

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 2 Level, Reopening)
1 lvl O/C = 7-16 HCP no requirement of good suit
2 lvl O/C = 10-16 HCP 5+ cards
Responses: cue = F1, new suit = Nat F1, Jumps are fit showing
Reopen: Very aggressive and light reopening
INT OVERCALL (2nd 4th Live, Responses, Reopening)
Live pos: 15-17
Balancing pos: 12-14, 2NT = 18-19
Resp: all transfers. Impossible TRF = STAY
JUMP OVERCALLS (Style, Responses, Unusual NT)
1 suit = Weak (regardless of vulnerability),
WJO can be really weak when NV or opps have opened STR
NT = 5+/5+ lowest unbid suits. 2D = 55M against short C.
Reopen: 2 lvl JOC = 10/13, 6 cards.
DIRECT & JUMP CUE BIDS (Style, Response, Reopen)
(1m)-2m= 5-5 Majors. 2D = 55M against short C, 2C=NAT.
1M(2M)= OM+ unknown minor <12 or >16, 1X(2n)= two lowest unbid
1X(3X)= asks pd to bid 3NT with stopper
VS. NT (vs. Strong Weak, Reopening,PH)
Weak Strong: 2♣= Majors (4+/4+), 2♦= One Major (6+)
2♥=♥+m (54+), 2♠=♠+m(54+), 2N= minors 55+
DBL= (Vs Strong NT) 5+m/4M (Penalty if weak NT)
Balancing: System on
VS.PREEMPTS (Doubles, Cue-bids, Jumps, NT Bids)
2NT: 15-18 natural, (Non) Leaping Michaels, 2m(4♣)= om+♥ FG
2m(4♦)= om+♠, 2m(3m)=Majors, 2M(3M 4M 4NT)= minors
2 3M(4m)= m+OM, T/O till 4s, 5m(X)= values, 4N= two suiter hand
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
DBL = Majors, NT = minors, 1♣ - (1♦) = 4M and longer minor
Rest = NAT, Jump overcalls can be really weak. 2 lvl= 5+ cards
and 3 lvl= 6+ cards
OVER OPPONENTS' TAKEOUT DOUBLE
XX= 10+ , Transfers over 1M-(x), Fit Jumps
1X - (X) - 2NT = Limit raise or better

LEADS AND SIGNALS		
OPENING LEADS STYLE		
Lead	In Partner's Suit	
Suit	2 4 th	
NT	2 4 th	
Subseq	2 4 th	
Other: 5+ LVL(= K from AK(Count), A denies K)		
A Q =Unblock or ATT, King asks for Count		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AK(x), Ax	AK(x), Ax
King	AK, KQ(x), Kx	AK, KQ(x), Kx
Queen	Qx, QJ(x)	Qx, QJ(x)
Jack	Jx, JT(x), AJT(x), KJT(x)	Jx, JT(x), AJT(x), KJT(x)
10	HTx, Tx	HTx, Tx
9	H9x, T9x	H9x, T9x
Hi-X	HXX, xXx	HXX, xXx
Lo-X	from xx, 2 4 th	from xx, 2 4 th
SIGNALS IN ORDER OF PRIORITY		
Partner's Lead	Declarer's Lead	Discarding
1 Lo = Enc	Reverse Smith	Suit Preference
Suit 2 Suit Preference	Suit Preference	Lo = Enc
3 Lo = Even (To K)	Lo = Even	Lo = Even
1 Lo = Enc	Reverse Smith	Suit Preference
NT 2 Suit Preference	Suit Preference	Lo = Enc
3 Lo = Even (To K)	Lo = Even	Lo = Even
Signals (including Trumps): CARDING -- UDCA, Lavinthal Discards		
Reverse Smith (vs Suit and NT): low=enc by both players		
(trump) S/P (when smith has been given), UDCA		
DOUBLES		
TAKEOUT DOUBLES (Style, Responses, Reopening)		
Ideally 12+ . Can be short in unbid minor. Can be 10+ if classic 4441		
OR any 17+		
responses-- cue= GF 1NT= 7-10		
2N= 11-12, Reopening doubles= 8+		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
NEGATIVE Dbls, RESPONSIVE DBLS, Snapdragon X		
SUPP Dbl&RDbl&1NT: X XX= Supp w/o Check, 1nt= w chk supp		
LEAD-DIRECTING Dbls of ART bids (but very often X of an agreed suit says don't lead).		
1♣ - (1♦) - X = 4+ in both majors (almost always)		

