

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level= 8+ Hcp, 5+ cards
2 Level= 11+ Hcp, (5) 6+ cards
Responses: Cue= 11+
New suit= Nat, No forcing
Reopening: 8+ Hcp., 5+ cards (Could be 4 cards at 1 level)
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd : 15-17 Hcp. System on
4 th live: 2suiter, other suits 5+4+, weak(8-11)
Reopening: 11-13 (14 ⁻) Hcp.
Sys on over (1m) All suits TRF over (1M)
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak (6-10), 2 level= 6 cards; 3 level= 7 cards
Unusual NT: 2suiter w 2 lower suits
Reopening: 12-15, 6 cards
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
DIRECT: Michaels cuebids (2 suiters), Constructive 11+ Hcp
JUMPS CUE-BIDS: Ask for stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
Vs Strong NT: X= 1 minor 2♣= Landy (Ms) 2♦= Multi
2♥= ♥ + minor 2♠= ♠ + minor 2NT: Both minors
Reopening: SAME
Vs weak NT: X= 13+ HCP, Others= SAME
Reopening: SAME
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
T/O Double
Cue= 2 Suiter
Vs 2 weak= Leaping Michaels Cue= Both minors
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs 1♣: X= ♥ + ♠; 1x= Natural; 1NT= ♣ + ♦
VS 2♣: X= ♣; 2x= Natural; 2NT= ♣ + ♦
OVER OPPONENTS' TAKEOUT DOUBLE
XX= 10+ Hcp 1/1= Sys on 2/1= 6-9 Hcp, NF Jumps= Weak
After XX; Pass forcing at 1 or 2 levels
Truscott over 1M Truscott inverted over 1m

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	5, 3, 1	5, 3, 1	
NT	4, [2 (or 1) from bad suits]	5, 3, 1	
Subseq	Att	Att	
Other: K vs NT ask unblock or count			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK+	AKx+; Ax	
King	KQ+, AK	AKJ+; KQJ+; KQ10+; Kx	
Queen	QJ+ Qx	QJ10+; QJ9+; Qx; KQxx+	
Jack	J10+; Jx	J10+, Jx	
10	109+; 10x; H109(+)	HJ10+; H109+; 10x	
9	9x, HH9(+)	109+; 98+; 9x	
Hi-X	1, 3	2 (1), 4	
Lo-X	5, 3, 1	4, (2,1)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	L= Enc	L= Even	L= Enc
Suit 2	L= Even	S/P	S/P
3	S/P		
1	L= Enc	L= Even	
NT 2	L= Even	S/P	
3	S/P		
Signals (including Trumps):			
No Smith signal			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Usually 12+ Hcp. [Could be 10+ HCP if good distribution] or 18+ any distr.			
Responses: Nat., Suit w 0-7(8) Hcp; Jumps w 8-11 Hcp.			
Cue= 12+ (could be 9+ if both majors)			
Reopening: 8+ Hcp if good distribution; or 14+ any distrubtion			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
SUPP DOUBLE and REDOUBLE			
MAX OVERCALL DOUBLE			
Many NEG Doubles			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: SPAIN
PLAYERS: C. GUERRERO – A. WASIK
PLAYERS: C. GUERRERO – L. LANTARÓN
EVENT: European Mixed Teams Championship
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 Card Major
Better minor, 3+
Strong 1NT= 15-17 Hcp. (Usually no 5M, but 6m or 54 possible)
2♣= Art. GF.; 25+ if Bal.
2♦= Multi,
2♥/♠= ♥+m / ♠+m, Usually 5-5 (NV can be 5-4), Weak, 6-10 H.
3NT= Gambling, solid minor w no side stoppers
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
TRF responses over 1♣
WJS responses
2♦= Multi,
2♥/♠= ♥+m / ♠+m, Usually 5-5 (NV can be 5-4), Weak, 6-10 H.
3NT= Gambling, solid minor w no side stoppers
SPECIAL FORCING PASS SEQUENCES
Standard, when our side is clearly stronger
IMPORTANT NOTES
PSYCHICS: Very rare (hardly ever)

