

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			WBF CONVENTION CARD	
OVERCALLS	OPENING LEADS STYLE				
Sound at 2-level; New suit=NF unless they open at 2+ level; 1NT=8-12, stopper		Lead	In Partner's Suit	Category:	Natural - GREEN
To 1M overcall 2NT= LIM+; JUMP CUE= LIM, 3M= MIXED all 4+ trumps	Suit	3rd=even; low=odd	same	Country:	HUNGARY
CUE: F with new suit or STR raise	NT	4 th OR 2 ND	3rd=even; low=odd	Event:	
TRF advances after (1x) – 1M – (DBL), (1m) – 1H – (1S), (1S) – 2H – (DBL), and (1S) – 2H – (2S),	Subseq	ATT		Players:	L. LINCZMAYER — P. MAGYAR
	Other: 4th or 2nd THROUGH DECLARER IN NT ezt nem játszuk!				
	LEADS				
1NT OVERCALL	Lead	Vs. Suit	Vs. NT	SYSTEM SUMMARY	
15-18 HCP; System as over 1NT opening	Ace	AKx(+); Ax(+)	same	GENERAL APPROACH AND STYLE	
LEBENSÖHL	King	AK; AKQ(+); KQ(+)	KQ(x+); AKJ10(x): asks Q	5-card Majors in 1st, 2nd;	
REOPEN: 1NT=10-14 HCP; 2NT=19-21 HCP	Queen	QJ(+)	QJ(x+); KQ109(x): asks J	Semi-forcing 1NT over 1H/1S	
4TH LIVE: NAT, 15+-18+HCP	Jack	J10(x+); KJ10(x+)	J10(x+); KQJx; AQJx; HJ10X	Weak 2D/2H/2S	
	10	109(x+); H109(+)	10 0/2 higher	Balanced minimum opening = 12 HCP	
JUMP OVERCALLS:	9	9(x)	9 0/2 higher		
1-Suit: PRE EX: 1C – 2D AND 1X–3C GESTHEM	Hi-x	Sx; HxSx; HxSxxx	xSx(x+)	1NT Openings: 15 – 17	
2-Suit: 2NT=2 lowest suit	Lo-x	HxS; HxxxS; xxxxS; xxS	HxxS(x)	2 OVER 1 Responses: 1D - 2C = FG, 1M - 2X = FG unless responder rebids his suit	
Reopen: 2NT=BAL(19-21), system as over 2NT opening	SIGNALS IN ORDER OF PRIORITY				
Jump O/C = 6+ good hand: then 2NT and new suit : F1		Partner's lead	Declarer's lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
	Suit:1st	ATT: Hi=ENCRG	Count: Hi/lo=Even	ATT	
DIRECT AND JUMP CUE BIDS:	2nd	Count: Hi/lo=Even	S/P	Count: Hi/lo=Even	3NT = GAMBLING with little outside strength
CUE: DIRECT or over 1NT resp GESTHEM.	3rd	S/P		S/P	
1C – 2C NAT	NT:1st	ATT: Hi=ENCRG	S/P	ATT	
	2nd	Count: Hi/lo=Odd	Count: Hi/lo=Odd	Count: Hi/lo=Odd	
JUMP CUE: NAT /m in direct; else STOP ASK	3rd	S/P		S/P	1M RESP may bypass 1D
VS NT:	Signals (including Trumps): Trumps: Hi-lo=ODD or S/P			VS M MICHAELS: CUE of M=COMP OR GF raise, RAISE and 4 TH suit=INV	
DBL=PEN; MULTI-LANDY: in direct and reopening position	STD Present count			VS m MICHAELS: CUE of M=ASK for STOP, unbid suit=NF	
2C: S+H, then 2D asks, 2NT relay	DOUBLES			VS 2-suited O/C: CUE = ART, RAISE and 4 TH suit=INV	
2D: S or H, then 2M and 3m NF, 2NT relay	TAKEOUT DOUBLES (Style; Responses; Reopening)			VS NAMYATS: DBL of opening (relay)=T/O of suit; delayed DBL=PEN	
2M: M+m, then 3C=P/C, 3D=NF, 2NT relay	May be light with classic shape;			VS FLANNERY2D: DBL=HCP, 2H=T/O; VS FLANNERY2H: as for WK 2H	
2NT: minors or strong two suited	CUE-BID=F until a suit is bid twice or advancer bids NT.			VS unspecified openings: DBL=HCP but no force created, delayed DBL=T/O	
	RESP DBL after M <4OM; 1NT=7-11, stopper			LEBENSÖHL	
VS PREEMPTS:					
LEB after (WK2x)-DBL; 2M-4m = OM+m; vs. Multi: DBL=HCP	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES / REDOUBLES			FIT-SHOWING JUMPS by passed hand after 1M opening	
DBL=T/O thru 4S; 4NT: /4H = C+D, /4S = any 2 suited, /4m = NAT	NEG DBL THRU 4D or 4H after 1m			FIT JUMP SHIFT BY PASSED HAND	
3-level CUE= STOP ASK ; (3m)-4D = H+S; (3C)-4C = D+M; (3H)-4H = S+m	NEG DBL THRU 4H after 1NT opening			COMP CUE = LIMIT+ RAISE, JUMP RAISE = PRE, JUMP CUE = SPL	
	1m-(1H)-DBL: exactly 4S				
VS ARTIFICIAL STRONG 1♠ OPENING:	SUPP DBL / RDBL (up to 4H), ex 1C-(P)-1D-(1S): DBL=4H			SPECIAL FORCING PASS SEQUENCES	
