


<b>W B F CONVENTION CARD</b>
<b>CATEGORY: Red</b>
<b>NCBO: Czech Republic</b>
<b>PLAYERS: Karolina KOPECKA – David VOZABAL</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
POLISH CLUB – 5card M prepared 1♣
1M - 3(4)M - preempts
Frequent ART COMP 2NT bids
Frequent non-PEN DBL
Special fit-showing jumps after M opening
1NT Openings: 15-17 HCP balanced
2 OVER 1 Responses: 9-11 with repeated suit, 12+ 5 cards
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1♣ - 12-14 balanced, 15+ with unbalanced hand with ♣, 18+ anything
2♣ - 10-14 HCP 6+♣ or 5♣ + 4M
2♦ - 6 cards major 6-10 HCP
2♥/♠ - 5M – 5m 6-10 HCP
2NT - both minors
3NT - Gambling
1x - 1y - 1z (NT) - 2♠/♦ - STOP on ♦ or any invitation/GF
1♣ - 1♦ - 0-8 or 9-11 with unbalanced minor/minors or 12-15 HCP bal.
1♣ - 1M - 2♦ - 18+ HCP 5♦ or 4+c. supp.
1♣ - 1♦ - 2♦ - GF
1♣ - 1M - 2♣ - 2♦ - GF
LEBENSÖHL
DRURY
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: Rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	Vlachova - Vozabal			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	Yes			12-14 HCP bal., 15+ unbal. with ♣	1♣- 0-8, 9-11 on unbal m or ms, 12-15 HCP.bal., 1♥♠ - 7+ 4c., 1NT - 9-11, 2♣♦ - GF 5c., 2♥♠ - weak 6c., 2NT-12+ bal.	1♣ - 1M - 2♦ - 18+ HCP 5♦ or 4+c. supp. 1♣ - 1♦ - 2♦ - GF	
				18+ HCP any distrib.	3♣♦ - NF 6+c. with 2 top H, 3♥♠ - NF 7+c. with 2 top H	1♣ - 1M - 2♣ - 2♦ - GF	
1♦		4		12-17 HCP 5♦, 12-14 HCP 5♣+4♦,	1♥♠ - 7+ 4c., 1NT - 7-11 HCP, 2♣ - 9-11HCP 6+♣, 12+ 4+♣	1♦-1M-2♣ - any 54 in minors	
				12-17 HCP 4441 with 4♦	2♦ - 10+HCP 4+♦, 2♥♠ - weak 6c., 2NT - 11-12 HCP		
1♥		5		12-17 HCP 5♥	1NT - 5-11 HCP can be 3 c. supp, 2♣ - 4c. supp.+ short invit, 2NT - invit 4c. supp bal or 3c. supp.+ short, 3♣ - 8-11 HCP 4c. supp with shortness, 3♦ -12-14 HCP 4c. supp with shortness, 3♠ - 12-14 bal. 5-6 control, 3NT - 12-14 bal 3c. supp., 4♣ - 12-14 bal. 4 control, 4♦ - 12-14 bal. 0-3 control	1♥ - 3♣ - 3♦ - asking - 3♥ - void 1♥ - 3♠ - 3♥ - asking - 3♣ - void	Drury
1♠		5		12-17 HCP 5♠	same as after 1♥, 3♥ - 12-15 HCP shortness	same as after 1♥	Drury
INT				15-17 balanced	STAY, TRSF, 2♠-TRSF to ♣ , 2NT-invlt, 3♣ - trsf. to ♦, 3♦ 5-5 Ms, 3♥♠ - 54 in minors, shortness in M	1NT-2♣-2♦-2♠ - 5♠+4♥ invit	
						1NT-2♣-2♦3♥♠ - 54 in M GF, jump in 4c.	
