



BIDDING IN DEFENSE AND COMPETITION
<b>OVERCALLS</b>
<b>General style:</b> Natural, solid
<b>1st level:</b> 5+card, 9+ HCP, 7-5 L, 4+card w/ 15+ HCP possible
<b>2nd level:</b> 5+card, 12+ or ≤6 L
<b>2nd level jump:</b> 6+card, preemptive or tactical, 7-8 L
<b>3rd level:</b> 5+card, 14+ or ≤6 LOSERS
<b>3rd level jump:</b> 6+card, preemptive or tactical 6-7 L
<b>Responses to overcalls</b> = natural, force to 2M/3m
<b>Cuebid in opener's suit</b> = INV+ with fit (3+ UH)
<b>Jump to 2NT</b> INV+ with fit after Major, based more on distribution
<b>Jump to 2NT after 1♦ overcall</b> = 10-12 HCP no 4M
<b>3M jump</b> - preemptive
<b>New suit jump</b> = suit (5+) and fit (3+), NF
<b>1NT/2NT overcall</b>
<b>15-18 HCP</b> , (semi)balanced; <b>reopen 1NT</b> = 11-14
Responses same as after opening
Transfer to opener Major is asking for good stopper minor(s)
<b>(1♥)-1NT-(pass)-2♦</b> = 54+♣/♦, 0+HCP => 2♥ = show maximum, rest.
shows minimum; <b>(1m) - 2NT</b> = 50m5♥, 6 L or ≤4 L
<b>(1♥/♠) - 2NT</b> = 55 minors, expecting 6 L or ≤4 L
<b>CUEBIDS IN OPPTS SUIT</b>
<b>(1M) - 2M</b> = 50M+5m 6 L OR ≤4 L; <b>(1M)-3M</b> = asking for stopper
<b>(1m) - 2m</b> = 54+ ♥/♠ and 7-8 L, 8-14 HCP
<b>(1m) - 3m</b> = 55+ ♥/♠ and 6 L or ≤4 L
<b>DEFENSE against NT</b>
<b>Double</b> = 14+, with (S)BAL or ≤5 L
<b>2♣</b> = LANDY, 44+ ♥/♠; <b>2NT</b> = minors;
<b>rest 5+ NAT</b>
<b>DEFENSE AGAINST PREMPTS</b>
Natural
<b>Leaping Michaels:</b> (2M)-4m = 50M5m
<b>DEFENSE AGAINST STRONG 1♣ = 16+</b>
<b>Double/1X</b> = 3cards in other suits; <b>1NT</b> = 44+ ♥/♠;
<b>2X</b> = 5+card; <b>2NT</b> = both minors
Pass = can be 15+ HCP
<b>AFTER OPPTS TAKEOUT DOUBLE</b>
Natural, system on

LEADS AND CARDING			
FIRST LEAD STYLE			
	<b>LEAD</b>	<b>In partners suit</b>	
<b>SUIT</b>	3/5.	attitude	
<b>NT</b>	attitude	attitude	
<b>Broken seq.</b>	top	top	
<b>Other: K</b> from AK with outside singleton or on 5th level = ask for count			
<b>Hxx</b> – we can choose which card to lead based on situation			
LEADS			
	<b>LEAD</b>	<b>Suit</b>	<b>NT</b>
	<b>Ace</b>	AKx(...), Ax(...)	AK(...), Ax(...)
	<b>King</b>	KQ(J)x(...), Kx,	<b>Top from sequence</b>
	<b>Queen</b>	QJx(...), Qx	Can be for unblock from KQ
	<b>Jack</b>	HJ10(...), J10(...), Jx	HJ10(...)
	<b>10</b>	H109(...), 109x(...), 10x	H109(...), 109x(...)
	<b>9</b>	H109(...), 9xx(...)	H109(...), 9xx(...)
