

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Natural (rarely 4 cards on 1 st level)
Light overcalls on 1 st level, solid on 2 nd level
RESP: natural, cuebid F1, jump raise pre-emptive
jump cuebid = mixed raise with 4+ card fit
new suit = not forcing
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18, system on
REOP: 11-14(16), system on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak, 6+ suit according to vulnerability
Can be very weak non vulnerable and 3rd position
1♣-2NT=♦+♥ 55+ and 1♦-2NT=♣+♥ 55+
1♥-2NT=♣+♦ 55+ and 1♠-2NT=♣+♦ 55+
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1♥-2♥=♣+♦ 55+ and 1♠-2♠=♥+♦ 55+
1♣-2♦=♦+♠ 55+ and 1♦-3♣=♣+♠ 55+
1♥-3♣=♣+♠ 55+ and 1♠-3♣=♣+♥ 55+
JUMP: in major ask for stopper for 3NT, in minor natural preempt
VS. NT (vs. Strong/Weak; Reopening;PH)
GENERAL: 2♣ = Landy, 2♦ = Multi, 2♥/♠ = 5 cards and 4+ in minor
2NT = 55 in minors or any strong 2-suiter, dbl = points
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Against preempt dbl is generally take out
Against cuebids, NT etc. dbl shows points
VS. 1♣ OPENINGS
vs strong ♣ dbl = clubs, natural overcalls except 1NT/2♣/♦
(1NT = 55 in m or M, 2♣ = ♣+♠ or ♦+♥, 2♦ = ♦+♠ or ♣+♥)
vs ♣ (polish, 2+ etc.) 2♣ = 55+ majors, 2♦ = ♦+♠ 55, 2NT = ♦+♥ 55
OVER OPPONENTS' TAKEOUT DOUBLE
After 1M-dbl transfers and fit jumps

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd /5 th	same	
NT	2 nd /4 th	same but xxX / Xxx (if fit)	
Subseq	attitude	same/count	
Other: Against NT we could lead top of nothing from worthless suits			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx, Ax, (Ax vs 5 th level)	AKx, Ax	
King	KQx, Kx, (AKx vs 5 th level)	KQ10x, KQ9x, AKJ10x	
Queen	QJx, Qx, AKQx to get count	QJx, KQ109x	
Jack	J10x, Jx, KJ10x	KQJx, AQJx, J10x, HJ10x	
10	109x, 10x, H109x	109x, H109x	
9	9x, 98x, H98x	98x, H98x	
Hi-X	Xx, xxX, xxXx, xxxX	Xx, top of nothing (or 2 nd)	
Lo-X		4 th best	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low=encouraging	Low=even	Even=SP
Suit 2	Low=even	SP	Odd=encouraging
3	Suit preference		
1	same	same	same
NT 2	same		
3			
Signals (including Trumps): suit preference			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
REOPEN: could be weaker, 7-8+			
RESPONSES: natural, cuebid is F1 after 1m and GF after 1M			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support dbl/rdbl			
Anti-lead directing dbl (dbl denies Qx or better)			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: CZECH
PLAYERS: David Vozábal, Erik Klemš
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1♣=2+, 1♦=4+, 1♥/♠=5+ 10-21 (light openings with good shape)
1NT= good 14 to 17, can be semi balanced with 5 card major
Transfer responses to 1♣ opening
2 over 1 game forcing, forcing 1NT after 1M opening + Gazilli
2♣ = 18-19 balanced of GF with 5+ ♠
2♦ = 6+ ♥ 4-10 or 22-23 balanced or GF with 5+ ♣/♦
2♥ = 6+ ♠ 4-10 or 24-25 balanced or GF with 5+ ♥
2♠ = 55+ with ♣/♦ 4-10, can be 54+ non vulnerable or 3rd pos
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣ – 1♦/♥ = transfer 4+ hearts/spades 4+ points