2♣	Yes	5		10-14 HCP 6♣ or 5♣+4M	2♦ - ask, 2♥♠ - NF, 2NT - invit	2♣-2♦-2♥♠ - 4c., 2NT - 6♣ max, 3♣ - 6♣ min	
2♦	Yes	0		6 c. major 6-10 HCP	2♥ - week, 2♠-p/c, 2NT-ask,3♠/3♦-invlt, 3♥-PRE	2♦-2NT-3♣-max, 3♠-min 6♥, 3♥-min 6♠	
2♥	Yes	5		5♥+5m 6-10 HCP	2♠ - nat F1, 2NT - ask for m, 3♣ -p/c, 3♦ - invit to ♥, 3♥ PRE		
2♠	Yes	5		5♠+5m 6-10 HCP	2NT - ask for m, 3♣ -p/c, 3♦ - invit to ♠, 3♥ - NAT F1, 3♠ PRE		
2NT	Yes			both minors, 6-10 HCP	3m - to play		
3♣		6		1st,2nd place - solid, 3rd undisciplined	NS - F1, 3NT - to play		
3♦		6		1st,2nd place - solid, 3rd undisciplined	NS - F1, 3NT - to play		
3♥		6		PRE: 4332	NS - F1, 3NT - to play		
3♠		6		PRE: 4332	NS - F1, 3NT - to play		
3NT	Yes			solid m, no outside A or K	4♠ - to lenth, 4♥♠ - NAT		
4♣		7		PRE: 4332	NS - NAT, 4NT - BW5		
4♦		7		PRE: 4332	NS - NAT, 4NT - BW5		
4♥		7		PRE: 4332			
4♠		7		PRE: 4332			
4NT	Yes			Extreme minors			
5♣		7		PRE: 4332		<b>HIGH LEVEL BIDDING</b> RKCB - 1430, Splinters, Cue bids WAITING 3NT, Doroszewitz - KQJ	
5♦		7		PRE: 4332			
5♥							
5♠							

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
<b>After 1♣/♦ openings:</b>
NATURAL, solid on 1 <sup>st</sup> level (5-7 LT), PRE on higher levels, can be only 5 on 2 <sup>nd</sup> level. : <b>(1m) – 2m</b> = 8-12(14), 7-8 LT, 54+ Majors <b>(1m) – 3m</b> = 8-12(14), ~6 LT OR <4 LT, 55+ Majors <b>(1m) – 2NT</b> = PRE 6-11 or strong 16+, 6+ other minor; <b>(1♣) – 3♦</b> = 12-15, 6♦; <b>(1♦) – 3♣</b> = 12-15, 6♣
<b>After 1♥/♠ opening</b>
<b>Dbl:</b> 10+ T/O OR 18+ BAL OR unBAL <4 LT; <b>1♠</b> = 10+, <b>5♠</b> , 5-7 LT; <b>2NS</b> = 10+, 5+c., 5-7 LT; <b>3NS</b> = PRE, 6+c., ~6 LT; <b>1NT</b> = 15-18 (semi)BAL; <b>2NT</b> = 5♦5♠+, 6 LT OR <4 LT; <b>2M</b> = 5oM5m, 6 LT OR <4 LT; <b>3M</b> = ask for stopper;
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
<b>Natural</b> = 15-18 (semi)balanced → system on (natural after dbl., redbl. is SOS) <b>Reopen NT</b> is 11-14(15) (semi)balanced → responses natural
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
<b>See overcalls</b> <b>Jump cuebids</b> after Major asks for a stopper
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
<b>Dbl</b> = penalty (points), after opps bid first dbl is T/O <b>2♣</b> = both Majors; <b>2♦/2♥</b> = Transfers to ♥/♠ <b>2♠</b> = 4♠5+m; <b>2NT</b> = minors, <b>3♣/♦/♥/♠</b> = Natural <b>REOPEN</b> = <b>2♣</b> = both Majors, rest NATURAL, <b>2NT</b> = minors
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X = takeout, Natural, <b>2M - 4♣</b> = 5OM5♠, <b>2M - 4♦</b> = 5OM5♦ <b>(2M) – x – pas – 2NT</b> = Rubensohl style (transfers = INV+) <b>2M – 3M</b> = asking for stopper
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
<b>Vs. 1♣:</b> dbl/1X = 3+c. in other suits; <b>1NT</b> = both Majors; <b>2♣ and higher</b> = natural, <b>2NT</b> = both minors <b>Vs. 2♣/♦ strong:</b> dbl = both majors; 2NT = both minors, rest Natural
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Transfers up to 2 in opening suit

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1 <sup>st</sup> /2 <sup>nd</sup> /4 <sup>th</sup> , <b>Xxx and xX</b>	1 <sup>st</sup> /2 <sup>nd</sup> /4 <sup>th</sup> , <b>Xxx and xX</b>	
NT	<b>2<sup>nd</sup>/4<sup>th</sup></b>	<b>attitude</b>	
Subseq	<b>9 and 10</b> – 0 or 2 higher	<b>9 and 10</b> – 0 or 2 higher	
Other			
From AK King if we have outside singleton, King against 5 <sup>th</sup> level contracts			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(...),Ax(...)	AK(...), Ax(...)	
