

OPENING	ARTIF	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
1♣	✓	3	4♥	11-22 HCP "better minor"	1♦=3+(bypass M only with FG), 1NT=8-10	1♣-1♦-1NT can have 4-card major (balanced)	
1♦		3	4♥	11-22 HCP	1NT: 6-9 2NT=FG BAL 1M: NAT. 4+ card F1 Inverted raises forcing to 2N or 3m 1c-2d: weak h; 1m-2s: week s; 1m-2h: rev Flannery w inv	1x-1y-1NT: 2 way chkback (2♣=pupp to 2♦, 2♦=GF) Raise can be 3 supp with stiff, Mini SPL, REL=FG new suit: stopper, 2NT=nat, jump bid: shortness	
1♥♠		5	4♦	11-22 HCP, natural, may have 6 card m, May be only 4 card M at 3 <sup>rd</sup> 4 <sup>th</sup> seat	1NT: F1, 1♠=4+ 2M: 7-9, 3 support 2♣=2+ any other 2= NAT. FG, Double jump=SPL 3♣♦: Bergen (3D=INV or minimal BAL FG) 2N=Jacoby raise (FG with 4+ fit) 3NT=spl oM	2N=FG NBAL, 2♣=2+ semiF1 Short suit game try bids, 2M+1 BAL inv Natural, 2M=6cards 3M+1: relay for shortness	1NT not forcing, 2♣=rev. Drury 2♣: max. hand & 3 support
1NT				14,5-17 HCP, balanced 5M, 6m, 5422, singleton H possible	2♣: non-forcing Stayman (doesn't promise 4cM if INV) 2♥/♥, 4♦/♥: transfers, 3♣=55m weak, 3♦=asking for 5M, 3♥/♠=54+m spl. 2♠=trf ♣ and 2N=trf ♦	1N-2♣= can be weak w 44 or 55 M (junk), Smolen 1N-2♣-2♠=inv 5♠ 1 <sup>st</sup> step: accepts game-try. Responder's new suit: SPL	
2♣	✓	0		23+ BAL or FG any	Ctrl: 0/1 - 2 - A+K - 3K - 4 - 5+ 3M= 7 card suit AQ or KQ	Over 2♦ answer 2♥: Kokish rel.	Over interv. on 2-3 level: PODI PORI 3N or higher: P:01, Dbl:2, Bid nat with:3+ ctrl
2♦				weak 2 NV:5+, NV vs V:3-8 HCP	2N=rel	3D=weak, 3N=very good suit 3x=stopper, good hand	
2♥		5	no	weak 2 NV:5+, NV vs V:3-8 HCP	2N: relay, 2♠ NAT F1, 3♣♦: NAT NF, 3♥: to play	on 2N: 3C=good suit and hand or bad-bad, OM=nat 4 card	
2♠		5	no	weak 2 NV:5+, NV vs V:3-8 HCP	2N: relay, 3♣♦♥: NAT, NF, 3♠: to play	on 2N: 3D=good suit 3M=good hand w. stiff, 3N=without stiff	
2NT			no	19,5-21 BAL (5card suit frequently)	transfers 3♠=♣+♦ Slam try 4♣=ORKC ♣	<b>SLAM APPROACH AND CONVENTIONS (including all slam-interest bids)</b>	
						Roman KeyCard Blackwood: (RKCB). 03/14/2+/2-/even+void/odd+void	
						4♣ or ♦ is ORKC when suit is agreed, 4♠ or NT when ♥ and ♠ is agreed trump	
						After answer to Aces, relays asks for honors in a spiral: Ks, Qs, ...	
3♣...♠		6	no	natural preemptive (0-10 HCP)	new suit NAT. F1	Order of suits for spiral: opener second suit, responder suit, opponents suit last, otherwise majority	
						Serious 3N(3♠) when there is an agreed major (15+HCP)	
3NT	✓		no	Gambling minor	4♣ P/C	Cue Bids show 1 <sup>st</sup> or 2 <sup>nd</sup> round control	
4♣♦		7	no	Nat. pre.			
4♥♠		6	no	natural preemptive (0-14 HCP)	4♠/NT RKCB		

Abbreviations: V = vulnerable NV = non-vulnerable HCP = high card points M = major suit m = minor suit F = forcing NF = non-forcing GF = game forcing F1 = forcing for 1 round BAL = balanced NAT = natural