DBL=blacks or reds; 1D= C+H or D+S; NT=minors or majors	AFTER C/S DBL / BID, DBL=C/S / ART BID, DBL=T/O / NAT BID			PASS is semi-forcing on low overcalls (penalty double)	
Applies vs. STR 1/ 2C	AFTER C/S DBL / BID, IF 1 ST DBL=T/O, 2 ND DBL=PEN				
	MAX DBL				
OVER OPPONENTS' TAKE-OUT DOUBLE:				PSYCHICS: rare	
/1m – (DBL): New suit F at 1-level only; JUMP SHIFT = FITJ	L/D DBL				
JUMP RAISE = PRE; 2NT = Limit raise or better	Repeat same suit NEG DBL=T/O				
	RESP DBL THRU 4H				
/1M – (DBL): New suit F at 1-level; 1H – (DBL) – 2S = LIM+ 3 CARD RAISE	4th seat DBL of third suit = 4th suit + tolerance				
1NT, 2C,...2M-2=TRF real suit or Lead directing with FIT					
2M = BAD RAISE; 2M-1 = GOOD RAISE;					
2NT and higher bids = SYSTEM ON					

OPENING	ARTIF	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣♦		3	4♥	11-22 HCP, "better minor"	1C-1D: longest suit or 4M/4D, INV+; 1D-2C FG 2m = F1 (10+, no M); 3m = PRE; 1NT = 6-10 2NT = INV; 3NT = 16-17; 1D-3C = INV JUMP SHIFT FG, (DALLAS)	After opener's 1NT rebid: 2C = F1, jumps = INV After opener's jump 2NT rebid: 3C = CHECKBACK 1D-2C-2D = MIN; 1D-2C-2NT = MIN 1m-2m-2NT = NF; 1m-2m-3m = NF 3RD suit and 4TH suit F1 (FG if reverse)	3RD and 4TH suit NF unless reverse
1♥♠		5	4♦	11-22 HCP, natural 4-cards in 3rd/4th possible	semiF-1NT (6-12), 2x = FG unless responder rebids his suit 2C = NAT or BAL or FIT 2M = constr; 3M = PRE 2NT Jacoby 3C (INV) and 3D (not constr) = RAISE with 4+card-FIT 1M-3NT(OM), 4C and 4D = SPL 1H-2S = NAT, FG; 1S-3H = NAT, PRE	Auto-SPL / 1NT RESP 1M-2M: 3M=PRE; 2M+1= Relay; new suit= short suit game-try 1M-2NT: 3C=MIN; 3D,3MM and 3NT(club)=SPL; 4C, 4D and 4H=void 1M-3C-3D and 1M-3D-3MM shortness ASK; others SPL	1NT = 6-12, Semi-forcing 2C = raise, M rebid = no interest JUMP in new suit = FIT 2NT = 6+ clubs INV double JUMP SHIFT = SPL
1NT			4♥	15-17 HCP 5M, 6m, 4H5m OK	2C: non-forcing STAYMAN JACOBY (3--suits, 2NT = D); TEXAS 2S = size ask (BAL INV or C+D), opener's 3C/D accepts if INV 2NT, 3C = TRF 3D and 3M SPL 4D and 4H = TEXAS TRF	/STAY: RESP 2H = WK both majors; 2S INV; 3M = INV if raise or SMOLEN; 3OM = slam try in opener's M /Jacoby 2D and 2H: game raise= slam try, new-suit jump = SPL / 2S 3C=STOP mm; 3D =5+5 mm , 3M SPL 5+4+mm / 2NT and 3C : new suit = SPL / 3D,3M NAT	
2♣	Y	0		23+ BAL or FG any	2D = waiting, 2H = NEG, others = NAT good suit (2NT = H)	New suit jump = SPL; double raise = picture; 2C-2D-2H = KOKISH	
2♦				WK, NAT	2H = relay; 2S = NAT F1; 2NT = H, F1; 4C = KCB	/2H: 2S, 2NT good hand, 3C good suit, 3D MIN	
2♥♠				WK, NAT	2NT = relay; OM NAT F1; 3m: NAT NF; 4C = KCB	/2NT: 3C GOOD SUIT 3D GOOD HAND, 3M MIN 3OM 64	
2NT				20-22 BAL	STAYMAN ; 3S = MINORS; JACOBY 4C=6+H ; 4D=6+S; 4H=6+C; 4S=6+D slam try	/STAYMAN: 3NT= 4H + 4S, over 3NT 4D=H and 4H=S; SMOLEN; /4C 4H FIT, 4S = KCB, 4H=TP, /4D 4H FIT, 4NT=KCB, 4S=TP /4H 4S = KCB, 4NT=TP, /4S 5C=KCB, 4NT=TP	
3♣				all 3x = PRE, NAT	new suit = NAT, F; 4C / D = RKCB		
3NT	Y	7		SOLID minor, little outside	C bids = P/C; 4D = asks shortness	/4D: 4M = S/S; 4NT = no S/S; 5m = short Om	
4♣				all 4x = PRE, NAT	4M NAT, 4NT = KCB	HIGH LEVEL BIDDING SPL RAISES: 3NT, 4C and 4D /1M opening; single jump in 4TH suit if one level above reverse; single jump in 3RD suit if 4-level or reverse; double jump in 4TH suit; four of opener's minor after new suit rebid; jump shift by 2D responder to 2C; double new suit jump after 1NT response.	