King	AK, KQx(...), AK(...)+singl	AKJ(..), KQ10(..)	
Queen	QJ(...)	QJ(...), AQJ(...), KQx(...)	
Jack	J10(...), Jx(...)	J10(...), Jxx	
10	10x(...), HJ10(...)	109x, HJ10(...)	
9	9xx, H109(..)	H109(..)	
Hi-X	Xxx, xXxx(...), <b>HXx</b>	xXx, xXxx, <b>HXx</b>	
Lo-X	xX, HxxXx, xxxXx, <b>HxX</b>	HxxXx, xxxXx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi = DISCRG	Hi = odd	Hi = DISCRG
Suit 2	Hi = odd	S/P	Hi = odd
3	S/P		
1	Hi = DISCRG	Hi = odd	Hi = DISCRG
NT 2	Hi = odd	Reverse Smith	Hi = odd
3	S/P		
Signals (including Trumps):			
Reverse SMITH (Hi = DISCRG) in NT if applicable; S/P in case count or attitude is not necessary; Count or S/P in trumps if important			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
<b>(1X) – dbl</b> = 11+ T/O <b>OR</b> 18+ BAL <b>OR</b> <4 LT with 5+c. Natural after PRE openings <b>(2♦ multi) – dbl</b> = 11+ T/O on ♥ <b>OR</b> 18+ BAL <b>OR</b> <4 LT with 5+c.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1♣ - (1♦) – dbl = 4+♥ 1m - (1♥/♠) – dbl = 4♠/4+♥ <b>(1X) – pas – (1Y) – dbl</b> = 14+, does not promise 44 in other suits <b>(1X) – pas – (1Y) – 1NT/2NT</b> = 9-14, 44+/55+ in other suits			

W B F CONVENTION CARD	
CATEGORY: <b>RED</b>	
NBO: <b>CZECH REPUBLIC</b>	
EVENT: <b>EUROPEAN MIXED TEAMS CHAMPIONSHIPS</b>	
PLAYERS: <b>MILAN MACURA – DANIELA HNATOVA</b>	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
<b>Bidding based on LT = Loser Tricks</b>	
<b>1♣</b> = 11-20(23) unBAL ♣ <b>OR</b> BAL (11)12-13(14) / 18-19(21)	
<b>1♦</b> = 11-20(23) unBAL 4+♦	
<b>1♥/♠</b> = 11-20(23) 5+c.	
<b>1NT</b> = (14)15-17 may be semiBAL: 5M,6m, 5422, 5m4M31(H)	
<b>2♣</b> = (20)21+ BAL,	
18+ <3 LT (near)solid 6+M,	
21+ <4 LT semiBAL with 5M,	
21+, <3 LT, unBAL with 6+m	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
<b>2♦</b> = ♥ 6-11, 7-8 LT, 6+♥ <b>OR</b> 8-12(16) 5+♥5+m ~6 LT <b>OR</b> <4 LT <b>OR</b> PRE with 7+♥ 5 LT, max Queen outside, SRT in ♣/♦	
<b>2♥</b> = ♠ 6-11, 7-8 LT, 6+♠ <b>OR</b> 8-12(16) 5+♠5+m ~6 LT <b>OR</b> <4 LT <b>OR</b> PRE with 7+♠ 5 LT, max Queen outside, SRT in ♣/♦	
<b>2♠</b> = 3-10, 7-8 LT, 5+♠	
<b>2NT</b> = 8-12(16), 5+♥5+♠ ~6 LT <b>OR</b> <4 LT	
<b>3♣/♦/♥/♠</b> = NAT PRE, 6-11, 6+c.	
