

DEFENSIVE AND COMPETITIVE BIDDING
SUIT OVERCALLS (Similar in balancing)
1x Overcall: 5(4)+, 9-16(17)DP Advancing: New suits: 1y: 9+ DP 4+, 2y: 9-13 DP 5+ CUE is 9+ fit or 14+ no other bid, All NT bids are NAT 2x SUPP is 5-8P 3+, 3x SUPP is 5-7P 4+. Above 2NT new suits with jumps show 4+ fit and 3x-1>8-10, 3x-2>11-13... 2x Overcall (No jump): 5+, 11-16DP Advancing: CUE is 1RF asking. 3x SUPP is 8-10 DP.
1NT OVERCALL
1NT O/C on 1m: 15 ⁺ -18-HCP; Any 1NT Balancing 12 ⁺ -15 ⁻ Advancing: As if it were a 1NT opening (Disregard opener). 1NT O/C on 1M: 11-16DP Other M 4+ and a 5+ m Advancing: 2/3♣ P/C, 2♦:9+ M fit, CUE: 9+ no fit in M 1NT after 2 suits bid is also 4&5+ (If 1♣ opening is 2+ ♣s poss)
JUMP OVERCALLS (Also after 3 passes)
2x Jump Overcall: 7-12DP, Balancing: 11-13DP 3x Jump Overcall: same as opening, Balancing: 13-16DP Responses (2NT natural, cue: INV+): After a 2/3x overcall new suit bids are 1RF.
DIRECT & JUMP CUE BIDS
MCB strength: NV: Weak or Strong, VUL: Medium/Strong. (1M)-2M: Mm, (1m)-2♦:MM, (1m)-2NT:mM, (1M)-2NT:mm (1x)-P-(1y)-2y is NAT, 2x is bi-color strong, 2NT is weak 5-5 (1m)-3m is natural pre-emptive, (1M)-3M is asking for stopper.
VS. NT OPENING by OPPONENTS
VS any 1NT opening that can include 16P (Strong): Multi/Landy X: A long m and a 4 card M or many 17+ hands 2♣: M+M, 2♦: One long M, 2M: 5+ and a m, 2NT: m+m Vs Any 1NT opening that can't include 16P (Weak): Transfers up to 3♣, except 2♣ for M+M, 2NT: m+m
VS. PREEMTS
X: Take-out, Cue-bids MCB, except (3m)-4m is any 2 suits. Jumps: stronger than no-jump (Except strong option Multi bids) 2NT: 15 ⁺ -18-HCP, Advancing: Without Opp's known M: Puppet With a known M, 3m to play, 3M 1RF, CUE is Stayman Only after opp's 3♠ opening: 4m is ♥+m
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♣
On 2♣ (and 2♦ response): 2N: ♠+any, 3N: ♥+m, 4N: m+m. On Strong 1♠: 2♦: ♠-♥, 2NT: M-♦, 1NT: any-♣. On 2NT (and 3♣ response): 3N: ♠+any, 4m: ♥+m, 4N: m+m
OVER OPPONENTS' TAKE-OUT DOUBLE
1x-(X)-2y is non-forcing: 6-10 DP NAT, XX: 11+, 1y is 6+ 1x-(P)-1y-(X)-Pass is 3 card fit basic hand (XX is a strong hand)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit*	
Suit	3 rd /Low (3 rd from 6 cards)	3 rd /5 th	
NT	2 nd /4 th (Top of doubleton)	3 rd /5 th	
Subseq	Depends; 1 st attitude, 2 nd count or 3 rd suit preference		
Other: Leading from 5+ card promised suit against NT: 3 rd /Low			
In a suit that partner promised 4+, before you did, we lead natural top of sequence; not Russianow.			
LEAD	Vs. Suit	Vs. NT	
Ace	Ax(+), AKx(+), ATT		
King (Kantar)	AKQ(+), AKJ(+), KQJ(+), KQ10(+), Kx, AK asks for UB and if not CT		
Queen	KQx(+), Qx	QJHx(+), KQxx, KQx, Qx, AQx	
Jack	QJ(+), Jx	J109x(+), J108x(+), J10x, HJx, Jx	
10	HJ10(+), J10(+), 10x	HJ10x(+), 109(+), H10x, 10x	
9	H109(+), 109(+), 9x	H109x(+), H9x, 9x	
Hi-X	Xx, xxXxxx	xXx(x), Xx, HXx	
Lo-X	xxX(x), xxxxX	HHxX..., xxxXx..	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	ENC (Lo: Like)	CT (Lo: Even)	S/P (Lavinthal)
Suit 2	CT (Lo: Even)	S/P (Lavinthal)	ENC (Hi: Like)
3	S/P (Lavinthal)		
1	ENC (Lo: Like)	CT (Lo: Even)	S/P (Lavinthal)
NT 2	CT (Lo: Even)	S/P (Lavinthal)	ENC (Hi: Like)
3	S/P (Lavinthal)		
S/P (Lavinthal) when following the trump suit, when single in dummy or obvious not to continue, when there are 2 other potential suits to signal for (otherwise hi ENC)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
In general, Xs are take-out oriented unless clearly for penalty. Our take-out X promises all unbid suits (3+). Occasionally, with a 2-card minor possible. Conversion of (1x)-X-(P)-1NT-(P) to a suit shows 5(44) 10-11P. Advancer's CUE promises 8+ P & 2+ suits to play or any GF. Double jumps INV points (8-11) & 5+, triple jumps same but 6+.			
