

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			W B F CONVENTION CARD	
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>		<b>OPENING LEADS STYLE</b>				
lvl 1: NAT (4)5+cards 7+ (then Drury)			Lead	In Partner's Suit	<b>CATEGORY: Green</b>	
lvl 2: NAT (5)6+cards 12+		Suit	2/4	2/4	<b>NCBO: Poland</b>	
		NT	2/4	2/4	<b>PLAYERS: Dominika Lucka, Natalia Suszanowicz</b>	
		Subseq	2/4	2/4	EVENT: all events 2025	
		UDCA: low = even/enc				
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>		<b>LEADS</b>			<b>SYSTEM SUMMARY</b>	
1NT = NAT 15-17 with the stopper		Lead	Vs. Suit	Vs. NT	<b>GENERAL APPROACH AND STYLE</b>	
Reopen: 11-14, not necessarily with the stopper		Ace	AK+, Ax	AK+, Ax	Natural with some modification and gadgets, 1C 2+, 1D = 5+   4D441, 5 card M, 1NT = 15-17 may have 5M or 6m	
		King	AK, AK+, AKQ(+), Kx, KD+	AK, AK+, AKQ(+), Kx, KD+, AKJT+	2C = forcing opening	
		Queen	QJ+, Qx	QJ+, Qx, AQJ+, KQT9(+)	2D = 6+H/S, 5-10	
		Jack	J10+, KJ10+, AJ10+, Jx	J10(+), KJ10+, AJ10+, Jx	2H = 5+H (4)5+m 4-10	
		10	10x, A10x, K10x, Q10x	10x, A10x, K10x, Q10x	2S = 5+S (4)5+ m 4-10	
		9	H9x. 109x(+), H98(+)	H9x. 109x(+),H98(+)	2NT = 20-21 bal	
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>		Hi-X	HXx, xXx+	HXx, xXx+	3NT = gambling	
preemptive		Lo-X	xX, HxxX+	xX, HxxX+	1C may be with 5s/h/d if 22-23	
(1D/M)-3D/M = asking for stopper, monocolor		<b>SIGNALS IN ORDER OF PRIORITY</b>			<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>	
Reopen: constructive			Partner's Lead	Declarer's Lead	1C-1D = 0-6 any   7-9 minor/s   16 w/o 4M	
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>		1	att	count	1C-1D-1H/S = 3+ H/S	
(1M)-2M = Michaels cue bid		Suit 2	count	lavinthal	2C = forcing opening	
(1C/D)-2D = majors		3	lavinthal		2D = 6+H/S, weak	
		1	att	count	2H = 5+H (4)5+m 4-10	
(1C 2+/art/3+)-2C = nat		NT 2	count	lavinthal	2S = 5+S (4)5+ m 4-10	
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>		3	lavinthal			
VS strong: x=5+m 4M, 2C=majors 5+4+, 2D=6+H/S,		Signals (including Trumps): lavinthal in trumps			Two-way checkback	
2H/S=5h/s 4+m, 2NT=minors		A/D - att, K/J - count			Transfers in many sequences in competitive bidding.	
vs weak x=13+, 2c = Ms, 2D/H/S = nat, 2NT = minors		Reversed smith echo, both hands, NT only				
		<b>DOUBLES</b>				
		<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>				
		12+ (may be weaker when partner passed)				
		<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			<b>SPECIAL FORCING PASS SEQUENCES</b>	
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>		Support double, Support redouble (up to 2M level)			<b>IMPORTANT NOTES</b>	
nat		Lightner double			nonvul. preempts. might be destructive	
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>		SOS Redouble				
		Transfers			<b>PSYCHICS: rare</b>	

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   <b>22-23 bal (5D/H/S possible)</b>	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 3 /♦: 6+ /♦ INV, 3♥: 7+ weak, 3♠: 7+weak	2-way checkback	
				12-21 441d4   12-21 5+c unbal			
1♦		4	4H	12-21 5+d   4d441	1♥/♠: 4+PC, 2 : seminat GF, 2♦: 10+ 4+♦, 2♥: 4+♥ 5+♠ 4-9, 2♠: 6+ ♠ INV, 2NT: INV+ w/o 4M, 3♠: 4+♦ 0-6 or 4+♦ 15+ with shortness, 3♦: 7-9 4+ ♦, 3♥/♠: splinter	2-way checkback	
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, 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 / 6m / singleton possible)	2♠: 6+C   INV to 3NT, 2NT: 6+D, 3♥/♠: GF ♥/♠ shortness	after 2♠ response ==> 2NT minimum; 3C maximum	
2♣	X	0	4H	GF	2♦: waiting		
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♠: 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 <sup>th</sup> – can be game bid)			
4♠/♦		7		pre		exclusion 0, 1, 2	
4♥/♠		7		Pre, (3 <sup>rd</sup> /4 <sup>th</sup> – game bid)			
4NT	X			minors	3NT - game bid		
5♠/♦/♥/♠		8		pre			