

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Natural
Level 1: may be light, 4-16HCP; resp: drury (opener's suit)
Level 2: solid 11+-17(18)HCP, 2♠/♦ usually 6+ suit
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd : 15-17(18)HCP
Reopening: 10+-15HCP
JUMP OVERCALLS (Style; Responses; Unusual NT)
Natural preemptive
Unusual 2NT (5+5+ lowest ranked suits, but after 1♣ 2+: minors, if 1♣ 3+:♦+♥)
Reopen: Natural
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct Cue-Bid: 5+5+ highest ranked suit & another (6+HCP), but after 1♦ it's both M
VS. NT (vs. Strong/Weak; Reopening;PH)
2♣ = both Majors
2♦ = one Major, passed hand: NAT
2♥ = 5♥ & 4+minor
2♠ = 5♠ & 4+minor
vs Strong NT: DBL = 4Major & 5+minor, reopen: any 9+HCP
vs Weak NT: DBL = 13+HCP
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
4m=5+5+mM
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
1NT=♣&♦ or ♥&♠
DBL= M&m
OVER OPPONENTS' TAKEOUT DOUBLE
1M – (x) – transfers (transfer to 2M = supp weak or FG)
1m – (x) - transfers

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In not agreed Partner's Suit	
Suit	2 nd / 4 th	1 st / 3 rd / 5 th	
NT	2 nd / 4 th	1 st / 3 rd / 5 th	
Subseq	2 nd / 4 th	1 st / 3 rd / 5 th	
Other: vs NT: 10 from AJ10x(..) / KJ10x(..)			
diff by RHO when dummy has small cards; vs suit treat J as small card			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(..), Ax	AK(..), Ax	
King	AK, KQ(..), Kx	KQ(..), Kx, AKJ10	
Queen	QJ(..), Qx	QJ(..), Qx, KQ109	
Jack	J10, Jx, J10(..)	J10, Jx, J10(..),	
10	10x, H10x	10x, AJ10x(..), KJ10x(..)	
9	109x(..), rarely H9x	109x(..), rarely H9x	
Hi-X	HXX, xXx(..), JXxx(..)	HXX, xXx	
Lo-X	HxxX(..), HHxX(..), xX	HxxX(..), HHxX(..), xX	
SIGNALS IN ORDER OF PRIORITY (suit & NT)			
	Partner's Lead	Declarer's Lead	Discarding
	Low = ENC	Smith's Echo vs NT	Low = even
	(1 st lead only)	(small=ENC)	High = odd
	Low = even	Low = even	Suit preference
	High = odd	High = odd	
	Suit preference	Suit preference	
Signals (including Trumps):			
Lavinthal in trumps and after count has been given			
Smith's Echo against NT (small = ENC)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Aggressive at re-open			
Lebensohl in many positions after preemptives and on re-open			
1♦ negative after (1♠)-DBL-(pass)-?			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
negative, INV, 3card SUPP, Lightner, reopening, from 1♣ opener			
after positive partner response, dbl.=15-20 bal.			
if OPPT bid our suit at lvl 3, DBL is a strong suggestion to lead another suit			

WBF CONVENTION CARD
CATEGORY: Red
NCBO: POLAND
PLAYERS: Krzysztof BURAS Piotr LUTOSTAŃSKI
EVENT: ALL
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card Major 11+HCP
1♣ = F1, NAT 11+HCP, or BAL 15-20HCP (if 1NT 11-14), or BAL 24+HCP
1♦ = 5+♦ or 4♦(441) 11+HCP (denies 5332)
1NT= BAL 11-14HCP, 4 th hand 14-16, 3 rd hand VUL 15-17
light responses to 1♦/♥/♠
1M-2♣ = may be 1+♣
2NT opening = (20)21-23HCP BAL
1♣ - ? 2♣= GF 4+♦, 2♦=GF 4+♣
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣-1♦ = negative 0-7(8,9)HCP, or 8-11HCP minor(s)
When 1NT=11-14:
1♣-1NT = BAL, no 4M, 8-9HCP
1♣-2♥ = BAL, no 4M, no singleton 9-12HCP
1♣-2♠ = 5+4+mm, singleton M, 9-12HCP
1♦-2♦ = F1, 4+♦, no 4M, 10+HCP
1M-1NT = NF, 4-12HCP w/o SUPP, or 3-6(7)HCP w/SUPP
2♣ = (5+4+)MM, 5-10HCP; VUL 3 rd all 4 th 10-12HCP
2♦ = (5)6+M, 3-10HCP; 4 th 6+♦ 10-12HCP
2♥ = 5+♥ 5(4)+m, 4-10HCP; 4 th 6+♥ 10-12HCP
2♠ = 5+♠ 5(4)+m, 4-10HCP; 4 th 6+♠ 10-12HCP
2NT = (20)21-23HCP BAL, 5(6)M possible
1x-(1/2y)-? = transfers
SPECIAL FORCING PASS SEQUENCES
1NT(11-14) – (DBL) – PASS = F to RDBL
(EITHER week 1-suiter OR intend to play 1NTxx)
IMPORTANT NOTES
light 3 rd seat openings
active/aggressive competitive bidding
PSYCHICS: rarely

