

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Aggressive 1lvl Sound 2lvl Jump raise is preemptive Fit jumps
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
[1x]-1NT = 15-18 HCP with a stop [1M]-1NT: 2♣ = transfer to ♦; transfer to opp's major = 4OM inv+; otherwise system on Lebensohl if opponents bid over 1NT Reopen: 12-15 HCP
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
2NT = 55+ lowest unbid suits Leaping Michaels over weak 2 and 3m Direct cue at 3-level asks stop When partner has passed HCP count can vary more
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels Jump in opponent's suit asks stop
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Dbl - penalty (PH - 6+m) 2♣ - both majors 9+cards (PH, 5♣ 4M) 2♦ - one major 5+ (PH, 5♦ 4M) 2M - 5M 4+m 2NT - both minors 9+cards 3suit - preemptive 6+suit
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
'Leaping' Michaels over weak 2 and 3m Direct cue asks stop – usually gambling 2NT / 3NT bids are natural with a stop, other NT bids are minors Doubles are takeout (2x weak)-X-(p): 2NT = Lebensohl, 3y (y<x) = 4+y invitational, 3z (z>x) = 5+z invitational, for x = M, 3M - 4OM w/ M stop, 3NT - no 4OM, w/ M stop (2x weak)-X-(p)-2NT-(p)-3♣-3y (y<x) - SO, 3z (z>x) - 4z, invitational, for x = M, 3M - 4OM w/o M stop, 3NT - no 4OM w/o M stop
<b>VS. ARTIFICIAL STRONG OPENINGS</b>
Over strong 1♣: 1 lvl = natural, lead directing 2 lvl - as over 1NT
<b>VS. INT-(X)</b>
1NT - [Dbl]: Rdbl - weak with any 4333, 2x= 4x4+y Pass forces XX (pen or 5 card suit)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
Always 2 <sup>nd</sup> , 4 <sup>th</sup> or top from doubleton. Trump lead usually smallest.			
LEADS			
Lead (asks)	Vs. Suit	Vs. NT	
Ace (att)	AK(x+); A(x+)		
King (count)	AK(x+); KQ(x+); K(x)		
Queen (att)	KQ(x+); QJ(x+); Q(x)	AQJ/T(x+); QJ(x+); Q(x)	
Jack (att)	KJ10(x+); J(x)	(A/K)J10(x+); J(x); (A/K)Jx	
10 (count)	H109(x+); 10(x)	H109(x+); 10(x); H10x	
9 (count)	109x(x+); 9(x)		
x (count)	Hxx(x+); Hxx; x(x); xxx(x+)		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Count	Lavinthal
2	Count		
Signals: Standard, Lavinthal (Suit Preference)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
At least 3 in each unbid suit May be light with classic shape or when feel like partner is trapping Natural responses Cue bids are FG May be light in reopen seat May be very light when partner is passed			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1m - [1♥] - Dbl - usually 4♠ 1m - 1M - [1♠ / 2suit] - Dbl - usually support (3M) 1NT - [Dbl] - Rdbl - weak with any 4333 1NT - 2suit - [Dbl] - Rdbl – to play (4+)			
