

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Aggressive style (8-16). May be 4 cards at 1-level with HHxx.
Raises are PRE, cue usually has 3-card support.
Usually respond with 8HCP
Jump cue over 1M = mixed, 2NT (over major) = strong raise
Jump responses are usually fit
New suit F at 1, 3 level and 2 over 2; 2 over 1 = constructive NF
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 2 nd ; 17-19 4 th live.
Responses as to 1NT opening.
Reopening = 11-14 over m, 11-16 over M
Responses as to 1NT opening but 2♣ asks range and Ms.
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak (usually 6+ cards)
2NT = two lowest unbid suits (then cue = game try, jumps PRE)
Reopen: Intermediate (about 11-15, 6+ cards). 2NT 19-21
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue = of minor = both majors, of major = other major + minor
Responses: cue FG agreeing major, 2NT = game try, 3C=P/C
Jump cue asks stopper
VS. NT (vs. Strong/Weak; Reopening; PH)
2♣ both majors, 2♦ one major, 2M suit plus minor, 2NT minors or any strong two-suiter.
After 2♣, 2♦ asks for longer M. After 2♦, M=P/C.
Double PEN
Dble by passed hand = 5m and 4M
VS.PRE-EMPTS (Doubles; Cue-bids; Jumps; NT Bids)
X=T/O. Over double of weak 2, 2NT = often weak relay, 3x = INV.
NT=NAT, system on (over 2NT, Stayman and TRF over 3NT).
4m over M=that minor and other major, cue of minor = majors, cue asks stopper v weak 2.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
v 1♣, X=MAJs, 1NT=MINs. Weak jumps.
v 1♣-1♦, X=Ms 1NT=ms.
v 2♣-2♦, X shows diamonds, 2♣-X = majors
OVER OPPONENTS' TAKEOUT DOUBLE
XX = 10+, usually PEN-seeking. 2NT = sound raise to 3+.
Raises are PRE

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partnership Suit	
Suit	3 rd /5 th	Same (3 rd /5 th if unsupported)	
NT	4 th (2 nd from bad suits)	Same (3 rd /5 th if unsupported)	
Subseq	Same	Same	
Other: King request count, ace requests attitude during play, and at trick 1 against pre-empts and 5+ level contracts. 6 th best if we have shown 5+.			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A(+) or AK(+) asks ATT	Usually AK, asks ATT	
King	KQ(+) or AK(+) asks CT	Asks CT/UNB	
Queen	QJ(+)	KQx(x), QJ(+) asks ATT	
Jack	(K)J10(+)	(A or K)J10(+)	
10	(H)109(+)	H109(+), 109(+)	
9	Shortage (9/9x) or Q/J98(+)	9x, Q/J98(+)	
Hi-X	Xx, xXx(+)	Xx, xXx(+)	
Lo-X	HxX, HxxX(+)	HxX, HxxX(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi = DIS	Hi = Odd	Hi = DIS/Odd
Suit 2	Hi = Odd	SP	SP
3	SP		
1	Hi = DIS	Hi = O but see below	Hi = DIS/Odd
NT 2	Hi = Odd	SP	SP
3	SP		
Signals (including Trumps): UDCA			
Mostly SP in trumps. Reverse Smith v NT			
1 st discard = ATT (then original count)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Emphasis majors, minors unclear. May be weak if shape-suitable.			
Reopening double may be a king weaker.			
After prepared 1♣/1♦ opener, X may be balanced with 3+ in MAJs			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Most low-level doubles are T/O except when			
we have redoubled to show strength. If we have bid and raised a suit,			
MAX doubles apply. After a T/O double, responsive doubles apply to 4♦			
and usually deny an unbid M (if both are unbid, doubles show none or both).			

