

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>	<b>OPENING LEADS STYLE</b>			
Sound at 2 level, aggressive when partner has passed (1)		Lead	In Partner's Suit	
Transfer responses (start at Q bid); Specific 2 suit bids	Suit	3rd=even, low=odd	Same (Hi from xxx if raised)	
	NT	Attitude, 2nd from bad holding	Same (Hi from xxx if raised)	
	Subsequent	Attitude		
	Other: K vs. NT asks UB or count; A attitude			
<b>1NT OVERCALL (2nd/4th Live; Responses; Reopening)</b>	<b>LEADS</b>			
NAT= 15-18 (live); Responses as after 1NT openings	Lead	Vs. Suit	Vs. NT:	
Balancing position 11-14 (m); 11-16 (M); 2♣=asks for size; 2♥/♥/NT = transfers	Ace	AK(x+); Ax up to 4th Level	AK(x+); AKJx	
Bal 2NT=20-21; System as 2x-2NT	King	KQx; AK or AKx,5th+Level	AKJ10(x); KQJxx; KQ109	
LEBENSÖHL	Queen	QJ(x+)	KQx(x); QJ10(x); QJ(x)	
Stopper asking bids;	Jack	J10(x+); KJ10(x+)	J10(x+); Jx; A,KJ10x(x)	
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	10	109(x+); K or Q1098(x+)	A or K or Q109(x)	
Pre-emptive; balancing=intermediate	9	9x;	109(x+), J98(x)	
2NT= 2 lower; leaping Michaels	Hi-X	xx;	xx, second from xxx(x)	
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>	Lo-X	xxx; low from odd		
Specific 2 suits; Jump Q after O'call = mixed raise 4 trumps	<b>SIGNALS IN ORDER OF PRIORITY</b>			
1♣-2♣ nat. 2♦ M's; 2NT(♦-♥); 3♣(♦-♠); 1♦-2♦(M5-5); 2NT(♣-♥); 3♣(♣-♠)NF		Partner's Lead	Declarer's Lead	Discarding
3♦(♣-♠)F; 1♥-2♥(♣-♠); 2NT(m's); 3♣(♦-♠); 1♠-2♠(♣-♥); 2NT(m's); 3♣(♦-♥)	1	COUNT/ATT	Count U/D	Mostly ATT
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>	Suit 2	Count U/D	SP	Mostly ATT
Str. NT 2♣=♥+♠; 2♦=either ♥ or ♠; 2♥/♠ = 5M + 4+m; DBL=4M+5m+	3	Rem. Count STD	Rem. Count STD	
Weak NT Dbl = Penalty	1	ATT	Reverse Smith	
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>	NT 2	Count	Count U/D	ATT U/D
Weak 2M – 3M (Q bid) =asks for stopper; LEBENSÖHL IN Comp	3	Rem. Count STD	Rem. Count STD	
Leaping Michaels; over Namyats 4NT=m; Dbl=TO of M	Signals (including Trumps): Reverse Smith vs. NT unless count is essential			
	Hi Lo in trumps=higher suit; Lo-Hi lower; middle nothing			
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>	UDCA			
Dbl = ♦ or ♥+♠; 1♦ = ♥ or ♠+♠; 1♥=♠ or ♠+♦ Same at any level Same direct over STR. 2♣ -suit above or 2 suits above it	<b>DOUBLES</b>			
STR.(1♣)-P-(1♦)-DBL=♥ or ♠+♠; 1♥=♠ or ♠+♦; NT=non-touching suits	<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
(2♣)-P-(2♦) – natural overcalls	Fairly standard, could be lighter NV. Vs.Vul.			
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	LEBENSÖHL over 2X Dbl or 1X-Dbl.-2X			
Transfers over 1M-(X); 1♥-(X)-2♣=fit+4 trumps; same over 1♠-(X)-3♥; 1M-(X)3♣/♦=Fit jumps	Jumps invitational unless RDBL. than could be weak; some transfer bids			
	<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
	SUPPORT DBL./RDBL to 3♥; NEG. AND RESP. THROUGH 4♥ (HIGHER SHOW BETTER HANDS)			
	1♣-(1♦)-DBL=4-5♥; 1♠/♦-(1♥)-DBL.=4-5♠			
	MAX DBL.O'CALLS; GAME TRY; SNAP DRAGON (4th SUIT)			
	NT O'CALLS X = CARDS/TO			
	If we pre-empt and we double our suit Q bid by opponents= find a better lead			

W B F CONVENTION CARD
<b>CATEGORY: NATURAL - GREEN</b>
<b>NCBO: CANADA</b>
<b>PLAYERS: DAN JACOB – PIOTR KLIMOWICZ</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5-card M 1st.and 2nd; Forcing NT over 1M; 1♣ could be 2 if 4-4-3-2
2/1GF; 2/1 forcing OR in Competition; 2/1 not forcing by PH
2♦ weak bid with either ♥/♠ 4-9 HCP(1,2,3) most times 6 card suit
2♥/♠ Intermediate 6♥/♠ 10 – 13 HCP
1NT= 14+-17 HCP; Bal min. openings 11HCP
