

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Natural
Michaels
Unusual 2NT
INT OVERCALL (2nd/4th Live; Responses; Reopening)
In 2 nd 15-18
In 4 th if rho has bid 15-18
In 4 th after 2 passes 11-14 over a minor opening
In 4 th after 2 passes 11-15 over a major opening
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels
Unusual NT
3 level cue over opener asks for stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
2c=majors 2d -= single major

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2/4	2/4	
NT	4 or small from xxx	4 or small from xxx	
Subseq	attitude	count/att	
Other: if supported high from xxx in partner's suit			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	attitude	attitude	
King	Asks for count	Unblock or count	
Queen	attitude	attitude	
Jack	highest	highest	
10	Highest or 1higher	Highest or 1higher	
9			
Hi-X	Natural or from 4+ small	Natural or from 4+ small	
Lo-X	3 card or longer suit, or above	3 card or longer suit, or above	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude or count	Count where applicable	udca
Suit 2			
3			
1			
NT 2	Attitude or count	Count where applicable	udca
3			
Signals (including Trumps):			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:
NCBO:
PLAYERS: M Alexander M Narunsky
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 udca
1NT 15-17 pts
2NT 20-21 pts
2C gf
2D,2H,2S weak (2d multi)
Drury
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Gambling 3NT
Bergen
Drury
Splinters
Weak 2s

	Smith's peters	Good bad 2NT
	DOUBLES	
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)	
Take out doubles		
Leaping Michaels	Cue= Forcing until suit agreement Single jump 8-10 4 card suit Double jump 8-10 5 card suit	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣		SPECIAL FORCING PASS SEQUENCES
Over 1C, double for majors 1NT for minors	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS	
2c= blacks 2d = reds		
	Responsive doubles	
OVER OPPONENTS' TAKEOUT DOUBLE	Support xs	IMPORTANT NOTES
Bromad		
Bergen		
2NT good raise		PSYCHICS: extremely rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	3S	11-21pts	2C stronger than 3C Jump shift weak	Inverted next suit gf	
1♦		3	3S	11-21 pts	2D stronger than 3D Jump shift weak		
1♥		5	3S	11-21 pts	Bergen, splinters, Baron 1NT forcing		Drury 2C 4+, 2D 3 card support

1♠		5	3H	11-21pts	As above		As above
INT				15-17 pts in principal balanced but may hold singleton honour	4 way transfers, stayman ,3C puppet,3D shortage in spades,3H shortage in hearts, 3S transfer to 3NT		
					Showing slam interest in minor(s)		
2♣				Artificial game force	2D +ve at least a king, 2H negative	2C 2D3H/S promises major and longer diamond suit	
					Kokish		
2♦		6		5-9 pts	2NT enquires whether opener has 4 card major		
2♥		6		5-9 pts	2NT asks for feature		
2♠		6		5-9 pts	2NT asks for feature		
2NT				20-21pts n principal balanced but may hold singleton honour	Muppet, 3D/H transfers, 3S as above for 1NT		
3♣		7		Pre-emptive	New suit forcing		
3♦		7		Pre-emptive	New suit forcing		
3♥		7		Pre-emptive	New suit forcing		
3♠		7		Pre-emptive	New suit forcing		
3NT				Gambling, long solid minor	4C pass or correct		
					4D forcing, enquiry		
4♣		7		Clubs			
4♦		7		Diamonds			
4♥		7		Pre-emptive			
4♠		7		Pre-emptive			
4NT				Asks for aces			
5♣		7		Pre-emptive		HIGH LEVEL BIDDING	
5♦		7		Pre-emptive		DOPI	

5♥						RKCB 03,41
5♠						Minor wood