

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
NAT 6-16 5+
Jump bids=PRE(6-11) at any VULN
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> = 15-17 (trf to opps col - stayman, other trf)
4 <sup>th</sup> = 11-14
after pass= minors
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
After 1x open preemptive
1♣/1M-2NT=5+♦5+♣
1♦-2NT=5+♣5+♥
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(1m)-2♦ = majors,
(1m)-2♥ = nat weak
(1m)-2♠ = nat weak
michaels
JUMP CUE=asks stop one-suiter GF
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
strong: x=5+m4+M; 2♣=MM;2♦=6M,2♥/♠ - 5M4m;2NT-mm
weak: x=penalty, other same more constructive
reopen: same as strong, can be weaker
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Take-out doubles; NT=nat; Leaping Michaels; Non Leaping Michaels;Jumps=constructive;
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Rdbl = 10+ penalty oriented

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2/4(small from doubleton)	same	
NT	2/4(small from doubleton)	same	
Subseq	2/4(small from doubleton)	same	
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+);Ax(+)	AKx(+);	
King	AK; KQx(+)	AK; KQ10x(+); KQJx(+)	
Queen	KD; QJx(+)	KD; QJ10x(+); AQJx(+)	
Jack	QJ; J10x(+); KJx; KJ10x(+)	QJ; J109(+); KJx; KJ10x(+)	
10	10x; Q109(+) K109(+)	10x; H109(+)(except J)	
9	109x(+); H9x(except A)	109x(+); H9x	
Hi-X	xSxx(+); xSx; HSx	xSxx(+); xSx; HSx	
Lo-X	xS, HxxS(+)	xS, HxxS(+)	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Enc/disc/count	Count hi-low=odd	Suit Preference
Suit 2	Count hi-low=odd	Suit Preference	Count hi-low=odd
3	Suit Preference		
1	Enc/disc/count	Low=enc	Suit Preference
NT 2	Count, hi-low=odd	Count, hi-low=odd	
3	Suit Preference		
Signals (including Trumps):			
Small=enc; high=disc;			
Count:hi-low=odd; low-hi=even			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
12+HCP 43+ in majors or 4 in other major (may be weaker when partner passed) or 17+			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Negative dbls – may include GF on own suit			
Lightner dbls,			
Lead direction			
xx sos			
support double and rdbl			

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: Poland</b>
<b>PLAYERS: Magdalena <u>Kapala</u>, Milena <u>Gryzlo</u></b>
EVENT every
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
1x openings (11)12-21, 2♣ - ACOL, 2NT 21-23, Gazilli, Double Checback, Lebensohl, multi, INT 15-17,
1♣ = (11)12-14 bal, 18-20 bal or nat
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♣ - ACOL
2♦ - weak, 6+M
2♥ - weak, 5+♥, 5+ other
2♠ -weak, 5+♠, 5+m
<b>SPECIAL FORCING PASS SEQUENCES</b>
After xx (points) till level 2 in our suit or 2NT
When we are in GF
When we bid a game in attack.
<b>IMPORTANT NOTES</b>
3 <sup>rd</sup> hand openings may be weaker.
3 <sup>rd</sup> hand preemptives can be different
<b>PSYCHICS: rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL. THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	3♣	(11)12-14 bal ; 18-19 bal; 11+ 4441♦ or 5+♣	1♦-0-6 hcp or 7-10 with minors bad hand for nt or 16+ bal; 1♥/♠ - 4+ ♥/♠ 7+HCP; 1NT – 7-10 nat; 2♣ - GF 5+; 2♦ -GF,nat ; 2♥ 5+♠4+♥ 7-9 hcp; 2♠ - transfer to NT 10+; 2NT – nat 10-12;	Double checkback, 1♣-1M-2NT-3♣-relay, REV	
1♦		4	3♣	(11)12-21 5+♦ or 4♦441	1♥/♠ - 4+♥/♠ 4+HCP; 1NT – 7-10 nat; 2♣ - GF 5+;; 2♦ -4+,10+hcp ; 2♥ 5+♠4+♥ 7-9 hcp; 2♠ - transfer to NT 10+; 2NT – nat 10-12;	Double checkback, 1♦ -1M-2NT-3♣-relay, REV	
1♥		5	3♣	11-21 5+♥	1♠-4+♠4+hcp; 1NT – 4-6 with heart support or 4-11 without support; 2♣ - GF nat/with support/bal; 2♦ - nat GF; 2♥-nat; 2♠-inv w/shortness; 2NT – inv with ♥ supp; 3♣ - mixed raise; 3♦ - minispl; 3♥ - preemptive; 3♠/4♠/♦-SPL; 3NT- ♥supp balanced hand	Gazilli, Double Checkback	Drury
1♠		5	3♣	11-21 5+♠	1NT - 4-6 with spade support or 4-11 without support; 2♣ - GF nat/with support/bal; 2♦/♥ - nat GF; 2♠-nat; 2NT-inv w/shortness; 3♣ - mixed raise; 3♦ - minispl; 3♥-inv with ♠ supp; 3NT- ♠supp balanced hand; 4♣/♦/♥-SPL	Gazilli	Drury
1NT			3♣	(14)15-17 bal 5M,6m possible	Stayman, transfers, 2♠=♣ or inv to 3nt; 2NT- transfer to ♦; ; 3♣ - muppet stayman; 3♦ -5m5mGF; 3♥/♠ - shortness min. 54 minors; 4♣ - majors; 4♦/♥ - trf	1NT-2♣-2♦-3♥=5♠ 4♥ GF 1NT-2♣-2♦-3♠=5♥ 4♠ GF	
2♣		0		24+bal or any GF	2♦=0-2 controls; rest 3+ controls nat		
2♦		0		(4)6-10 6M	2♥-P/C; 2♠-pass with ♠ inv to ♥; 2NT- strong ask; 3♦-inv; 3♥-P/C; 4♠- bid your suit by trf; 4♦-bid your suit; 4♥-P/C	2♦-2NT-3♣-strong, any suit 2♦-2NT-3♦-weak ♥ 2♦-2NT-3♥-weak ♠ 2♦-2NT-3♣-3♦-relay, bid your color by trf	
2♥		5		(4)6-10 5+♥, 5(4)+ other	2♠-P/C; 2NT-ask; 3♣-nat; 3♦-inv with ♥supp; 3♥-pre	2♥-2NT-3♥= 5♠ 2♥-2NT-3♠= 6♠	
2♠		5		(4)6-10 5+♠, 5(4)+m	2NT-ask; 3♣-P/C; 3♦-trf to ♥ inv+; 3♥-inv with ♠supp; 3♠-pre		
2NT				(20)21-23 bal 5M,6m possible	3♣ - muppet stayman, 3♦/♥ - trf, 3♠-minors, 3nt-5♥4♠; 4♣/♦/♥/♠-nat, slam try; 4nt-inv to 6nt		
3♣/♦/♥/♠		6		Nat Preempt NV 6 cards 2-8 V 7 cards 4-9			
3NT				Full 7 card minor suit w/o side stoper (only 1st/2nd )	4♣-P/C		
4♣/♦/♥/♠		7		Nat Preempt		<b>HIGH LEVEL BIDDING</b>	
4NT				minors		blackwood 102+Q+K (012 when we are about to play ♣), cuebids, splinters, pick a slam, exclusion 01234	