SPECIAL, ARTIFICIAL & COMPETITIVE X/XXs			
1NT-(P)-P-(X)-XX promises a 5+ suit. Dbl of suit slam: Lightner Dbl of 3..7 NT: Lead dummy's 1 st suit			
After opponents X an artificial bid (Unless otherwise agreed): - XX is for weakness in the suit - Pass is values/length in the suit.			

W B F CONVENTION CARD
CATEGORY: Green NCBO: UAE PLAYERS: Elvan Edis - Timur Edis (L1-T2)
SYSTEM SUMMARY
(Unusual agreements marked in yellow)
5533 (Preferred minor) 1NT: 12⁺-15⁻ HCP , (Except when we are Vul & you are not or in the 4 th seat: Then 15 ⁺ -18 ⁻ HCP) 2♣: 22+DP always unbalanced, can be trick based (8.5+) 2♦: 22+DP bal/semibal hands Weak Openings: 2M (6+ cards or 5/4+m), 3x, 4M, 3NT(=4m) 4m openings (and jump overcalls): 6+ and a 5-card M. 2 over 1 bids promise rebid, but not game forcing (11+DP). 1x-1y-1/2NT can have 4-card M (even fit) We play splinters, inv m raise (F2NT), 2-way CB, Puppet, lebensohl, reverse Flannery, Multi/Landy overcalls. 4 th suit below 2NT only forcing to 2NT. Raptor 1NT overcalls over 1M openings Oth M 4 & 5+ m
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Our NT bids can be done with semi-balanced hands and can even have a singleton honor (especially with a minor). When we have a ♥ fit we switch NT and ♠ bid meanings. Even after 2♥ opening 2♠ is an asking bid, 2NT shows ♠s.
We use distribution point limits with unbalanced hands, adding points for length before a fit and adding points for shortness after a fit. See the other page for details. After 1M opening, responses between 2M+2 and 3M-1 show 4+ fit, 8-10DP and: 2M+2: 8-10DP, Either M-1 is short or no shortness; then 2M+3 Question: Is M-1 short? 3M-1: Not short 3M: M-1 short 2M+3/4: 8-10DP, suit below is short.
SPECIAL FORCING PASS SEQUENCES
After 22+ HCP or 23+ DP is established in our partnership all passes to opponent's bids at level 4♥ and above are forcing. Passes to overcalls on strong openings (2♣/2♦) are GF.
IMPORTANT NOTES
Russianow leads against suit contracts: 9 to Q. Except leading P's 4+ promised suit or a pre-empter leading a side suit
PSYCHICS: Sometimes after partner's pre-empts

Opening	Artificial?	Min # of Cards	Neg X till	DETAILS				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1m		3	4♥	Preferred m 13-21DP ♣ when 3-3 ♦ when 4-4/5-5/6-6	Inverted m Raise (F2NT), jump in oth m: 8-10DP & fit 2♥: Reverse Flannery (5+/4+ ♠/♥ 6-10 DP) 2♠: Reverse Flannery (5+/4+ ♠/♥ 11-12 DP) Jump 3x: Splinter (14-16 DP or 20+)	1x-1y-1NT shows balanced hand, does not deny 4-card M (even fit if 1NT was weak) After 1m-1x-1NT: 2-way After a 2NT rebid by opener: Natural. 1♦-2♣-2♦ can still be 3-card.	Having passed initially does not change bidding much. (No Drury) After Opponents Overcall: New suits are NAT. Doubles are negative but don't promise 4M: 1m-(1♥)-X denies 4-card ♠.	
1♥		5		5-card+, 13-21 DP	Forcing NT (no upper limit) Splinters (3NT for ♠ spl., if 1♥ opening) 3M-1, -2, -3: 8-10P (see cover for details)	2♠: 11-13/17-19 DP, 4+ fit (Subsequent: short trial) 3♠: Bal, 14-16/20+ DP, 4+ fit	1♥-1♠-1NT-2♥: 1RF, ART (2m is sign-off) 1M-2y -2NT: 15-17 HCP, 1x-2y-3y: 17DP+ After all 1M-2M bids: Invite on shortness 1x-1y-4x: 20-21DP 3-card support, long x. 1x-1y-3NT: 20-21 DP ideally 6331 (Short y) 1x-1NT-3NT: 20-21 DP, 6-card x	After a 1M opening, if there is an overcall, jump new suits below 3M: 8-10 DP, 4+ fit and this suit is not short (if more than 1 option).