TRANSFERS OVER NATURAL 1♣ ;OVER 1M-dbl; Competition
FIT SHOWING JUMPS
LEBENSÖHL IN COMPETITION
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♦ weak bid with either ♥/♠ 4-10 HCP most times 6 card suit
TRANSFER RESPONSE TO NATURAL 1♣
TRANSFER BIDS OVER 1m/1M – DBL. and 1m overcall up to 2♣
3NT=Good 4 level M openings
1♣-2♦=5+♥-4♠ 5-9HCP; 1♠/♦-2♥=5+♠-4♥ 5-9 HCP
1♠/♦-2♠= 5+♠-4♥ 10-12 HCP
SUCTION vs. Strong Bids: 1 and 2♣; 2♦ (Strong)
<b>SPECIAL FORCING PASS SEQUENCES</b>
At unfavourable 3m-3x-5m – P =FORCING; DBL=desire to defend
P=F if we are in a game forcing and opponents save
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
				1♣		2	4♥
1♦		4	4♥	11+ HCP if unbalanced,	2♥=5+♠-4♥ 5-9HCP; 2♠= 5+♠-4♥ 10-12 HCP; 2♦=Inv+ 2NT=11-12;3♣=Nat inv.; 3♦=Mixed	Over 1NT 2♦=ART GF	2♦ Inv. But not forcing; 3♣=fit showing
1♥		5	4♦	11-21 most times unbalanced	1NT=F;2NT=ART FG raise; 2♥ Constr.; 2♠=4 card raise, 6-8/9 with some shortness; or stronger(void); 3♣= bal limit. 3♦= Nat; 3♥= MIXED/PRE 3♠/3NT/4♣=splinter♣,♦,♥ good hands, 4♦=good 4♥bid	1♥-2♥-2♠=R to 2NT short suit GT 1♥-2♠-2NT=asking 3♣=short♣,3♦=short♦,3♥=short; 3♠=stronger with void; 3NT,4♣,4♦=step splinters	2♣=4 card constructive or limit 2♦=3 card limit Fit jumps
1♠		5	4♥	11-21 most times unbalanced	1NT=F; 2NT=ART 4 card raise 8/9 with shortness, stronger (void); 2♣ Constr. 3♣=ART GF; 3♦=bal LR; 3♥=Nat; 3♠= MIXED/PRE; 3NT,4♣,4♦=splinters ♣,♦,♥, good hands, 4♥= good 4♠bid	1♠-2♠-2NT=R to 3♣ short suit GT;1♠-3♣-GF; 3♦=asking;1♠-2NT-3♣ asks:3♦=short♣:3♥=short♦ 3♠=Short ♥; 3NT=stronger with a void; 4♣,4♦,4♥=step splinters	2♣=4 card constructive or limit 2♦=3 card limit Fit jumps
INT			3♠	14+-17	2♠=ask; 4 suit TR;3♥/♠=short in the major, at least 54 in minors, TEXAS, SMOLEN 4♠=S-Gerber; 4♠=5-4m ST	2♣-2♦/♥-2♠=5♠ balanced;	
2♣	X		4♥	Strong artificial	Controls: 2♦=0-1;2♥=2;2♠=3+; 2NT= 3 kings 3♣,3♦,3♥,3♠= Transfers 6+ suit, 3 of the top 4 Honours 3NT/4NT = any 6/7 card solid suit	2♣-2♦-2♥=R to 2♠, then 2NT=24-27;3NT=28-30 3♠=♥ only; 3♥=♥+♠	
2♦	X	6M, possible 5		PRE in either ♥ or ♠, 4-9 Vul dependent, 1, 2 & 3 <sup>rd</sup> . 4 <sup>th</sup> . Seat = Nat.	2NT F=asks for description, 3/4♥=P/C 3m Natural Forcing 4♣ ask to bid suit below; 4♦=bid your long suit	2NT-3♣= min any;3♦= ♥ int., 3♥=♠ int.;3♠=♥ max; 3NT=♠ max	
2♥		6-7		6♥-Intermediate 10-13HCP	2NT F=asks for description; 3♣=side 4; 3♦=no side suit Additional asking relays		
2♠		6-7		6♠- Intermediate 10-13HCP	2NT F=asks for description; 3♣=side 4; 3♦=no side suit Additional asking relays		
2NT			3♠	20-21, generally balanced	3♣=4/5M STAY;JACOBY TR.,TEXAS TR.; 3♠ R to 3NT to show 5(+)-4 minors; 4♠=Slam try with 4-4/5m	3♣-3♦=no 4M could have 5♠; 3♥=asks 3♣- 3NT=5♥	
3♣		6	NO	PRE, Vul dependent	3♦=ask; 3M natural F; 4♦ = mod. KC		
3♦		6	NO	DITTO	3M natural F; 4♣=mod. KC		
3♥		6	NO	DITTO	3♠=natural F; 4♠=mod. KC		
3♠		6	NO	DITTO	4♣=mod. KC ;4♥ natural, to play		
3NT	X	7	NO	Good 4 level Major opening	4♣=bid the suit under; 4♦=bid the suit		
4♣		7	NO	PRE	4M= to play;		
4♦		7	NO	PRE	4M=to play; 4NT=KC asking	<b>HIGH LEVEL BIDDING</b>	
4♥		7	NO	Not as good as 3NT opener	New suit ask for control (shows 5 tricks outside)	RKCB (1403); Minorwood, Optional KC,4♠=KC for ♥. When 2 suits agreed 6KCB	
4♠		7	NO	Not as good as 3NT opener	New suit ask for control (shows 5 tricks outside)	Exclusion Blackwood 0123; If M agreed 3NT non- serious	
4NT			NO	Specific Aces		over KC x R1P2; Inter D1, P2; Opponents bid suit higher than 5 of agreed/6level DEPO	
5♣			NO	To play		MOD Baze over 1NT-STAY (4♣=ST;4♦=KC for M)	
5♦			NO	To play			