	<b>High-Low</b>	Negative or even	Xx, xXx, xXxx(x)
	<b>Low-High</b>	xxX, HxXxX	HxxX(x)
SIGNALS AND CARDING			
	<b>Partner's lead</b>	<b>Declarer lead</b>	<b>Discards</b>
<b>Suit</b>	<b>1. Low</b> = positive	<b>Low</b> = even	<b>1. Low</b> = positive
	<b>2. Low</b> = even	<b>High</b> = odd	<b>2. Low</b> = even
	<b>3. suit preference</b>		
<b>NT</b>	<b>1. Low</b> = positive	<b>Low</b> = even	<b>1. Low</b> = positive
	<b>2. Low</b> = even	<b>High</b> = odd	<b>2. Low</b> = even
	<b>3. suit preference</b>		
<b>Signals (including trumps):</b>			
Suit preference if playing to ruff or in a situation when attitude or count does			
Not make sense			
DOUBLES			
TAKEOUT DOUBLES			
a) 12+ HCP, 3+cards in other suit			
b) 18+ HCP, with SEB or UNB ≤4 LOSERS			
SPECIAL DOUBLES/REDOUBLES			
<b>Negative double</b> = 1♣-(1♦)-double = 4♥, 1♥ = 5+♥, 1♠ = 4+♠, 2♥ = 6♥ INV			
<b>1m-(1♥)-double</b> = 4♣, 1♠ = 5+♠, 2♠ = 6♠ INV			
<b>Support double</b> = only in case second defender bids other Major			
<b>1m-(pass)-1M-(1/2OM)- double</b> = 3card M and no extras needed			

WBF CONVENTION CARD	
	Natural, longer minor WEAK 2♦/♥/♠
	<b>Macura – Verhaegen</b> <b>Seker – Verhaegen</b> <b>Volhejn V. – Verhaegen</b>
SYSTEM OVERVIEW	
<b>General rules and style</b>	
<b>1♣/♦</b> promise <b>3+card</b> 11+ HCP, 7-5(4) L, <b>1♣</b> can be 2 if 18-20	
<b>1♥/♠</b> promise <b>5+card</b> 11+ HCP, 7-5(4) L	
<b>1NT</b> promise 15-17 HCP, balanced	
<b>Strong bids:</b> 2♣/2NT	
<b>Natural preempts</b>	
<b>Bidding 2 suits</b> shows SEB, 1m-1♥-1NT/2NT can have 4♣	
<b>Inverted minors:</b> limited, but forsing 9-14	
<b>Major raises</b> based on tricks, not strictly HCP	
<b>2X over 1M is GF</b>	
<b>New suit jump</b> is 9-11 and 6-card	
<b>New suit double jump</b> is preemptive with 7-card	
<b>Repeating major by responder on second level</b> = weak	
<b>Repeating major by responder on third level</b> = GF	
<b>Showing Major fit immediately has preference from new suit</b>	
<b>Strongest minor raise via other minor and jump to 3/4m</b>	
<b>Strongest Major raise via 2♣</b>	
<b>New suit forsing after overcall</b>	
<b>New suit jump is preemptive after overcall</b>	
SPECIAL CONVENTIONS	
<b>Limited Inverted Minors, Structured revers,</b>	
<b>Two-Way-Checkback,</b>	
<b>Unusual 2NT, Michaels Cuebids</b>	
<b>GAZZILLI - 1M-1NT</b>	
<b>Splinter, Exclusion BW 0/3, 1/4</b>	
<b>BW 1430, 5NT after BW = grand slam try</b>	
<b>1M - 2M</b>	
<b>2NT</b> = INV+ ask for values, <b>NS</b> = shortness, INV+ <b>3M</b> = INV, need primary values	
PSYCHES	
rare	

