DEFENSIVE AND COMPETITIVE BIDDING

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

O/C 1st lev - nat, 8+; DBL = 16+ if not bal

O/C to 1♣/♦ oppening 2nd lev - 2♣ = natural 11+; 2♦ = M+M(at least 5-4); 2♥/♠ = 6 cards weak

O/C to 1 M from ADV -cuebid = 3cards fit in M, min inv
      -2NT= 4 cards fit M, min inv

Reoppening seat 1st lev - nat, 8-14; DBL = strong hand

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

NAT, bal hand , 15-17 2nd

Reoppening seat 11-14 HCP

JUMP OVERCALLS (Style; Responses; Unusual NT)

2nd lev , 3rd lev M – weak

2 NT O/C after 1 m - two suited = other minor + M, min 5-5

2 NT O/C after 1 M - two suited = other major + m, min 5-5

Reoppening seat: 2nd lev M = 12-14 HCP, 6+ cards, good suit

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

(1m) - 3m = ASK stoppper for NT, same for majors

No jump cue in reoppening seat

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

DBL = 16+ vs weak (responses like our 1NT oppening); DBL = 5m + 4M vs. strong

2♣- both majors, min 5-4 , weak if non VUL vs. both

2♦ - nat. vs. weak or one major (responses like over Multi) vs. strong

2♥ - nat. vs weak or two suited ♥ + m vs. strong

2♠ - nat. vs. weak or two suited ♠+ m vs. strong

3♣ - nat. 6 cards vs. both

Reoppening vs. both -DBL = 11-13,min 4-3 M; 2♣= majors; 2♦/♥/♠ = nat

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

Weak 2M – DBL = takeout (2nt lebenshol from p); 4 m = 5-5 m+OM (leaping Michael)

Weak 3M – DBL = takeout; 4m = 5-5 m+OM

Weak 3m – DBL = takeout; 4om = 5-5 M+om

Reoppening seat – DBL = takeout; 2NT = natural 15-18

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

After strong club O/C 1st lev – X = both M strong; 1♦/1♥/1♠/2♣= nat; 1NT = 5m+4M; 2♦ = 6 cards M

OVER OPPPONENTS' TAKEOUT DOUBLE

1m – (X) – 2m= weak; 2NT= fit minor stong; 3m = fit min inv.

1M – (X)- 1♠(on 1♥)= nat; 1NT = x-fer ♣; 2♣ = x-fer ♦; 2♦ =good fit (on 1♥) or x-fer ♥ (on 1♠); 2♥= weak fit (on 1♥) or good fit (on 1♠); 2NT = min inv. with 4+ cards fit

1NT – (X points) – XX = x-fer ♣; 2♣ = x-fer ♦; 2♦ = x-fer ♥; 2♥= x-fer ♠ and pass followed by XX from opener = ask to bid something

LEADS AND SIGNALS

OPPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd, 5th or 2nd from bad	3rd, 2nd from bad
NT	2nd from bad, 4th with interest	3rd/ 4th , 2nd from bad
Subseq	count	

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK (+) - ask ATT	AKx
King	AK(+), KQ(+), K(x) – ask ATT	AKxx, KQ\Jx
Queen	QJ(+) – Q(x) – ask ATT	KQ109, Q,J, Qx, Q
J, 10, 9	Seq and int. seq or sgl/doubleton	10, 9 or double
Hi-X	2nd from bad or sgl	2nd
Lo-X	2nd from bad, 3/5 with interest	4th

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
Suit	1	Low enc, than count	count	Low enc
	2			
	3			
NT	1	Low enc	count	Lavinthal
	2			
	3			

Signals (including Trumps): no signal on trump, low enc vs suit, lavinthal vs. NT, std count

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reoppening)

2nd 10+ with good shape, 17+ with any shape

Reoppening 8+ with suitable shape

Responder 1st level = nat nonforcing; cue-bid= 11+, 2NT nat inv.

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Support X, Redouble on our's 1NT = x-fer ♣

W B F CONVENTION CARD

CATEGORY : GREEN

NCBO: ROMANIA

PLAYERS: IRINA ELENA FILIMON &
    ALINA LOREDANA GHITESCU/ MONICA PAULA ONEA

EVENT : WOMEN TEAM

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

2/1

1♣/♦ - better m, 1♥/♠-5 cards M, 1NT-15-17 (5 M possible)

2♣-GF,2♦- multi(weak M or 22-23 bal), 2♥/♠-2 suited 5-4 weak (♥ +m/♠+m), 2NT = 20-21 bal (puppet)

3♣/♦/♥/♠ or 4♣/♦/♥/♠ = preempt

3NT = Gambling

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♦ Multi

2♥/♠-2 suited 5-4 weak (♥ +m/♠+m)

Our 2♦ Multi: (X) – pass = ♦; XX = bid your M; 2♥/♠ = nat., 2NT = strong

Our 2♥/♠: (X) – pass = to play; XX = GF; 2NT = ask minor; 3♣ = nat; 3♦ = 3 cards fit inv

