DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			W B F CONVENTION CARD

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: 11-14 HCP

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♥/♠ = about 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	vs. weak 1NT
DBL: 5+♣/♦ and 4♥/♠	DBL: points
2♣: 4+♥4+♠	
2♦: 6+♥/♠	
2♥: 5+♥ and 4+♣/♦	
2♠: 5+♠ and 4+♣/♦	
2NT = minors	

Reopen: dbl = points, no specific shape (further: 2♣-no 5-card)
2♣ = majors
2♦ = one major, about 0-7
2♥/♠ = natural, 8+
2NT = minors
3♣/♦/♥/♠ = constructive

VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL.: T/O tru 4♥; 4NT: 2-suiter

3 level: Cue: stopper ask; 4-level Cue: 2-suiter

Jumps: Constructive

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
vs strong opening 1♣: natural

vs strong opening 2♣: x = clubs, 2nt = majors

OVER OPPONENTS' TAKEOUT DOUBLE
New Suit F at 1 level only, transfers after 1M-dbl, 1♣-dbl etc…

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	Lavinthal
Suit	2	Count (low=even)	Lavinthal	Count
	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, reverse Smith Echo (vs. NT),

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

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+♠

1M opening – double - transfers up to 2♦/♥

W B F CONVENTION CARD

CATEGORY: All

NCBO: POLAND

PLAYERS: MORAWSKA EWA&TROJAN ZOFIA

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 ♥/♠ 5-10 HCP

2♥/♠: 5+♥/♠ and 5+♣/♦ (rare 4) weak 5-10 HCP

2NT: 20-21 HCP BAL

SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣ - (pass) - 1♦ - (pass) - 1♥/♠ = min. 3 cards

1♣ - (pass) – 1♦ - (pass) – 1NT = 18-19 PC, balanced

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

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

Transfers up to 1nt (exception after 1M opening –x - transfers up to 2♦/♥)

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♥ =6-9PC, 5+♠ 4+♥; 2♠ = trf to 2NT; 3♣/♦ = inv 6;	1♣ - 1♦ - 1♥(1♠) = at least 3 cards 1♣ - 1♦ - 1NT = 18-19 BAL 1♣ - 1♦ - 2♦ = any GF; 1♣-1M-2♦ = art. GF	1♣ - 2♣ = 5+♣ /♦ 9-11
1♦	No	4	4♥	(10)11-17PC, 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 any strong splinter; 3♦ = mixed	1♦ - 2♣ - 2/3NT = 4441♣ 15-17 or 11-14	
1♥	No	5	3♠	(10)11-17, 5+♥	1♠ = 4+♠ 7+PC; 1NT = 6-11 PC NF; 2over1 2♠ = mixed raise 2NT = inv with supp 3♣/♦ = nat inv to 3NT, 3♥ = preempt 3♠/3NT/4♣ = splinters ♠/♦/♣; 4♦ = 12-14 with supp	1♥ - 1♠ - 2♣ = gazilli 1♥ - 1NT - 2♠ = 15-17 6♥ 4+♣/♦	2♣ = DRURY-FIT
1♠	No	5	4♥	(10)11-17, 5+♠	As above; 2NT = inv; 3♥ = mixed raise 3NT/4♣/♥ = splinters ♣/♦/♥ ; 4♦ = 12-14 with supp	1♠ - 1NT - 2♣ = gazilli	2♣ = DRURY-FIT
1NT	No		4♥	1NT: (14)15-17	stayman, transfers, 2♠ = trf or inv to 3NT 2NT = weak hand with minors/weak ♦ /GF ♦ 3♣/♦ = inv clubs/diamonds 3♥/♠ = GF 5+4+ ♣♦ ♥/♠ shortness 4♦/♥ = trf ♥/♠	1NT - 2♣ - 2♦ - 3♦ = ask about 3M 1NT - 2♣ - 2♦ - 3♥/♠ = short	Many transfers in competitive bidding
2♣	No	5	-	10-14, 5♣4M or 6♣	2♦ = ASK; 2♥/♠ = NF; 2NT = sign off ♣ supp. or inv+ 55 majors or GF 55; 3♣ = inv. with supp.; 3♦/♥/♠ = 6 cards inv	2♣ - 2♦ - 2NT = good hand 2♣ - 2♦ - 3♣ = weak hand	
2♦	Yes	0		5-10, 6+♥/♠	2M = P/C; 2NT = ask inv+; 3♣ = GF with 6+any suit 3♦ = inv with supports; 3♥ = P/C; 3♠ = P/C 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+♣/♦, 5-10	2♠ = nat, NF; 2NT = relay, 3♣ = pass or correct; 3♦ = GF ♠; 3♥ = preempt.; 3♠ = nat, inv		
2♠	Yes	5		5+♠ and 5+♣/♦, 5-10	2NT = relay; 3♣ = pass or correct; 3♦ = GF ♥; 3♥ = nat inv; 3♠ = preempt		
2NT	No			20-21 BAL	Mupp staym, 3♦/♥ = trf; 3♠ = minors; 4♣/♦ = nat, at least slam inv.		
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; PEDO