

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1/2 Level; Reopening)
Level: 8 – 18, can be GOOD 4-card suit
Responses: All 1/3NT bids = nat; 1-1/2-2 F1, 2/1 NF, TRF advances
Jump Q=4+ fit, 6+ – -9, mixed
Jumps in a new suit = natural + fit, F1
Balancing: natural, Jump suit = 12+ – -15, 6+ suit; Q = Michaels
INT OVERCALL (2nd/4th Live; Responses; Reopening)
(1x)-INT=16–18, Syson/m, TRF/M. If Xed: XX=SOS, 2m/M=NAT
(1x)-P-(1y)-INT= 16 – 18; BPH = unbid suits
Balancing: 1NT = 10+ – 14
(2♥/♠)-P-(P) – 2NT = 14 – 16. TRF, Q = Stayman
JUMP OVERCALLS (Style; Responses; Unusual NT)
Preemptive
2NT shows the two lowest unbid suits
(1♣)–2♦ = 5♥ + 5♠
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1♣/♦) – 2♦ = majors
(1♥/♠) – 2♥/♠ = 5OM + m
(1M) – 3M = Asks for stopper
(1♣/♦) – P – (1♦/♥/♠) – 2♦/♥/♠ = NAT; 2♣/♦NT = unbid suits.
VS. NT (vs. Strong/Weak; Reopening;PH)
vs. STR (contains 16) MULTI-LANDY
vs. WK: X=top range; 2♣=♥+♠; 2♦/3♣ = TRF; 2NT= ♣+♦
(1NT)–X–(P/XX)– ? : P = 6+ our hand; 2♣ = 0-6, no 5-c; 2x=0-6, 5+
(1NT)–P–(2x)– X = 14+, says nothing about x suit. Rest NATURAL
(1NT)–P–(P)– Same as in direct seat
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
vs.2♦ Multi: X = TO ♠ (lebensohl); 2NT=16-18
vs.2♥/♠ wk: X = TO (lebensohl); 2NT=16-18;
Leaping Michaels: (2♦/♥/♠) – 4♣/♦ = 5+♣/♦ + 5-card major, F1
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
vs.STR 1♣ = NAT / vs 2m = Suction
(2♣) – P – (2♦) – Same (X=♥ or ♠ + ♣)
OVER OPPONENTS' TAKEOUT DOUBLE
1♣–(X)–SYSON; 1♦–(X)–2♥=5+♠/4+♥ 5-8HP, 2♠=♣ INV, 3♣ mixed raise
1♥/♠–(X)–2♥/♠ = CONST; 1♥/♠–(X)–1NT bis 2♦/♥= TRF (1 under WK or STR)
XX = always at most 2-cards in partners suit.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd / 5 th	3 rd / 5 th	
NT	2 nd /4 th	3 rd / 5 th	
Subseq	Same	Same	
Other: 3 rd from 6 card against suit contracts; 2 nd / 4 th in attitude thru declarant			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ax+, AK+	AKx+, Axx	
King	AK, Kx, KQ(+)	AKJT+ or KQT9+	
Queen	Qx, QJ(+)	KQ(+), QJ(x), Qx	
Jack	Jx, J10(+)	Jx, J10(+)	
10	0 or 2 Higher	0 or 2 Higher	
9	0 or 2 Higher	0 or 2 Higher	
Hi-X	Usually doubleton	2 nd highest from xXxx+	
Lo-X	xxX, xxXx, xxxX, xxXxxx	HxxX+	
SIGNALS IN ORDER OF PRIORITY – STD count and attitude			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = Enc	Low = Even	Odd = Enc (only 1 st)
Suit 2	Low = Even	Suit preference	Even = Lavinthal 1 st
3	Suit preference		Low = Even
1	Low = Enc	Low = Even	Odd = Enc (only 1 st)
NT 2	Low = Even	Suit preference	Even = Lavinthal 1 st
3	Suit preference		Low = Even
UDCA carding, Smith Echo NT (small)			
S/P in trump suit, K ask count vs PRE or 5+ level contracts			
We try to give the signal partner needs most			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
8+ HCP if (5440), 10+HCP if 4441, (17)18+ with a single suiter.			
RESPONSES: 1NT=7-10; Q = F until NT or raise a suit			
(1♥/♠) – Pass – (3♣/♦ Bergen) – X = TO vs. ♥/♠; PH PEN			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Most doubles of part-scores are for takeout			
Support X over M 1♥/♠ – (P) – 1NT – (2x) – X = TO			
(1x) – 1y – (Suit/Raise/1NT) – X = other suit(s) + tolerance for partner's suit			
Responsive doubles though 7♥ over raises			
(1♥/♠)–P–(1NT)–X = TO. If opener bids again X = penalty.			
