

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
lvl 1: NAT (4)5+cards 7+ (then Drury)
lvl 2: NAT (5)6+cards 12+
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
1NT = NAT 15-17 with the stopper
Reopen: 11-14, not necessarily with the stopper
JUMP OVERCALLS (Style; Responses; Unusual NT)
preemptive
(1D/M)-3D/M = asking for stopper, monocolour
Reopen: constructive
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1M)-2M = Michaels cue bid
(1C/D)-2D = majors
(1C 2+/art/3+)-2C = nat
VS. NT (vs. Strong/Weak; Reopening;PH)
VS strong: x=5+m 4M, 2C=majors 5+4+, 2D=6+H/S, 2H/S=5h/s 4+m, 2NT=minors
vs weak x=13+, 2c = Ms, 2D/H/S = nat, 2NT = minors
Reopen: same as after weak 1NT
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Jump are constructive, Leaping Michaels, NT=NAT, DBL=t/o
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♣
nat
OVER OPPONENTS' TAKEOUT DOUBLE

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2/4	2/4	
NT	2/4	2/4	
Subseq	2/4	2/4	
UDCA: low = even/enc			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK+, Ax	AK+, Ax	
King	AK, AK+, AKQ(+), Kx, KD+	AK, AK+, AKQ(+), Kx, KD+, AKJT+	
Queen	QJ+, Qx	QJ+, Qx, AQJ+, KQT9(+)	
Jack	J10+, KJ10+, AJ10+, Jx	J10(+), KJ10+, AJ10+, Jx	
10	10x, A10x, K10x, Q10x	10x, A10x, K10x, Q10x	
9	H9x, 109x(+), H987(+)	H9x, 109x(+), H987(+)	
Hi-X	HXx, xXx+	HXx, xXx+	
Lo-X	xX, HxxX+	xX, HxxX+	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	att	count	lavinthal
Suit 2	count	lavinthal	count
3	lavinthal		
1	att	count	lavinthal
NT 2	count	lavinthal	count
3	lavinthal		
Signals (including Trumps): lavinthal in trumps			
A/D - att, K/J - count			
Reversed smith echo, both hands, NT only			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
12+ (may be weaker when partner passed)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support double, Support redouble (up to 2M level)			
Lightner double			
SOS Redouble			
Transfers			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Poland
PLAYERS: Dominika Lucka, Natalia Suszanowicz
EVENT: all
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural with some modification and gadgets, 1C 2+, 1D = 5+ 4D441, 5 card M, 1NT = 15-17 may have 5M or 6m
2C = forcing opening
2D = 6+H/S, 5-10
2H = 5+H (4)5+m 4-10
2S = 5+S (4)5+ m 4-10
2NT = 20-21 bal
3NT = gambling
1C may be with 5s/h/d if 22-23
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1C-1D = 0-6 any 7-9 minor/s 16 w/o 4M
1C-1D-1H/S = 3+ H/S
2C = forcing opening
2D = 6+H/S, weak
2H = 5+H (4)5+m 4-10
2S = 5+S (4)5+ m 4-10
Two-way checkback
transfers after opponent's overcall in following sequences:
1C - [x / 1D / 1H / 1nt] - transfers
1D - [1H / 1nt] - transfers
1H - [x / 1s / 1nt] - transfers
1S - [x / 1nt] - transfers
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
nonvul. preempts. might be destructive
PSYCHICS: rare