W B F CONVENTION CARD
CATEGORY: GREEN
COUNTRY : Scotland
PLAYERS : Prajjwal
Kajetan Granops
EVENT : ALL
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 GF always, 5 card majors, 5542 - Short Club (when 4432)
1NT = 15-17, 5M and 6m possible
2♣ = Strong 22+ can be less if distributional Hand
1M-1NT = semi-forcing
Gazzilli after 1M-1X
We lead low from xx. UDCA
Very light and Aggressive preemptive style when NV
Judgement allowed in any situation.
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♥ 2♠: 5♥ ♠+ 4+m(5+5+ when Vul) less than opening hand
2♦ = less than opening, 6 in either major
1♣-2♦, 1♦-3♣ = 7-9, support for the opener's minor
1m-2♥ = 5+♠, 4+♥ 6-9
1m-2♠ = 5+♣, 4+♥ 10-11
1m-2NT = (10)11-12 BAL INV, no 4cd majors/minor support
1M-2NT= INV, 3+M
1M-2♣ = ART GF
(1x) p (1y) 1N= 55+ other two suits generally less than opening
Kokish Game Tries (2M+1) after 1M-2M
Over reverses: lower of 4th suit/2NT = LEB
1♣-1NT-2NT = 4414 15-17
1m(1♥)X= 4♣, 1m(1♥)1♠= 5+♣
Woolsey against 1NT 2NT, 4th seat 2X opening = 10-12 6 cards
SPECIAL FORCING PASS SEQUENCES
When we are in GF auction or our side has bulk of points
After 1m(X)XX. After penalty X of any 2 suiter bid.
Pass and Pull is Slam try
IMPORTANT NOTES:
Light openings and Very Aggressive preempts when NV
Sometimes erratic leads and signals against slams
PSYCHICS: Rare

OPENING	ART?	MIN. NO. OF CARD	NE G.D BL TH RU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♥	Can be 2 when 4432	1♦ Walsh Style, 1M=Nat, 1NT= 8-10, 2♣=10+, 4+♣, 2♦=7-9, 5+♣, 2♥ 2♠=6-9 10-11,5♠-4+♥, 2NT=11-12	1X-1Y-1Z: we play 3-way Checkback 1m-1M-2M-2M+1 = (Kokish GT) relay	New suit = Forcing 2NT = NAT
				Can be really light 3rd seat NV	1m-3m = preemptive	over reverses: lower of 4thsuit 2N= Blackout	
1♦		4	4♥	Can be 11-15, 5♣-4♦	1M=Nat, 1NT= 5-10, 2♣=GF,5+♣, 2♦=10+,4♦, 2♥ 2♠=6-9 10-11,5♠-4+♥, 2NT=11-12,3♣ = 7-9, 4+♦	1♦-1X-2♣ = 4-5 minors either way or 44m if 11-14 (1444).	
1♥		5(4)	4♦	5+, 4 card possible in 3rd seat	1NT= SF, 2♣=ART GF (See 1S) , 2♦=GF,5+♦, 2♥=6-9,3♥, 2NT=INV 3+♥, 2♠/3♣/3♦=INV,6+♠/♣/♦	1M-1♠/1NT-2♣ = Gazzili, 17+ any/5M-4♣, 11-16 NAT. Kokish Game Tries after 1M-2M	2♣ = INV with 3+ M, then 2M = weak.
				Can be really light 3rd seat NV	3♠=Any mini SPL, 3NT/4m=♠/m SPL	1♥-1NT-2NT/♠= 6+♥-4m/5♠,15-16	Transfers over 1M(x) O/C or open
1♠		5(4)	4♥	5+, 4 card possible in 3rd seat	2♣=ART GF,2♦=GF,5+♦,2♥=GF,5+♥, 2♠=6-9,3♠, 2NT=INV,3+♠, 3♣/3♦/3♥=INV,6+♣/♦/♥	Relay Structure after 1M-2m: 2NT-17+	1M-(X)-2M = 0-5, 3M
				Can be really light 3rd seat NV	3NT= Some Mini Spl., 4m ♥= SPL	lv13 - 14-16, lv12: 11-16; Rest similar to 1♥.	
INT			4♥	15-17, 5M/6m possible	2♣: Non-promissory Stayman, 4 suit TRFs, 3♣=Puppet, 3♦=5-5M INV+, 3M= 54-3OM-1M, 4♦/♥ = Texas, 6+♥/♠	Delayed Texas, Smolen, Distribution ask, Garbage Stayman Minor transfer accept = 3+m, Qxx+	Runout: XX= forces 2♣ (own suit) Transfer Lebensohl, 2C = Sys on`
2♣	X		NO	Strong, 22+ or shape	2♦=4-7, 2♥=BUST, 2♠=waiting 8+ generally BAL, 2NT/3m/3♥=TRF (good suit)	Kokish after 2♣-2♦, 3M= Self sufficient suit, completing TRF sets suit 2♣-2♦-2NT=22-23, through 2♥-2♠-2NT=24+	P = GF, X = 0-3
2♦	X		NO	Weak only Multi, 6♥/♠, 3-10	2♥/♠ = P/C; 2NT = Relay; 3♦ = INV with both M fits, 3♥ = P/C	2♦-2NT-3♣ = 9-10, 3♦ relay (then 3♥=♠, 3♠=♥), 2♦-2NT-3♦/♥ = <9 with ♥/♠	
2♥		5	NO	5♥+4m(55+ when vul), 3-10 4th seat 6♥ 10-12	3/5♣= P/C, 2NT = relay, new suit=F1, 3♦=INV with ♥ support, 4♣= poor man's RKC	2M-2NT-3m = weak with m, 2M-2NT-3M/OM = strong with 5 corr. m	
2♠		5	NO	5♠+4m(55+ when vul), 3-10 4th seat 6♠ 10-12	3/5♣= P/C, 2NT = relay, new suit=F1, 3♥=INV with ♠ support, 4♣= poor man's RKC		
2NT				20-21, 5M/6m possible	3♣= Puppet Stayman, 3♦ ♥= TRF, 3♠=m stayman, 3NT=5♠/4♥	2NT-3♣-3M-OM at cheapest lv = M agreed Major Flags	
3♣		6	NO	Preempt	3♦=Majors, 3M= nat F1, 4♦=KC,3 4M= To play		Doubles are PENALTY,
3♦		6	NO	Preempt	4♣=Majors, 3M= nat F1, 4♥=KC, 3NT 4♠= To play		4M= To play
3♥		6	NO	Preempt	3♠= NAT F1,4♣= KC, 4♦=Power Raise		Doubles are PENALTY,
3♠		6	NO	Preempt	4♣= KC, 4♦=Power Raise, 4♥= Splinter Double jumps in new suit over 3M= EKC		4M OM= To play 3X(X)XX= To play
3NT	X			Solid minor, no side A/K 3rd 4th seat= TO PLAY	any ♣=p/c, 4♦=ask shortness, 4M= to play 4NT= bid 5 with 7 cards and 6 with 8 cards		
4♣				Preempt			DBL= PENALTY
4♦				Preempt	4♥ = to play		DBL= PENALTY
4♥				Preempt	4S = RKC		DBL= PENALTY
4♠				Preempt	4NT= RKC, 5m ♥= Cue		DBL= PENALTY
4NT	X			11+ cards in ♣+♦, preempt	5♥ = Blackwood on ♣, 5♠ = Blackwood on ♦		
5♣				Preempt		HIGH LEVEL BIDDING	
5♦				Preempt		Kickback RKCB (1430), Minorwood(1430) when agreed m below level 4,	
5♥				Preempt		EKCB(1430), Splinters, Italian cue bids, Last Train, Lightner X's, DOPI/ROPI	
5♠				Preempt		Poor Man's Blackwood.	

