


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level : 6-18, usually 5+ suit 2 level : 10-17, 5+ suit
INT OVERCALL (2nd/4th Live; Responses; Reopening)
1NT = 16-18; Sandwich 1NT after (1X) - pass- (1Y)- 1NT
Balancing: 1NT = 11-14, Jump 2NT = 19-21
JUMP OVERCALLS (Style; Responses; Unusual NT)
Natural 6+ Preemptive, except 12-15 6+ suit when RED vs Green
Unusual 2/4NT (lowest 2 suits)
Reopen: NAT, 6+suit, 10-13 HCP
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels Cue bid
VS. NT (vs. Strong/Weak; Reopening;PH)
Landy
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
(vs 2lvl) leaping michaels : 4♣ = ♣+M ; 4♦ = ♦ + M
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs strong 1C (1C-1D)/2C (2C-2D): suction, 1/2nt=C+H or D+S, X=next
OVER OPPONENTS' TAKEOUT DOUBLE
<i>Over 1C/1D</i> :Jump 2 bids = weak; Jordon 2NT <i>1Maj (x)</i> : 1♠ = NF; XX=Trf to 1NT; 1N/2♣/♦/♥/♠ = Trf; 3X = Fit raise, 7+HCP, 9+cards in X and Maj ; Jordon 2NT

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1/3/5	1/3/5	
NT	4 th , TON	4 th , TON	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+), AQ(+), Ax	AK(+), AQ(+), A(+), AKJ10(+)	
King	KQ(+), Kx , [5lvl, AK for CNT]	KQ(+), Kx,	
Queen	QJ(+), Qx	QJ(+), Qx, KQ109(+)	
Jack	J10(+), Jx, HJ10 (+)	J10(+), Jx, HJ10 (+)	
10	109x, H10 9(+)	109x, H 10 9+	
9	9x, 98,	9x, 98,	
Hi-X	Sx, HxS(+),xxS, xxSx, xxSxxx,	Sx, Sxx, Sxxx(+), HxxS(+)	
Lo-X	xxxxS		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi = EN	Hi = Even	Odd = EN
Suit 2	Hi = Even	S/P	EVEN = S/P
3	S/P		
1	Lo = EN	Hi = Even	Odd = EN
NT 2	Hi = Even	S/P	EVEN = S/P
3	S/P		
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
T/O DBL Up to 4♥ , 4NT (/4♠) = T/O			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support double to 3♥. Supportive redouble			
Lightner double			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO:
PLAYERS: Dofid / lxs555 / Nightelfs
EVENT (Open)

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 Card Major; 2/1 Game Forcing;
INT Opening: 16 - 18 HCP, 5card Major possible
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1. Suction vs Strong 1♣ (1/2nt=C+H or D+S, X=next) 2. 1NT (x) xx = 1 minor, forcing to 2♣ 3. (2X) 2NT (X) xx = 1 minor, forcing to 3♣
SPECIAL FORCING PASS SEQUENCES
Forcing Pass applies when our side is known to hold majority of HCP.
IMPORTANT NOTES
PSYCHICS: RARE

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♥		1Maj = 4+, F1 ; 2♦ = Mixed 7-9 ; 2NT = 11-12 3♣ = 0-6 PRE; 2♣ = inverted, F1	XYZ, 4 th suit FG Rodwell 3344 GT	
1♦		4	4♥		1Maj = 4+, F1 ; 3♣ = Mixed 7-9 ; 2NT = 11-12 3♦ = 0-6 PRE; 2♦ = inverted, F1		
1♥		5 (4)	4♦		1♠=4+, F1; 1NT = F1; 2♣ = 2+, FG; 2♦♥ = 5+, FG; 3♣ = 6-9, 4+supp ; 3♦ = 10-12 , 4+supp 2NT = FG, 4+supp ; 3NT = splinter in other Maj; 1♠-3♥ / 1♥ -3♠= mini splinter in other Major 1♠ - 4♥ = to play	KOKISH 3way GT	PH: 2 way reversed drury 2♣: 3supp ; 2♦=4supp; 3X = 5supp SHO X
1♠		5 (4)	4♥				
INT				16-18, BAL 5Major OK	2♣= Stayman; 2♦♥ 4♦♥: trf; 2♠: Ask Max Min (Max=3♣); 2NT = trf ♦ ; 3♣ =puppet stayman; 3♦ = minors, FG; 3♥/♠ = SHO ♥/♠ , 1345 or so 4, FG;	(See SUPP Note 4)	
2♣	√			18HCP+, 8.5winners+, any rebid F1	2♦=waiting; 2♥/♠=1 honor suit; 3♣/♦/♥/♠=2 honors suit; 2nt=3 controls or more, F to slam	2♣ - 2♦ - jump 3X = Set trump, RKC	
2♦		6 (5)		PRE,	4♣= weak RKC (See SUPP Note 2)		
2♥		6 (5)		PRE,	New suit F1		
2♠		6 (5)		PRE,	2NT = ASK : (See SUPP Note 3)		
2NT				19-21, BAL	3♣ = Mod Puppet ; 3♦♥ 4♦♥= trf; 2NT =5♠4♥ ; 3♠ = Trf 3NT, to play or Slam try in minor	(See SUPP Note 1)	
3♣		6		PRE, good suit quality at VUL	4♣= weak RKC (See SUPP Note 2)		
3♦		7(6)			New suit F1		
3♥		7(6)					
3♠		7(6)					
3NT	√			Gambling, AKQxxxxx in a minor	4♣=escape, 4♦=ask S/V. opener 4♥/♠=S/V, 5♣/♦=suit, om S/V	HIGH LEVEL BIDDING	
4♣				PRE,	4♦= weak RKC (See SUPP Note 2)	RKC 0314, specific K/Q ask, DOPI, DEPO Void response: (+5steps=even KC, +6 or more steps=odd KC in void) Exclusive: jump to 4/5 level for RKC Minor wood: no condition (except 1nt-2nt then bid 4m=invitation), off in competition RKC 2 nd round ask: +1 ask trump Q, +2 ask K, 3+ ask specific Q. if trump Q known, +1 ask K, +2 or more ask specific Q RKC ask side suit K: if responder has 1K, bid it, 2K bid no K suit Cue bid style: Italian style, A/K/Singleton / Void	
4♦				PRE,	4NT= weak RKC (See SUPP Note 2)		
4♥				PRE,			
4♠				PRE,			
4NT							