OPENING	Minimum number of cards	HCP A=4, K=3, Q=2, J=1	<b>BAL = balanced hand</b> (4333, 4432, 5332) – 2 cards in all suits, max 8 cards in 2 suits <b>SEB= semi-balanced hand</b> (5422, 5431, 6322, 6331, 4441) – 9 cards in 2 suits (4441 is an exception) or 6card in 1 suit <b>UNB = un-balanced hand</b> (5521, 5440, 5530, 6421, 6430, 7321,7222, 7330) – 10 cards in 2 suits (5440 is an exception) or 7cards in 1 suit <b>GUL = goulash hand</b> (6511, 6520, 7420, 7411, 8card) – 11+ cards in 2 suits or 8+ cards in 1 suit; <b>TH = top honor</b> (A, K, Q); <b>L = losers</b> – missing A,K,Q; <b>UH = useful honor</b> – A, K, Q in trumps or partners long suit; <b>SRT = shortness</b> – mostly singleton or void				
			Opening description	Responses	Further bidding		
1♣/♦	BAL 3-5♣/♦	12-14 18-19(20)	12-14, BAL 18-19(20), BAL (2+♣)	<b>1♥/♠ = 4+ HCP, 4+♥/♠; 2♥/♠ = 9-11 HCP, 7 L, 6c.; 3♥/♠ = 5-9 HCP, ~7L, 7c.</b> <b>1NT = 6-10 HCP; 2NT = 11-12 HCP; 3NT = 13-16 HCP; 1♦ = 17+ HCP</b> <b>Limited Inverted Minors = 3♣/♦ = 6-9, 5+♣-♦; 2♣/♦ = 9-14 HCP, 3-4 TH,</b> <b>4+♣-♦; 1♦ followed by 3♣/2♣ followed by 3♦ = 15+ HCP, 5+ TH, 4+♣/♦</b> <b>1♣-1♦ = 6+, 5+♦; 2♦/3♣ = 9-11 HCP, 7 L, 6-card; 1♦-2♣ = 12+ 4+♣</b>	<b>after 1M: NS = SEB/UNB, 11-17; INT = 12-14 BAL; 2♣/♦ = 11-15 = SEB;</b> <b>2NT = 18-19 BAL; 3♣/♦ = 14-17, 6-card; 1♣-1M-3♦ = 18-19 BAL with 4card</b> <b>fit; 3♥/♠ = ~6 L 54; 4m = 6+m4M, 4 L; 4♥/♠ = 5 L, 6+m4M; REVERS = 15+,</b> <b>SEB/UNB; 3OM/4om = void with 4-card fit</b> <b>1♣-1♦-2♥/♠ = 18-20, 5♣4♥/♠; 1♣/♦-1♥-2♣ = 18-20, 5m4♣;</b> <b>1♦-2♣-2♦ = 12-14; 2NT = 18-19; 2♥/♠/3♣ = SRT, 14+; 3♦ = 14+, 6+card</b> <b>Structured revers, Two-Way-Checkback</b>		
	SEB/UNB (4)5+♣	11-19(21) 7-5(4) L	SEB = 5♣4x or 6♣ or 4♣4♥4♠1♦ UNB = 6♣4x, 7♣				
1♥	5+♥	11-19(21) 7-5(4) L	mostly SEB: 5422, 5431, 6322, 6331 <b>BAL</b> only with 5♥332 <b>UNB</b> with 6♥4x or 5♥5♣/♦	<b>1♠ = 4+ HCP, 4+♠; 2♠ = 9-11 HCP, 7 L, 6♠; 3♠ = 5-9 HCP, ~7 L, 7♠</b> <b>1NT = 6-11 HCP, no fit → GAZZILLI</b> <b>2♠ = 12+, GF, BAL/with fit/5+♠; 2♦ = 12+, GF, 5+card</b> <b>2♥ = 3+card, 1-2 UH; 3♥ = 1-2 UH, 4+card; 2NT = INV+, 2-4 UH, 3+fit;</b> <b>2♣ then 3♥ = 5+ UH, 3+fit; 3NT = Splinter in ♠, 3 UH, 11-14;</b> <b>4♣/♦ = Splinter, 3 UH, 11-14; 3♣/♦ = 9-11 HCP, ~7 L, 6card</b>	<b>GAZZILLI, 1♥/♠-1NT</b> <b>2♠ = 15+ BAL or SEB</b> 11-14 5M4♣ <b>2♦ = 11-14 5M4♦</b> <b>2♥ = 11-14 6♥ / 5♣4♥</b> <b>2♠ = 18-20 5♥4♠ / 11-14 6♠</b> <b>2NT = GF, 17+ HCP,</b> <b>UNB, 55, 4 L, or 7♥/♠ 4-5 L</b> <b>3♣/♦/♥ = 14-17, 55, ~5 L</b> <b>3♥/♠ = 12-14, 7♥/♠, 5-6 L</b> <b>3NT = solid 7♥/♠ + Ace</b> outside <b>1M-1NT-2♣-2♦ = (8)9-11,</b> <b>rest = natural 5-7(8)</b>	<b>1♥/♠ - 2♣</b> <b>2♦ = 16+ BAL or SEB</b> <b>2M = 11-15, 6c (2NT ask</b> for SRT) <b>2OM = 11-14 escape bid</b> <b>2NT = 13-15, (S)BAL</b> <b>3♣/♦/♥ = 55/64, 5 L</b> <b>3M = solid 6M / 7M, 6 L</b> <b>3NT = 16-17, (S)BAL</b> <b>3♣/4♣/♦/♥ = 7M, void,5L</b> <b>4M = 7card 6 L</b> <b>1♥/♠-2♣-2♦</b> <b>2M = Hx</b> <b>2OM = 4-card</b> <b>2NT = 15+, waiting</b> <b>3♣/♦ = 6+card</b> <b>3NT = 12-14, (S)BAL</b>	<b>3♣ = 15+, asking</b> <b>3♦ = game try</b> <b>3♥/♠/4♣/♦ = short</b> <b>3M = minimum, 7 L</b> <b>3NT = 15-17, BAL, optional</b> <b>4♥/♠ = 6 L</b>
