

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	