X of dying 1NT auction = Good hand with RHO's suit.			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Switzerland
PLAYERS: Bartlomiej Igla
Fernando Piedra
Ostend OPEN (EBL championships)
June 2018 ♠♥♦♣
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5-card majors, 4+♦ unbal, 1♣ NAT or BAL
2♣ = GF or BAL 19 – 20 or 24+, 2♦ = Multi, 2♥/♠ = WK 2 suiter
2NT = 21–22
2 over 1 = GF by UPH
1NT 14 – 16 (may have 5M/6m or a singleton)
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣–(P/X/1♦)–1♦/♥ = 4+ ♥/♠; 1♠ = no 4M or ♦
1♦ 4+ UNBAL
2M = 2 suiter with m WK
(1m) P (1NT) ? = like vs 1NT opening but X is good hand
2♦ = Multi
Unusual vs. unusual: 1♥/♠–(2NT)–3♣ = ♥ INV+, 3♠ INV+;
3M=to play
(1♣/♦)–2♦=majors; (1♥/♠)–2♥/♠=5OM+5m
In contested 2NT = Good bad, Lebenshol or Scrambling
(1♣/♦)–1♥/♠–(P/X)– 3♣/♦ = mixed raise, 4+ fit, 6+ – -9
3NT Gambling
SPECIAL FORCING PASS SEQUENCES
Anytime partnership showed invitational+ values, PASS is F
1 suit – (X) – XX ; 1x – (1NT) – X = Forcing to 2NT or X
IMPORTANT NOTES
PSYCHICS: We may open very light in 3 rd position

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
				1♣		2	7♥
1♦		4	7♥	11-21 UNBAL	2NT=TRF ♣ WK or ♣ + M STR, 3♦=INV 3♥=TRF 3NT w/good ♣, 3♠=TRF 3NT	1♣-1Red -1NT= 17-18; 1♣-1♠-1NT= 11-13; 1♣-1Red -2NT= 3+-card fit 16+;	P-(P)-1♣/♦-(X)-2♥/♠ = Nat+fit
					Inverted minors, INT 6-10, 2♣=GF, 3♣= INV	1♦-1♥/♠-1NT/2♣=TRF	As above
					2M= WK, 2NT INV		
1♥		5	7♥	11+ – 21, 1 st and 2 nd 5+ ♥ 3 rd seat can be 4-card suit	1NT=Semi-F; 2♣=GF NAT or BAL or FIT; 2♥=8-10; 2NT=♥ INV, SPL, 3m INV, 3♥ PRE	After 2/1 2M=catchcall; Jump to 3NT=min	2♣/♦/♥=Max P / 7-9 / 0-6, 3+ fit
1♠		5	7♥	As above	As above		Cheapest jump shift = Mini SPL All jumps show a fit.
INT			7♥	14-16	2♣=Sty; 2♦/♥/♠/2NT=TRF, 2♠=may be BAL INV	2♣:+2M=WK (2♥=M's, 2♠=4♠/5+m)	
				May have 5M / 6m or any	3m=INV, 3M = NAT S/T; 4♣ M's 4♦/♥ = TRF	2♣:+3♣=Relay; 3♦ = Smolen; 3M Shortness	
				Semi-BAL (singleton)		1NT – (X/2♣): System on, X=Stayman	
2♣	√	0		GF or BAL 19 – 20 or 25+	2♦=♥ or relay, 2♥ = ♠, 2NT ♣+♦ 2♠/3♥= TRF with 2H	2♣ 2♦ 2♥ = 19-20 or ♥ 2♣ 2♦ 3M = 4M/5+♦	
2♦	√	0		4–10, 6(5) ♥/♠ or BAL 23-24	2♥/2♠/3♥ = P/C; 2NT = Ask; 3m/3♠=INV 4♣/♦ = TRF / Bid your suit.	2♦-2NT-?: 3♣ any min 3♦/♥ max ♥/♠ 3♠/3NT max semi solid	2♦-(X)-XX=TRF ♥ OWN suit
						2♦-2NT-Any-4♣ = Keycards in major	2♦-(X)-2♥=P/C; 2♠ = ♥ INV
2♥		5		4–10, WK + m	2NT ask	3m = NAT min, 3♥/♠ = ♣/♦ max	
2♠		5		As above	As above	As above	
2NT				BAL 21–22 May have 5M or 6m	3♣ = St.; 3♦/♥/♠/4♦/♥=TRF, 4♣ M's	2NT – 3♦/♥ - 3♥/♠ = FIT 2NT 3♠ 3NT 4m=NAT S/T, 4♥=5♣4♦ .4♠=5♦4♣, 4NT=55 minors	
3♣/♦		(6)7		4–10, Preempt	4♣ = Keycard asking in preempt suit, 3New = F1 4♦ over ♣	3x-4♣: 4♦=0; 4♥=1; 4♠=1+Q; 4NT=2 5♣ 2+Q	Lead directing bids
3♥/♠		(6)7		As above	Jump = Asking bid (1=no, 2=x, 3=A, NT=Kx+)		
3NT	√			Gambling, solid ♣/♦	4♣ = P/C; 4♦ = ? shortness; 4♥/♠ = to play		
4♣/♦		8		4–10, Preempt			
4♥/♠		7+		Preempt, in 3 rd /4 th = to play	4NT = 1430 RKCB; 4♠/5New = Asking bid		
4NT	√			11+ cards in minors	5♥/♠ = bid 7♠/♦ with 1 st round control.		
5♣/♦		8		Preempt		HIGH LEVEL BIDDING	
5♥/♠		8		11 tricks hand.		4NT = RKCB 14/30/2 without Q/2+Q; 5NT = odd + useful void; 6x = even + void Cue = 1 st or 2 nd round control. 3NT is serious (3♠ over ♥) if non-jump and major suit fit is known. 5NT usually asks to pick a slam If opps interfere over RKCB & we can play in 5 of our suit = DOPI(X=0, P=1); If we can't play in 5 of our suit = DEPO (X = even, P = odd); ROPI Last train	