<b>3NT</b> = 8-12(14), 5+♣5+♦ ~6 LT <b>OR</b> <4 LT	
<b>4♣/♦</b> = PRE with solid 7+♥/♠, 5 LT, max King outside, SRT in OM	
Bidding after 1♥/♠-1NT and 1♥-1♠ and 1♠-1♥/♠	
<b>1NT</b> = 11-14 semiBAL, max 2M; <b>2♣</b> = 15+ semiBAL or 11-14 ♦s;	
<b>1X-1M-2X</b> = 11-14, 3M	
<b>1♥/♠-1NT-2♥/♠</b> = 11-14, 5M4+♣; <b>1♥/♠-1NT-2♦/♥</b> = 6+M, unlim.;	
<b>1♥-1NT-2♠</b> = 18+ 5♥4♠	
<b>1♦-1♠-2♥</b> = NAT reverse, 15+ 5♦4♥	
SPECIAL FORCING PASS SEQUENCES	
After double on opps NT – pass is forcing up to 2♥	
High level bidding in case we invited+ or we are VUL against Non-VUL and we were in game	
PSYCHICS	
Rare, possible in 1♦-1M or 3 <sup>rd</sup> seat openings	

Opening	Artificial	Number of cards	HCP	Neg. dbl	DESCRIPTION LT = Loser Tricks SRT = shortness	RESPONSES Milan Macura – Daniela Hnatova	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	2 (5)	11-23 11-14 18-20	4♥	a) 11-21(23), unBAL with ♠s b) (11)12-13(14) BAL c) 18-19(21) BAL	1♦♥=3+, transfer 4+M; 1♠=6+ BAL OR 6+ minors OR GF+ unBAL with ♦s 1NT = (10)11-12 BAL; 2NT = 13-14, BAL; 3NT = 15-16, BAL; 2♣ = GF, unBAL ♠s OR tactical balanced; 2♦♥/♠/3♣ = 6c., INV; 3♦♥/♠ = PRE, 7+c. Two-way checkback after: 1♣ - 1♦♥ - 1♥/♠	1♣ - 1♦♥ - 1NT = 18-19(21) BAL 1♣ - 1♦♥ - 2NT = 15+ 5+♣ 3+M 1♣ - 1♦♥ - 1♥/♠ = 11-14 BAL OR 11-14 unbal 3M OR 15-16 5♣4M	1♣-(1♦)-dbl = 4+♥ 1♣-(1♦)-1♥ = 4+♠ 1♣-(1♦)-1♠ = TRF Rest = Natural 10+
1♦		4	11-23	4♥	11-20(23), unBAL with ♦s, 4441 or 5+	1♥/♠ = 5+, 4+♥/♠; 1NT = 6-11; 2NT = (11)12-13, BAL; 3NT = 13-15, BAL 2♣ = GF, unBAL ♠s OR tactical BAL OR Slam try ♦; 2♥/♠/3♣ = 6c., INV; 2♦ = 10-15, ♦ fit; 3♦ = PRE (3)6-9, natural; 3♥/♠ = PRE, 7+c.	1♦ - 1M - 1NT = 11-14 (semi)bal 1♦ - 1M - 2♣ = 15+ semiBAL or 6♦ 1♦ - 1M - 2♦ = 5+♦3M NS jump = splinter	1♦-(1♥)-dbl = 4♣; 1♦-(1♥)-1♠ = 5♣ 2X = 10+, 5+c JUMP = NAT, PRE
1♥		5	(9) 11-20 (23)	4♦	(9)11-20(23), 5+♥ If <11 = <6 L OR on 3 <sup>rd</sup> seat	W/O FIT 1♠ = 5+, 4+♠; 1NT = 5-11(12) no 3♥/4♠; 2♣ = GF asking; 2♠/3♣/♦ = 6c. INV; 3♠ = PRE, 7c. WITH FIT 2♦ = (6)8+, 3+♥; 2♥ = 3-9, 3+♥; 3M / 2NT / 3NT-4♣-♦ = 4+♥ any SRT, 4-9 / 8-12 / 11-14, SRT ♠-♣-♦	Rebids after 1♥-2♦ and 1♠-2♥ 2M = 7 L; 3M = 6 L, no SRT; NS = 6 L and SRT; 2NT = <5 L no SRT; Jump in NS = void, ~5L and 2 suiter hand;	1♥-(1♠)-dbl = 8+ bal w/o stopper or 5+♠; 2♣+ = 10+, 5+c.
