DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1/2 Level; Reopening)

Overcalls with 5-cards suit (rarely 4) = 7-16 PC

New Suit ORF;

1NT response = NF

Drury

1NT OVERCALL (2nd/4th Responses; Reopening)

1NT overcall: 15-18 HCP

Reopen 1NT: 11(10)-14(15) HCP doesn't promise opening's stopper

Reopen 2NT: 19-21 HCP

JUMP OVERCALLS (Style; Responses; Unusual NT)

Preemptive

Reopen: 2♦/♥/♠ = 10-13(14) PC 6 cards; 3♣/♦ = good suit, inv to 3NT; 3♥/♠ = like 9 tricks

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

Michaels Cue in direct and 1NT resp.

Opponent's suit jump call = ask for stopper, one very good suit

vs. strong 1NT

DBL: 5+♣/♦ and 4♥/♠

2♣: 4+♥4+♠

2♦: 6+♥/♠

2♥: 5+♥ and 4+♣/♦

2♠: 5+♠ and 4+♣/♦

2NT = minors or big hand with 5+M and any

Reopen: dbl = ♣ or 4+4+ without ♣; 2♣ = 4+♣ 4+any; 2♦/♥/♠ = nat; 2NT = 5+5+big hand; 3♣/♦/♥/♠ = constructive

VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

DBL.: T/O tru 4♥; 4NT: 2 Suiter

3 level: Cue: stoper ask; 4-level Cue: 2 Suiter

4♣/♦ = 5+♣/♦ + 5+M

Jumps: Natural, usually constructive

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

vs strong opening 1♣: no special agreements

vs strong opening 2♣: x=majors, 2NT=minors

OVER OPPONENTS' TAKEOUT DOUBLE

New Suit F at 1 level only, transfers after 1M-dbl, 1♣-dbl

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	2nd 4th	2nd 4th
NT	2nd 4th	2nd 4th
Subseq	2nd 4th	2nd 4th

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx; Ax	Same
King	AK; KD(x)	KD; AKJ10x, KD109
Queen	QJ(x); Qx	AQJx; KQx(x)
Jack	J10(x); HJ10(x)	Same
10	10x; H109(x)	Same
9	109x; H9x	Same
	Hxx; xxx+	Same
	xx ; Hxxxx(+)	Same

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
	1	Low is enc.	Count	Count
Suit	2	Count (low=even)	Lavinthal	Lavinthal
	3	Lav: Dummy short		
	1	Low is enc.	Echo-low accepts lead	Lavinthal
NT	2	Lavinthal	Lavinthal	Count
	3	Count	Count	

Signals (including Trumps): Lavinthal, Smith Echo (vs. NT),

Q and A – small = enc. K – count, vs NT asks for unblocking

Reversal count (low-high: even, high-low: odd)

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

May be light with classic shape, Responses: Natural; Cue F

2♦ (Dbl) T/O to ♠

DBL: 1♦ - (Dbl) - 1♥/♠ - (DBL): penalty 4+, 7+HCP

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Take out double, lightner, double-inv

Double/redouble showing support, for example: 1♣ - (pass) - 1♥ - (suit/double) – double/redouble = exactly 3♥

Double = transfers to ♠ in 1♣/♦ - (1♥) – double = 4-5 ♠

W B F CONVENTION CARD

CATEGORY: All

NCBO: POLAND

PLAYERS: MACIEJ HUTYRA & DANUTA KAZMUCHA

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Three-way 1♣ opening: NAT, PREP or STR

1♦ response is ART.: NEG(0-6) or minor(s)(7-11) or 16+bal

1M: 5+card majors, 1NT ORF

1NT: (14)15-17

2♣ OPENING: 10-14, 5♣ 4M or 6♣

2♦ MULTI: 6 ♥/♠ 5-11 HCP

2♥/♠: 5+♥/♠ and 5+♣/♦ (rarely 4) weak

2NT: 5♣5♦ weak or strong

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

1♣ - (pass) - 1♦ - (pass) - 1♥/♠ = min. 3 cards

1♣ - (pass) – 1♦ - (pass) – 1NT = 18-20(21) PC, balanced

1♣ - (pass) - 1♥/♠ - (anything) - 2♦ = 18+PC, min. 3 card support

1♣/♦ - (pass) - 1♥/♠ - (pass) – 1♠/NT – (pass) - 2♣ = forcing to 2♦ two way checkback

1♣/♦ - (pass) - 1♥/♠ - (pass) - 1♠/1NT – (pass) - 2♦ = art., GF

SPECIAL FORCING PASS SEQUENCES

After Dbl (10+HCP); Rdbl. (10+HCP)

