DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

After 1♣/♦ openings:

NATURAL, solid on 1st level (5-7 LT), PRE on higher levels, can be only 5 on 2nd level. :
(1m) – 2m = 8-12(14), 7-8 LT, 54+ Majors
(1m) – 3m = 8-12(14), ~6 LT OR <4 LT, 55+ Majors
(1m) – 2NT = PRE 6-11 or strong 16+, 6+ other minor;
(1♣) – 3♦ = 12-15, 6♦; **(1♦) – 3♣** = 12-15, 6♣

After 1♥/♠ opening

Dbl: 10+ T/O OR 18+ BAL OR unBAL <4 LT;
1♠ = 10+, 5♠, 5-7 LT; **2NS** = 10+, 5+c., 5-7 LT; **3NS** = PRE, 6+c.,
~6 LT; **1NT** = 15-18 (semi)BAL; **2NT** = 5♦5♠+, 6 LT OR <4 LT;
2M = 5o M5m, 6 LT OR <4 LT; **3M** = ask for stopper;

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

Natural = 15-18 (semi)balanced → system on (natural after dbl., redbl. is SOS)
Reopen NT is 11-14(15) (semi)balanced → responses natural

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

See overcalls
Jump cuebids after Major asks for a stopper

VS. NT (vs. Strong/Weak; Reopening; PH)

Dbl = penalty (points), after opps bid first dbl is T/O
2♣ = both Majors; **2♦/2♥** = Transfers to ♥/♠
2♠ = 4♠5+m; **2NT** = minors, **3♣/♦/♥/♠** = Natural
REOPEN = **2♣** = both Majors, rest NATURAL, **2NT** = minors

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

X = takeout, Natural, **2M - 4♣** = 5OM5♣, **2M - 4♦** = 5OM5♦
(2M) – x – pas - 2NT = Rubensohl style (transfers = INV+)
2M – 3M = asking for stopper

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

Vs. 1♣: dbl./1X = 3+c. in other suits; **1NT** = both Majors;
2♣ and higher = natural, **2NT** = both minors
Vs. 2♣/♦ strong: dbl = both majors; 2NT = both minors, rest Natural

OVER OPPONENTS' TAKEOUT DOUBLE

Transfers up to 2 in opening suit

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	1st/2nd/4th, **Xxx** and x**X**	1st/2nd/4th, **Xxx** and x**X**
NT	**2nd/4th**	**attitude**
Subseq	**9 and 10** – 0 or 2 higher	**9 and 10** – 0 or 2 higher

Other

From AK King if we have outside singleton, King against 5th 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(…), **HXx**	xXx, xXxx, **HXx**
Lo-X	xX, HxxXx, xxxXx, **HxX**	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)

(1X) – dbl = 11+ T/O OR 18+ BAL OR <4 LT with 5+c.
Natural after PRE openings
(2♦ multi) – dbl = 11+ T/O on ♥ OR 18+ BAL OR <4 LT with 5+c.

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

1♣ - (1♦) – dbl = 4+♥
1m – (1♥/♠) – dbl = 4♠/4+♥
(1X) – pas – (1Y) – dbl = 14+, does not promise 44 in other suits
(1X) – pas – (1Y) – 1NT/2NT = 9-14, 44+/55+ in other suits

W B F CONVENTION CARD

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Bidding based on LT = Loser Tricks
1♣ = 11-20(23) unBAL ♣ OR BAL (11)12-13(14) / 18-19(21)
1♦ = 11-20(23) unBAL 4+♦
1♥/♠ = 11-20(23) 5+c.
1NT = (14)15-17 may be semiBAL: 5M,6m, 5422, 5m4M31(H)
2♣ = (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

2♦ = ♥ 6-11, 7-8 LT, 6+♥ OR 8-12(16) 5+♥5+m ~6 LT OR <4 LT
OR PRE with 7+♥ 5 LT, max Queen outside, SRT in ♣/♦
2♥ = ♠ 6-11, 7-8 LT, 6+♠ OR 8-12(16) 5+♠5+m ~6 LT OR <4 LT
OR PRE with 7+♠ 5 LT, max Queen outside, SRT in ♣/♦
2♠ = 3-10, 7-8 LT, 5+♠
2NT = 8-12(16), 5+♥5+♠ ~6 LT OR <4 LT
3♣/♦/♥/♠ = NAT PRE, 6-11, 6+c.
3NT = 8-12(14), 5+♥5+♦ ~6 LT OR <4 LT
4♣/♦ = PRE with solid 7+♥/♠, 5 LT, max King outside, SRT in OM

Bidding after 1♥/♠-1NT and 1♥-1♠ and 1♦-1♥/♠

1NT = 11-14 semiBAL, max 2M; **2♣** = 15+ semiBAL or 11-14 ♦s;
1X-1M-2X = 11-14, 3M
1♥/♠-1NT-2♥/♠ = 11-14, 5M4+♣; **1♥/♠-1NT-2♦/♥** = 6+M, unlim.;
1♥-1NT-2♠ = 18+ 5♥4♠
1♦-1♠-2♥ = 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 3rd 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 3rd 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 3rd 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		
3♣		6♣	5-11	-	6-7 L, Natural PRE	3♦ = asking for 3c M; 3♥/♠ = NAT, F1	After 1♣: 2♦ = 15+ (semi)BAL; Other = natural minimum;	
3♦		6♦	5-11	-	6-7 L, Natural PRE	**SLAM BIDDING**	**1♠-2♦ = GF+ with 5+♥**	
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	
3♠		6♠	5-11	-	6-7 L, Natural PRE	**Serious 3NT** = shows extras w/o SRT after 3M fit showing	Other = 11-14 w/o fit, NAT; 3♥ = 11-14, 6 LT with fit, no SRT	
3NT	X	5♠5♥	8-12(16)	-	5♠5♥+, 6 LT or <4 LT	**Exclusion BW5.5** – 0, 1, 1+Q, 2, 2+Q	3♠ = 13-16; 6+ near solid ♠, 6 LT	
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♥ = 11-14, 7 LT with fit; 4♣/♦ = 11-14, 6LT, SRT ♣/♦	
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 (1st/2nd/rarely 3rd round control)		
4♠		7♠		-	PRE on ♠s 3221 rule of Losers			