

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
New suit: normally 5+, 8+ HCP
<i>Responses:</i> 1x: 4+, RF; 2x NF; 1NT 6-10 HCP; 2NT 11-12 HCP; jump raise is pre-emptive; opponents suit: invite+;
<i>Reopen:</i> 4+ card, 8+ HCP
Informative X: until (3Sp) lead or response
<i>Responses:</i> NAT: (1NT 7-10 HCP; 2NT 11-13 FP; double jump preempt
<i>Reopen:</i> 7+ HCP
1NT OVERCALL (2nd/4th seat; Responses; Reopening)
(1x)-1NT: 15-17, <i>Response:</i> Stayman & transfers
(2x)-2NT: 17-19 FP (w stoppers); <i>Response:</i> same as after 2NT bid b
JUMP OVERCALLS (Style; Responses; Unusual NT)
weak 2/3/4, <i>Response:</i> bid in opponent's suit is RF
UNUSUAL NT: 5+5+ in lower non bid suits, 0-6/7 losers
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Unspec. Michaels 0-6/7 losers, (1M)-2M: 5+5+ otherM& m;
<i>Responses:</i> 2NT: asking for m & strength, 3/4/5 Cl: P/C, 3M: INV+ MM
(1m)-2m: 5+-5+ MM; <i>Resp:</i> 3m: INV MM; 2NT: asking for shortness & strength,
then 3m short +mid, 3H/3Sp WK/STR
VS. NT (vs. Strong/Weak; Re-opening; P/C)
*: HCP+ as the 1NT opening;
2Cl: 5-4 MM, 2D: a 6+ M, 2H/Sp: 5M+4m, 2NT: 5+-5+ mm
Over 1NT - X - system on, if they bid we play Lebensohl
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
(2D: EKREN/Multi): X - 13-16 HCP, BAL; 2H/2Sp info double?
(2/3M: NAT): nat
(3m): 4D: 5+ 5+ majors; 4Cl: 5+om & 5+M, 4D: relay
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
TIMBUKTU: 1x: one rank higher long suit OR two-suited next suits
1/2NT: Cl+H or D+Sp ?
OVER OPPONENTS' TAKEOUT DOUBLE
**:
8-10+HCP, doubleton OR 3 card trump INV; new suit RF; raise: preempt
1M-(*) - 1NT: NAT 8-10 + NF; 2M+1: 4+trump 10-12, singleton
1M-(*)-3m/3♥/2NT(♠): 4+ trump, 7-9 HCP, singleton ?
1M-(*)-2m: 5+, RF OR 3+ and 4 trump, BAL INV

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th or attitude, higher if doubleton, middle from xxx	same	
NT	Rule of 11, xxx , higher if doubleton	same	
Seq	highest (but AKDx) (if x then AKx)		
Other: Higher from doubleton honours (for AK - A or K), highest from inner subs.			