W B F CONVENTION CARD
PLAYERS: Danuta Kazmucha and Fiona Brown
EVENT: Womens Online Tournament 2026
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Five-card majors (except 3 rd); 1♣ NAT or BAL 11-14/18-19;
1♦ 4+♦, usually unbalanced.
2♣ opening = FG or 22–24 BAL
Multi 2♦: weak in either major
2/1 game forcing
Wide-range overcalls
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣ NAT or BAL outside NT range (1♦=4)
2♦ weak in either major, 2M weak with suit plus other
Jump shifts: weak: 3-8 (except 1M – 3♣/♦/♥),
SPECIAL FORCING PASS SEQUENCES
After (1NT) X (2m) x is takeout
IMPORTANT NOTES
In high-level auctions, a new suit is assumed to show a fit for partner and may be only lead-directing.
PSYCHICS: Almost never, no specific types

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND/ COMPETITIVE BIDDING
1♣	Yes	2	4♦	Only 2 if 4/4M in majors Natural 11-14Bal or 18-19Bal	Natural, bypass ♦s unless INV+. 2♣=F2NT/3♣ 2♦=7-10, 5+♣, 2♥/♠=weak, 3suit pre-emptive	1♣-2♣-2♦, 2NT/3♣ natural NF, other suits Show values but not necessarily length 1♣-1x-1NT-2♣/♦ = ART checkback	Transfers if 1♣ is doubled or overcalled in a red suit.
1♦		4	4♣	Natural (usually unbalanced)	2♦ F2NT/3♦ 2♥/♠=weak, 2NT=natural NF, 3♣=7-10 4+♦, 3♥/♠/4♣=splinter	1♦-1x-1NT-2♣/♦ ART checkback	
1♥		5 (4 in 3 rd)	4♦	Natural 11+ if unbalanced	2/1=12+GF (2♣ 2+ 2♦/♥ 5+), 2♠= Invite 4♥, 2NT FG +4+♥, 3♣ 3-card ♥ raise 3♦ natural invitational 1♥-3♠/1♠-3NT = unspecified void, double jump = splinter	2-way Checkback 1♥-2♥ or 1♠-2♠, step 1 = game try, Transfers after 1M-1NT	In competition: 2NT = 3/4-card limit raise Cue = 3-card raise Transfers over double 2♣=3/4crd support over 3 rd seat 1M, 2NT 4-card support.
1♠		5 (4 in 3 rd)	4♦	Natural 11+ if unbalanced			
1NT			4♦	(14)15-17 May have 6m, 5M or 4M5m May have singleton	2♣ STAY, 2♦/♥/♠/NT=♥/♠/♣/♦ 3♣ asks 5M 3♦ FG minors 3M (3-1)=(5-4) 4♣ MM 4♦/♥♥/♠ 4♠ 4=4ms slam try	New suit FG after TRF, jump auto-SPL	Transfer Lebensohl
2♣	Yes	0		23+ balanced or any FG	2♦ = waiting (then 2♥ = 24+ BAL or NAT) 2♦:2♥:2♠:3♣ = 6+ hearts 2♦:2♥:2NT = 22-23Bal		2C(X) XX up to 5hcp, pass = 5+ 2C(bid) X = up to 5hcl pass 5+
2♦	Yes		2♠	Weak in either major	2NT asking, M pass or correct 3♣: 5spades and 5 minor, 3♦: hearts inv +	After 2NT: 3C min, 3D max with H, 3H max S	2D(X) XX bid 2H and then pass my bid. 2D(X) 2H: Pass or correct
2♥		5		Weak with suit +m (5-4 NV, 5-5 VUL)	2NT asking		
2♠		5					
2NT			4♦	20-21 balanced	3♣ 5-cd Stayman, 3♦ = ♥, 3♥ = ♠ 3♠ minors, 4♣/♦/♥/♠= ♥/♠/♣/♦	2NT-3♣: 3♦=4M (then bid one not held), 3♥=no MAJ, 3♠/3NT= 5♠/♥	
3♣		6		Maybe be 0 HCP NVvV PRE, new major NF NVvVul 1 st in hand only	3♦ puppet to 3♥, then pass/3♠ to play, 3NT COG		
3♦		6			4♣ shortage ask		
3♥		6					
3♠		6					
3NT	Yes			Gambling 1 st /2nd To play 3 rd & 4th			
4♣		7		Natural, PRE	4♦ = general try, 4NT asks for key cards	HIGH LEVEL BIDDING 4NT asks for key cards (1430). DOPI in they intervene over 4NT. Double jump can be Exclusion. Cues usually up the line Some last train	
4♦		7			5♣ = general try, 4NT asks for key cards		
4♥/4♠		7			4NT asks for key cards		
4NT					Asks for specific aces		
5♣ / 5♦				Natural PRE			
5♥ / ♠				Asks for A or K			