

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level might be light
2 level: medium to sound
cuebid = fit + at least inv, jump raise = weak
new suit in 1 or 3 level = F1
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd : 15-17 (18), Responses: System On
4 th : (10)11-14, Responses: System On
JUMP OVERCALLS (Style; Responses; Unusual NT)
weak, depending on vul. and position;
2NT= lowest 2 unbid suits
Reopen: intermediate, good suit
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Ghestem
(1♣)-2♣♦+♠, 2♦ = ♥+♠, (1♦)-2♦=♣+♠
(1M)-2M = other M + ♣, 3♣= other M+♦
(1m)-3m = natural
(1M)-3M = asking for stopper, promising solid suit
VS. NT (vs. Strong/Weak; Reopening; PH)
2♣ = both M's, 4+/4+
2♦ = one Major
2♥ = ♥+m
2♠ = ♠+m
X = 5+m, 4+M
Pass out: only 2♣ art
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = takeout
2NT: natural 15-18(19), system on
leaping Michaels over weak 2
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X=Majors (4+/5+), NT=Minors
OVER OPPONENTS' TAKEOUT DOUBLE
jump raise may be weak

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1 st /3 rd /5 th	1 st /3 rd /5 th	
NT	2 nd /4 th	2 nd /4 th	
Subseq	Attitude	Attitude	
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK+, Ax	AK+, asks for deblocking	
King	AK, KQ+	AK, KQ+	
Queen	QJ+	QJ+	
Jack	J10+, Jx	J10+, Jx	
10	KJ10+, 109+, 10x	KJ10+,AJ10+, 109+, 10x	
9	H109+, 98+, 9x	H109+, 98+, 9x	
Hi-X	Xx, Hx	xXx, xXxx, xXxxx, Hx, HxX	
Lo-X	xxX, xxxX, xxXx, HxX, HxXx	HxxX, HxxXx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1	Low = enc.	Suit Preference	Odd = enc.
2	Suit Preference	Count	Even=lavinthal
3			
NT 1	Low = enc.	Suit Preference	Odd = enc.
2	Suit Preference	Count	Even=lavinthal
3			
Signals (including Trumps): Low enc.			
discarding: odd=enc, even=lavinthal			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
may be light			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support X and XX up to 2♠			
neg. X up to 4♥			
responsive X up to 4♥			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: Austria
PLAYERS: JINDRA Manuel – EDER Felix
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5card M, Better minor
Weak 2 Opening Bids
2♣ GF
Walsh, 2-way-check-back
1NT Opening: (14)15-17, maybe semi-balanced
2 OVER 1 Response: GF, 1M-2♣ might be artificial
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦, 2♥, 2♠ = weak 2
3x=preempt
SPECIAL FORCING PASS SEQUENCES
in most GF situations
IMPORTANT NOTES
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	11-22, 3+♣	2♣=5+♣, 10+ F1, 3♣=6+♣, 6-9 1♦ = usually denies 4cM except GF or big diff. in length 1M = may have longer ♦ (if weak hand) 1NT = 6-10, denies 4cM; 2NT = nat inv 2♥/2♠ = 5+♠, 4+♥ 6-9/ inv. 3♦/3♥/3♠ = natural pre-empt	1♣ - 1♦ - 1NT doesn't deny 4cM 1x-1y-1z: 2♣ = forces 2♦, then inv. nat. 2♦ = art, GF 2NT = weak with clubs (except after 1♣-1♦-1♥/NT)	2♣ = 8-11, 5+♣, NF no inverted minors after intervention except dbl
1♦		3	4♥	11-22, 3+♦	same as above	same as above	2♦ = 8-11, 5+♦, NF
1♥/ 1♠		5	4♥	11-22, 5+♥/♠	1NT = 5-11 forcing 2♥/♠ = 9-11 HCP, 3♥/♠ weak; 2♣=2+♣ if 3♥ support; 2♦ (after 1♥; after 1♠: 2♥) = GF (5+♦) or 3♥/♠, 5-8; 2♠ = inv. jump shift; 2NT= GF w. 4+♥ 3♣ = 4+♥ 10-11 3♦ = 4+♥ 7-9; 3♥ = weak 4+	1♥-1♠-1NT: 2♣ =forces 2♦, then inv nat. 2♦ = art, GF 1♥/♠-1NT: Gazilli 1♥-1♠ : Gazilli	Drury
1NT			4♥	(14)15-17 HCP 5cM, 6cm or single possible	2♣ = stayman or invitational (need not have 4cM) 2♦-2NT = Transfer 3♣ minors weak -> p/c; 3♦ minors strong 3♥/♠: 31(54)/13(54) 4♣,4♦: Transfer to ♥, ♠	2♦/2♥: not accept transf shows 4card support + 4card in called suit, 2NT = max, 3M = min 2♠/2NT: 2NT/3♣ good hand for♣/♦ 2♣ - 2♦ - 2♥: weak	same
2♣	x		4♥	strong 1/2-suiter or BAL 23+	2♦: weak or waiting; positive response with good suit; 2NT = 9+		
2♦		5		Weak 2	2♥: relay for values; new suit = nat, F1		
2♥		5		Weak 2	2♠: relay for values; new suit = nat, F1		
2♠		5		Weak 2	2NT: relay for values; new suit = nat, F1		
2NT			4♥	20-22 HCP	3♣ = Muppet Stayman; 3♦/3♥ = transfer; 3♠ = Transfer to 3NT; 3NT = 5♠,4♥		
						HIGH LEVEL BIDDING	
3♣		6		pre-empt	new suit = nat, F1	RKCB (5♣=3/0, 5♦=1/4, 5♥=2 without Q of trumps, 5♠=2+Q of trumps) 5NT=2Aces, 1 void, 6x = 1 Ace, void in x, 6Trump = 1 Ace and higher void)	
3♦		6		pre-empt	new suit = nat, F1	Splinter	
3♥		6		pre-empt	new suit = nat, F1	cuebids: 1 st or 2 nd round controls	
3♠		6		pre-empt	new suit = nat, F1	5NT = Grand slam try	
3NT	x			gambling	4/5/6♣ = P/C	If RKCB below 4♥, Spiral Scan	
4x		7		pre-empt/to play	4♣/4♦ = Namyats (good ♥/♠ suit)		
4NT					minors		
5x		8		pre-empt/to play			