OVER OPPONENTS' TAKEOUT DOUBLE			
Rdbl – 3 card limit raise 1x-(X) - jumps are weak			

W B F CONVENTION CARD
<b>CATEGORY:</b> GREEN
<b>NCBO:</b> SCOTLAND
<b>PLAYERS:</b> Ronald GAFFIN (10683) Gints FREIMANIS (16984)
<b>EVENTS:</b> ALL
SYSTEM SUMMARY
<b>GENERAL APPROACH AND STYLE</b>
2/1 GF, Multi and Lucas (incl. both majors) 1NT = 15-17 BAL (incl. 5M332, may be 5m422, 6m322 or weaker 3 <sup>rd</sup> ) 11-14 HCP/ 18-19 HCP BAL hands without 5M open 1♣ unless 3352 1♦ opening contains 4♦ only if 4441 Gazzilli, Drury, Jacoby, Bergen raises over 1M opening Fast arrival
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣ - 2♣ = a) 5+♣ inv+ b) 54+ majors, weak (0-7 HCP) 1♣ - 2♦ = a) 6+♥, weak (0-7 HCP) b) 6+M, GF (15+ HCP, slamish) c) 5♠ 4♣, weak (0-7 HCP) 1♣ - 2♥ = 5♠ 3-4♣, GF 1♣ - 2♠ = 6+♠, weak (0-7 HCP)
1M-1x-2♣ = 10-13 HCP 4+x or various 17+HCP (or 15-16, ♠ raise) -2♦ = 14+ HCP 4m or 18-19 BAL
2♦ - a) At most 10 HCP, (5)6+M b) GF with a minor
Gambling 3NT opening – ANY SUIT Drury 2♣/♦ raise by PH (3/4 cards)
SPECIAL FORCING PASS SEQUENCES
When GF 1NT - 2suit - [Dbl] - Pass - stop in the suit (semi-forcing)
IMPORTANT NOTES
3 <sup>rd</sup> seat openings may be light in values 2♦ opening 11-13 HCP in 4 <sup>th</sup> seat if a) 2M openings 11-13 HCP in 4 <sup>th</sup> seat
<b>PSYCHICS: RARE</b>

BID	ART.	MIN.	NEG X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1♣	✓	2	7♥	10-21 HCP 2+♣	1NT - 6-10 HCP no 4M 2♣ - a) 5+♣ inv+ b) both majors, weak 2♦ - a) 6+♥ weak b) 6+M GF c) 5♠ 4♣ weak 2♥ - 5♠ 3-4♣ GF 2♠ - 6+♠ weak	1♣-1x-1M - natural, unbal (then no 2-way checkback) 1♣-1x-1NT - any 11-14 BAL without 4x, does not deny unbid suits → 2♣ - relay to 2♦ or invitational, 2♦ - GF any 1♣-1x-2NT- 3♣ - NF, 3♦ - F1 does not promise ♦ 1♣-1♥-2♥-2♠ - inv+ unspecified singleton, 2NT / 3m - inv+ semi-natural ♠ / m 1♣-2♣-2♦ - assumes b), asks for better major 1♣-2♦-2♥ / ♠ - assumes b) or c), pass / correct 1♣-2♥-2NT - relay → 3♣ - 4♣, other 3suit bids - 3♣ showing natural values	Same except no immediate GF sequences
1♦		4	7♥	10-21 HCP 4+♦	1NT - 6-11 HCP no 4M 2♣ - nat GF 2♦ - 3+♦ NF, 2M - 6+M weak, 2NT - BAL 3+♦, 10-12 HCP or 9-11, 6+♣ 3♦ - pre, 4+♦ 3M - 12+ HCP 4+♦ short M	1♦-1M-1NT - 11-14 HCP (33)5(2) 1♦-1♥-1♠ - 5+♦ 4♠ 1♦-1M-1x then 2-way checkback 1♦-2♣-2♦ - any 11-14 HCP, 2M/NT/3m - natural 15+HCP, 3M - 15+HCP 4+♣ short M	Same except no immediate GF sequences
