

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
1 st level (4)5+card 8-15, good suit if weaker
2 nd level 5+card 10-15
Jump response or NS at three-level = F!IR
Response in other minor after 2♣/♦ o' call = good raise
Reopen: 1 st level 5+card 6-13; 2 nd level = 8-13
Jump overcall = 6+card 14-16
Reopen obligatory with shortness
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd seat = 15-18(19) Stayman, cue=GF!, NAT
4 th seat (13)14-17 Stayman, cue=GF!, NAT
JUMP OVERCALLS (Style; Responses; Unusual NT)
Preemptive
vs 1♥♠: 2NT = 55 minors, vs 1♦: 2NT = 55 Majors
vs 1♣: 2♦ = 55 Majors
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
vs 1♣: 2♣ = 55 ♦+M; vs 1♦: 2♦ = 55 ♣+M; strenght unlimited
vs 1♥: 2♥ = 55 ♠+m; vs 1♠: 2♠ = 55 ♥+m; strenght unlimited
Jump cue-bid = asking about stopper with solid minor
VS. NT (vs. Strong/Weak; Reopening;PH)
Dbl vs weak 1NT = 14+ HCP
Dbl vs strong 1NT (=min 14) = 4M+5m 10+ HCP (passed hand can be 4-4 only)
LANDY at least 4-4; then 2♦ (rdbl resp.) = same length
2NT = 55 minors or extreme both MAJ
2♦ = natural
2♥/2♠ = natural
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
High-level Michael's cue: 55, at least one major
over 4♠ 4NT in competition = take-out, usually two suits
VS. ARTIFICIAL STRONG OPENINGS 1♣ or 1♦
1♦♥♠ and dbl(♣) = short suit (0-2 cards), 3+SUPP for other suits
2♣♦♥♠ = 5+card; INT=55 any suits All direct actions over 1C can be very light
2nd round action = good hand
OVER OPPONENTS' TAKEOUT DOUBLE
1m - dbl - 3m = 7-8; 1m - dbl - 2NT = 4-6
1♠ - dbl - 2♥ = 7-9 ♠3-card ; 1M-dbl-2/3/4M=preemptive
1M - dbl - 2NT = good raise to three or better

LEADS AND SIGNALS		
OPENING LEADS STYLE		
Lead	In Partner's Suit	
Suit	3/5	
NT	3/5, from 6 the 4 th 1/2/4 vs dummy seminat or 4-c suit	
Subseq	1/2/4 through declarer K from AK	
Other: Small asks return (usually from A or K)		
K from AK.. can indicate switch to singleton in suit contract K from AK vs slam		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AK...	AK... AKJ..
King	AK KQ.. AKJ..	KQ... AKJ10
Queen	QJ...	QJ... KQ109 AKQ10
Jack	J10..	J10.. KQJ.. AQJ..
10	109.. KJ10..	109.. KJ10.. AJ10.. AQ10..
9	98.. H109.. KJ9..	98.. H109.. KJ9.. AJ9..
Hi-X	Xx, Xxxx or xxXx	Xx, xxXx
Lo-X	xxX, 10xX, xxxX	Xxx or xxX, xxxX
SIGNALS IN ORDER OF PRIORITY		
Partner's Lead	Declarer's Lead	Discarding
1 ATT UD	Count UD	Odd = enc
Suit 2 Count UD	SP	Even = SP
3 SP		
1 ATT UD	Count UD	Odd = enc
NT 2 Count UD	SP	Even = SP
3 SP		
Signals (including Trumps): UDCA; Italian discards; SP in trumps;		
original count;		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
11+ and 3+SUPP for unbid suits / 16+ 5-c suit		
Limited responses		
Reopen dbl=8+		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
Responsive vs ♠ = ms or constructive with ♥		
Inviting = if opps compete in suit below agreed M suit		
Forcing-pass in GF! situation: dbl=warning		
Dbl of 3NT if no suit was mentioned=♠ lead		

