

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1 level: 8+, usually 5-card suit
Responses NAT, 1/1F1, 2/1 NF, 2/2 F1 ;
Jump CUE=4+ fit, 6+ - 9 hcp
Jumps in a new suit = natural
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
vs. STR: X = 15-17; 2♦=44+MM; 2♦= 6+M
2♥/♦=5M+ and 4+m
vs. WK: similar
subsequent bidding is NAT
Other: NATURAL
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1□ or 2□</b>
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1♥/♦ - (x) -1/2/3NT = NAT, BAL

LEADS AND SIGNALS		
<b>OPENING LEADS STYLE</b>		
	Lead	In Partner's Suit
Suit	Natural	Natural
NT	Natural	Natural
Subseq	Same	Same
Other:		
<b>LEADS</b>		
Lead	Vs. Suit	The same
Ace	Ax+, AK+	The same
King	Kx,, KD(J), KQx	The same
Queen	KQ, Kx, , Qx,	The same
Jack	KJx, J10(+)	The same
10	H10x, 109x	The same
Hi-X	Xx, xXx, xxXx	The same
Lo-X	HXx, HXX, HXXXx	The same
<b>SIGNALS IN ORDER OF PRIORITY</b>		
	Partner's Lead	Declarer's Lead
Suit 1	Middle = ENC	
Suit 2	Count	
Suit 3		
NT 1	Middle = ENC	
NT 2	Count	
NT 3		
Signals (including Trumps):		
Middle = ENC		
<b>DOUBLES</b>		
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>		
11+ Suitable shape or 16+ good suit		
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>		

W B F CONVENTION CARD
<b>CATEGORY:</b> Green
<b>NCBO:</b> LITHUANIA
<b>EVENT:</b> 3 <sup>rd</sup> EBL Online
<b>PLAYERS:</b>
Liepa BIKULCIENE – Kornelija VASAUSKAITE
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5-card majors, Better minor (5533)
2♣ = BAL 22+ or any GF
2♦=6+M WK or STR ; 2♥=5♥+5♦/m, WK; 2♠=5♠+5m WK;
2NT = 20–21 BAL (no 5M)
1M - 2♣/♦ = 10+
1NT = 15 – 17 (BAL, no 5M nor singleton)
1M = 11-21, 5+ cards
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦=6+M WK or STR
2♥=5♥+5♦/m, WK
2♠=5♠+5m WK
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
OPP 1♦ better minor = is treated as non-showing suit: (1♦)-2♦ =NAT
PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG,DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	3♦	NAT 11-21 HCP 3343 and (32)44 possible	1♦ = a) 0-6 NEG, b) 7-11 no 4-cards M, UNBAL;  1♥/♠ = 4+♥♦, 6+ 2♣ = 5+ clubs, 10+ HCP no M; 2♦ = 5♦ 4♣, 6-9 HCP. 2♥/♠: NAT, FG 1/2/3NT: BAL, limit; 3♣ = 5+ clubs, weak	1♣-1♦; 1♥♦= SEMINAT; 1NT = 18-19 HCP; 2NT = 20+ HCP	
1♦		3	3♦	NAT 11-21 HCP.	1♥♦: 4+, NAT 4+♥♦ 2♦: 10+, 3+♦; 2♥/♠: NAT, FG. 1/2/3NT: BAL, limit		
1♥ 1♠		5	3♦	NAT, 11-21 HCP	1/2/3 NT=NAT no support; 2♣/♦= 10+, 4+m 1♥/♦-3/4♥/♠ = PRE; 1♥-3♦NT4+♦ = SPL 2♥/♠ 6-9; 3+M		
INT				15-17 HCP BAL	2♣=STAY; 2♦/♥/NT=TRF; 2♦=ASK range or TRF ♣; 3♦ = GF 5+♥.5+♦; 3M = 9+HCP (13)(5♦4+♣), 3NT=10-14 HCP 3♣/♦ = INV, 6+m	INT-2♣-2♦-2♥/2♦ = NAT	
2♣				BAL 22+ or any GF	2♦= WK, no 3 controls (A or K) 2♥/2♦= 4+M; positive 2 NT= 8+ (no A or K) 3♣/♦ = 4+m, positive	2♣-2♦-3M/NT/m = NAT own suit	
2♦				6M WK or STR	2♥=weak; 2♦= ♥ support, INV 2NT = FG, ask	2♦-2NT; 3♦= ♥ min; 3♦= ♠ min; 3♥= ♥ max; 3♠ = ♠ max	
2♥				2-suiter, 5 M & 5+ ♠/m	2♦ WK, Q on 2 <sup>nd</sup> suit 2NT = FG, ASK	2M - 2NT; 3♦/♦: NAT; 3♥: 5+M/M	
2♠				2-suiter, 5 M & 5+ m	3♣ WK, Q on minor  2NT = FG, ASK	2M - 2NT; 3♦/♦: NAT	
2NT				20-21 BAL	3♣ - Baron (Q on 4M) 3♦/♥ TRF 4♣/♦ NAT 4NT INV	3♦ = no M4; 3♥= 4 ♥ ; 3♣= 4♦; 3NT=5♦	
3♣		6/7		PRE			
3♦		6/7					
3♥		6/7					

3♠		6/7					
3NT				AKQxxxx in either minor	4/5♣ = P/C; 4♦ = ask for shortness; 4♥/♠=to play		
4♣		7/8		PRE			
4♦		7/8		PRE		Same as above	
4♥		7/8		PRE		<b>HIGH LEVEL BIDDING</b>	
4♠		7/8		PRE		4NT = RKCB (5 aces+Q) 30/41/2	
4NT				minors		Cue-BID = 1 <sup>st</sup> or 2 <sup>nd</sup> round control.	
5♣							

Natural lead:

Natural lead basic rules:

From AKx..x we lead A

From KD(J) we lead K

From KDX..x we lead K

From KD109.. we lead D

From KJ10.. we lead J

From K109.. we lead 10

From DJ.. we lead D

From D109.. we lead 10

From xx – highest small card

From xxx – middle small card and then highest small card

From xx..x – highest small card and then by situation

From Hx – honor (H – is honor (A, K, D, J or 10)

From Hxx – smallest small card (H – is honor (A, K, D or J)

From Hxxx – the fourth card, starting with the highest honor (for example, HHxx, – DJ32, but (see above) can lead and Queen also)

From Hxxxx..x – the fourth card, starting with the highest in rank, and then continue with the fifth (based on the initial count) card