1♠		5	(9)11-20	4♦	(9)11-20 (23), 5+♠ If <11 = <6 L OR on 3 <sup>rd</sup> seat	Similar as after 1♥; 2♦ = GF+, 5+♥		
1NT		-	14-17	4♥	(14)15-17 balanced 5M, 6m, 5422 possible, 5m4M31(H)	2♣ = puppet to 2♦; 2♦ = 44Ms or 5+♥; 2♥ = 5+♠ (6 L if 6332) 2♠ = ♠s; 2NT = ♦s; 3♣ = GF, puppet stayman; 3♦ = 55+ Majors 7 LT or <5 LT; 3♥/♠ = GF, 54+ ms, SRT ♥/♠; 4♣/♦ = >7 LT or <5 LT 6+♥/♠, 4♥/♠ = to play	1NT - 2♣ - 2♦ - 2♥ = 4♣; 2♠ = 4♥; 2NT = INV no M; 3♣/♦ = INV 5m4♥; 3♥♠ = GF, 5m4♥; 4♦ = 6L, 5♣5♥; 1NT - 2♦ - 2♥ - 2♠ = INV+ 4+♠ 4+♥	
2♣	X		18+ 21+	4♥	(20)21+ BAL 21+ <4ZZ semiBAL with 5M 18+ <3ZZ (near)solid 6+M 21+, <3ZZ, UNBAL with 6+m	2♦ = GF, A, K or QQ and better; 2♥ = 0-3 HCP; 2♠/3♣/♦♥ = 3-7, transfer, 6+c. (QJ10, KJ10, KQ, AQJ), max K outside 2NT = 55 Ms, 7-8 LT (not A+K);	2♣ - 2♦ - 2♥/♠ = 21+, 5+c., (semi)BAL; 2NT = 21+ BAL; 3NT = 21-22(23) = BAL, no 4M or 5m 3m = 21+, <3 LT, UNBAL with 6+m 3M = 18+ <3 LT (near)solid M	
2♦	X	(5♥)	6-11 8-12(16)	2♥	6+♥, 6-11, 7-8 LT, 5+♥5+m, 8-12(16) ~6 LT OR <4 LT 7+♥, 11-14(16), 5 LT, SRT in ♠/♦	2♥ = automatic, can be SRT in ♥; 2♠ = 5+♠, NF; 2NT = INV+ ask; 3♣ = GF+, ♥ fit, ask; 3♦ = INV opposite 6c. with ♥ fit; 3♥/4♥ = PRE 3♠ = 6+♠, 6 LT, INV; 4♣/♦ = values + fit	Similar as after 2♣ - 2♦	
2♥	X	(5♠)	6-11 8-12(16)	2♠	6+♠, 6-11, 7-8 LT, 5+♠5+m, 8-12(16) ~6 LT OR <4 LT 7+♠, 11-14(16), 5 LT, SRT in ♠/♦	Similar as after 2♦ 3♥ = 6+♥, 6 LT, INV	GF hands after 1 level opening 1♠/♦♥/♠ - 2♣ After 1M: 2♦ = 15+ (semi)BAL; Other = natural minimum	
2♠		5♠	3-10	-	5+♠, 7-8 LT, non-VUL can be 5332, VUL 5♠5m or 6♠	2NT = INV+, asking; REST = natural NF; 4♣/♦ = values + fit	After 1♣: 2♦ = 12-14 BAL OR 11-14 UNBAL; Other = 15+ NAT, unBAL with ♠s; 2NT = 18-20 BAL	
2NT	X	5♠5♥	8-12(16)	-	5♠5♥+, 6 LT or <4 LT	3♣ = ♥ fit and asking; 3♦ = ♠ fit and asking; 3M/4M = to play, 3NT = to play	After 1♦: 2♦ = 15+ (semi)BAL; Other = natural minimum;	
3♣		6♣	5-11	-	6-7 L, Natural PRE	3♦ = asking for 3c M; 3♥/♠ = NAT, F1	1♠-2♦ = GF+ with 5+♥	
3♦		6♦	5-11	-	6-7 L, Natural PRE	SLAM BIDDING		
3♥		6♥	5-11	-	6-7 L, Natural PRE	Shortness showing conventions – also on lower levels	2♥ = 15+ w/o fit OR <5 LT with fit Other = 11-14 w/o fit, NAT 3♥ = 11-14, 6 LT with fit, no SRT 3♠ = 13-16; 6+ near solid ♠, 6 LT 4♥ = 11-14, 7 LT with fit 4♣/♦ = 11-14, 6LT, SRT ♠/♦	
3♠		6♠	5-11	-	6-7 L, Natural PRE	Serious 3NT = shows extras w/o SRT after 3M fit showing		
3NT	X	5♠5♦	8-12(16)	-	5♠5♦+, 6 LT or <4 LT	Exclusion BW5.5 - 0, 1, 1+Q, 2, 2+Q		
4♣	X	(7♥)	11-14(16)	-	7+♥ with AKQ or 8♥ AKJ, 5 LT, no other A, SRT in ♠	RKCB 1430, 4NT - 5NT = 3KC + Q; NS after BW5,5 asks for Q = return to trumps w/o Q, rest is showing extras and Q		