i.e. KJ109x			
LEADS			
Lead	Vs. Suit	Vs. NT same as Vs. Suit	
Ace	AKx, AKxx, AKQx, Ax	except AKxxx	
King	AK, AKDx, KQ, KQx, KQJx, Kx	Same as vs suit	
Queen	QJ, QJ10, AQJx, QJ9x, Qx	Same as vs suit	
Jack	J10, J109, KJ10x, Jx, J10xx	Same except J10xx(x)	
10	109, 10x, K/Q109(x), 109xx	Same except 109xx(x)	
9	9x, 98x, 98xx	Same except AQ109(x)	
SIGNALS IN ORDER OF PRIORITY - UDCA			
	Partner's Lead	Declarer's Lead	Discarding
1	attitude, lavinthal on A, count on K	Count	UDCA
Suit 2	Attitude	Count	UDCA
3	Attitude	Count	UDCA
1	Lavinthal	Count	Lavinthal
NT 2	Lavinthal	Count	Lavinthal
3	Lavinthal	Count	Lavinthal
Signals (including Trumps): UDCA			
1/ if to be ruffed: Lavinthal 2/other obvious shifts: Lavinthal			
DOUBLES			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative * up to 3Sp even after 1NT- (3X) and 2NT - (3X)			
Takeout * up to 3Sp; Supportive * up to 2Sp			
Support */**:			
1m-(P/Hy)-1M-(*/1-2x) - */** = 3 card M support up to 3Sp			
Lightner *: against slam, forbids to lead trump or own suit			
SOS: 1NT-(*)-**;			
(1M)-P-(3Cl/3D) - *: informative vs M			

W B F CONVENTION CARD
CATEGORY:
NCBO:
PLAYERS: Mariann Vegh - K. Balabanova
EVENT
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Standard American
5 card major
1NT: 15-17 HCP (2-7 minor, 2-5 major),
2NT: 20-22 HCP (2-7 minor, 2-5 major)
2D/2H/2Sp - weak 0-10 HCP, could be 5 card only
1D 4+, 1Cl 2+
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
- 2Cl: strongest bid, force until 2NT
- 3NT: Gambling, min AKDxxxx in minor suit, no outside A or K
SPECIAL BIDS (without opponent intervention)
1. 1M-1NT: forcing for one round, but p-1M-1NT: NF
2. 1M-2Cl: 3+ forcing game, 1M-2D: 4+ forcing game
3. 1M-2NT: Jacoby: 12+, 4+ M
4. 1M-3M weak; 1M-3Cl/3D: Bergen 7-9HCP/10-12HCP
5. 1x-1y-1NT: BAL 12-14 HCP, afterwards 2 way check back
6. 1D-2Cl: invite+
7. 1Sp-1NT-2Cl-2D: 5+ cards
8. 1Sp-1NT-2Cl-2NT: invite
9. 1M-1NT-4m: Auto Splinter
10. 1M-1NT-2D: 4+
11. 1M-1NT-2Cl: 2+
12. 1M - 4m: Splinter
SPECIAL FORCING PASS SEQUENCES
After overcall by opponents during active bidding for game/slam
PSYCHICS: almost never

Opening	Artificial	Distribution	Info	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣ 1♦		2+ 0-4M 4+ 0-4M	Until 3Sp	10-22 HCP 1Cl: 2-3, 3-2, 3-3 or 5-4 or 6-5 Cl-D 1D: 4-4 or 5-5 D-Cl	1Cl-1NT: 6-10 HCP, 1D-1NT: 6-10HCP 2NT: 11-12HCP, 3NT: 13-15HCP 2m: F2NT, 3m: preempt, 1D-2Cl: invite+, 1D-3Cl: invite	1m-1M-1NT-2Cl/D: check-back inv/forcing, 4 th suit forcing Wolff 1D-1NT-3Cl: INV	1m-(*/1x)-2/3m/M: weak 1m-(p/*/1x)-1M-(2x/y)-to play 2NT: Mouse: INV+; 3m: COM