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♠	(11) 12-22 Hcp	Walsh 1♦=♥; 1♥=♠; 1♠=♦ or Bal or ♣	2♣/2♦= 2 way check-back after 1x1y; 1z	1♣(1♦)X=♥ 1♣(1♦)1♥=♠
				3+ cards	1NT= 8-10 2♣= 6-9 3♣= 10-11	3♣= Sign off after 1x1y; 1z	1♣(1♦) 1♠= No ♥, No♠
					2♥/♠= 2-6 Hcp, 6 cards	3♣= Checkback after 2NT(18-19 bal)	1♣(1♥)X=♠ 1♣(1♥)1♠=No ♠
1♦		3	5♣	(11) 12-22 Hcp	1♥/♠= Nat 1NT= 6-10 2♣= 10+ F1R	2♣/2♦= 2 way check-back after 1x1y; 1z	1♦(1♥) X= 4+♠
				4+ cards except 4432	2♦= 6-9 3♦= 10-11	3♣= Sign off after 1x1y; 1z	1♦(1♥) 1♠= No 4♠
				Could be 4♦5♣ (Good♦ Bad♣)	2♥/♠= 2-6 Hcp, 6 cards	3♣= Checkback after 2NT(18-19 bal)	
1♥		5	5♦	(11) 12-22 Hcp	1NT= 6-10 NF 2/1= 10+, F1R	2♣/2♦= 2 way check-back after 1♥1♠; 1NT	
				5+ cards	2NT= Raise limit+, 3+♥ 3♠/4♣/♦= Splinter	3♣= Sign off after 1x1y; 1z	
					2♠= 2-6 Hcp, 6 cards 3♣/♦= 6+ cards, 5-9 Hcp		2♣= Drury-Fit
1♠		5	5♥	(11) 12-22 Hcp	1NT= 6-10 NF 2/1= 10+, F1R	1♠ 2x; 2NT= 15-17	
				5+ cards	2NT= Raise limit+, 3+♠	1♠ 2x; 2♠ 3♠= F. 15+ HD	
					3♣/♦= 6+ cards, 5-9 Hcp 4♣/♦/♥= Splinter		2♣= Drury-Fit
1NT			4♥	15-17 Hcp	2♣= Stay 5 responses [2NT=Both min, 3♣=Both Max]	1NT 2♣; 2NT/3♣ 3♦/♥= TRF ♥/♠	
				Usually no 5M,	2♦/♥/♠/3♣= TRF ♥/♠/♣/♦ 3♦= Nat. invitative		
				but 6m or 54 possible	3♥/♠= Sgl + (5-4)ms 4♣= 5♠5♥ 4♦/♥= TRF ♥/♠		
2♣	√	0		Art. Strong	2♦= Neg. 0-7 (8) Hcp	2♣ 2♦; 2♥= Kokish relay	
				23+ if Bal	Others= Nat. 5+ cards, 8+Hcp.	2♣ 2♦; 2NT= 23-24 Hcp	
2♦	√	0		Weak in a Major	2♥/♠= P/C 2NT= Strg Ask 3♣/♦= F1R	After 2NT → 3♣/♦= ♥/♠ min	
				Strg in a minor or Bal 22-23	4♣= Bid your suit in TRF	→ 3♥/♠= ♠/♥ max	
2♥		5		♥ + minor; Weak (6-10)	2NT= Ask 3♣= P/C		
				Usually 5-5 (NV could be 5-4)	2♠= Nat. NoF.		
2♠		5		♠ + minor; Weak (6-10)	2NT= Ask 3♣= P/C		
				Usually 5-5 (NV could be 5-4)			
2NT			4♥	20-21 Hcp	3♣= Puppet STY 3♦/♥= TRF 3♠= Puppet to 3NT →	Pass= To play; or 4♣/♦= Slam Try in ♦/♣	
				Could have 5 card M	3NT= 5♠4♥ 4♣= 5♠5♥ 4♦/♥= TRF ♥/♠	or 4♥/♠= Sgl w 55ms Slam Try	
3♣		7 (6)		1 st /2 nd Good suit	New suit= F		
3♦		7 (6)		1 st /2 nd Good suit	New suit= F		
3♥		7 (6)			New suit= F		
3♠		7 (6)			New Suit= F		
3NT				Gambling	4/5♣= P/C; 4♦= Ask shortness →	4♥/♠: Short; 4NT= No Short; 5m= Short om	
				Solid minor without stoppers	4M= To play; 4NT= Ask number cards →	5♣/♦= 7 cards; 5♥/♠= ♣/♦ w 8 cards; etc	
4♣		7+		Pre	4M= To play	HIGH LEVEL BIDDING	
4♦		7+		Pre	4M= To play	RKCB 14-30 (POD1) (PODE)	
4♥		7+		Pre		Exclusion BW (30-41)	
4♠		7+		Pre		First round or second round control cue-bids	
4NT						5NT RKCB if 4NT not available	
5♣						5ST GSF (Resp. by steps)	
5♦							