

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 st level 7+ natural,
2 nd level: could be somewhat light if based on good suits
reopening: 8+p at 1level
INT OVERCALL (2nd/4th Live; Responses; Reopening)
direct seat: strongish 15-17
11-14, 12-16 over 1s
JUMP OVERCALLS (Style; Responses; Unusual NT)
Reopen: opening strength possible
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels cue bids
VS. NT (vs. Strong/Weak; Reopening;PH)
multi landy over strong nt, x 5+minor and 4major
over weak nt and reopening position: same but X shows points
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
leaping and non-leaping michaels
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
x majors, 1N minors, 2c and above same as over 1n opener
OVER OPPONENTS' TAKEOUT DOUBLE
1M-(x)-1n fit, 8+p

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5	3/5	
NT	2/4	3/5	
Subseq			
Other: Top of (sub)sequence			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(x)		
King	AK(x), KQ(x)	KQT(x), AK+	
Queen	QJ(x)	QJ9(x),QJT(x), KQT9+, AKQ+	
Jack	(A/K)JT(x), JT(x)	same	
10	HT9(x), T(9)x		
9	9x		
Hi-X	Xx, rarely xXxx	2/4	
Lo-X	3/5	2/4	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	att	count std	SP
Suit 2	count std	SP	count
3	SP		
1	same		
NT 2			
3			
Signals (including Trumps): smith eco, small likes			
We give whatever we think p wants to know, priorities could be oftenly over rided			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
TO doubles			
mostly short in enemy suit(if specified*), or 4+4+ Majors or 4other Major			
most doubles are TO (or valua showing)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
supp x/xx, DOP1			

W B F CONVENTION CARD
CATEGORY:Green
NCBO: ROMANIA
PLAYERS:
Maria HE – Alexandru CIUBUC
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1N= 15-17 (5M possible)
2/1 GF, weak 2's
judgements allowed in any position
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
preempts could be light(er) in some positions
fitjumps in competition
SPECIAL FORCING PASS SEQUENCES
judgements allowed, (some) actions could be light
in GF situations, some situation when fit was given (inv+ mainly)
IMPORTANT NOTES
judgement allowed in any situation
PSYCHICS: rare

