

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1/2 Level; Reopening)
Light at 1 level(8+), sound at the 2 level
ADV: new suit= const; 2♣ Drury and CUE with no fit(over 1M); Jfit= to play; 2NT(over 1M) = 4+ fit, INV+; Jnew suit= natural+ fit
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17(18) 2nd=> system ON; 15-17(18) 4th; 11-15(16) reopening=> System ON
(1m)-(2m inverted); 2NT= om+M
(1M)-(2M); 2NT= mm
(1x)-(2y); 2NT= the remaining suits
JUMP OVERCALLS (Style; Responses; Unusual NT)
6+ cards pre,aggressive if NV, sound if V
Reopen: 3m= good 6+ suit, good hand; 3M= good hand with 7+cards 2M= 12-15, good 6 cards suit
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1M) -2M= 5OM+ 5m, max 6 losers; (1m)-2m= MM, max 6 losers (1M) -2NT= mm, max 5 losers; (1m)- 2NT= Om+5M, max 5 losers JCUE= ask for stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
VS str NT: X=5m+4M; 2♣= MM; 2♦= m6+/ str M5+m5; 2M= 5M+4m; 2NT= mm; 3X= pre(except 3m=> can be strong) VS wk NT: X= 13+ HCP, 2♣= MM; 2x= nat, 2NT=strong 2,suiter
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
Over (3M): X= T/O; 3♠= sound; Jsuit= good suit, to play, 4m=m5+M5, max 4 losers; 4M=mm, 3-4 losers;4NT=mm, 2 losers Over 3m: X=T/O; 3X= sound; 4M= to play; 4♠=♦+M 4 losers; 4♦= MM 5 losers (2M)-X-(P)-2NT= art, 9+ HCP.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
VS str1♣: X= ♦/MM; 1♦= ♥/♠♣; 1♥= ♠/mm; 1♠= ♣/♦♥; 1NT=♣♥/♦♠ Same on second level with more shape VS str2♣: X=♠; 2NT= 5-5 undefined; rest= natural
OVER OPPONENTS' TAKEOUT DOUBLE
1M-(X)=> 1NT= good fit; 2M=wk fit; 1♠=nat, F; 2X=nat, 5-8 HCP XX= 11+ HCP; 2NT= 4+fit, INV+; 1m-(X)-2NT= fit 5+, INV+

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th best; HxS; xSx	Same	
NT	4 th best, HxS, SSx	Same	
Subseq	ATT	Same	
Other: RUS opening lead in suit contract(except part suit); RUS subseq lead in both suit and NT contract(except when playing in front of dummy a smaller H then dummy's and except in partner's suit).			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A, A(x), A(+); O/E	.AK(+); ATT	
King	AK(+), K(X); CT/ATT	STR lead; UB/CT	
Queen	KQ(+), Q(x); ATT	QJ(+), KQ10/9(+); ATT	
Jack	QJ(+), J(X); ATT	J10(+), A/KJ10(+); ATT	
10	J10(+), 10(X); ATT	109(+), H109(+); ATT	
9	109(+), 10(x); ATT	9(+); ATT	
Hi-X	Sx, Sx(+), xS(+)	S(+), xS(+), HxxS(+)	
Lo-X	xSx, HxS, HxxS	HxS, HxxS(+), xS(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT	CT(when necessary)	O/E
Suit 2	CT		CT
3			
1	ATT	CT(when necessary)	O/E
NT 2	CT		CT
3			
Signals (including Trumps): CT: Low=ODD; ATT: Low=ENC; Rev Lavinthal			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
11(10) with suitable shape; support for unbid suits(Hx supp for m possible); 8+ with suitable shape in reopening; can be light with both opp bidding; offshape OK if 16+			
Responder's CUE is FG; Supp X with decent opening; Resp X up to 4 level			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Lightner, negative X(generally showing points), support X(see above), responsive X(see above)			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker: Green
NCBO: ROMANIA
PLAYERS: GETA MIHAI & RADU MIHAI
EVENT (Open/Women/Senior/Transnational): MIXT
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 cards M; better m; 15-17 NT; 2/1 FG/1M; 1♦-2♣ F1; 1NT F/1M; rule 18.
Preempts: sound(2 poz.; 1poz V); possible destructive(1poz NV); possible nonstandard(3 poz)
2NT to 3♥ opening bids: TRF(pre OR 6-5 2 suiter, trf suit+any, max 4 losers)
2♦= "Multy"; 2M= 5M+4m WK
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2NT to 3♥ opening bids: see above
3♠, 3NT= good 7+ ♥/♠ suit, max 4 losers.
1m - 2NT = const fit(5+ cards)
(1m)=> 3NT/4m = good hand with H/S; 4M= pre
(1♥)=> 4♥ = good hand with ♠; 4♠ = pre.
(1♠)=> 3NT = good hand with ♥; 4♥ = pre.
SPECIAL FORCING PASS SEQUENCES
When owner of the hand(Ex: 1X-(X)-XX; OR (1NT)(WK)- X-(P)-P)=> direct X= Pen; P= F
IMPORTANT NOTES
"In comp responder's 2nd bid in a lower suit than his first is NF at 2- or 3-level Ex: 1♦-(P)-1-♠-(2♥);P-(P)-3♣ = NF
PSYCHICS: Rarely