1♠						2NT: 11-13/17-19 DP, 4+ fit (Subsequent: short trial) 3NT: Bal, 14-16/20+ DP, 4+ fit		
1NT		-		12+-15- HCP except: In 4th seat, or VUL vs NV we play 15+-18-	TRF, 3-response STAY, SA Texas (4♣>♥ 4♦>♠), m TRF (2♠>2NT, 2NT>3♣), 3M: Slam interest in m (♥>♣, ♠>♦)	4M: NAT 3m: NF but constructive,	After 1NT openings: No Smolen Breaking TRF w/3M: min, 4+ Breaking TRF oth: max, 4+, NAT	Lebensohl on NAT bids, delayed Lebensohl on artificial overcalls. If opps Dbl, system on. Rdbl: 5+ m
2♣	x	-	No	22DP+ unbalanced, or trick based (8½+ for Majors, 9½+ for minors)	2♦: ART, GF (4+ P or a K), 2♥: Bust (0-3P) 2♠: 4+ P, ♠+any, 2NT: 4+ P, ♥+any 3any: 8+ P, 6+ good cards 3NT: 4-7P, m+m	2♣-2♦-2NT: 3 suit hand, 3♣ asks short suit. 2♣-2♥-2♠: GF, ART. More than 1 option. 2♣-2♥-2NT: Don't know where to sign off.	Pass on overcall is GF. X or XX is weak hand (0-3, no K) Suit bids are 4+ P, GF, NAT	
2♦	x	-		22DP+, denying short suit (may have Honor single m)	2♥: Relay, 2NT: 5-card ♥, slam interest 3x: Slam interest in this suit	After a 2♦-2♥: 2NT: 22+-24- 3NT: 26+-28- 3x: 6+, 22-24, 2♠: GF (Then: Puppet/TRF)	After 2♦-(2M)-2NT is lebensohl	
2♥		5		7-12 DP, 6+ cards (4 card other M possible)	2♠: Asking 2NT: 5+ ♠, 1RF	3m: Constructive but NF. Jump new suits: NAT, GF	After Asking: 3any: 2-suiter (If M/M: 6/4, if M/m 5/4+) 3M: Min, 6+ suit, Splinters: Max, good suit 3NT: 6+ bad suit, max. 4M: No splinter	When there is no bid to invite, X becomes invitation. (In such situations weak opener can re-open with a X for take out.)
2♠		5		or 9-12 DP, 5 cards with 4+ m	2NT: Asking. 3♥: 5+, 1RF	(We don't play splinters by responder after weak openings)		
2NT		-		20+-22- HCP 5-card M possible	TRF, Puppet Stayman (3NT answer shows 2♠, 2-3♥) (3♦ answer to Puppet promises 3-4♠ or 4♥ or both) 3♠: m Stayman, 4m: RKCB, 4M: NAT	Simple acceptance of transfer is 2-card, 4M is 3-card, cue bids are 4-card. After 3♠: 4♣→♦ fit, others →♣ fit & KCs	If there is an overcall on Puppet (including Dbl), we move to natural bidding. No more Smolen.	
3any		7(6)		9-12DP (5½ - 6 ½ tricks)	New suits are forcing 4 m raises are pre-emptive.	After 3m-3M: 3NT: short M, 4m: 2-card SUPP, other suits: 3-card SUPP and splinter		
3NT	x	-		7-8 trick m pre-empt	4/5/6/7 ♣♦: P/C, 4M: NAT, 4NT: are you 7 or 8 tricks?	On 4NT: If 7 tricks 5m, if 7.5: 5M, if 8: 6m		
4m		6		6+ and a 5-card M (13-16DP)	4♥/♠: P/C Other m: RKCB on m, 4NT RKCB on M	HIGH LEVEL BIDDING (SLAM TOOLS)		
4M		8(7)		(7 - 8 tricks)	Our Distribution Point Counting Style		1st&2nd round controls. We have it, we bid it. We don't we, we skip. Except 3rd suit.	
4NT	x	-		Minors (8 - 9 tricks)	- No Fit: Extra P for length: 5th&6th 1, 7th onwards 2. - Indirect fit (One side is lacking 4 cards in trump): Extra points for shortages only (1, 2, 3) - With direct fit (Both sides 4-card+ trump suit): Shortages: 1, 3, 5 P. For every extra trump 1P. Upgrades: 2 Aces +1P, for 3 or 4 Aces +2P. Downgrades: -1P for unsupported Queens and Jacks.		Captain always gets KC answer, if time for RKCB partner will jump to responses. KC answers are 03 / 14 / 25-Q / 25+Q / even with a void / odd with this void 4♠: RKCB with ♥ fit, 4NT w/ ♠. 4m Minorwood (4NT always NEG bid) Q question with answers showing Kings by name. (Return to suit denies Q) King asking (GS inquiry): Next step after Q asking. Reponses: Name the King. DOPI, DEPO if intervention, on Xs no change but "Pass/XX" showing problem A balancing X to a slam; after a high-level competition, not allowing opponents to ask for KCs; shows only 1 defensive trick and willingness to further compete.	
5m		8		(8.5-9 tricks)				