DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS				
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING I	LEADS STYLE				
1over1 Nat 8-17 HCP; new suit at level 1 or 3 F1; at second level = poz, NF		Lead		In Partner's Suit		
	Suit			CT; 2 nd from bad		
Responder: cue-bid is F1	NT	4 th (10xxS); 2 nd from bad	CT; 2 nd from bad		
jump shift showing fit if passed hand	Subseq	Low from	an Honour			
	Other					
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS					
2 nd 16-18 > Stayman & Transfer	Lead	Vs. Suit		Vs. NT		
Reopening: 11-14 > Stayman & Transfer	Ace			AK(xx)		
	King KQ(xx) - 0		KQxx, AKJT ask for 0			
	Queen	QJ(xx)		QJx(x) or RDTx, ask for		
	Jack	J10(xx)		J10xx		
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	(HH)10x o	r 109xx	(HH)10x or 109xx		
Weak, single suit	9	(HT)9xx or 9		(HT)9xx or 98xx		
	Hi-X	Even		Even		
	Lo-X	Odd		Odd		
Reopen: 11-14 HCP, good suit, constructive		N ORDER OF	PRIORITY	ı		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		artner's Lead	Declarer's Lea	ad Discarding		
1C-2C=nat 1C-2D=majors		⊺⊺ if honour	CT	CT		
1D-2D=majors, 1D-2NT=Club + major		TT if honour	CT	Lavinthal		
1M-2M= Major + minor, 1M-2NT=minors		nall=ENC				
Reopening: (1m) pass (pass): cue-bid = majors	-	⊺T Note6	Smith	Lavinthal		
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2 C1	Γ		CT		
Strong – 2 nd & 4 th same: 2♣=majors; DBL=4M +5+ minor	3					
2D=one major, 2H/S=5M+ 4m	Signals (inc	luding Trumps)	: Trump: CT (Hi	i odd)		
Weak– 2 nd & 4 th same: 2♣=majors, but DBL= 14+ HCP						
•	DOUBLES					
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT	DOUBLES (St	yle; Responses	; Reopening)		
DBL= takeout	2 nd : 12+ HCP good shape;					
(weak 2M) : DBL takeout (partner: Lebensohl)	17+ HCP any shape					
4♣/♦ = 5♣/♦+5 oM	Responder:	cue-bid 11+ H	CP, F1			
(3♥/♠) - 4♣/♦ = 5♣/♦+5 oM .		(1M) x (pass) -	- 1NT Lebensohl	l		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24	4					
Natural	Responder:	cue-bid 11+ H	CP, F1			
	SPECIAL,	ARTIFICIAL &	COMPETITIVE	DBLS/RDLS		
OVER OPPONENTS' TAKEOUT DOUBLE						
1over1 F1; 2over1 notF; xx 11+ HCP						

W B F CONVENTION CARD

CATEGORY: Nat

2D=Multi

NCBO: Romania

PLAYERS: Breaban Lucian - Matei Cornel

EVENT:

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

1C/D= 3 cards, 11-22

1 ♥ / ▲ 11-22 HCP, 5 card major

2♣ game forcing or 23-24 NT

2 Multi: weak 2 M; NT 21-22 HCP (5 card M possible)

2♥/♠ + 5m, 7-11HP

2NT 5-5 mm constructive, < opening or 25+ NT

3**♣/♦/∀/**♠, **4♣/♦/∀/**♠ preempt

1NT 15-17, 5M possible

3NT Solid 7 cards in minor

4NT 6-6 min.

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♦ Multi

2♥/♠=M+m weak

2NT 5-5 mm or 25-26 NT

SPECIAL FORCING PASS SEQUENCES

Forcing pass at 5 level, when our line is in attack, shows control in opp suit

IMPORTANT NOTES

PSYCHICS: rare

	4	MIN. NO. OF CARDS	THRU					
OPENING	TICK IF ARTIFICIAL		NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1.4	N	3	4 •	11-22	Nat 1C-2C=Inverted minor 1C-2D=5S and 4H 5-9HP Weak jump shift	1m-1Y-1Z= XYZ, 2C ask for 2D, 2D=GF	1C-(1D)-Dbl=4/4 majors 1m-1M-3M-1=18-20 w 4 cards fit	
1 •	N	3	4◆	11-22	Same but 1D-2H=5S and 4H, 5-9HP 1D-2D=inverted minor			
1 •	N N	5	4 •	11-22 HCP, 5+ cards	1NT= F1 2NT 4 cards fit, min INV 3♣/3♦=nat, INV 1M-3M preemtive 1M-3NT/4C/4D=spl oM/C/D.	1M-2M- nat try 1M-2NT-3m=ask for help -3M=weak op -4m/oM=strg 1H-1S-2C/D=XYZ	2. Drury, fit If passed hand, jump shift is showing fit 1M-2NT=INV, new suit asks for help, 3M=refusal	
INT				15-17 BAL, 5M or 6m possible	2♣ Stayman Transfers (2♣->3♣ 2NT -> 3♦),	1NT- trf M- 2M-4M= slam INV	Lebensohl 1NT-(x penalty)-xx =one minor	
2*	N	5	4♥	GF	2D=waiting, 2M/3m=good colour, 2+ controls, 2NT=4controls, no 5 cards		Idem after pass	
2♦	Multi			Either weak 2 in H or S Or 21-22 balanced hand	2♥ = NF reley 2♠ = reley, NF if spades, INV if hearts 2NT relay, F1	2NT Bal 21-22 HCP Puppet (major transfer acceptance mandatory) 3♣ = weak 2 constructive, than 3♦ relay to name the oM 3♦/♥ transfer, weak 2M 3♠ AKQxxx in a major 3NT 21-22 HCP >Baron & Transfers	Idem after pass	
2♥/♠	х	5		Two suited ♥/♠+ minor 5+5, <12 HCP (5-4)	2♠=pass or correct, 2NT=F1,ask for minor 3C/D= to play, not to correct		Idem after pass	
2NT	Х	5		5m-5m constructive But <normal 25-26nt<="" opening="" or="" td=""><td>3C=weak relay or clubs 3D=minor pref, stronger hand</td><td></td><td>Idem after pass</td></normal>	3C=weak relay or clubs 3D=minor pref, stronger hand		Idem after pass	
3♣/♦/♥/♠		7		Preempt (6 cards 3 rd NV vs V)				
3NT	Х	7		Solid colour				
4♣/♦/♥/♠		8		Preempt (7 cards 3 rd NV vs V)				
4NT	Х			6+6 minors, strg				