1♥ 1♠		5+	Until 4D	10-22 HCP, can contain longer minor	1NT: F1; 1M-2Cl: 3+, forcing game, 1M-2D: 4+ forcing game; Bergen: 3Cl: 4+ trump, 7-9 HCP, 3D: 10-12HCP 3M: 4+ trump 1-6 HCP, 4M: preempt 1M-3MM & 1Sp-4H: pre-empt, SPL: 1M-4m 2NT: Jacoby forcing game: 4+ trump, 13+ HCP	1H-1Sp-1NT-2Cl/D: check-back inv/forcing, 4 th suit forcing Wolff 1M-3Cl-3D & 1M-3D-3M+1: asking single After 1M-2NT: cue bids 1M-2M-2NT – game forcing, 1M-2M-3Cl/3D – slam interest After 2NT game forcing- 3M slam interest, answers 3NT Serious, 4x Q-bid	p-1M-2Cl: Drury 3card M, then 2M WK, 2Sp/3x: singleton p-1M-2D: Drury 4card M
1NT		2-6m 2-5M	From 3Cl to 3SP	15-17 HCP possible: 5m4H22, 5m4m22, 6m322, 7m222	2Cl: Stayman; 2D, 2H, 2Sp, 2NT, 3/4D, 3/4H: TRF; 3m: 6m forcing game, 3M: 4441M slam invite 3NT/4Sp to play. 4Cl Gerber	2Cl-2D-3M: Smolen 4M-5+OM; 2Cl-2D-2Sp: asking for minors slam interest, After 2Sp, 2NT: 3334/43, 3Cl/D: 5+, 3M 4-4 in minors, 3c in M	1NT-(2x)-?: Lebensohl *: PEN, 2H/Sp: NAT 5+WK, 2NT forcing 3Cl
2♣	X			23+ HCP balanced or 18+HCP any with 3-4 losers	2D: negative 0-7 HCP, 2H/Sp: 5+, 8+HCP, 2NT: 8+ HCP, balanced; 3Cl/D: 6+, 8+HCP	GF except: 2Cl-2D-2NT	(*)-**: 5-7HCP, 2D: 0-5 HCP
2♦		5-6D		Non-vul –vul: 5-6D, 0-8HCP All vul: 6D, 6-10 HCP	2H relay; 2NT strong relay 2Sp RF, 3Cl: INV, 3M: 6 card INV	After relay: Ogust responses, 2D-2H-2Sp- 3Sp/2D-2Sp-3D-3Sp: 5/6Sp forcing game	
2♥		5-6H		Non-vul –vul: 5-6H, 0-8HCP All vul: 6H, 6-10 HCP	2NT relay 2Sp RF, 3m INV	After 2NT Ogust: 3Cl: WK suit, WK hand, 3D: STG suit, WK hand, 3H: WK suit, STG hand	
2♠		5-6Sp		Non-vul –vul: 5-6Sp, 0-8HCP All vul: 6Sp, 6-10 HCP	2NT relay, 3H RF, 3m INV	After relay: Ogust responses	
2NT		2-6m, 2-5M	At level 3	20-21HCP possible: 5m4H22, 5m4m22, 6m322, 7m222, 5M332, 5M4m22	3Cl Stayman, 3,4D/3,4H transfer, 4Cl/D: Cl & D slam invite, 4NT: ace question, 3Sp: slam invite in minors min 4-4	After Stayman: 3M 4-5, 3D no 4 card major, 3NT both majors, 3Cl-3x-4Cl: m Stayman, then 4D/H 4+ Cl/D 3Cl-3x-4D: slam invite with 5+ m, then 4H relay, then 4Sp slam invite+ Cl, 4NT/5Cl: D slam invite + 3Cl-3D-4M: 4441M	
3♣/3♦/ 3♥/3♠		6+		5-10HCP, 6-8 losers	New suit under game RF, raise is pre-empt, jump in other suit SPL, 4NT asking aces		
3NT	X	7+		Gambling in Cl or D, min AKDxxxx, no outside A or K	4/5/6/7Cl: pass or correct; 4D: asking shortness, then majors: NAT, 5m: om; 4NT: asking suit length;	Answers after 4NT?	
4♣/4♦ 4♥/4♠		7+		5-10HCP, 5-7 losers	4NT asking aces, other suit Q-bid		
4NT	X			minors	5Cl: P/C, 5D for play, 5H/SpQ-bid	HIGH LEVEL BIDDING	
5♣/5♦		7+		5-10HCP, 4-6 losers, no outside A	New suit is cuebid	4NT: ace question, responses: 0/3, 1/4, 2/5, 2/5 & trump Q. After 0/3, 1/4: trump q question, then 5 trump no, otherwise Ks from lowest 5NT: K question, then Ks from lowest possible 4Cl Gerber A question, responses: 0/3, 1/4, 2. Then 5Cl is K question 3M-4Cl: PRKC, resp: 1, 1+D, 2	