

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
2c natural after 1c/d
2d is majors after 1c/d
INT OVERCALL (2nd/4th Live; Responses; Reopening)
JUMP OVERCALLS (Style; Responses; Unusual NT)
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
VS. NT (vs. Strong/Weak; Reopening;PH)
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
OVER OPPONENTS' TAKEOUT DOUBLE

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit			
NT			
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace			
King			
Queen			
Jack			
10			
9			
Hi-X			
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1			
Suit 2			
3			
1			
NT 2			
3			
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			

W B F CONVENTION CARD
CATEGORY: i.e. Green
NCBO: Poland
PLAYERS: Wiktor Melman – Mirosław Miłaszewski
EVENT (Open/Women/Senior/Transnational)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1, short (2+) club
2d – weak two in any major
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2d opening – weak two in unknown major
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4d	12-13 HCP, balanced or natural	1d – seminatural, 2c inverted raise, 2d – 5-7 HCP, 5h-4s, 2h – 5-7 HCP, 5s-4h	2 way checkback	After overcall 2c weak, 2 level Nf, strong jump shifts
1♦		4	4d		2d – inverted raise, 3c – nat, inv	2 way checkback	After overcall 2d weak, 2 level Nf, strong jump shifts
1♥		5	4d		2c GF, can be 2+ 2s art, 9+with fit 3c/d – nat, inv, 3h – inv with 4 hearts	1h-1s-1nt 2 way checkback Gazzilli	After overcall 2 level Nf, strong jump shifts
1♠		5	4d		2d – art, weak with h, nat GF, inv with spade sup	Gazzilli	
INT				15-17 HCP (possible 14 with 5crd suit)	2c – Stayman, do not promise 4 crd major, 2s – clubs or strong minor 2 suiter, 2NT – diamonds or weak minor twosuit, 3h/s – short suit	Garbage Stayman	Some transfers after overcall
2♣	x	0		23+ bal, or other game force	2d – waiting (Kokish), 2h/s, 3c/d – nat, positive, good suit; 2NT – 3 controls or 10+ HCP		
2♦	x	0		5-11 with any 6-card M	2/3h/s – pass/correct, 4c – bid under your suit 4d – bid your suit		
2♥		5		6-11, 5h – 5 another suit	2s – pass/correct, 3c – to play, 3d – inv to 4h, 3s – nat, inv		
2♠		5		6-11, 5s – 5 in a minor	3c – pass/correct, 3d – inv to 4s		
2NT				20+-22, balanced	3c – puppet Stayman, 3s – puppet to 3NT 3NT - normal		
3♣		6		Natural, preemptive, constructive in red vs white			
3♦		6					
3♥		6					
3♠		6					
3NT				Gambling, solid minor No side A/ K 1 st and 2 nd hand	4c – pass/correct 4d – aska about shortness		
4♣				Natural, preemptive			
4♦							
4♥							
4♠							
4NT							
5♣						HIGH LEVEL BIDDING	
5♦						Standard, cue bids	
5♥							
5♠							