OPENING	ARTIFICIAL ?	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
				1♣	*	2	7♥
	*			4 th hand, VUL 3 rd hand F1 5+♣ 11+HCP BAL 11-13(14)/(17)18-20 24+HCP(6M poss)	2♣/♦ = nat 5+, max	1♣-1x-1NT=bal 11-(13)14HCP, 1♣-1M-2M=bal 11-(13)14HCP	
1♦		5(4)	7♥	5+♦ 11+HCP (no 5332) 4♦(441) 11+HCP	2♣=5+♣ FG 4M possible; 2♦=4+♦ INV+ no 4M; 2♥=5+♠5+♥ 9-11HCP; 2♠=6+♣ 9-11HCP 3♣=4+♦ PRE or ST with any void; 3♦=(6)7-9HCP 4+♦	1♦-1♥/♠-? Artificial rebids; 1♦-1♥/♠-3♦ INV 6+♦ 3♥/♠ 1♦-2♣-2♦=15+HCP 5+♦ 1♦-1M-1NT->transfer rebids	
1♥		5	7♦	5+♥ 11+HCP	1NT= 3-6(7) with support or 4-12 without, 2♣=any FG; 2♦=nat FG, 1M-3M=preemptive 3m=nat 6+ INV, 1♥-2♠ and 1♥/♠-2NT INV with support 1♠-3♥= nat. INV, all splinters void (3NT ♦/♥)	1M-1x->transfer rebids 1♥-1♠-2♥-2♠=♥ supp, ask about shortage 1M-1x-2NT=FG 5+M5+m 1♥-1♠/NT-2♥ and 1♠-1NT-2♠ =6+♥/♠(13)14-15(16) HCP	2♣=drury w/supp, (opp suit is drury when opp opened 1♦/♥), 1M-(DBL)->transfers jumps nat with supp
1♠		5	7♥	5+♠ 11+HCP			
1NT		-	-	ALL 1 st , 2 nd , NV 3 rd 11-14 BAL 3 rd hand VUL: 15-17 BAL 4 th hand: 14-16 BAL	2♣=Stayman; 2♦/♥=TRF to ♥/♠; 2NT=Nat inv 2♠=TRF to ♣; 3♣ TRF to ♦, 3♦=nat inv; 3♥/♠=shortage & 5+4+mm 4♣/♦=nat PRE; 4♥/♠=to play	1NT-2♣-2♦-2♥/♠=P/C; 3♣=ART FG relay; 3♦=ask 3M; 1NT-2♣-2M: 3♣=ART FG relay; 3♦=INV+ w/supp 1NT-2♠: 2NT=max; 3♣=min 1NT-2♣-2♥/♠-3♥/♠ FG choice between 3NT and 4♥/♠	1NT-(DBL):RDBL=♠+another; 2♣=♣+♦/♥; 2♦=♦+♥; 2M=NF; pass=F to RDBL, weak 1suit or intend to play 1NTxx
2♣	X	0	-	(5+4+) ♥+♠ 5-10 HCP VUL 3 rd & ALL 4 th :10-12	2♦=ART relay; 2NT=6+♣ or ♦; 3♣/♦=inv ♥/♠ 4♣ bid TRF to better suit; 4♦ bid better suit	2♣-2♦-2♥: 2♠=♠ supp GF; 3♣=inv+, 3♦=inv both with ♥s 2♣-2♦-2♠: 3♥=♥ supp GF; 3♣=inv+, 3♦=inv both with ♠s	2♣-(DBL):pass=5+♠; 2♦=SO; RDBL=ask;2NT art inv+
2♦	X	0	-	(5)6+♥/♠ 3-10 HCP (4 th : 6+♦ 10-12 HCP)	2♥/♠/3♥=P/C; 2NT=ART FG; 3♦=slam try both M supp, 3♠=nat inv; 3/4♣=bid TRF; 4♦=bid your M; 4M to play	2♦-2NT:3♣=♥;3♦=♠;3♥/♠=♠/♥ solid suit (1 loser) 2♦-3♦:3♥=♠;3♠=♥ w/o shortage; 3ba/4m=♥ w/shortage	DBL=penalty;RDBL=own suit comp: 3/4♣/♦=nat w/supp, 2NT=INV with long minor
2♥	X	5	-	5+♥ & (4)5+m 4-10 HCP (4 th : 6+♥ 10-12 HCP)	3♠=P/C; 2NT=ART INV+ 3♦=♠ FG; 2♠=nat NF; 3♠=♠ INV		2♥-(2♠)-DBL penalty 2NT=ART INV+ 2M-(DBL)-RDBL=INV+ w/supp OR intentional
2♠	X	5	-	5+♠ & (4)5+m 4-10 HCP (4 th : 6+♠ 10-12 HCP)	3♠=P/C; 2NT=ART INV+ 3♦=♥ FG		
2NT		-	-	balanced (20)21-23 HCP might be 5(6) M or m	3♠=puppet Stayman; 3♦/♥=TRF to ♥/♠; 3♠=ask 4m 3NT=5+5+mm light slam inv 4♣=5+5+ mm; 4♦=5+5+MM; 4♥=♣; 4♠=♦		
3♣/♦		6	-	PRE; 3 rd hand everything possible	Other m = slam try in m, 3♣-3♦ = asks shortness		
3♥/♠		7(6)	-				
3NT	X	-	-	1st & 2nd seat – Gambling AKQxxx m w/o side stopper 3rd & 4th seat – to play	4♦=ask about shortage		
4m/M		7(6)	-	PRE or tactical			
5m		8(7)	-	PRE or tactical			

HIGH LEVEL BIDDING

Cuebids; splinters mostly void;

TURBO (we don't play RKCB), in Ms: 4NT in series of cue-bids=even # of key cards (of 5), 5L cuebid=odd # of KC in minors: 4♠=even #, 4NT = odd #, 5L=odd #

At 5th level "cue-bids" may be Q, "last train" in many sequences both in slam

Bidding and below 3NT, bidding over 3NT is often cue-bid with support in partners Major