


DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS		<b>WBF Convention Card</b> 
OVERCALLS(Style; Responses; I/2level; Reopening)		OPENING LEADS STYLE		
Natural		Lead	in Partner's Suit	
♠ overcall may be very weak ( 1♠ not vulnerable may be 5-18)		Suit	3/5 with H	Category i.e. Green / Blue / Red / HUM / Brown Sticker: Blue
after p's overcall new suit is forcing one round ( if not passed hand), cuebid shows fit		NT	3/5 with H	Country: Romania
		Subseq	same	Event: Open
		Other:	2nd from small 3+cards (may include J sometimes), but highest from 3 small only against NT	Players: Daniel Moldovan- Marius Moraru
INT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS		SYSTEM SUMMARY Modified polish club
natural, 15-17, rarely may not have stop in opp's bid suit		Lead	Vs.Suit	Vs. NT
(1any)-pass-pass-1nt: 10-14 not vulnerable, 12-14 vulnerable., nat next		Ace	AK(x...), A(x...)	AK(x...), A(x...)
(1any)-pass-pass-2nt: 17-20 - we play puppett		King	AK(x...), KQ(x...)	AK(x...), KQ(x...)
		Queen	QJ(x...), AQJ(x...)	QJ(x...), AQJ(x...)
		Jack	HJ10(x...), J10(x...)	HJ10(x...), J10(x...)
JUMP OVERCALLS(Style; Responses; Unusual NT)				
1-Suit: weak		10	H109(x...), 109(x...)	H109(x...), 109(x...)
2-Suit: weak		9	98(x...), 9x, 9xx, H98(x...)	98(x...), 9x, 9xx, H98(x...)
		Hi-x	even	even
		Lo-x	odd	odd
Reopening: shows opening values and good suit, 6+ cards		SIGNALS IN ORDER OF PRIORITY		(1♠)-dbl="I would have opened 1♠" ( 11-14 bal*, 11-14♣, 18+any). (1♠)-1♣="I would have opened 1♣"(11-7,4+♣, one short)
DIRECT and JUMP CUE BIDS ( Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding
Michaels		Suit: 1st	ATT	COUNT
(1♣)-2nt: 5+♠+5 any M, max 10 or 17+		2nd	COUNT	LAVINTHAL
jump cb asks for stop for nt, usually with a long good suit		3rd	LAVINTHAL	COUNT
		NT: 1st	ATT	COUNT
		2nd	COUNT	LAVINTHAL
<b>VS. NT(vs. Strong/Weak; Reopening:PH)</b>		3rd	LAVINTHAL	COUNT
vs strong NT: 2♣ shows majors, at least 44, direct and reopening		Signals (including Trump ODD=E STD COUNT LAVINTHAL		(1♠)-2♣=15-17, 6+♣, 4+any, one shortness
vs strong NT: 2♣ shows one M, good hand ( with one ace and fit wants to play game)		SMITH with low cards against NT when we think it is necessary - REVI		(1♠)-2nt=mm max 10 or 17+, at least 55
respondes the same as on 2♣ multi, direct and reopening				(1♠)-3♣=MM 17+, at least 55
vs strong NT: dbl= penalty try, p will pass with one A, 2K, one KQ or more- only dire				
vs strong NT: 2♣/♠ = 5+♣/♠, 12+hcp ( but see 2♣ overcall), direct and reopening		DOUBLES		
vs weak NT: 2cl shows MM, dbl = general take out, natural else		TAKEOUT DOUBLES(Style;Responses;Reopening)		
VS.PREEMPTS( Doubles; Cue-bids; Jumps; NT bids)		Natural		
double=T/O		Natural, focused on majors		
Natural		Natural and lebensohl incertain cases		
Leaping Michaels/ Non leaping Michaels(see notes 1)		Natural		
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES		
except 1♠, doubles shows suit opened, natural overcalls ( in nonvulnerable may be on		Support double ( not forced with very minimum hand)= 3 cards or strong hand		
looking for a preempt spot, in vulnerable shows good suit - for lead, or very offensive		redouble showing first round control when in possible slam try or when in GF but would be important		
distribution)		Lightner double		
		DOPI, ROPI		
OVER OPPONENTS' TAKE OUT DOUBLE				
After 1M-(dbl) - we play transfers from 1nt till 2M-1.				Psychics: very rare
In other situations we play either natural either sys on, ignoring dbl in certain cases.				
(see notes 2)				
		IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1 ♣	*	0	4♥	11-14 bal(may have many ♦, 2272 possible), 11-14 4+♣,18+any	1♠=0-7(8) any or 9-11 5+4+mm one shortness 1♥/♣=4+♥/♣, 8+hcp, Int=9-11 no 4M 2♣=GF, 2♦=GF 5+♦, 2♥=4♥ 5+m GF, 2♠=4♠ 5+m GF, 2nt=inv 3♣/♦=inviting 6+♣/♦, 3♥/♠=GF sets trump asks cb, 3nt to play	2waychkbk in any situation, bubrotka 1♣-2♣:2♦=any 11-14, then we bid M's stons 1♣-2♦: 2	1♣-(1M)-2♣/♦=F1 inv+ 1♣-(INT)-2♣=4+M 4+M 8+ <b>see notes 3</b>
1♦	*	4	4♥	11-17, 4+♦ (4 only if any 4441 with 4♦), one shortness	1♥/♣=nat, Int=Forcing one round ( <b>see notes 4</b> ) 2♣=GF 4+♣, 2♦=GF 4+♦, 2♥=4+♥ 5+♣ destructive, 2♠=GF 4+♦ one shortness 2nt=inviting, 3♣=inviting 6+♣, 3♦=weak, 3♥/♠=GF sets trump, 3nt to play	1♦-1M-2nt=6+♦ 3M (14)15-17 1♦-1M-Int usually M singleton two way chkbk	1♦-(1M): 2♦=4+♦ F1, 3♣/♦=weak 1♦-(1M): 3♥/♠= GF sets trump ask cb 1♦-(1M)-2M=T/O w/o OM 1♦-(INT)-2♣=4+M 4+M 8+
1♥/♠		5	4♥	11-17, 5+♥/♠	natural, Int=semiforcing( may be passed with 5332 weak) 2♣=GF, 2♦=5+♦ GF, 2♥ after 1♣=GF 5+♥, 2♠ after 1♥=inviting 6+♣ 3♣/♦=inviting 6+♣/♦, 2nt= 11-16 ( HDCP) 3+M 3♥ after 1♣=inviting, 3♠ after 1♥ and 3nt after 1♠=splinter (sgl, 3-4 ctrls)	after 2/1 GF we bid distribution first and use 3NT unserious after any M fit ( <b>see notes 5</b> for inv/essay bids) after 1M-2nt: ( <b>see notes 6</b> )	Drury (1 M dbl, 1♥-(1♠) also 2♣=Drury) 1M-2nt(passed hand) = 4+M, one shortness, good hand 1M-any-2nt=inv+, 3 cards M 1M-any-cb=4card fit inv or ST (1M-any-3NT shows 4+fit, game values)
1 NT			4♥	15-17, may have singleton ( especially with ♦ singleton)	2♣=garbage stayman, 2♥/♠=transfers, 2♠=range asks(inviting or 3/1/1/3)45 GF or CONFIT, or weak ♣, 2NT= asks for first unguarded suit, 3♣=♦ weak or GF with ♦ and a shortness, 3♦=55mm inviting, 3♥=1354 GF, 3♠=3154 GF, 3nt =to play, 4♣=55-7♠ game values 4♦/♠=transfers	we play superaccept but not with ultraminim ( <b>see notes 7</b> ) for superaccepts	Smolen <b>see notes 8</b>
2 ♣	*		4♥	15-17, 5+♣, 4+any, one shortness	2♦=ask ♥, 2♥=ask ♠, 2♠=puppet in 2nt, 2nt=puppet in 3♣, 3♣/♦/♥/♠=GF nat suit, 3nt =to play	a hand who could play slam with extra max	<b>see notes 9</b>
2♦	*		4♥	6♥ weak, NT 20-21 w/o any 5 card suit, 5+♠+ 5+any max 4 losers	2♥=p/c, 2nt=relay. Other = nat forcing	After 2nt: 3♣= good M preempt, 3♦=bad M preempt. 3nt shows Nt. 3♥/♠- MM, 4m-Mm*	<b>see notes 10</b>
2♥	*		4♥	6♠ weak, NT 20-21 with any 5+ card suit, 5+♥+5+m max 4 losers	2♠=p/c, 2nt=relay. Other =nat forcing	After 2nt: 3♣= good M preempt, 3♦=bad M 3♥=♥+♠, 3♠=♥+♦ 4losers. Trick 4 =3 losers*	<b>see notes 11</b>
2♠	*		4♥	15-17, 6+♠, no other 4+card suit, one shortness	2nt=puppet in 3♣, 3♠=puppet in 3♦, 3♦=ask ♥, 3♥=ask ♠		<b>see notes 12</b>
2 NT	*		4♥	mm 5+,5+, max 10 or 17+ (or equivalent)	3♣/♦=to play if weak, 3 M=F1 nat, 3nt=to play,4m=keycards, 5m=to play		
3 ♣		6		preemptive	new suit non game=F1		
3♦		6		preemptive	new suit non game=F1		
3♥		6		preemptive	new suit non game=F1		
3♠		6		preemptive	new suit non game=F1		
3 NT	*			Gambling, minor suit, no other clear stop	4♣=p/c		<b>High Level Bidding</b> RKCB, 5 KC, 14/03/2/2+Q
4 ♣	*			to play 4♥, preemptive based ( if not in 3rd)			Ask for Q or trump includes Kings also( <b>see notes 13</b> )
4♦	*			to play 4♠, preemptive based ( if not in 3rd)			Exclusion BW
4♥				to play, preemptive based ( if not in 3rd)			Josephine
4♠				to play, preemptive based ( if not in 3rd)			Splinters on 1M opening are made with exactly 3 or 4 ctrls, shows exact void or singleton
4NT	*			destructive minors(6+ 5+)			3NT unserious( <b>see notes 14</b> )
5♣				to play, preemptive based ( if not in 3rd)			We use two suits blackwood in some cases( <b>see notes 15</b> )
5♦				to play, preemptive based ( if not in 3rd)			Economic cuebids, rdbl=1st round ctrl
5♥				to play, preemptive based ( if not in 3rd)			
5♠				to play, preemptive based ( if not in 3rd)			
5NT							