4♦	X	(7♠)	11-14(16)	-	7+♠ with AKQ or 8♠ AKJ, 5 LT, no other A, SRT in ♥	Values asking after RKCB – nothing, Q, K, KQ; 5NT after BW response is general grand slam try		
4♥		7♥	-	-	PRE on ♥s 3221 rule of Losers	Cuebids usually show extras and are not mandatory (1 <sup>st</sup> /2 <sup>nd</sup> /rarely 3 <sup>rd</sup> round control)		
4♠		7♠	-	-	PRE on ♠s 3221 rule of Losers			

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style, Responses, 1 / 2 Level, Reopening)</b>
Aggressive, FREQ 4-card suit, Jump RAISE=PRE, New suit=F1 at 1-level, CUE-BID RESP usually promises SUPP, New suit JUMP = FIT INV, MIXED RAISE(3 of OPPT suit), NT RESP=NF and wide range, 2NT after 1M-O/C, is 4+card fit INV+, MAX DBL, SCRAMBLING 2NT
<b>1NT OVERCALL (2nd /4th Live; Responses, Reopening)</b>
<b>2<sup>nd</sup> position:</b> 15-18 bal <b>Responses:</b> as over NT OPEN
<b>4<sup>th</sup> position: 1NT:</b> (11)12-16, does not promise a stopper <b>Responses:</b> same as above
<b>JUMP OVERCALLS (Style, Responses, Unusual NT)</b>
<b>1 suiter:</b> 5-card possible, except (1♦/♥/♠)-3♣ shows two-suiter <b>2 suiter:</b> 2NT = two lowest suits, Ghestem any strenght
<b>Reopening:</b> INTERMEDIATE jumps (12-15, depends on shape)
<b>DIRECT and JUMP CUE BIDS (Style, Resp., Reopening)</b>
Vs. NAT 1x: Gesthem Resp: cue = inv+ with support for M, 2NT asking for extras Jump cue = asking for stopp, ( Ms only),(1♦=0-2+)-2♦ = NAT, (1♦=0-2+)-3♦ = ♥+♠ (55+)
<b>VS. NT (vs. Strong / Weak; Reopening; PH)</b>
2♣ = 44+♥/♠, 2♦ = 5+♥, 2♥ = 5+♠, 2♠/3♣ = 6+♠/♦ wide range, 2NT = minors, 3♥/♠ = PRE
Vs. 13-15 or less or nat 1NT overcall – dbl is for penalty Vs. 14-16 or more–dbl is 5+m (usually+4M); bids depend on vul <b>Reopening and by PH:</b> same, dbl= 10+ hcp
<b>VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)</b>
DBL is T/O,(WK 2♦):4♣=♠+M,4♦=♥+♠,(WK 2M):4m=OM+m (3m)-4m=♥+♠, (3m)-4om= Om+M, (3M)-4m=OM+sm, LEB after (WK2x)-DBL-(P)
<b>VS. ARTIFICIAL STRONG OPENINGS</b>
<b>vs any non-natural 1♠:</b> (also against strong 2m openings): 1x = NAT could be very light or LD, 1NT = minors
<b>OVER OPPONENTS' TAKE OUT DOUBLE</b>
System ON After 1M (X/1♠) ... we play transfers

LEADS AND SIGNALS
<b>OPENING LEADS AND SIGNALS</b>
Lead In Partners' suit
Suit 3rd/5th from Hxx(...)
NT 3rd/5th, top from nothing
Subseq same
Other: K from AK 5-level or higher, K may be led from AK when intending to shift to a singleton, though not mandatory, H vs. NT (and Sometimes vs. Suit) asks for unblock lower one or CT
<b>L E A D S</b>
Lead vs. Suit vs. NT
Ace AKx(...), Ax(...)
King AK, KQx(...), AKJ(...)
Queen KQ, QJx(...), KQT(...)