1♥		5	7♦	10-21 HCP 5+♥ Can be 4+♥ in 3 <sup>rd</sup> seat	1NT - 6-11 HCP, NF 2♣ - 2+♣ GF 2♦ - 5+♦ GF 2NT - 10-12 HCP, 6+♣, or 3♥ 3♣ - 7-11 HCP, 4+♥ 3♦ - 10-12 HCP 6+♦ 3♥ - 0-6 HCP 4+♥	1♥-1♠-2♣ - 10-13 HCP 6♥ 4m / 5♥ 5m or 14+ HCP 3♠ or 17+HCP any but 6♥ 4m or BAL, 2♦ - 14-16 HCP 6♥ 4m, 2♥ - 10-16 HCP 6+♥, 2♠ - 10-13 HCP 3-4♠, 2NT - 14-16 HCP 6♥ 3♠, 3m - 14-16 HCP 5m, 3♥ - 15-16 HCP 6+solid ♥, 3♠ - 14-16 HCP 4, 3NT - 18-19 HCP BAL 1♥-1NT-2♣ - 10-13 HCP 4+m or 17+HCP any but BAL and 6♥ 4m, 2♦ - 14-16 HCP 6♥ 4m, 2♥ - 10-16 HCP 6+♥, 2♠ - 14-16 HCP 45xx, 2NT - 14-16 HCP 5♥ 4m, 3m - 14-16 HCP 5m, 3♥ - 15-16 HCP 6+solid ♥, 3♠ - 14-16 HCP 6♥ 5♠, 3NT - 18-19 HCP BAL 1♥-2♣-2♦ - 4+♦, 2♥ - 10-13 HCP no 4♦, 2♠ - 14+HCP no 4♦, 2NT - 6+ good ♥	Same except 1♥-2♣ - 9-10 w/ 3♥ 1♥-2♦ - 8-10 w/ 4+♥
1♠		5	7♥	10-21 HCP 5+♠ (4+♠ in 3 <sup>rd</sup> )	Same as after 1♥	1♠-1NT-2♣ / ♦ include hands containing ♥, 1♠-1NT-2♥ 14-16 HCP 4♥ Other bids same as after 1♥	As above
1NT		2		15-17 HCP BAL, includes 5M332 3 <sup>rd</sup> and 4 <sup>th</sup> seat may have 5m422 and 6m322	2♣ - Stayman, 2♦/♥/NT - transfers 2♠ - invitational to 3NT or 5+♣ 3♣ - Muppet Stayman, 3♦ - FG 55M 3M - 6+m ST 4♣♦ - transfers (weaker or for RKCB)	1NT-2♣-2♦ - no 4M; then 2M = NF; 3M = 4M 50M GF 1NT-2♦/♥: break only w/ max, to length 1NT-2♠-2NT (min)-3♣ - 6+♣ NF, 3♦ - 2245 GF, 3M - 5+♣ 4+♦ with M shortness 1NT-2NT-3♣ (denies ♦H)-3♦ - 6+♦ NF, 3M - 5+♦ 4+♣ with M shortness, 3NT - 2254 1NT-3♣-3♦ - at least one 4-card major; 3♥ - no 4M, 3♠ - 5♠, 3NT - 5♥	SAME
2♣	✓	0		23+HCP or at most 4 losers	2♦ - 4+HCP, 2♥ - 0-3 HCP, 2♠ - good ♥, 2NT - good ♠, 3m - good Om, 3M - 6+ solid OM	2♣-2♦-2♥ (Kokish)-2♠ (relay)-2NT - 25+HCP BAL, 3♣ / ♦ / ♠ - 5+♥ 4+♣ suit, 3♥ - 6+♥ 2♣-2♥ - 2♠/3♣♦ - NF 2♣-2♠-2NT - 5+♠ 0-1♥ 2♣-2♥: 3♥/♠/NT/ 4♣/♦/♥ = 55, 9PT ♠♣/♣♣/♣♥/♦♥/♥♠/♦♠	SAME
2♦	✓	0		a) At most 10 HCP (5)6+M b) GF, 9PT 7+ any	2M / 3M / 4M - pass / correct 2NT - relay, 3m - natural F1	2♦-2NT-3♣ - 6+♥ min, 3♦ - 6+♠ min, 3♥ - 6+♠ max, 3♠ - 6+♥ max, 4m - GF with m	2♦-2♠-(x): transfers, 3♥ weak
2♥	✓	5		At most 10 HCP 5♥ 4+any suit	2♠ - pass / correct, 2NT - relay other bids - natural F1	2♥-2NT-3♣♦♥♦ - 4+♣♦M min, 3♠ - 4+m max, 3NT - 4M max	SAME
2♠	✓	5		At most 10 HCP 5♠ 4+any suit	3♣ - P/C; otherwise same as after 2♥	Same as after 2♥	SAME
2NT		2		20-22 HCP, BAL, incl. 5M332, 5m422 and 6m322	3♣ - Muppet stay; 3♦♥ - transfers 3♠ - minor suit stay; 3NT - 5♠ 4♥	2NT-3♣-3♦ - at least one 4-card major, 3♥ - no 4M, 3♠ - 5♠, 3NT - 5♥ 2NT-3♠-3NT - no 4m, 4m - 4+m	SAME
3♣♦♥♠		6		Constructive 6+ preempt	Natural		
3NT	✓	0		ANY solid suit, no A/K outside	Pass - to play, 4♣ - pass / correct		
4♣♦		7		Destructive pre-empt	Natural		
4♥♠		7		Depends on seat and vul	Natural		
4NT	✓	0		6+5+ minors depends on vul	Natural		
5♣♦♥♠		7		Constructive	Natural		
HIGH LEVEL BIDDING							
RKCB-1430, Splinters, ROPI DOPI, cue 1 <sup>st</sup> and 2 <sup>nd</sup> equally							