SPECIAL FORCING PASS SEQUENCES

After game forcing bidding

IMPORTANT NOTES

PSYCHICS: rare

OPPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES		SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3		Rule 18	1♦ = 4+ cards, can have 4M with GF hand (except when opp bid); 1♥/♠ = 4+ nat; 1NT = max. 11 NF; 2♣ = **nat GF** with 5+ cards fit, nat responses (except when opp O/C or show at least 5-4 M when opp O/C 1NT; 2♦/2♥/♠ = 6+ cards weak;3♣/3♦/3♥/3♠ = preemt		1♣ - 1M - 3♦ = 18-19 with 4 cards fit M	
1♦		3		Rule 18	1♥/♠ = 4+, nat (except when opp bid); 1NT = max. 11 NF; 2♣ = **nat GF** with 5+ nat responses (except when opp O/C or show at least 5-4 M when opp O/C 1NT; 2♦ = **nat GF** with 5+ cards fit (except when opp O/C); 2♥/♠= 6+ cards weak; 3♣/3♦/3♥/3♠ = preemt			
1♥/1♠		5		Rule 18 Usually 5 + but can be 4 cards in 3rd seat	If opp pass: 1NT = f1, can have 3 cards fit with 0-7 following by 2M or 3 cards fit with 11+ following by 3M (1NT can be passed if responder passed once); 2M = 3 cards fit 8 -10 HCP; 2m (after 1M) / 2♥ (after 1♠) is **nat GF**; 2NT = min inv, 4+ cards fit 3♣/3♦ = 6+ cards good suit or suit with 3 cards fit after opp O/C 3M = 4+, <7 HCP, non-inv hand (same after opp DBL) 4M = 5 cards fit, < 7 HCP (same after opp DBL) If opp DBL 1♥: XX = points, 1♠ = nat, 1NT = ♣ transfer, 2♣ = ♦ transfer, 2♦ = good fit, 2♥ = weak fit, 2♠ = weak spade, 2NT = min inv If opp DBL 1♠ : XX = points, 1NT = ♣ transfer, 2♣ =♦ transfer, 2♦ = ♥ transfer, 2♥ = good fit, 2♠ = weak fit, 2NT = min inv		1M - 1NT - 2♣/2♦ = min 3 cards (except 1♥ - 1NT - 2♣ = can be 2 cards) 3♣= min hand + shortness (3♦ ask for shortness) 3♦= 15-17 HCP with possible shortness (3♥ ask for shortness) 3♥ (after 1♥) or 3♠ (after 1♠)= min hand, no shortness 3♥ (after 1♠) is 5-4 (♠-♥) or 3♠ (after 1♥) is 5-5 or 6-4 (♥-♠) 3NT = 18-19 bal 4♣/4♦ = 5-5 or 6-4 (M-m) 4♥/♠= noninteresting hand	
INT				15-17 bal (may have 5M)	Stayman, all transfers, Smolen, Lebenshol, T/O DBL 2 nd /3rd lev 3♣/3♦ = both minors weak/strong; 4♣ = 5-5 both major, no slam interest: 4♦/♥= transfer with 6 cards ♥/♠ If opp DBL with pts: XX = ♣ transf, 2♣ =♦ transf, 2♦= ♥ transf, 2♥ = ♠ transf If opp X conv: XX = shows points		1NT - 2♣ - 2M -3oM = slam inv 4 cards fit	
2♣	GF			GF, 24 + if balanced, or less HCP and 9+1/2 tricks	2♦= waiting hand; 2♥ = 5+♥ good suit; 2♠ = 5+♠ good suit; 3♣/3♦ = 5+ ♣/♦ good suit			
2♦	Multi			Weak M (6 cards) or strong 22-23 HCP any shape	If opp pass: 2♥ = pass/ correct 2♠ = supp. ♥ 3 level 2NT = GF 4	If opp X: Pass = diamond suit XX = relay, ask oppener's suit 2♥/♠3♣/3♦ = to play 2NT = GF	By 2♦ - (**pass**) - 2NT GF or 2♦ - (**X**) – 2NT GF: 3♣ = max. with any M, 3♦ = weak with ♥, 3♥= weak with ♠, 3NT = 22-23 HCP	
2♥/ 2♠				Weak, 5-4 = ♥/♠ + m	If opp pass: 2NT = GF 3♣ = pass/ correct (want to play minor) 3♦ = 3+ cards fit inv	If opp X: Pass = to play XX = GF 2NT = ask minor 3♣ = own clubs suit 3♦ = 3+ cards fit inv.	By 2M - (**pass**) -2NT GF or 2M - (**X**) - XX GF: 3♣/♦= min hand with ♣/♦; 3♥/♠= max hand with ♣/♦	
2NT				20 –21 bal (may have 5M)	Puppet Stayman; major transfers (3M = accept with 3 cards fit, 4♣/♦= accept with 4 cards fit ♥/♠); Texas; Minor Stayman		2NT - 3♠ - 3NT (relay): 4♣ (4♣+5♦), 4♦ (5♣+4♦), 4♥/4♠ = 5-5 m + shortness in ♥/♠	4NT = good hand (interest for slam), 5m = to play
3♣/♦/♥/♠		6			preemt			
3NT		7			Good suit, usually not promice stoppers in 1st & 2nd but can have stoppers in 3rd & 4th position			
4♣/♦/♥/♠	x	7			preemt (possible 6 NV sound V)			
4NT	x				preemt (6-6 minors)			
5♣/♦/♥/♠		8			preemt (possible 7 NV sound V)			
HIGH LEVEL BIDDING								
4NT = RKCB 14,30,2,2+Q, **Q** asking- first step excepting trump and responses are: NO = first step, YES= second step; 5NT are asking for specific Kings; if opps (**X**) by 4NT our responses are same (14, 03, 2 2+Q), **if opps bid 5 level**: pass = even keycards, X= odd keycards; ; **if opps interfere in our bidding and 4NT has been exceeded** – 5NT or 6NT, as the case, become RKCB; CUE up the level means 1 and 2 round controls								