Jack QJ, JTxx(...), QJ9(x), AQJ(x)
10 Txx(...), HJ10x(...)
9 9xx(...), H109x(...)
Hi – x HxxSxx, SSx(...)
Lo – x HxS, HxxxS, xS
<b>SIGNALS IN ORDER OF PRIORITY</b>
Partner's Lead Declarer's Lead Discarding
Suit:1 <sup>ST</sup> Hi = DISC S/P or CT O=ENC, E=S/P
2 <sup>ND</sup> S/P when shift Hi = EVEN
3 <sup>RD</sup> obvious
NT: 1 <sup>ST</sup> Sx, xxS,HxS,xSxx, S/P or CT O=ENC, E=S/P
2 <sup>ND</sup> HxSx, xxxS,HxxxS Hi = EVEN
3 <sup>RD</sup> Hi = DISC
Signals (including Trumps ): when we are known to hold at least 5 cards or with SRT in dummy or declarer's hand then we play S/P Trumps: Hi-Lo is S/P, Smith vs. NT, LOW enc by both
<b>DOUBLES</b>
<b>TAKEOUT DOUBLES (Style, Responses, Reopening)</b>
<b>Style:</b> 10+ with 3c. Supp to other suits, 17+ with suit, 19+bal In competitive auction can be very light Over RDBL: Jump is PRE, pass is more than 1 place to play SCRAMBLING 2NT
<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES</b>
Frequent comp. dbls, tend to pass at 2+level when bal 1♣ (1♦/♥) dbl = transfer to ♥/♠ rest = system on

WBFC Convention Card
<b>Category:</b> Green
<b>NBO (Country):</b> Czech Republic
<b>Event:</b>
<b>Players:</b> Lucie Kohutová – Martin Schánka
<i>Buddy</i> <i>Version 1/28/2019</i>
<b>SYSTEM SUMMARY</b>
2/1 GF 5-card M, 1♣=2+ may be any BAL hand incl. any other 5-cd suit transfers responses over 1♣, many transfer bids in competitive auction
<b>GENERAL APPROACH AND STYLE:</b>
1♦/♥/♠ opening usually UNBAL
Open light (10+), ART resp, TRF resp to 1♣, NAT weak 2♠-opening
2♦/♥ opening = transfer to ♥/♠, 6M 8-11 or 5M5+m 9-13(14)
2♠ = 23+ balanced or any GF
aggressive COMP style
Frequent non-PEN DBL
1NT = 14-16 HCP, 15-17 3rd VUL + 4th, Odd shapes OK
2 over 1 response: GF (1M - 2♠ can be only 2 cards)
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>
<b>Ghestem:</b>
1♣-2♣=5♠5♥+, 1♣-2♦=5♠5♦+, 1♣-2NT=5♥5♦+
1♦-2♦=5♠5♥+, 1♦-2NT=5♥5♠+, 1♦-3♣=5♠5♠+
1♥-2♥=5♠5♠+, 1♥-2NT=5♦5♠+, 1♥-3♣=5♠5♦+
1♠-2♠=5♥5♠+, 1♠-2NT=5♦5♠+, 1♠-3♣=5♥5♦+
Often Scrambling 2NT and Transfers (in competition)
1♥-1♠ = 5-14 hcp 0-4 card ♠; 1♥-1NT 5+hcp 5+♠ F1
<b>SPECIAL FORCING PASS SEQUENCES</b>
After GF and after penalty dbl or redbl pass is forcing up to 2♥
<b>IMPORTANT NOTES THAT DOESN'T FIT ELSEWHERE</b>
<b>PSYCHICS</b>
Sometimes, NT opening in 3rd seat esp. NV vs. VUL with any hand



Opening	Artificial	Min.	Neg. Double	Description	Response	Subsequent Auction
1♣		2	5♦	(10)11-23 nat, 11-14 or 17+-19 bal	1♦/♥=4+hcp 4+c ♥/♠, 1♠=6+hcp bal or 54+ms mixed or 5+♦ GF, 1NT=11-12, 2♣=GF 4+cd, 2♦/♥/♠/NT=3-7hcp 6+c or GF ♥/♠/♦/♣, 3♣/♦=8-11 6♣+/♦, 3M=12-14 54+ms srt M, 4♣/♦=♥/♠	1♣ - 1M-1 - 1M:2-3cM up to 15hcp 1♣ - 1M-1 - 1M: 2♣/♦ art.
