

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Natural, Cue = good raise; 2N = 4+ raise opposite 1M
Jump cue = mixed raise, New suit = construct NF (except 3/2 = F1)
2N = F1 opposite 2m overcall
Jump new suit = intermediate if responder passes and pre-emptive (<6) if responder bids/doubles
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
Direct 15-18, system on
Protective 12-15, 2♣ = range ask; 2♠ = ♣/♦; 3m = INV; 3M = SPL
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
PRE (<6)
2N = lowest 2 unbid
V: (1M)-3♣ = OM+♦
Reopen: 19-21
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(1m)-2♦ = 5/5MM
NV: (1M)-2M = OM+m
V: (1M)-2M = OM+♣
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Db1 = PEN; 2♣ = MM; 2♦ = ♥/♠; 2M = 5M/4+m; 2N=mm
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Db1 = T/O; (2M)-4m = OM+m; (3m)-4om = om+M
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Db1 = MM; NT = mm
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1m-(Db1)-2L = natural, PRE (<6)
1M-(Db1)- transfers from 1N; Jump = SPL;
Jump OM = PRE raise (<6)

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup> & 2 <sup>nd</sup>		
NT	4 <sup>th</sup> & 2 <sup>nd</sup>		
Subseq			
Other: 3 <sup>rd</sup> & 5 <sup>th</sup> in partner's unsupported suit, attitude in declarer's suit vs NT			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK+	AK+	
King	AK; KQ+	KQ+; AKJ+ (U/B)	
Queen	QJ+	QJ+; KQ10+ (U/B)	
Jack	J10+; HJ10+	J10+; HJ10+	
10	109+; H109+	109+; H109+	
9	9x; H98+	9x; H98+	
Hi-X	Xx; HSx, xSx, xSxx	xx; xSx+; HSx, xSxx	
Lo-X	Hxx+	Hxxx+	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	HI = ENC	HI = Even	SP
Suit 2	HI = Even		HI = Even
3			
1	HI = ENC	Smith (HI = ENC)	SP
NT 2	HI = Even	HI = Even	HI = Even
3			
Signals (including Trumps):			
SP overtones if ATT/COUNT known/not important			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Db1 = usually T/O without a fit			

W B F CONVENTION CARD
<b>CATEGORY: Blue</b>
<b>NCBO: England</b>
<b>PLAYERS: Artur Malinowski-David Bakhshi</b>
<b>EVENT: Ostend Open</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Polish Club: 1♣ = (11)12-14NT, 5+♣ 16+, or any 18+ 5CM; 15-17NT
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♣ = 6+♣ or 5+♣/4M (10-15)
2♦ = Weak 2♥/♠(3-9 NV / 5-10 V)
2M = 5M/4+m (3-9 NV); 5M/5+m (5-10 V)
2N = 5/5mm (5-10)
3N = Good 4♥/♠ (1 <sup>st</sup> & 2 <sup>nd</sup> )
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	ENGLAND OPEN Artur Malinowski David Bakhshi			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	0	4♠	(11)12-14NT, 5+♣ (16+), or any 18+	1♦ = any 0-7 or 17+NT; 2m = FG; 2♥ = INV NT or 6+m; 2♠ = 5/4+mm (8-11)	1♣-1♦-1M = 3+M (11)12-14NT, or 5+M (18+) 1♣-1♦-2♦ = ART FG; 1♣-1M-2♦ = ART FG	Some transfers in competition
1♦		4	4♠	5+♦ unless any 4441 with 4♦	2♦ = F1 4+♦; 2♥ = 5♠/4+♥ (6-11); 2♠ = 6♠ PRE	2♣/♦ = ART after 1m-1♥-1♠/1m-1M-1N	
1♥		5	4♠		1N = F1; 2m = FG; 2♠ = any SPL; 2N = FG raise; 3♣ = 4♥ INV; 3♦ = 4♥ mixed; 3N = ♦ VOID	2♣/♦ = ART after 1N rebid; 2♣ = natural or (11)12-14NT after 1♥-1N	2♣ = 3+♥ (9-11); 2♦ = 3+♥ (7-8)
1♠		5	4♥		1N = F1; 2m/♥ = FG; 2N = FG raise; 3♣ = m SPL; 3♦ = 4♠ INV; 3♥ = SPL; 3N = ♥ VOID	As for 1♥	2♣ = 5+♥; 2♦ = 3+♠ (9-11); 2♥ = 3+♠ (7-8)
IN			4♠	15-17 (can be offshape)	2♣ = PUP; 2♠ = INV NT, ♣/♦, ♣ NF or mm FG; 2N = 5♠/4♥ FG; 3L = SPL; 4♣/♦ = ♥/♠	1N-2♣-2♦-2M = INV; 1N-2♣-2♥ = 4414; 1N-2♣-2♠ = any other 4441	System on after Dbl = ART; Some transfers in competition
2♣		5	4♠	6+♣ or 5+♣/4M (10-15)	2♦ = ART; 2N = ♣ (5-8), or any 5/5 FG without ♣ 3♣ = ♣ (9-11); 4♦ = RKC	2♣-2♦-2M = 4M; 2N = NT oriented with 6♣; 3♣ = anti-NT with 6♣	
2♦	X	0	2♠	Weak 2♥/♠	2N = ENQ; 3♦ = G/T in either M; 4♣ = asks Opener to transfer to M	2♦-2N-3♣ = max; 3♦/♥ = ♥/♠ min; 3♥/♠ = max with 5♠/♥	
2♥		5	3♦	5♥/4+m NV; 5/5 V (5-10)	2N = ENQ; 3♦ = ART G/T	2♥-2N-3M = max with linked m	
2♠		5	3♦	5♠/4+m NV; 5/5V (5-10)	2N = ENQ; 3♦ = ART G/T	2♠-2N-3M = max with linked m	
2N	X			5/5mm (5-10)	3♥ = FG ENQ		
3♣		6			3♦ = ENQ; 3M = NF NV		
3♦		6			3M = NF NV; 4♣ = ENQ		
3♥		6			3♠ = NF NV; 4♣ = RKC		
3♠		6			4♣ = RKC		
3N	X			Good 4♥/♠ (1 <sup>st</sup> & 2 <sup>nd</sup> )	4♣ = S/T; 4♦ = bid your M; 4M = S/T (short M)	3N-4♣-4♦/♥ = ♥/♠	
4♣/♦				Natural	4♦/5♣ = RKC		
4♥/♠				Natural			
4N				Good 5♣/♦			
<b>HIGH LEVEL BIDDING</b>							
RKC = 1430 if 4N for ♦/♥/♠, but 3041 if not 4N or if 4N for ♣							
5N = often pick-a-slam							