DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS		W B F CONVENTION C ARD

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

Level 1: 8-17, 5 card suit
Responses:
New suit on level 2 = 12+, 5 card suit
1x-1M-p-? 2♣ = drury; 2x = 12+, BAL;

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

15-17 BAL with stopper
Reopening: does not promise a stopper

JUMP OVERCALLS (Style; Responses; Unusual NT)

Preemptive

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

1♦-2♦ = 5+5+M; 1M-2M = 5+oM 5+m

VS. NT (vs. Strong/Weak; Reopening;PH)

Vs strong: X = 4M 5+m; 2♣ = 5+4+M; 2♦ = 6+M; 2M = 5+M 4+m;
2NT = 5+5+m

Vs weak: X = 15+; 2♣ = 5+4+M; 2♦ = 6+M; 2M = 5+M 4+m; 2NT
5+5+m

VS.PREEMTS (Doubles; cue-bids; Jumps; NT Bids)

Take out doubles, constructive jumps

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

1♣-? x = 4+4+M, 1NT = 5+4+m
2♣-? x = 5+4+M; 2NT = 5+5+m

OVER OPPONENTS' TAKEOUT DOUBLE

XX = penalty oriented

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	2nd/4th best	2nd/4th best
NT	2nd/4th best	2nd/4th best
Subseq	2nd/4th best	2nd/4th best

Other: in trumps: suit preference

LEADS

Lead	Vs. Suit	Vs. NT
Ace	**A**K(+)	**A**K(Q/J/10)(+)
King	**KQ**(+) / **K**x	**KQ**(W/10)(+) / **K**x
Queen	**AQ**W / **QJ**(+) / **Q**x	**AQ**W / **Q**x / **QJ**(10/9)(+)
Jack	**J**10(+) / **J**x / H**J**10(+)	**J**10(9/8)(+) / **J**x / H**J**10(+)
10	**10**x / H**10**x / H**10**9(+)	**10**x / H**10**x / H**10**9(+)
9	H**9**x / (Q/J)**9**8(+)	H**9**x / (Q/J)**9**8(+)
Hi-X	x**X**x(+) / H**X**x	x**X**x(+) / H**X**x
Lo-X	Hxx**X**(+) / x**X**	Hxx**X**(+) / x**X**

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
	1	enc/disc	count	suit preference
Suit	2	count	suit preference	
	3	suit preference		
	1	enc/disc	count	suit preference
NT	2	count	suit preference	
	3	suit preference		

Signals (including Trumps):
Low-high = encouraging, high-low = discouraging
Low-high = even, high-low = odd
In trumps: suit preference

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

1m-X = 12+, 4-3+M (sometimes 3-3)
1M-X = 12+, 4+oM (sometimes 3)
Reopening: 8+, same shapes as above

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

W B F CONVENTION C ARD

CATEGORY: Red
NCBO: Poland
PLAYERS:
Jakub Michalski POL 20706 – Franciszek Stężała POL 20133

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE
1♣ = 12-14 BAL / 15+ clubs / 18+ any / 12+ 4=4=1=4
1♦ = 4♦441 / 4♦ 5♣ / 5+♦
1M = 5+M
1NT = 15-17, can be 5M or 6m
2♣ = 11-14, 5♣ 4M or 6+♣
2♦/♥/♠ = weak 2
2NT = 20-21, can be 5M
3NT = Gambling

SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣ = 12-14 BAL / 15+ clubs / 18+
2♣ = 11-14, 5♣ 4M or 6+♣
3NT = Gambling

SPECIAL FORCING PASS SEQUENCES

When we are in GF

IMPORTANT NOTES

PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	0	4♥	12-14 BAL (or 4=4=1=4) or 15+, 5+♣ (4=4=1=4) or 18+ any	1♦ = 0-6 any or 7-11, minor/-s; 1M = 7+, 4+M; 1NT = 7-10 BAL; 2m = GF, 5+m; 2♥ = 13+ BAL; 2♠ = 11-12 BAL; 2NT 11-12 BAL; 3m = nat INV	Two-way checkback	
1♦		4	4♥	11-17; 5+♦ or 4♦-5♣ or 4♦441	1M = 7+, 4+M; 1NT = 7-10, BAL or 6+♣; 2♣ = GF, 5+♣; 2♦ = 10+, 4+♦; 2M = 3-7, 6+M; 2NT = 11-12 BAL; 3♣ = nat INV; 3♦ = 3-6	1♦-2♦-2M/3♣ = values Two-way checkback	
1♥		5	4♦	11-17, 5+♥	1♠ = 7+, 4+♠; 1NT = 7-11, NF; 2♣ = GF, 2+♣; 2♦ = GF, 5+♦; 2♥ = nat; 2♠ = 3-7, 6+♠; 2NT = INV to 4♥; 3m = nat INV; 3♥ = 3-6	Two-way checkback	Drury
1♠		5	4♥	11-17, 5+♠	1NT = 7-11, NF; 2♣ = GF, 2+♣; 2♦ = GF, 5+♦; 2♥ = GF, 5+♥; 2♠ = nat; 2NT = INV to 4♠; 3m = nat INV; 3♥ = nat INV; 3♠ = 3-6		Drury
1NT		-	4♥	15-17 BAL, can be with 5M332 / 6m322 / singleton honour	2♣ = Stayman, 2♦ = ♥; 2♥ = ♠; 2♠ = 8-9 BAL or ♣; 2NT = ♦; 3♣ = Puppet Stayman; 3♦ = INV+, 5+5+M; 3♥ = GF 0-1♥, 5+4+m; 3♠ = GF, 0-1♠, 5+4+m	1NT-2♠-? 2NT=weak; 3♣=strong 1NT-2NT-? 3♣=strong; 3♦=weak	
2♣	X	5	4♥	11-14; 5♣-4M or 6+♣	2♦ = INV+, asking; 2M = SO (5)6+M; 2NT = SO ♣ or GF, 6+♦/♥/♠; 3♣ = nat INV; 3♦/M = nat INV	2♣-2♦-? 2M=4M; 2NT=6+♣ weak; 3♣=6+♣ strong 2♣-2♦-2M-2NT=GF	
2♦		6	-	(5)6-10, 6♦; on 3rd position can be weaker and/or 5♦	2M = INV+, 5+M; 2NT = nat INV; 3♣ = INV+, 6+♣; 3♦ = SO; 3M = INV 6+M; 4♣ = slam try on diamonds		
2♥		6	-	(5)6-10, 6♥; on 3rd position can be weaker and/or 5♥	2♠ = INV+, 5+♠; 2NT = GF, asking for singleton; 3m = INV+ 5+m, 3♥ = SO		
2♠		6	-	(5)6-10, 6♠; on 3rd position can be weaker and/or 5♠	2NT = GF, asking for singleton; 3m = INV+ 5+m, 3♥ = INV+, 5+♥		
2NT		-	4♥	20-21; BAL, can be 5M332	3♣ = Puppet Stayman; 3♦ = ♥; 3♥ = ♠; 3♠ = ♣; 3NT = SO; 4♣ = ♦; 4♦ = ♥; 4♥ = ♠		
3♣/3♦		(6)7	-	(5)6-10			
3♥/3♠		(6)7	-	(5)6-10			
3NT	X	-	-	AKQxxxx(x) in minor suit	4♣ = pass/correct; 4NT/5NT = bid your suit	**HIGH LEVEL BIDDING**	
4♣/4♦		(7)8	-	weak		RKCB (1/4,0/3) Splinters, cue-bids	
4♥/4♠		(7)8	-	weak			
4NT		-	-	pick minor			
5♣/5♦		(7)8	-	weak			