✓	5		4-10 HCP, 55+, ♥ + minor	2♠ = NAT, NF; 2NT= ask; 3♣= p/c, Non-F;			
					3♦ = INV to 4♥; 3♥= PRE.			
2♠	✓	5		4-10 HCP, 55+, ♠ + minor	2NT= ask (strong but maybe tactic. weak)			
					3♣ = p/c; 3♦ = INV to 4♠; 3♠ = PRE.			
2NT			3♠	20-21 HCP, BAL	3♣ = PUPPET; 3♦/♥= TRF; 3NT= NAT;			
				maybe 5♥(♠), or 6♣/♦	3♠ = minors			
3♣		6		PRE				
3♦		6		PRE				
3♥		6		PRE				
3♠		6		PRE				
3NT	✓			GAMBLING	4/5/6♣ = p/c; 4♦ = relay; 4NT = INV.	Cue Bids		
4♣/♦		7		PRE		Splinters		
HIGH LEVEL BIDDING								
4NT = RKCB (Five-Ace Blackwood) – 14 / 30 / 25 without Q								