DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

Level 1: 8-17, 5 card suit
Responses:
New suit on level 2 = 12+, 5c suit
1x-1M-p-? 2c = drury; 2x = 12+, BAL;

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

15-17 BAL with stopper
1m-p-p-1NT = 12-14(15)
1M-p-p-1NT = 12-15(16)

JUMP OVERCALLS (Style; Responses; Unusual NT)

Preemptive
Reopeninig: 10-12 with 6-7 cards
1c-2NT = 5+5+m; 1d-2NT = h+c; 1M-2NT = 5+5+m

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

1d-2d = 5+5+M; 1M-2M = 5+oM 5+m

VS. NT (vs. Strong/Weak; Reopening;PH)

Vs strong: X = 4M 5+m; 2c = 5+4+M; 2d = 6+M; 2M = 5+M 4+m; 2NT minors; all constructive

Vs weak: X = 15+; 2c = 5+4+M; 2d/h/s = nat; 2NT = minors; all constructive

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

Take out doubles, constructive jumps

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

1c-? x = 4+4+M, 1NT = 5+4+m
2c-? x = 5+4+M; 2NT = 5+5+m

OVER OPPONENTS' TAKEOUT DOUBLE

XX = penalty oriented

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	2nd/4th best	2nd/4th best
NT	2nd/4th best	2nd/4th best
Subseq	2nd/4th best	2nd/4th best

Other: in trumps: suit preference

LEADS

Lead	Vs. Suit	Vs. NT
Ace	**A**K(+)	**A**K(Q/J/10)(+)
King	**K**Q(+) / **K**x	**K**Q(W/10)(+) / **K**x
Queen	A**Q**W / **Q**J(+) / **Q**x	A**Q**W / **Q**x / **Q**J(10/9)(+)
Jack	**J**10(+) / **J**x / H**J**10(+)	**J**10(9/8)(+) / **J**x / HJ10(+)
10	**10**x / H**10**x / H**10**9(+)	**10**x / H**10**x / H**10**9(+)
9	H**9**x / (Q/J)**9**8(+)	H9x / (Q/J)**9**8(+)
Hi-X	x**X**x(+) / H**X**x	x**X**x(+) / H**X**x
Lo-X	Hxx**X**(+) / xX	Hxx**X**(+) / x**X**

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	enc/disc	count	suit preference
Suit 2	count	suit preference	
3	suit preference		
1	enc/disc	count	suit preference
NT 2	count	suit preference	
3	suit preference		

Signals (including Trumps):
Low-high = encouraging, high-low = discouraging
Low-high = even, high-low = odd
In trumps: suit preference

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

1m-X = 12+, 4-3+M (sometimes 3-3)
1M-X = 12+, 4+oM (sometimes 3)
Reopening: 8+, same shapes as above

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Support doubles and redoubles

W B F CONVENTION CARD

CATEGORY: Red
NCBO: Poland
PLAYERS:
Jakub Michalski POL 20706 – Franciszek Stężała POL 20133

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE
1c = 12-14 BAL / 15+ clubs / 18+
1d = 4d441 / 4d 5c / 5+d
1M = 5+M
1NT = 15-17, can be 5M or 6m
2c = 11-14, 5c 4M or 6+c
2d/h/s = weak 2
2NT = 20-21, can be 5M
3NT = Gambling

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

1c = 12-14 BAL / 15+ clubs / 18+
2c = 11-14, 5c 4M or 6+c
3NT = Gambling

SPECIAL FORCING PASS SEQUENCES

When we are in GF

IMPORTANT NOTES

3rd position weaks can be from 5 cards on level 2

PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	0	4h	12-14 BAL (or 4=4=1=4) or 15+, 5+c (4=4=1=4) or 18+ any	1d = 0-6 any or 7-11, minor/-s; 1M = 7+, 4+M; 1NT = 7-10 BAL; 2m = GF, 5+m; 2h = 13+ BAL; 2s = 11-12 BAL; 2NT 11-12 BAL; 3m = nat INV	1c-1d-? 2d = art GF; 2M = 5+M, 21-23; 2NT = 22-23; 3c=c+M; 3d=d+h; 3h=h+s; 3s=s+d; 1c-1h-? 3c=5+d,4+c; 3d=6+d; 1c-1s-? 3c= 5+d,4+c; 3d=6+d; 3h=5+d,4h, Double check-back	
1♦		4	4h	11-17; 5+d or 4d-5c or 4d-441	1M = 7+, 4+M; 1NT = 7-10, BAL or 6+c; 2c = GF, 5+c; 2d = 10+, 4+d; 2M = 3-7, 6+M; 2NT = 11-12 BAL; 3c = nat INV; 3d = 3-6	1d-1M-2NT = INV, 6d 3M 1d-2d-2M/3c = values Double check-back	
1♥		5	4d	11-17, 5+h	1s = 7+, 4+s; 1NT = 7-11, NF; 2c = GF, 2+c; 2d = GF, 5+d; 2h = nat; 2s = 3-7, 6+s; 2NT = INV to 4h; 3m = nat INV; 3h = 3-6	Double check-back	Drury
1♠		5	4h	11-17, 5+s	1NT = 7-11, NF; 2c = GF, 2+c; 2d = GF, 5+d; 2h = GF, 5+h; 2s = nat; 2NT = INV to 4s; 3m = nat INV; 3h = nat INV; 3s = 3-6		Drury
1NT		-	4h	15-17 BAL, can be 5M332 / 6m322	2c = Stayman, 2d = h; 2h = s; 2s = 8-9 BAL or c; 2NT = d; 3c = Puppet Stayman; 3d = INV+, 5+5+M; 3h = GF 0-1h, 5+4+m; 3s = GF, 0-1s, 5+4+m	1NT-2s-? 2NT=weak; 3c=strong 1NT-2NT-? 3c=strong; 3d=weak	
2♣	X	5	4h	11-14; 5c-4M or 6+c	2d = INV+, asking; 2M = SO (5)6+M; 2NT = SO c or GF, 6+d/M; 3c = nat INV; 3d/M = nat INV	2c-2d-? 2M=4M; 2NT=6+c weak; 3c=6+c strong 2c-2d-2M-2NT=GF	
2♦		6	-	(5)6-10, 6d; on 3rd position can be 5d	2M = INV+, 5+M; 2NT = nat INV; 3c = INV+, 6+c; 3d = SO; 3M = INV 6+M; 4c = slam try on diamonds		
2♥		6	-	(5)6-10, 6h; on 3rd position can be 5h	2s = INV+, 5+s; 2NT = GF, asking for singleton; 3m = INV+ 5+m, 3h = SO		
2♠		6	-	(5)6-10, 6s; on 3rd position can be 5s	2NT = GF, asking for singleton; 3m = INV+ 5+m, 3h = INV+, 5+h		
2NT		-	4h	20-21; BAL, can be 5M332	3c = Puppet Stayman; 3d = h; 3h = s; 3s = c; 3NT = SO; 4c = d; 4d = h; 4h = s		
3♣/3♦		(6)7	-	(5)6-10			
3♥/3♠		(6)7	-	(5)6-10			
3NT	X	-	-	AKQxxxx(x) in minor suit	4c = pass/correct; 4NT/5NT = bid your suit	**HIGH LEVEL BIDDING**	
4♣/4♦		(7)8	-	weak		RKCB (1/4,0/3) Splinters, cue-bids	
4♥/4♠		(7)8	-	weak			
4NT		-	-	pick minor			
5♣/5♦		(7)8	-	weak			