

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Light overcalls on first level
Relatively sound overcalls on second level unless
partner's a passed hand
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18hcp, system on
Reopen: 10-14hcp for minors, 11-16 for majors, system on
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Relatively light, if passed hand wide range
2NT = two lower suits, wide range
Reopen: 2M = 6+M 10-13hcp
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(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
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
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 twosuit and
2NT =6m4H, 3m = 6m4S
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Dbl: Opening values at least two playable suits
(2/3X)-4m = 5m-5M
<b>VS. STRONG CLUB - i.e. 1♣</b>
Dbl: MM, 1NT/2NT = mm
Other natural
1♣-p-1♦-X=MM, 1NT=mm
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
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 <sup>rd</sup> best or att if supp	
NT	attitude	3 <sup>rd</sup> best or att if supp	
Subseq	the same	3 <sup>rd</sup> 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, xxxxxX	HxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	low=enc	low=even	low=enc
Suit 2	low=even	S/P	low=even
3	S/P		
1	low=enc	low=even	low=enc
NT 2	S/P	S/P	low=even
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
<b>CATEGORY:</b> GREEN <b>NCBO:</b> Poland, Serbia <b>PLAYERS:</b> <u>Tuczyński Piotr</u> and <u>Pepic Selena</u> <b>EVENT:</b> (Open/Mixed)
<b>SYSTEM SUMMARY</b>
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
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Two way check-back
Many transfers in competition
Walsh, Lebensohl, non-serious, inverted minors
<b>SPECIAL FORCING PASS SEQUENCES</b>
After 2/1 bid
<b>IMPORTANT NOTES</b>
May choose to show single A/K as no single
Not strict about hcp ranges
<b>PSYCHICS:</b> occasionally

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♣	11-21hcp	1 <sup>st</sup> 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♥		(4)5	4♣	11-21hcp	1♠=5+hcp nat, 1NT=5-11hcp, new suit on 2 <sup>nd</sup> lvl = GF	1M-3M-1//3M=asks shortness	
					2♥=6-9hcp supp, 3♣=mixed, 3♦=weak singleton, 3♥=0-5hcp 4+♥, 2NT=3+♥ 10-11hcp, 3♣/3NT/4♣=void	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 <sup>rd</sup> seat
3♦		(5)6	-	pre, can be light in non-vul	new suit F1, possibly lead-directing, 3NT=to play		wide range in 3 <sup>rd</sup> seat
3♥		(5)6	-	pre, can be light in non-vul	new suit F1, possibly lead-directing, 3NT=to play		wide range in 3 <sup>rd</sup> seat
3♠		(5)6	-	pre, can be light in non-vul	new suit F1, possibly lead-directing, 3NT=to play		wide range in 3 <sup>rd</sup> 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 <sup>st</sup> or 2 <sup>nd</sup>	
						5NT can be all keys when fit is agreed	