## Notes Description

- 1 Leaping/non leaping Michaels shows max 4 1/2 losers. (2♥/2♠ or equivalent bids- for instance 2♦ showing weak♥ or else): 4♣/♦=♣/♦+♠/♥ 5+5+ max 4 1/2 losers. (3♥/♠ or equivalent): 4♣/♦=♣/♦+♠/♥ 5+5+ max 4 1/2 losers, 4♥/♠=ace asking, 4nt=mm -REV2  
 3♣/♦: 4♣= 5+5+MM 5-losers, 4♦= One M ( I would have bid 4M), responses as on multi ( 4♣=support 5♥ and so on), 4♥/♠=♥/♠+♦/♣ 5+5+ max 4 1/2 losers
- 2 1♣-(dbl)-1♦/♥=4+♥/♠ 8+hcp 1♠=no 4M - asks for INT or 2♣ if 11-14., 1♦-(dbl)- sys on, rdbl= 10 + trying penalty ( usually 2 suits for penalty, 1♥-(dbl): 1♠=4+♠ FI, INT=♣, 2♠=♦, 2♦=constructive ♥ fit(may have 4 cards equivalent with 3 cards 8-10), 2♥=weak fit (may have 4 cards). 2♠ and further=sys on. 1♠-(dbl): INT=♣, 2♠=♦, 2♦=♥, 2♥=constructive ♠ fit(may have 4 cards equivalent with 3 cards 8-10), 2♠=weak fit (may have 4 cards). 2nt and further =sys on. Int-(dbl): rdbl=any5+ cards suit asks for 2♣, 2♣=♣+any 2♦=♦+♥ or ♠ at least 44, 2♥=♥+♠ at least 44, 2♠ and on sys on  
 2♣/2♠-(dbl)= sys on ( rdbl =8+ trying for penalty )  
 2♦/♥-(dbl): rdbl=at least A.. or K x.. In preemptive suit, pass= at least Qx.. In preemptive suit, 2♥/♠= no A,K or Q in preemptive suit, sys on  
 2nt-(dbl): rdbl =good hand, to pass with decent suits, pass=good hand, to pass only if good opening, sys on
- 3 1♣-(any)-pas-(pass): dbl= T/O ( 18+ or normal T/O) 2♣=11-14. Any other bid= 18+  
 1♣-pass-1♦-(any): any bid except 2♣= 18+  
 1♣-(1♦/♥)-transfers on lvl1 with 8+hcp. 1♠ denies 4M (for T/O or NT).  
 1♣-(1♠)-2♣=T/O without 4♥  
 1♣-(1any): 2♣=5+♣ inv+ FI. 3♣=weak 6+♣
- 4 1♦-Int =FI ( weak♣ or ♦, GF with exactly 4M and 5+♣, inviting with max 2♦ or with ♣ or with 3+♦ unbal): 2♣=3+♣ not ultra max, 2♦= max 2♣ not ultra max, 2♥/♠ 3♣/♦ nat, 16good-17 or equiv  
 1♦-Int-2nt=4M4M 16 good-17 or equiv  
 1♦-2nt= inv bal 3♦, 1♦-3♣=inv 6+♣ 3♦, 1♦-3♦=inv nebal 4+♦,  
 1♦-INT-2♣/♦: 2NT= inv bal 2♦, 3♣=inv 6+♣ max 2♦, 3♦=inv bal 4+♦
- 5 After 1M-2M or 1♣-1M-2M or in any M fit (exception 1♦-1M-2M: 2nt= ask: 3♣=3M min, 3♦=3M max, 3♥=4M min, 3♠=4M max): 2nt= essay asks values, 3any=values, OM=4 cards, values  
 1M-INT ( or 1♥-1♠)-2NT= 6M 4m 16good-17: 3♦=GF relay ( 3♥=♣, 3♠=♦), 3♣=p/c, 3M=signoff