OPENING	ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	2	4H	12-14 18-19 22-23 bal (5D/H/S possible)	1♦: 0-6 any 7-9 m(s) unbal 16+ w/o; 4M: 1♥/♠: 4+ 7+HCP, 1NT: 7-10 w/o 4M 2 /2♦: nat GF, 2♥: inv with minors, 2♠: INV+ w/o 4M; 2NT: 11-12 w/o 4M	2-way checkback	
				12-21 441d4 12-21 5+c unbal	3 /♠: 6+ /♦ INV, 3♥: 7+ weak, 3♠: 7+weak		
1♦		4	4H	12-21 5+d 4d441	1♥/♠: 4+PC, 2 : seminat GF, 2♦: 10+ 4+♦, 2♥: 4+♥ 5+♠ 4-9, 2♠: INV+ w/o 4M, 2BA: 6+ INV, 3♠: 4+♦ 0-6 or 4+♦ 15+ with shortness, 3♦: 7-9 4+ ♦, 3♥/♠: splinter	2-way checkback after 3♣ response ==> 3♣: max 18 HCP (then ==> pass: 0-6, 3♥/3♠/3NT: strong w/ ♥/♠/♣ singl., 4♠/♥/♠: strong w/ void, 4♦ : kc askin	
1♥		5	4D	12-21 5+H	1NT: SF,4-6 7-11PC w/o ♥supp; 2♣: seminat GF, 2♦: nat GF, 2♠: 7-9 4+♥ w/ shortness, 2NT: INV 3+♥, 3♠/♦: NAT INV; 3♠: 10-13 4+♥ with a void, 3NT: 10-13 4+♥ with ♠ singleton, 4♣/4♦: 10-13 w/ ♠/♦ singleton	2-way checkback; gazilli; after 2♠ response ==> 2NT: relay after 3♠ respons e==> 3NT: relay	Drury, 2NT = 4card supp + max + shortness
1♠		5	4H	12-21 5+S	1NT=SF, 2 any GF, 2♦/♥: nat GF, 2NT: 7-9 4+♠ with shortage, 3 /♦: nat INV, 3♥ : INV 10-11 3+♠; 3NT:10-13 4+♠ with void, 4♣/4♦/4♥: 10-13 with singleton	gazilli; after 2NT response==> 3♣: relay after 3NT response==> 4♣: relay	Drury, 2NT = 4card supp + max + shortness
1NT			4H	15-17 bal (5M or 6m possible)	2♠: 6+C INV to 3NT, 2NT: 6+D, 3♥/♠: GF ♥/♠ shortness 54+♣♦; 4♣/4♦: ♥/♠ transfer	after 2♠ response ==> 2NT minimum; 3C maximum	
2♣	X	0	4H	GF	2♦: waiting	after 2♦ response==> 2♥: 5+, 2♠: 5+ (5+H poss), 2NT: 24+bal, 3♣/♦:unbal 6+, 3♥: 5+♥ 5+♣/♦, 3♠: 5+♠ 5+♣/♦, 3NT:ms , 4♣/♦: 7+	
2♦	X	0		6+ H/S 5-10	2♥: P/C or nat GF 5+; 2♠: inv to p's hearts or to pass to p's spades or nat GF 5+, 2NT: relay inv+, 3♥: tac/pre p/c		
				(4th - 10-13 6+ nat)	3♠ nat inv 6+, 4♣: show your suit artificially (by tr), 4♦: show your suit naturally 4♥/♠: game bid		
2♥	X	5		5+H (4)5+ minor, 4-10	2NT: Relay INV+, 3♠: P/C; 3♦/♠: nat GF		
				(4th - 10-13 6+ nat)			
2♠	X	5		5+ S (4)5+ minor, 4-10	2NT: Relay INV+, 3♠: P/C, 3♦/♥: nat gf 6+, 3♠: tac/pre, 4♣: p/c tac/pre with minors supp,		
				(4th - 10-13 6+ nat)	4♦: pass with diamonds, bid 5C with clubs		
2NT			4H	20-21 bal (5M or 6m possible)	3♠: muppet stayman,3♦/♥: 5+♥/♠, 3♠: ms 5+/4+, 4♣/♦/♥/♠: ♥/♠/♣/♦		
3♣/♦/♥/♠		6		pre	3NT - game bid, 3♦/♥/♠ nat GF	HIGH LEVEL BIDDING	
3NT	X			Gambling		BW 102+Q (0/3, 1/4, 2, 2 with Q on clubs) with king(s) identification	
				(4 th - can be game bid)			
4♣/♦		7		pre		exclusion 102	
4♥/♠		7		Pre, (3 rd /4 th - game bid)			
4NT	X			minors	3NT - game bid		
5♣/♦/♥/♠		8		pre			