1♠	5+♠	11-19(21) 7-5(4) L	mostly SEB: 5422, 5431, 6322, 6331 <b>BAL</b> only with 5♠332 <b>UNB</b> with 6♠4x or 5♠5♣/♦	<b>1NT = 6-11 HCP, no fit → GAZZILLI</b> <b>2♠ = 12+, GF, BAL/with fit/5+♠; 2♦/♥ = 12+, GF, 5+card</b> <b>2♠ = 3+card, 1-2 UH; 3♠ = 1-2 UH, 4+card; 2NT = INV+, 2-4 UH, 3+fit;</b> <b>2♣ then 3♠ = (4)5+ UH, 3+fit; 3NT = Splinter in ♥, 3 UH, 11-14; 4♣/♦ =</b> <b>Splinter, 3 UH, 11-14; 3♣/♦/♥ = 9-11 HCP, 7L, 6card; 4♥ = 5-9 HCP, ~7L, 7♥</b>	<b>3♣/♦/♥ = 14-17, 55, ~5 L</b> <b>3♥/♠ = 12-14, 7♥/♠, 5-6 L</b> <b>3NT = solid 7♥/♠ + Ace</b> outside <b>1M-1NT-2♣-2♦ = (8)9-11,</b> <b>rest = natural 5-7(8)</b>	<b>1♥/♠ - 2NT</b> <b>3♣ = 15+, asking</b> <b>3♦ = game try</b> <b>3♥/♠/4♣/♦ = short</b> <b>3M = minimum, 7 L</b> <b>3NT = 15-17, BAL, optional</b> <b>4♥/♠ = 6 L</b>	
1NT	2-4(5) ♥/♠ 2-5♣/♦	15-17	(14)15-17 HCP, BAL <b>5♥/♠, 6♣/♦ possible</b>	<b>2♣ = stayman; 2♦/♥ = transfer, 5+♥/♠; 2♠/2NT = transfer, 6+♣/♦;</b> <b>3♣ = GF, Puppet stayman; 3♦ = INV, 6♦; 3♥/♠ = 54+♣+♦, GF+, SRT; 4♣/♦ =</b> <b>transfer to ♥/♠ s 6+cards; 4♥/♠/5♣/♦ = natural, tactical; 4NT = quantitative;</b>	<b>1NT-2♣-2♦-2♥ = weak with both Majors; 2NT = INV; 3♣/♦ = GF, 4+♣/♦;</b> <b>3♥/3♠ = SMOLEN 4M5OM, GF+; 4♣/♦ = 5♠5♥ and SRT</b> <b>1NT-2♣-2♥/♠-OM = slam try with M fit, 3m = GF, 4+;</b> <b>1NT-2♣-2♥-2♠ = GF, ♥ fit; 1NT-2♥-2♠-3♥ = GF, ♠ fit</b>		
2♣	-	22+ 18+ (<4L)	22+ BAL 18+ UNB 1suit ≤4 L (20)22+ SEB/UNB	<b>2♦ = waiting</b> <b>rest = natural, positive</b>			
2NT	2-4♥/♠ 2-5♣/♦	20-22	20-22 HCP, (S)BAL	<b>3♣ = stayman; 3♦/♥ = GF transfer s 5♥/♠; 3♠ = slam try with ♣/♦; 3NT = to</b> <b>play; 4♣/♦/♥/♠ = transfers to ♥/♠/♣/♦ without slam interest</b>	<b>2NT-3♦/♥-3NT = no fit, 3♥/♠ = 3+fit → SRT naturally or 3NT no SRT</b> <b>2NT-3♠-3NT-4♣/♦ = slam try with 6+♣/♦, 6 L, 4♥/♠ = 6 L, 54+ ♣/♦, M SRT</b>		
2♦	6	(6)8-11	PREEMPTIVE, mostly 6322, 6331 or 6421	<b>2♥/♠ = 5+card NF; 2NT = asking for SRT, INV+; 3♣ = GF with ♦ fit, slam</b> <b>try; 3♦ = PRE, 3♥/♠ = 6♥/♠, INV, 6 L; 3NT/4♥/♠ = to play</b>	<b>2X-2NT – OGUST</b>		
2♥/♠	6	(6)8-11	PREEMPTIVE, mostly 6322, 6331 or 6421	<b>2♠/3♥ = 6♠/♥, INV, 6 L; 2NT = asking for SRT without 3+fit, INV+;</b> <b>3♣ = slam try with fit; 3♦ = INV with fit; 3♥/♠ = PRE; 3NT/4♥/♠ = to play;</b> <b>4♣/♦ = suit+fit, can be tactical</b>			
3NT	7♠	9-14	Solid 7+card Major, no outside Ace	<b>4♣ = slam try with 3 aces; 4♦ = slam try with 2 aces; 4♥/♠ = to play</b>	5th level from opener shows 8card suit, new suit shows extras and second round control		
3♣/♦/♥/♠	7	(6)8-11(13)	PREEMPTIVE	Natural, <b>3♣-3♦ = ask for 3-card Major; 3m-4om = slam invite, 3m-4m =</b> PRE			
4♣/♦/♥/♠	8	(6)8-11(15)	3 <sup>rd</sup> seat can be wider range				