- 6 1M-2NT: 3♣=any min, 3♦=unbal with shortness and extravalues, 3♥=5332 extravalues, 3♠=5422 extravalues, 3nt=6322 extra values, 4M=7222 extravalues. after extravalues first bid available =relay. 1M-2NT-3♦-3♥=relay: 3♣= any singleton: 3nt=relay: step responses. 1M-2NT-3♦-3♥=relay: 3nt/4♣/♦ = void, step responses.
- 7 1nt-2♦/♥-2♥/♠ may have 4 cards in transferred suit if ultramin, 2nt= 4 cards max, 3M=4 cards min, 2♠/3♣/3♦= 4 cards fit, not ultra min, max J in announced suit after a strong 2 NT announced and M transfer: 3M=2 cards, 3nt=3 cards, else =4+cards
- 8 1NT-2♦-2♥-3♣= ST 5+♥5+♠  
 1NT-2♥-2♠-3♥= INV 5+♥5+♠  
 1NT-2♣-2♦-2♠=relay: 2nt=singleton M(3♣=relay: 3♦/♥=♥ singleton 5♣/♦, 3♥/♠=♠ singleton 5 ♣/♦), 3♣=5♣, 3♦=5♦, 3♥=2344, 3♠=3244, 3nt= any 4333  
 1NT-2♠: 2nt=min/ 3♣=max. After this: Pass= weak ♣, 3♦=CONFIT: (first step=max 3 ctrls then steps responses), 3♥=1345 GF, 3♠=3145 GF
- 9 2♣-2♦: 2♥=0-1 ♥. After that, 3♣=signoff, else =GF as natural as possible, 2♠=2♥, 2nt=3♥, 3♣=4♥ min, 3♦ and 3♠=65nat, 3♥=4♥ max cu singleton(3♣ relay), 3NT, 4♣=void steps  
 2♣-2♥: 2♠=0-1 ♠. Same as above. (3♦, 3♥ 65 nat), 3♣=min, 3NT max with singleton, 4♣/♦ void steps)  
 2♣-2♠-2nt (forced): 3♥/♠/NT= stops in ♥/♠/♥+♠  
 2♣-2nt-3♣(forced): 3♥/♠/NT= stops in ♦+ ♥/♠/♥+♠  
 2♣-2♠-2nt-3♦= ask in ♦: 3♥=0/1 ♦, 3♠=2♦, 3nt=3♦, else is 4+♦+first cb  
 2♣-2nt-3♣(forced): 3♦=♦ stop  
 2♣-3nt = stops in ♦/♥/♠  
 2♣-2♠-2nt-3♣=fit constructive, to pass if not very good hand.  
 2♣-3♣=GF, natural continuations  
 2♣-4♣=RKCB ♣  
 2♣-2♠-2nt-4♣=inv ♣  
 2♣-2nt-3♣-4♣=GF ♣, ask cbs
- 10 After 2♦-2♥-2NT: 3♣=STAYMAN, 3♦/♥=transfers, 3♠=transfer to 3nt ( to play or: 4♣=♦ ST: 4nt Don't like, 4♦=♠ ST: 4nt Don't like, 4♥/♠= short ST mm), 3NT=5♠ 4♥ GF  
 2♦-2♥: 2♠= MMat least 55 Max 4, 4 1/2 losers, 2nt=20-21, 3♣/♦ =♣+♠/♦ interesting hand ( void or max 3 losers), 3♥/♠=♠+♠/♦ bad/normal 4 losers hand.  
 2♦-2♥-2♠-2NT=relay: opener bid 3♣ with any "normal" hand, or else with stronger hands(\*). Responder may pass 3♣, bid NF 3♦, 3♥, 3♠, 3NT  
 4♣/♦= fit ♥/♠ and shortness in oM ( usually singleton) and at least 1 losers covered  
 (\*): 3♦=max 3 losers 55 on MM. 3♥/♠ 6511/5611 3 losers. 3NT/4♣=void ♣/♦ 3 losers, 4♦=66MM 3 losers  
 2♦-2♥-2♠-(3M-2)= relay , agreed M fit, 3M= to play ( opener may bid more): 1st step any singleton (5521) then relay again step responses. 2nd, 3rd steps