W B F CONVENTION CARD
CATEGORY: RED
NCBO: Czech Bridge Asociation
PLAYERS: Bahniková Eva Bahnik Petr
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
ACOL 5443
Inverted and artificial min/MAJ raises
From two 4-card suits the lower
4th suit 2♠ or higher = GF!
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1NT = (11)12-14, 5 MAJ possible, Two-way STAYMAN, NO TRANSFERS !!!
1x-1y-1NT=15-18 bal., 4-card-M AJ or SUPP possible
1♥ = 4+card suit
1♣-2♠ and 1♦-2♠ = (4)5+SUPP, 7-8HCP, NO 4-c MAJ
1♣-2♥ and 1♦-2♥ = 5+♠, 4+♥ 5-9HCP
1♥-2♠ and 1♠-2NT = 4+SUPP if singleton 6+HCP, upper strenght unlimited
1♥-3♥ amd 1♠-3♠ = invitational raise w/o shortness NOT PREEMPTIVE
Two-over-one = 9+ HCP
2♦-2♠=P/C with 3+♥ and short ♠ or 4+♠ + 4+♥
Free-bid at level 1/2 is NF!
Ambitious Michael's cue
Special defence against strong 1C and 1D
SPECIAL FORCING PASS SEQUENCES
Forcing-pas only in established forcing sequence
IMPORTANT NOTES
PSYCHICS: Seldom

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU					
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1♣		(3)4	4♥	11-21	Inverted: 2♣=9+ / 2♠=7-8/3♣=4-6 - all w/o 4-cMAJ 3♦♥♠=void; 2♦/2NT=17+bal / solid suit, 2♥=5+♠, 4+♥ 5-9HCP	1x-1y-1NT=15-18 bal, also with 4cM or 4c-SUPP		
1♦		4	4♥	11-21	Inverted: 2♦=9+ / 2♠=7-8 / 3♦=4-6 - all w/o 4cM 3♥/3♠/4♣=void; 2♥/2NT/3♣=17+bal / solid suit			
1♥		4	4♦	(10)11-21	2♠=4+♥, raise to 3 or better with singleton or 15+ ANY 3NT=4♥+11-14 no singl; 3♠/4♣/4♦=void; 2NT/3♣/3♦=17+	2NT=relay		
1♠		5	4♦	(10)11-21	2NT=4+♠, raise to 3 or better with singleton or 15+ ANY 3NT, Splinters, Jumpshifts similar as after 1♥	3♣=relay		
INT	X		4♦	(11)12-14, bad 5cM possible	2♣=STAY 0-11, 2♦=GF!, 2♥♠/3♦=NAT sign-off	1NT-2♣-2♦-2♥=0-9 Pick the major INT-2♦-2NT=no 4cM INT-2♦-2♥-2♠=R		
2♣	X	0		GF! 22+unbal or 24-26 bal	2♦=waiting	2♣-2♦-2NT- Puppet+Trsf, ReTrsf, Trsf accepted with doubleton		
2♦	X	0	2♠	4-11 6♥/♠ / 22-23	2NT=R; 3♣=ASK about OM; 4♣/4♦=bid your suit TRSF / NAT 3-MAJ resp=P/C; 2♠=3+♥, negative for ♠ or at least 44 MAJ	2♦-2M-2NT-then same as after 2♣ opening		
2♥	X	5	3♦	4-11 5♥5any	2NT=R; other bids=P/C	2♥-2NT-3♣/♦ NAT 3♥/♠ Ms min/max		
2♠	X	5	3♦	4-11 5♠5m	2NT=R; 3♥=NAT F!; other=P/C			
2NT	X			4-11 55ms	3♥=two-way: NAT or advanced cue			
3♣		(6)7		Preemptive	Ms=NAT F!; Om=cue; 4NT=RKCB			
3♦		(6)7		Preemptive	Ms=NAT F!; Om=cue; 4NT=RKCB			
3♥		(6)7		Preemptive	3♠=NAT F!; ms=cue; 4NT=RKCB			
3♠		(6)7		Preemptive	4♥=NAT, ms=cue; 4NT=RKCB			
3NT	X	7(8)		Solid minor, at most Q offside	Bid in minor=P/C			
4♣		7		Preemptive	Ms=NAT; Om=cue; 4NT=RKCB			
4♦		7		Preemptive	Ms=NAT; Om=cue; 4NT=RKCB			
4♥		7		Preemptive	4♠=cue for ♥; 4NT=RKCB			
4♠		7		Preemptive	4NT=RKCB			
4NT	X			Extreme minors				
5♣		7		Preemptive				
5♦		7		Preemptive				
5♥		7		Preemptive				
5♠		7		Preemptive				
							HIGH LEVEL BIDDING	
							4NT=RKCB 0314, +1 about Q; ASK in suit – Q K KQ; cue-bids en route; ExclBW	
							5NT jump=GSF; 5NT=RKCB if 4NT not available; cue	
							Major-suit raise to five shows good or bad trumps or asks for cue in opp suit	
							Responses over intervention: pass=1 st step, dbl/rdbl=2 nd step	
							Lightner dbl=ruff or 1 st dummy suit or unusual lead	