SUPP Note 1 - 2NT Modified Puppet

2nt-3C-3nt=5H
2nt-3C-3H (no M)-3S=4S5H, opener 4C/D=pickup H/S & RKC
2nt-3C-3H (no M)-4m=5m+4M. opener 4H=C/RKC, 4S=D/RKC. 4nt+ sign off
2nt-3C-3H (no M)-4M=4441(M s/v). opener pickup directly
2nt-3nt=5S4H, opener 4C/D=pickup H/S & RKC
2nt-3D-3H-3S=55M slam interested, then 4C/D=pick up H/S for RKC
2nt-3H-3S-4H=55M GF
2nt-3C, 3M-4m, 4oM=RKC for m. 4M=p/c. 4nt=inv 6M/6nt
2nt-3C-3D: 4D=44M GF, 4C=44M slam interested. Then 4D/4nt=pickup H/S for RKC. 4H/4S=sign off
2nt-3S-3nt:4m=6+ cards, minor wood. 4M=s/v + 55m. opener pickup m

SUPP Note 2 - Weak RKC

Weak opener's answer for KC ask: 1122 for weak 2/3/4 opening (nothing/1KC, no Q/no KC, has Q), (1KC, has Q), (2KC, no Q), (2KC, has Q)

SUPP Note 3 - 2NT Ask

2H/S-2nt,3X=S/V. new suit F1, means opening lead guide or strong suit
2D-2nt,3C=nothing, 3D=2 honors of D, 3H/S=2 honors of D and H/S honor,3nt=AKXXXX of D

SUPP Note 4 - 1NT opening

1nt-2S=C or Range-Asking (bid 2nt.low/3C.high, responder can stop on 2nt)
1nt-2nt=D or weak 55m (pd bid better m. if responder bid any m in 4 level means 55m invitation, it is not minor RKC)
Smolen, in 2 level to bid long/in 3 level to bid short
1nt-2D-2H-2nt=5H3S, GF
1nt-2H-2S-2nt=5S3H, GF
1nt-2H-2S-3H=55M GF, opener 4C/D pickup H/S & RKC
1nt-2D-2H-2S=55M INV
1nt-3C=puppet,3D=55m GF, opener 3H/S pickup C/D & asking SS/VV.
1nt-3C, 3D=4/4(5) ms. Then responder 3H/S=pickup C/D & RKC
1nt-3M=singleton (1345 or so)
1nt-2C-2M-4nt=Quantitative
1nt-2C-2M-oM=fit, further 4nt=RKC
1nt-(after Jacoby transfer)-4nt=Quantitative. If accept slam INV, in 5 level to bid 5 cards suit, in 6 level to bid 4cards suit, until reaching the fit suit
1nt-(after Texas transfer)-4nt=RKC
1nt (or 2nt)-4S=55 minors, no slam interest
1nt-2C: 2D=no M/low, 2H/S=suit/low, 2nt=no M/high, 3C=both of M/low, 3D=both of M/high, 3H/S=suit/high
1nt-2C, and then 3C=relay. When opener has M:3D=D, 3H=C, 3S=5M, 3nt=4333. When opener no M:3D=5D, 3H=5C, 3S=XX44, 3nt=33XX.
1nt-2X, transfer suit-3m=5M+4m/Ask: 3M=SUP M, 3oM=SUP m, 3nt=both no SUP, 4m=both SUP, 4om=4cards/both SUP. And then bid 4m/4oM=RKC for minor, bid 4nt=RKC for major, others are sign off
1nt-(2nt)-3C=puppet. 3D/H=transfer. X=penalty. 4m=void, slam try, opener any bid is sign off.

Interference

1nt-(2D)-X=TRF H
1nt-(2C)-X=Stayman
1nt-(2M)-X=Other Major