

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1/2 Level; Reopening)
O/C 1 st lev - nat, 8+; DBL = 16+ if not bal
O/C to 1♣/♦ opening 2 nd 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
Reopening seat 1 st lev - nat, 8-14; DBL = strong hand
INT OVERCALL (2nd/4th Live; Responses; Reopening)
NAT, bal hand , 15-17 2 nd
Reopening seat 11-14 HCP
JUMP OVERCALLS (Style; Responses; Unusual NT)
2 nd lev , 3 rd 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
Reopening seat: 2 nd lev M = 12-14 HCP, 6+ cards, good suit
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1m) - 3m = ASK stopper for NT, same for majors
No jump cue in reopening seat
VS. NT (vs. Strong/Weak; Reopening;PH)
DBL = 16+ vs weak (responses like our 1NT opening); 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
Reopening 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
Reopening seat – DBL = takeout; 2NT = natural 15-18
VS. ARTIFICIAL STRONG OPPENINGS- i.e. 1 or 2♣
After strong club O/C 1 st lev – X = both M strong; 1♦/1♥/1♠/2♣ = nat; 1NT = 5m+4M; 2♦ = 6 cards M
OVER OPPONENTS' TAKEOUT DOUBLE
1m – (X) – 2m= weak; 2NT= fit minor strong; 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			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd , 5 th or 2 nd from bad	3 rd , 2 nd from bad	
NT	2 nd from bad, 4 th with interest	3 rd / 4 th , 2 nd 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	2 nd from bad or sgl	2 nd	
Lo-X	2 nd from bad, 3/5 with interest	4 th	
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; Reopening)			
2 nd 10+ with good shape, 17+ with any shape			
Reopening 8+ with suitable shape			
Responder 1 st level = nat nonforcing; cue-bid= 11+, 2NT nat inv.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support X, Redouble on our's 1NT = x-fer ♣			

<p align="center">W B F CONVENTION CARD</p>	
<p>CATEGORY : GREEN</p> <p>NCBO: ROMANIA</p>	
<p>PLAYERS: IRINA ELENA FILIMON & ALINA LOREDANA GHITESCU</p>	
<p>EVENT : WOMEN TEAM</p>	
<p align="center">SYSTEM SUMMARY</p>	
<p>GENERAL APPROACH AND STYLE</p>	
<p align="center">2/1</p>	
<p>1♣/♦ - better m, 1♥/♠-5 cards M, 1NT-15-17 (5 M possible)</p>	
<p>2♣-GF, 2♦ - multi(weak M or 22-23 bal), 2♥/♠-2 suited 5-4 weak (♥ +m/♠+m), 2NT = 20-21 bal (puppet)</p>	
<p>3♣/♦/♥/♠ or 4♣/♦/♥/♠ = preempt</p>	
<p>3NT = Gambling</p>	
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<p>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</p>	
<p>2♦ Multi</p>	
<p>2♥/♠-2 suited 5-4 weak (♥ +m/♠+m)</p>	
<p>Our 2♦ Multi: (X) – pass = ♦; XX = bid your M; 2♥/♠ = nat., 2NT = strong</p>	
<p>Our 2♥/♠: (X) – pass = to play; XX = GF; 2NT = ask minor; 3♣ = nat; 3♦ = 3 cards fit inv</p>	
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<p>SPECIAL FORCING PASS SEQUENCES</p>	
<p>After game forcing bidding</p>	
<p>IMPORTANT NOTES</p>	
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<p>PSYCHICS: rare</p>	
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OPENING	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 3 rd seat	<u>If opp pass:</u> 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) <u>If opp DBL 1♥:</u> XX = points, 1♠ = nat, 1NT = ♣ transfer, 2♣ = ♦ transfer, 2♦ = good fit, 2♥ = weak fit, 2♠ = weak spade, 2NT = min inv <u>If opp DBL 1♠:</u> 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 /3 rd 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	<u>If opp pass:</u> 2♥ = pass/ correct 2♠ = supp. ♥ 3 level 2NT = GF 4	<u>If opp X:</u> 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	<u>If opp pass:</u> 2NT = GF 3♣ = pass/ correct (want to play minor) 3♦ = 3+ cards fit inv	<u>If opp X:</u> 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 promise stoppers in 1 st & 2 nd but can have stoppers in 3 rd & 4 th position			
4♣/♦/♥/♠		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								