<b>OVERCALLS</b> – General Style: 5c suit, normally sound (V:9-17 NV:11-17) Responses: 1 of a suit:4+ F1, 2 of a suit and jump bids are NAT, nonforcing. 1NT 8-11 NF, CB= Limit+ raise, jump CB=mixed raise Preemptive jump raises. <b>IN.BAL. POS:</b> 8-15 HCP	<b>OPENING LEADS</b>  Honours (the same against suit and NT) Top of sequence (or ask for deblocking) Ace: AK King: KQ, AKJT Queen: DJ, AKD, KDT9 Jack: JT, Ten: KJT, Tx, Nine: QT9, 9x	<b>WBF CONVENTION CARD</b>  <b>TRENKA PÉTER</b> <b>KEMÉNY GYÖRGY</b>  HUNGARY
<b>TAKE-OUT DOUBLE</b> - General Style: can be light if 4441 or 5440 Responses: Natural (plain bid: 0-8, jump bid and 1NT: 8-10)  IN BAL POS: can be 2-3 points weaker Responses: 2-3 points stronger		<b>SYSTEM SUMMARY: GENERAL APPROACH AND STYLE</b>
	Spot cards:	<b>Modified 2/ 1</b> <b>5-CARD MAJORS</b>
<b>1NT OVERCALL</b> Responses 2 <sup>nd</sup> pos: 15+-18 Stayman, 4-suit transfer, trf to opps M: INV w OM 4 <sup>th</sup> pos: 13-16	against suit contracts: 3 <sup>rd</sup> /lowest best, high from doubleton against NT: 4 <sup>th</sup> best from Jxxx or better, otherwise attitude (top of sec.)	1NT = 14,5-17
<b>JUMP OVERCALLS:</b> Normally natural weak 1-suiter, except: Vuln. vs NV: intermediate (11-14), good 6+ carder		<b>RESPONSES</b> 2 OVER 1: GF
	<b>SUBSEQUENT LEADS</b> Responses: T/9=0 or 2 higher Mainly count	<b>CANAPÉ:</b>
<b>UNUSUAL NT:</b> 5-5 or better in lower unbid suits, max. 6 losers Responses: cue: relay for no. of losers		<b>SPEC OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENCE</b>
	<b>SIGNALS</b>	---
<b>DIRECT CUE BID:</b> Michaels (max 6 losers) Responses: cue or NT: relay for no. of losers	a <b>HIGH</b> card is... 1. discouraging (-) 2. odd (1) 3. Smith (-) 4. in own 6+ suit: odd = encouraging, even = SPS	a <b>LOW</b> card is... 1. encouraging (+) 2. even (2) 4. Smith (+)
<b>VS STRONG NT:</b> MULTI- LANDY (15+) dbl: penalty (15+) 2♣ = both Major 2♦ = 1suiter in a major 2♥♠: 5 c suit and 4+ minor 2NT: minors		RE1: RE2: RE3:
<b>VS WEAK or interm. :same</b>		
<b>VS PREEMPTS:</b> X: takeout, (2NT Lebensohl if available), Leaping Michaels On M: jump to 4♣/♦: this suit and OM, On m: 4D=both M, 4C=om & a Mr	<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES</b>	<b>SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE</b>
<b>VS ARTIFICIAL STRONG 1♣ OPENING:</b> weak artificial overcalls: 2Suiters: DBL/2♣=reds or blacks 1/2♥=♠♥ or ♦♠, NT=minors or majors 1/2♦=long major, 1/2♠=long minor one suite	Maximal overcall double Support double, redouble  SOS RDBL	CB.1. Leaping Michaels on opps pre (2 suiters) CB.2. Manfield rdbl CB.3. Lebensohl,
Jumping N= minors or Majors	<b>SPECIAL FORCING PASS SEQUENCES</b>	
<b>OVER OPPONENTS' TAKE-OUT DOUBLE:</b> XX=Manfield. New suit F1 on the 1 <sup>st</sup> level, NF on 2 <sup>nd</sup> , jump bids pre. 2NT=limit raise on 1♥♠. Raise to 3 is PRE.		<b>PSYCHICS:</b> very rare