Supplementary notes

1. Gazzili:

2♣ rebid after 1M-1N or 1♥-1♠ is either Natural or 17+ any

After 2♣:

2♦ = Artificial 8+ HCP over which opener bids:

2OM = 5-4 (can be 6-4) any shape 17+ → 2OM+1 = Relay

(if 2OM is 2♥ → 2♠/NT = relay with 2+♠/1-♠)

3X = natural 5-5 17+

2NT = Balanced 18-19

3M = 6 card 17+ generally no other 4 card else goes through 2OM

2M = 2 cards (can rarely be stiff) less than 8 hcp

2OM = 5 cards signoff

2♠ (if 1♥-1NT-2♣) = 5-5 minors 5-7 HCP

2NT = No bid for now

3♣ = 5+ clubs 5-7 (can be 4 clubs if stiff H)

3♦ = 5-7 generally 6 diamonds (can be 5 sometimes)

3♥ = 6 card suit 5-7 (if M opened is Spade)

NOTE: ...-2C-2D-2NT (2/1 auction), then system on as if after a nat 2NT rebid

2. Poor Man's RKC:

3C-4D or 3D/H/S-4C = PM's KC. Steps are 0/bad, 1, 1+Q, 2, 2+Q

3. Relay after 1M-2m:

We divide the 1M opening range into 3 groups:

- weak (usually less than 14 PC, can be 14 5332)
- intermediate (usually around 14-17 HCP, almost always some distribution extras)
- strong (basically a strong Gazzilli hand, 18+)

1H - 2C/D, then:

2D = Natural, 4+D, weak/intermediate

2H = weak, does not promise an extra H

2S = intermediate, 4S

2NT = Strong, Gazzilli hand

3C = intermediate, 5C

3D = intermediate, 5D OR weak 3D if bid over 2D

3H = intermediate, 6H

1S - 2C/D, then:

2D = Natural, 4+D, weak/intermediate

2H = Natural, 4+H, weak/intermediate

2S = weak, does not promise an extra S

2NT = Strong, Gazzilli hand

3C = intermediate, 5C

3D = intermediate, 5D OR weak 3D if bid over 2D

3H = intermediate, 5H

3S = intermediate, 6S

Responder's 2NT rebid is an artificial asking bid, after which the opener bids a suit in which they have extra length/bids 3NT without extra length anywhere.