1♦		5(4)	5♣	99% UNBAL except 3 <sup>rd</sup> , 4 cards only if 4♦ (441)	1M=nat, 1NT=5-10 hcp, 2♥=6-9 5♣4(5)♥, 2♠=8-11 6+c ♣, 2m=GF 4+cd, 3♠= inv w/ ♦ supp, 3♦= PRE, 3M= splinter	1♦ - 1M – 1NT: 2♣ art. GF
1♥		5	5♦	(10)11-23 HCP nat 5+♥	1♠=5-11 hcp 0-4♠, 1NT=5+ hcp 5+♠, 2♣=GF 2+c, 2♠+=inv+ ♥ supp.	2-way DRURY(supp for M and maximum passed hand) 1M-2M-2M+1 ask for extras 1M-2M-2M+2...=nat srt. (2NT=♠)
1♠		5	5♦	(10)11-23 HCP nat 5+♠	1NT=5-11 hcp, 2♣=GF 2+cd, 2NT+=inv+♠ supp.	
1NT			4♦	14-16HCP, 3 <sup>rd</sup> VUL+4 <sup>th</sup> 15-17 can be semi bal (5M, 6m, 5422), FREQ up/downgrade, 44 majors often open 1♣ instead of 1NT	2♣=ask for Ms, 2♦=5♥+ or slamish any 4441, 2♥=5♠+, 2♠=bal inv+ or ♣, 2NT=ask for weak 2-cd, 3♣=6+ ♦, 3♦=55+ Ms inv+, 3M= 54+ms srt M, 4♣/♦=♥/♠	
2♣	Yes			23+ balanced or any GF	2♦=waiting, 2♥/♠=5+c, 3+ctrl, 2NT=any 1-suiter	2♣-2♦-2♥=Kokish:PUP to 2♠
2♦	Yes			8-11 HCP 6+♥ or 9-13(14) 5♥5+m 3 <sup>rd</sup> NONVUL vs. VUL NAT 5+♦ 3-12 HCP	2♠=inv+ 5+♠, 2NT=inv+ ask, 3♣=GF 3+♥, 3♦=inv 3+♥	
2♥	Yes			8-11 HCP 6+♠ or 9-13(14) 5♠5+m 3 <sup>rd</sup> NONVUL vs. VUL NAT 5+♥ 3-12 HCP	2NT=inv+ ask, 3♣=GF 3+♠, 3♦= inv+ 5+♥, 3♥= inv 3+♠	
2♠		5		3-11 HCP depends on vulnerabilities 5+♠	2NT=inv+ ask, NS nat SOF	
2NT				20-22 can be semi bal (5M, 6m, 5422)	3♣=ask for Ms,, 3♦/♥=5+♥/♠, 3♠=minors, 4♣/♦=♥/♠, 4♥/♠=♣/♦	
3♣				3-9(10) very light 1 <sup>st</sup> NV vs VUL, 4M possible, wide range in 3 <sup>rd</sup> , same for all PRE	new suit NF, 4♣ PUP to 4♦, then 4 new = NAT slam try, 4♦ = optional KCB, applies over all 3-lvl preempts	RDBL asks partner to double with shortness over all PRE
3♦						
3♥						
3♠						
3NT	Yes			1 <sup>st</sup> 2 <sup>nd</sup> seat Namyats, 3,5 to 4,5 losers 7+♥/♠, 3 <sup>rd</sup> 4 <sup>th</sup> to play based on long solid minor and stoppers outside	After 1 <sup>st</sup> 2 <sup>nd</sup> seat: 4♣=opener bids 4♦/♥=♥/♠, 4♦=opener bids M directly, 4♥=shows AK-A, 4♠=shows even more controls, 4NT=RKC kickback	
4♣		6		NAT PRE	4♥/♠/NT = to play, 4♦ = RKC kickback	
4♦		6		NAT PRE	4♥/♠/NT = to play, 5♣= RKC kickback	
4♥/♠		6		NAT PRE	4 or 5x = non-cue (4NT after 4♥=♠), 4♠/NT=RKC kickback	
					<b>HIGH LEVEL BIDDING</b>  EKCB, RKC kickback 1430, OKCB after 3-level preempt, msBW, cuebids, splinters, LTTC, suit-asking bids, 5M jump in comp asks for cue at opp suit, 5NT trump ask	