After penalty Pass

After GF

PSYCHICS

rarely

OPENING BID DESCRIPTIONS

Opening	Art.	Min.	Neg Dble	Description	Responses	Subsequent Action	Passed Hand Bidding
1♣	Yes	0	4♥	BALANCED 2+♣ 11-14; 4+♣ 15+ or 18+any	1♦ = NEG (0-6) or minor(s) (7-11) or 16+bal, no 4M 1♥/♠ = 4+ cards, 7+ HCP; 2♣/♦ = natural 5+ GF; 2♥ = 4+♥5+♠ 6-9 HCP; 2♠ = bal 13-16; 3♠ = transfer to 3NT with one good suit	1♣ - 1♦ - 1♥(1♠) = at least 3 cards 1♣ - 1♦ - 1NT = 18-20 (21) BAL 1♣ - 1♦ - 2♣ = any GF; 1♣-1M-2♦ = art. GF	1♣ - 2♣/♦ = 5+♣ /♦ 9-11
1♦	No	4	4♥	11-18 PC, 5+♦ or 1444 or 4♦5♣ (11-14)	1NT = NF BAL; 2♣ = 4♦ ORF; 2NT = INV BAL; 2♥ = 4+♥5+♠ 6-9 HCP, 2♠ = inv 6♣, 3♣ = 4♦ weak or strong; 3♦ = mixed raise	1♦ - 2♣ - 2/3NT = 4441♣ 15-17 or 11-14	
1♥	No	5	3♠	11-17, 5+♥	1NT = NF; 2♣ = GF any; 2♠ =inv with support or minisplinter; 2NT = mixed raise; 3♣/♦ = inv nat.6+; 3♥ = PRE; 3♠ = any void (3NT asks); 3NT/4♣/♦ = singletons in ♠/♣/♦		DRURY-FIT 3♣/♦ = nat INV with support
1♠	No	5	4♥	11-17, 5+♠	1NT = NF, 2♣=GF any; 2NT = INV with supp or minisplinter; 3♣/♦/♥ = 6+ INV; 3♠ = PRE; 3NT=any void (4♣ asks); 4♣/♦/♥=singletons	1♠ - 1NT - 2♣ = Gazilli	DRURY-FIT 3♣/♦ = nat INV with support
1NT	No		3♠	1NT: (14)15-17 bal	2♣ = stayman; 2♦/♥ = transfers; 2♠ = ♣ or inv; 2NT = ♦; 3♣ = puppet stayman; 3♦ = short 4315; 3♥/♠ = short, 54 in minors, 4♣ = 55 majors, 4♦/♥ = trf 6 ♥/♠	1NT - 2♣ - 2♦ - 3♦ = ask about 3M 1NT - 2♣ - 2♦ - 3♥/♠ = short	
2♣	No	5	-	10-14, 5♣4M or 6♣	2♦ = ASK; 2NT = sign off ♣ supp. or inv 5♥5♠ or GF 5♥5♦ or GF 5♠5♦; 3♣ = inv. with supp.; 3♦/♥/♠ = 6 cards inv		
2♦	Yes	0		6-11, 6+♥/♠	2M = P/C; 2NT = strong with M supports or any slam hand with m; 3♣ = inv to partner's suit or other GF hands; 3♦ = inv + with ♥ suit; 3♥ = P/C; 3♠ = inv 6♠ 4♣ = "show your suit with a TRF" 4♦ = "show your suit"	2♦ - 2NT: 3♣ = any weak hand, 3♦/♥ = good hand (6+♥/♠)	
2♥	Yes	5		5+♥ and 5+♣/♦, 5-11	2♠ = nat, NF; 2NT=ASK; 3♣ = p/c; 3♦ = INV with ♥ support; 3♠ = nat. inv		
2♠	Yes	5		5+♠ and 5+♣/♦, 5-11	2NT = ASK; 3♣ = p/c; 3♦ = inv with 6+♥; 3♥ = INV with ♠ support		
2NT	No			5♣ + 5♦, 5-11	3♥ = strong art. ask		
3♣	No	6		PRE may be very weak if non-vuln			
3♦	No	6		PRE may be very weak if non-vuln			
3♥	No	6		PRE may be very weak if non-vuln			
3♠	No	6		PRE may be very weak if non-vuln			
3NT	Yes	7		GAMBLING, no stopper			3rd/4th = sign-off
4♣	No	6		PRE			
4♦	No	6		PRE			
4♥	No	6		PRE			
4♠	No	6		PRE			

HIGH LEVEL BIDDING

1 st + 2 nd round control cue bids;

ROMAN KEYCARD BLACKWOOD, when we ask on ♥/♠ we show colour kings; EXCLUSION BLACKWOOD

HOYT; SPLINTER; AUTOSPLINTER