

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Level 1: Nat: 8+ HCP, Opponents suit = 5/5 with 2 highest suits
2NT = 5/5 with 2 lowest suits
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Nat. – System ON
Reopen: Nat. – System ON
JUMP OVERCALLS (Style; Responses; Unusual NT)
Pre-emptive
Reopen: constructive
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels, Stopper Asks,
(1C (+2)) – 3C = Natural
VS. NT (vs. Strong/Weak; Re-opening; PH)
Multi - Landy
Reopen: 8+HCP with 2 spots to play or 14+HCP
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Jumps are constructive, NT = nat., DBL = t/o, Leaping Michaels
VS. ARTIFICIAL STRONG OPENINGS- i.e., 1♣ or 2♣
Vs 1C: level 1 = natural, X = clubs, level 2 = Multi - Landy
INT = 4M + 5C
OVER OPPONENTS' TAKEOUT DOUBLE
XX = 10+ HCP no fit

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1/2/4	1/2/4	
NT	1/2/4	1/2/4	
Subsequent	1/2/4	1/2/4	
Other: MUD			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK+	Asks for attitude	
King	AK, KQ+	Asks for count – good suit	
Queen	QJ+	Asks for attitude	
Jack	JT+, AJT+, KJT+	Asks for attitude	
10	T9+, HT9+, HTx	Asks for attitude	
9	H9+, T9x, H98+	Asks for attitude	
Hi-X	Xx , xxx		
Lo-X	Hxxx	Good suit	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Att.	Count	Att.
Suit 2	Count	Lav. (S/P)	Count
3	Lav. (S/P)		
1	Att.	Count	Lav. (S/P)
NT 2	Count	S/P	count
3			
Signals (including Trumps): lo = enc			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Standard, may be weak with passed partner			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1C - (1H) – x = 4S, 1C – (1H) – 1S = 5S			
Support double and redouble			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: New Zealand
PLAYERS: Mariusz Tumilowicz – Mindy Wu
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Two Over One, Natural 5533
INT = (14+)15-17Bal, may contain 5 card major
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2D=6+H/S 6-10
2H=5+/4+ H and minor 6-10
2S=5+/4+ S and minor 6-10
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4♥	11-21, 3+	1x=nat., 2♣ = nat. 10+HCP, 2♦ nat. no major, 2H = 5S4H 6-9, 2S = weak, 3♣ = weak	1♣ – 1H -1S promise 44. (1NT with 4333), 2-way checkback after 1NT	
1♦		3	4♥	11-21, 3 only with 4432	2♦ = 10+, 2H=5S4H 6-9, 2S weak, 3♦=weak	2-way checkback, 1♦–2♣–2NT = 4441 weak	
1♥		5	4♦	11-21 5+H	1NT = 1 semi forcing (6-12 HCP), 2♣ = GF 4+, 2♦ = GF nat., 2S = 10+ with 3H, 2NT = inv+ with 4H, 3♣/3D= 9-11 HCP 6card, 3H = weak	2-way checkback	Drury
1♠		5	4♥	11-21 5+S	1NT = 1 semi forcing (6-12 HCP), 2♣/2♦/2H = GF, 2NT = inv+ with 3S, 3♣/3D= 9-11 HCP 6card	2-way checkback	Drury
INT			4♥	15(14+) -17 (semi)balanced	2♣ = stayman, 2♦/2H transfer, 2S = xfer. to minor or invite, 2NT = both minors, 3♣ = puppet, 3♦/H/S= slam try	xfers supper-accept 3♣: minimum with 4 cards, 3M max with 4C, 2NT max with 3card support.	
2♣		0	4♥	22+ bal. or GF	2♦ = 0-7 hcp,	2♣ – 2D – 3NT = 25-26 HCP	
2♦		0	2♠	6+H/S 6-10 HCP	2H/S=p/c, 2NT = relay, 3♣ own suit GF, 3♦ inv. with both M. 4♣ = bid M with xfer. 4♦ = bid major.		
2♥		5		5+/4+ H and minor	2NT= relay, 3♣ = p/c, 3♦ inv. with H, 3S = inv. S		
2♠		5		5+/4+ S and minor	2NT= relay, 3♣ = p/c, 3♦ inv. with S, 3H = inv. H		
2NT			4♥	20-22 (semi) balanced	Puppet, xfers, 3S= minor stayman, 3NT = 5S4H	2NT – 3♣ – 3H = no major	
3♣		6		Might be very light in green, sound in red			
3♦		6		As above			
3♥		6		As above			
3♠		6		As above			
3NT		7		Full 7card minor w/o side stop	4D = ask for shortness		
4♣		7		Pre-empt			
4♦		7		Pre-empt			
4♥		7		Pre-empt			
4♠		7		Pre-empt			
4NT				Huge minor two suiter			
						HIGH LEVEL BIDDING	
						Blackwood 14 03 2/5 2/5+Q	
						Exclusion Blackwood	
						Minorwood	