**voids, step responses. 4th/5th 5611/6511 min 4losers, 6th/7th 5611/6511 max 3 losers and so on and next step is rkcb REV3**

2♦-2nt: 3♣=good M preempt, 3♦=bad M preempt, 3♥= minimal MM 4losers, 3♠=maximalMM less than 4 losers, 4m=♣+m 3-4 losers, 5m=♣+m 2 losers and so on  
2♦-2nt-3nt: optional ask for controls: 4♣=ask cbs, 4♦=2-3 ctrls, 4♥=4 ctrls and so on, then bids 4 cards suit until fit.

11 After 2♥-2♠-2nt: 3♣=ask for 5 card suit, 3♦/♥=transfers, 3♠=transfer to 3nt (to play or: 4♣=♦ ST: 4nt Don't like, 4♦=♣ ST: 4nt Don't like, 4♥/♠= short ST mm), 3NT=5♠ 4♥ GF  
2♥-2♠: 3♣/♦=♥+♣/♦ 4 losers interesting hand (void or max 3 losers), 3♥/♠=♥+♠/♦ bad/normal 4 losers hand  
2♥-2nt: 3♣=good ♠ preempt, 3♦=bad ♠ preempt, 3♥/♠=♥+♠/♦ and void, 4♣/♦=♥+♣/♦ no void, 3-4 losers, and so on as above

12 2♠-2nt-3♣(forced): 3♥/♠/NT= stops in ♥/♠/♥+♠, 3♦=ask in ♦: 3♥=0/1 ♦, 3♠=2♦, 3NT=3 cards ♦ minimal,, else is 3 cards ♦+first cb  
2♠-3♣-3♦(forced): 3♥/♠/NT= stops in ♦+ ♥/♠/♥+♠  
2♠-3♦=ask in ♥: 3♥=0-1♥, 3♠=2♥, 3nt=3♥ min, 4♣ max 3 cards fit singleton, 4♦/♥= max3 cards fit void steps  
2♠-3♥=ask in ♠: 3♠=0-1♠, 3nt=2♠, 4♣=3♠ min, else is 3 ♠ first cb  
2♠-2nt-3♣(forced): 4♣=inv  
2♠-3♣-3♦-4♣=GF ♣, ask CBs  
2♠-4♣=RKCB ♣

13 After 4NT and 5♣(♦), first suit except trump= ask for Q trump and kings.: first step, no Q, slam bid=Q and no extra K, else =Q+ that K or the other two( 6♣, for instance, when ♠ is fit shows Q of ♠+ K of ♣ or Qof ♠+ ♦K and ♥K

14 After M fit and gf, 3 NT is unserious. In certain cases, usually after 1♣ opening and M fit, 3NT may not be unserious, but waiting for ♣ cb

15 When we use Blackwood in 2 suits, answers are: 1/4,0/3,2/5 no Q, 2/5 1Q, 2/5 2Q, 6KC