

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
light overcall, JQ = mixed raise, new suit non forcing, jump in a new suit game forcing
transfers over 1 and 2 of a major doubled starting at NT
XX = 2 trumps and values
1x - P - 1y - 2x or y = natural
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 systems on, balancing 11-16 with range stayman
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
jump overcalls are intermediate when vulnerable, weak when NV
Unusual NT 2 lowest, western q in major
Reopen: Intermediate
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
1c-2d = both majors
Michaels, DBL jump is weak in minors or stopper ask in majors
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3/5	3/5	
NT	4th best	3/5	
Subseq	attitude or 3/5	3/5	
Other: Rusinow with certain exceptions			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	A(xxxx), AK	AKx,AKJx	
King	AKx(xxxx)	AKJT(xxx), KQT9xx	
Queen	KQ or short	KQ or short	
Jack	QJ or short	QJ or short	
10	JT or short	JT or short	
9	T9 or short	T9 or short	
Hi-X	Even	two or small cards	
Lo-X	Odd	some interest	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Count	rev attitude
Suit 2	Count	S/P	rev remaining count / suit preference
3	S/P	S/P	S/P
1	Attitude	Reverse Smith Echo	Attitude
NT 2	Count	suit preference	Count

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO:</b>
<b>PLAYERS: Vincent Demuy - John Kranyak</b>
EVENT (Open/Women/Senior/Transnational)
All
<b>SYSTEM SUMMARY</b>
GENERAL APPROACH AND STYLE
2/1 GF, 5 Card Majors, Light opening, overcalls, preempts NV
2d,2h,2s weak two bids
3NT opener shows solid minor
44-3-2 opens 1d
3-3 minors opens 1c
1M-2c GF clubs or balanced/semi-balanced
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
when we open 1NT - 2D = transfer to H or Invitational hand with 4S
1m-(1H)-1S = denies spades
when we open 1NT - 2C stayman doesn't promise a 4card Major or any values
3NT opener shows solid minor no outside A or K



1♣		3	4s	better minor 11-21	2h = both majors 5-5, inverted minors GF 2d LR, 2NT = strong INV , 3x = preemptive	2 way new minor forcing over 1NT rebid and transfers over 2NT rebid, 1C-1D-1H-1S = weak or GF, other 4th suit GF, 1C-1M-2D = D or 3M-6C ,	1m - (1H)- X = 4/5 S 1S=0-3 S 2H = 6+S
1♦		3	4s	4 unless 4432 11-21	2h = both majors 5-5, inverted minors GF 2s LR 2NT = strong INV , 3c = 6+c inv, 3other= preemptive	2 way new minor forcing over 1NT rebid and transfers over 2NT rebid, 1D-1H-1S XYZ , other 4th suit GF,	
1♥		4-5	4s	5+ 11-21 3/4th may have 4	1NT = semi forcing 3c = LR, 2nt = GF raise, 2 way splinters, 3D = 6+D inv, 3H = mixed vul and wide nv	1H-1S-1NT = Balanced or D , 1H-1S-2D = 15+ with 3S or 6+H	Drury, fit showing jumps
1♠		4-5	4s	5+ 11-21 3/4th may have 4	1NT = semi forcing 3d = LR, 2nt = GF raise, splinters, 3c,3h = natural INV	1S-1NT-2C = Forcing(Gazolo)	Drury fit showing jumps
1NT			4s	13+-16 NV 1,2,3 14+-17 V others	Stayman, 4 way transfers, 2S=size ask or Clubs, 3C = puppet , 3D = 55 minors GF, 3H/S = short 54 minors, 4C=2245, 4D/H = texas, 4S = 2254SF, 4NT = 2254 NF	smolen , delayed slam try texas, delayed weak transfers , transfers after transfer over Majors,	transfer lebhenzol, systems on over double
2♣	*	0	4s	21+-24 balance or GF any	2d waiting all others are transfers	transfer kokish, transfer after showing S, 3M = canape with D	
2♦		5	2D	may have 5 but usually 6	New Suit Forcing, 2NT asking, 4c preempt RKC	3c = good hand no side suit, 3D = bad hand , 3H/S/NT = 4C/4H/4S side suit	
2♥		5	2H	may have 5 but usually 6 , favorable 3is better than 2	NSF, 2NT asking, 4c preempt RKC	3C= good hand no side suit, 3D = 4card minor 3H = bad hand , 3S = 7H , 3NT = 4S	
2♠		5	2S	may have 5 but usually 6 , favorable 3is better than 2	NSF, 2NT asking, 4c preempt RKC	3C= good hand no side suit, 3D = 4card minor 3H = 7S , 3S = bad hand , 3NT = 4H	
2NT			4s	19+-21 balanced	puppet , transfers and texas, 3S = minor suit stayman or Clubs, 4C = D	2NT-3S-4C = likes D	

3♣		6	3C	may have 6 NV but usually 7	NSF, 4d preempt RKC		
3♦		6	3D	may have 6 NV but usually 7	NSF, 4c preempt RKC		
3♥		6	3H	may have 6 NV but usually 7	3S = F 4C = slam try H , 4D = 1 or both m		
3♠		6	3S	may have 6 NV but usually 7	4d slam try S , 4c COG or to play 4H/5c/5d , 4H / 5C/5D = slam try		
3NT	*	7c or 7d	3NT	Gambling , long solid m	4C = pass or correct , 4D = transfer to 4H to sign off , new suit NAT slam try, 4NT slam try m		
4♣		7	4C				
4♦		7	4D				
4♥		7					
4♠		7					
4NT	*			lots of both minors Not slam try			
5♣		8				<b>HIGH LEVEL BIDDING</b>	
5♦		8				Forcing pass when our side has promised game forcing values	
5♥							
5♠							