1♣ – 1♠ = 4+ points, no four card major
1♣ – 1NT/2♣ = transfer 5+ club/diamonds GF
1♣ – 2♦/♥ = transfer 6+ hearts/spades weak or strong
1♣ – 2♠/2NT = transfer 6+ clubs/diamonds weak or strong
1♣ – 3♣/♦ = natural, 6+ cards invitational
1♣ – 3♥/♠ = 12-14 54+ in minors and shortness in ♥/♠
1♣ – 4♣/♦ = 7+ cards in ♥/♠, 8 playing tricks
1♦ – 2♥ = 45+ in ♥/♠ 6-9 point
Transfers after 1M - (dbl)
Transfers after 1♣ - (dbl)
SPECIAL FORCING PASS SEQUENCES
Against a clear sacrifice
In GF situations
IMPORTANT NOTES
3rd seat openings can be very light
Double of opponents' exclusion Blackwood means nothing
PSYCHICS: unusual / rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	7♥	11+ Could be only 2 cards when balanced	1♦/♥ = transfer 4+ ♥/♠, 4+HCP, 1♣ = 4+ HCP, no 4card M 1NT/2♣ = transfer GF, 2♦/♥/♠/2NT/3♣ = transfers	Accepting transfer = 4 cards bal or 3 unbalanced 1♣-1x-1NT= balanced 1♣-1x-1y=NF unbal	Same Same
1♦		4	7♥	10+ 5+ cards (4 if 4441)	1♦-3♣ = invitational with 4+ ♦, 2♥ = 6-9 45+ in ♥/♠ 2♦ = nat raise with 3+♦, 2♣ = GF 2♣ = inv with ♣	1♣-1x-1NT-2♣ = GF, asking for shape 1♣-1x-1NT-2♦ = puppet to transfer suit	
1♥		5	7♦	10+	1NT = F1 (5-14), 2♣ = GF 3+, 2♦ = GF 5+ diamonds Many fit bids	1M-1NT-2♣ and 1♥-1♠-2♣ = Gazzili, art F1 1M-2x-2M = exactly 5 card major	2 over 1 max passed hand 2♣ = Drury
1♠		5	7♥	10+	1NT = F1 (5-14), 2♣ = GF 3+, 2♦/♥ = GF 5+ cards Many fit bids	1M-2x-2NT = 6+ in major	2NT = with fit, better than 2♣ Fit jumps
1NT			7♥	(14)15-17, 5M possible can be semi balanced	Stayman and 4 transfers, 3♦ = 55+ in majors, GF 3♥/♠ = 54m+ short M, 4♣/♦ = transfer, 4♥/♠ = nat	Smolen	
2♣	X			18-19 balanced, 5M possible or GF with 5+ ♠	2♦=5+♥, 2♥=5+♠, 2♠= trf to 2NT, 2NT/3♣= 6+♠/♦ 3♥/♠= 5431, 4♦/♥ = transfer, 3♦/4♣= 55+ in majors	Puppet Stayman and transfers after 2NT	
2♦	X			6+ ♥ 4-10 or 22-23 balanced or GF with 5+ ♠/♦	2NT = asking, new color F1	2NT-3♣/3♦ = maximum/minimum with ♥ Any other bid strong hand	
2♥	X	2		6+ ♠ 4-10 or 24-25 balanced or GF with 5+ ♥	2NT = asking, new color F1	2NT-3♣ or 3♦/3♥ = max + feature/min with ♠ Any other bid strong hand	
2♠		5		5+♠ and 5 in minor 4-10 can be 54 non vuln and 3rd pos	2NT = asking, 3♥ = 6+ invitational 3♠ = not invitational, minor suit = pass or correct	2NT-3♣/3♦ = minimum with clubs/diamonds 2NT-3♥/3♠ = maximum with clubs/diamonds	
2NT				20-21 bal (5M possible)	3♣ = Puppet Stayman, 3♦/♥ = transfer, 3♠ = minors 4♣ = 55+M slam try, 4♦/♥ = transfer, 4♠ = minors		
3♣		(6)7		Pre-emptive			
3♦		(6)7		Pre-emptive			
3♥		(6)7		Pre-emptive			
3♠		(6)7		Pre-emptive			
3NT	X			1 st / 2 nd = around 9 tricks in ♣/♦ 3 rd /4 th position = to play	4♣ = slam try in partner's minor 4♦/♥ = transfer		
4♣		7		Pre-emptive			
4♦		7		Pre-emptive			
4♥		7		Pre-emptive			
4♠		7		Pre-emptive			
4NT	X			Specific aces ask	5♣ = no ace, 5♦/♥/♠ = ace, 5NT = ace of clubs	HIGH LEVEL BIDDING	
5♣		7				Cuebids I+II equally, splinters	
5♦		7				RKCB 1430, DOPI/ROPI/DEPO	
5♥		7				Doroscewicz (nothing, Q, K, KQ), Josephine	
5♠		7				Relay = ask for trump Q (if relay is color of trumps, then relay +1 is ask)	