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
				1♣		3	4♣
1♦		3	4♣	Rule 18, no 5M			1m-(X)- 2NT = fit 5+, INV+.
1♥		5	4♣	Rule 18	2NT= fit 4+, inv+; 1NT F; 2♣ = bal/nat/fit 3, FG; 2♦ = 5+, FG; 2♥ over 1♠ = 5+, FG; DbIJ= SPL,void 3m= 6+ good cards, inv.	1♥-2NT=> 3♣= min.; 3♦= 15+, no shortness; 3♥/3♠/3NT= 15+, short ♣/♠/♦; 4m= 5-5, max 5 losers, good m.	1M-(X)- 1NT= good fit 2M= WK fit
1♠		5	4♥	Rule 18	As above	As above	As above
INT			4♥	15-17, possible M5, m6, (5422)	2♣ Stay; 2♦/2♥/2NT/3♣= Trf; 2♠= mm; 3♦= short m; 3M= short M(3 suiters); 4♣= 5-5 MM; 4♦/4♥= trf ♥/♠.	1NT-2♠=> 2NT= no 4m; 3m= 4 cards m. 1NT-4♣=> 4M= fit, good hand; 4♦= WK	1NT-(2X)- X=T/O, 2NT=Leb 1NT-(X)- XX= 8+ HCP, 2X=nat, to play
2♣	√		3♠	FG, 23+ HCP(bal, 1 suiter); 22(21)+ HCP(2 suiter); 3 losers with 3+ def tricks OK.	2♦=waiting, max 8 HCP; 2M, 3m, 2NT= 5+ cards, 9+ HCP.	2♣- poz answer=> fit=BWKeyC 2♣-2NT=> 3♣= Baron, 3NT=5♣332; 3X=5+	2♣-(2,3X)=> X=6+ HCP, T/O; new suit= nat, 6+HCP 2♣-(4X)=> P=F(Enc); X=WK
2♦	√			WK 2M((5)6-10 HCP, 6 cards) OR Semi FG hands bal. or 1 suiters	2♥= P/C; 2♠/3m/3♥= natural, F; 2NT= R; 4♣ = asks M (trf); 4♦= asks M(natural).	2♦-2NT=> 3♣/3♦= WK ♥/♠, min; 3♥/♠= WK ♠/♥, max; 3NT, 4X(nat, 6+) = 20-22 HCP	2♦-2NT-(3X)=> P=WK M min, 3♥/3♠= WK ♠/♥, max; other= nat 20-22 HCP.
2♥		5		5♥+ m4, (5)6-10 HCP	2NT=R; 2♠,3♦=nat, NF; 3♣/4♣/4NT= P/C; 3♠/4♦= nat, inv.	2♥-2NT=> 3♣/3♦= nat, min; 3♥/3♠=♠/♦, max	
2♠		5		5♠+m4, (5)6-10 HCP	2NT=R; 3♦,3♥= nat, NF; 3♣/4♣/4NT= P/C; 4♦= nat, inv		
2NT	√	6♣		Pre ♣ OR 6-5 ♠ + any, max 4 losers.If Pre: sound(poz 2; poz 1V), possible distr.(poz 1 NV), any(poz 3)	3♣= to pass if pre; 3X= nat or CUE, F.	2NT-3♣; P=pre, rest = 2 suiter	2NT-(X)=> XX= H♣; 3♣= to play.
3♣	√	6♦		Same as above with ♦	As above	As above	As above
3♦	√	6♥		Same as above with ♥	As above	As above	As above
3♥	√	6♠		Same as above with ♠	As above	As above	As above
3♠		7		FG, good 7+ cards ♠	New suit= CUE(weaker than 3NT), 4♠ to play		
3NT	√	7♥		FG, good 7+ cards ♥	As above		
4♣		6		Pre, possible distr.NV, sound V			
4♦		6		As above			
4♥		6		As above			
4♠		6		As above			
4NT	√	7m		Pre in 1m			
5♣		7		3 losers, max 2 def ext tricks		HIGH LEVEL BIDDING	
5♦		7		3 losers, max 2 def ext tricks		CUE: up the line, 1 and 2 round controls	
5♥		7		Pre		4NT= BW 03/14/2without Q/2 with Q.On ♣ trumps 14/03/2 without Q/2 with Q	
5♠		7		Pre		BW Exclusion(J to 5 level/J to 4♠ when H fit); DEPO	
						Pass F when owner of the hand	
						When opp bid slam and we have pre suit: X= 1 def trick/Pas=0/2 def tricks.When part to lead: X= Lightner.	