

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style; Responses; 1 / 2 Level; Reopening)		
Light overcalls on first level		
Relatively sound overcalls on second level unless partner's a passed hand		
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		
15-18hcp, system on		
Reopen: 10-14hcp for minors, 11-16 for majors, system on		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
Relatively light, if passed hand wide range		
2NT = two lower suits, wide range		
Reopen: 2M = 6+M 10-13hcp		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
(1M)-2M = 5-5 oM+m, (1M)-3M = asking for stopper		
(1m)-2D = 5-5 MM, (1m)-3m = asking for stopper		
(2M)-4m=5+m 5+M		
VS. NT (vs. Strong/Weak; Reopening; PH)		
Against strong NT: Dbl = penalty		
2♦ = one 6+M, 2M = 5M 4+m, 2NT = mm, 2♣ = MM		
Against weak NT: same + 2D might be strong twosuiter and		
2NT = 6m4H, 3m = 6m4S		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		
Dbl: Opening values at least two playable suits		
(2/3X)-4m = 5m-5M		
VS. STRONG CLUB - i.e. 1♣		
Dbl: MM, 1NT/2NT = mm		
Other natural		
1♣-p-1♦-X-MM, 1NT=mm		
OVER OPPONENTS' TAKEOUT DOUBLE		
Rdbl: (8)9+hcp, new suit is 4+ cards F1		
(1x)-1y-(dbl)-rdbl = 8+ points		

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	Lead	In Partner's Suit
Suit	3rd/low	3 rd best or att if supp
NT	attitude	3 rd best or att if supp
Subseq	the same	3 rd best or att if supp
Other: K power lead against NT – asks count or ublock		
Ten may be considered high card		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AKx+, Ax, AKJ+	Ax, AKx+
King	AK, Kx, KQ+	AKQ+, AKJxx, KQJxx, Kx
Queen	Qx, QJ+	KQ+, QJ+, Qx, AQJ+
Jack	Jx, JT+, HJT+	Jx, JT+, HJT+
10	Tx, T9+, HT9+	Tx, T9+, HT9+
9	9x,	9x, H98+
Hi-X	Xx, xxXxxx, xxXx	Xx, XXx(x), HxXX
Lo-X	xxX, xxxxx	HxX
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
1	low=enc	low=even
Suit 2	low=even	S/P
3	S/P	
1	low=enc	low=even
NT 2	S/P	S/P
3	low=even	
Signal: S/P with trumps, std present count, att through decl		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
Doubles are mostly take-out		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
Support doubles and redoubles up to 2 of our major		
Redouble is first round control when slam bidding		
Lots of transfers in competition		
Lightner doubles		
In competition double is game-invitational if no space		

W B F CONVENTION CARD		
CATEGORY: GREEN		
NCBO: Poland, Serbia		
PLAYERS: Tuczynski Piotr and Pepic Selena		
EVENT: (Open/Mixed)		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
2/1 GF, 5542 opening bids		
1NT = (14)15-17hcp, 5M/6m/5-4/singleton H		
2♣ = 22+ balanced or 19+ unbalanced		
2♦/2♥/2♣ = weak twos		
2NT = 20-21hcp		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
Two way check-back		
Many transfers in competition		
Walsh, Lebensohl, non-serious, inverted minors		
SPECIAL FORCING PASS SEQUENCES		
After 2/1 bid		
IMPORTANT NOTES		
May choose to show single A/K as no single		
Not strict about hcp ranges		
PSYCHICS: occasionally		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARD S	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	2	4♣	11-21hcp	1 st lvl 4+hcp nat, 2♣=5+♣ GF, 1/2/3NT standard, 2M=invitational 9-11hcp,	1♣-2♣-3X = splinter	no inv minors after overcall, dbl	
				2♦=inv clubs, 3♣=weak supp		after passed hand 9-11hcp	
1♦	4	4♣	11-21hcp	similar	similar	similar	
				1♣=5+hcp nat, 1NT=5-11hcp, new suit on 2 nd lvl = GF 2♥=6-9hcp supp, 3♣=mixed, 3♦=weak singleton, 3♥=0-5hcp 4+♥, 2NT=3+♥ 10-11hcp, 3♣/3NT/4♣=void	1M-3M-1//3M=asks shortness 1♥-2NT-3♦=game try 1♥-2NT-3♣=GF		
1♠	(4)5	4♥	11-21hcp	similar, 1♣-3♣=6+♥ 8-11, 1♣-3♦=mixed and 1♣-3♥=weak singleton	similar		
INT	-	4♣	(14)15-17hcp	2♣=stayman, 2♦/2♥=transfers, 2♣=range ask or clubs, 2NT=♦ or weak mm		Rubensohl, 2NT = Leb	
			5M/6m/5-4/singleton H	3♣=puppet, 3♦=55mm, 3M=spl with 3 in other M			
2♣	x	0(F)	-	22+hcp or any GF hand	2♦=waiting; Kokish		
2♦	x	5(SF)	-	W2	2NT=F1, 2M = NF		
				3-10hcp			
2♥	5	-	W2	2NT=F1, 2♣ = NF			
				3-10hcp			
2♠	5	-	W2	2NT=F1			
				3-10hcp			
2NT	-	4♣	20-21hcp	3♦/3♥=transfers			
				5M/6m/5-4/singleton H			
3♣	(5)6	-	pre, can be light in non-vul	3♦=forcing to 3♥, new suit F1, possibly lead-directing, 3NT=to play		wide range in 3 rd seat	
3♦	(5)6	-	pre, can be light in non-vul	new suit F1, possibly lead-directing, 3NT=to play		wide range in 3 rd seat	
3♥	(5)6	-	pre, can be light in non-vul	new suit F1, possibly lead-directing, 3NT=to play		wide range in 3 rd seat	
3♠	(5)6	-	pre, can be light in non-vul	new suit F1, possibly lead-directing, 3NT=to play		wide range in 3 rd seat	
3NT	x	7	solid major, any	4♣=serious ST, 4♦=super light ST, 4M=p/c			
						HIGH LEVEL BIDDING	
4X	x	7	pre, can be light in non-vul		1430 Blackwood, Exclusion Blackwood 0314, 5NT pick a slam		
4NT	x	6/6	6-5 in minors, weakish		♦5NT is key card if we bypassed 4NT		
5X		7	pre, can be light in non-vul		Cuebids up the line 1 st or 2 nd		
					5NT can be all keys when fit is agreed		