5♣				and 5D = PRE, NAT		SLAM METHODS: KCB-03, 14, 2, 2+Q, EVEN+VOID, ODD+VOID; 1Step asks trump Q, agreed suit = NO Kickback, DOPI, DEPO Last Train; FRIVOLOUS 3NT Picture jump in forcing situations; Pass and pull = STR in forcing auction	

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

OVERCALLS – General Style: can be good 4 on 1, normally sound (9-17)		OPENING LEADS		WBF CONVENTION CARD M KOVÁCS — M DUMBOVCH — L LINCZMAYER Hungary	
Responses: <i>New Suit = NF unless they open on 2+ level.</i>		Honours against suit			
1NT 8-11 NF, 2NT 12-14 NF, 2 ♠ on 2 ♣ overcall is relay					
Limit jump raise, jump CB: 4+ fit, 10-12 pts					
IN.BAL. POS: 7-17 HCP		RUSINOW second best from sequence			
TAKE-OUT DOUBLE - General Style: can be light if 4441 or 5440		Honours against NT			
Responses: <i>Natural (plain bid: 0-8, jump bid and 1NT: 8-10)</i>					
		Ace: AKx+		SYSTEM SUMMARY: GENERAL APPROACH AND STYLE	
IN BAL POS: <i>can be 2-3 points weaker</i>		King: KQx+.			
Responses: 2-3 points stronger		Queen: QJ10+ or KQ109+		STANDARD AMERICAN	
		Jack: JTx+, QJx		5-CARD MAJORS	
1NT OVERCALL Responses		10 & 9 0/2 higher		1NT = 15+ -18	
2 nd pos: 15-18 Stayman, transfers					
4 th pos: 12-15 Stayman. transfers.		Spot cards:			
		against suit contracts: 3 rd d/ LOW ^h , high from doubleton		RESPONSES 1M – 1 NT: F1 2 OVER 1: almost GF	
JUMP OVERCALLS:		against NT: attitude		CANAPÉ:	
PRE Except 3 ♣: Two suiter: both highest unbid suits					
Responses: 2NT relay over 2-level overcalls		SUBSEQUENT LEADS			
		Mainly attitude			
UNUSUAL NT: 5-5 or better in lower unbid suits				SPEC OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENCE	
Responses: cue: F1		SIGNALS			
		SUIT CONTRACT		OP1:	
DIRECT CUE BID: GHESTEM		a HIGH card is...	a LOW card is...	OP2:	
Two suiter: the highest and the lowest unbid suits		1. encouraging (+)	1. discouraging (-)	OP3:	
1 ♣ - 3 ♣: ♠ + ♦		2. even (2)	2. odd (1)	OP4:	
VS. NT		3. SPS	3. SPS		
dbl: penalty (15+)				RE1:	
2 ♣: ♥ + ANY		NT CONTRACT		RE2:	
2 ♦: ♠ + ANY		a HIGH card is...	a LOW card is...	RE3:	
2 ♥♠: NAT		1. encouraging (+)	1. discouraging (-)		
2NT: very good two suiter		2. odd (1)	2. even (2)		
VS PREEMPTS: X: takeout, 2NT Lebensohl if available,		3. SPS	3. SPS	SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE	
jump to 4 ♣/ ♦: this suit and other major in 5-5 or better, 4-5 losers		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES		CB.1. two suiter overcalls	
				CB.2. LEBENSOHL	
VS ARTIFICIAL STRONG 1 ♠ OPENING: weak artificial overcalls:		MAX DBL		CB.3.	
DBL = two suiter 2red or 2 black					
1NT=2 suiter club+heart or diamond+spade					
2NT = two suiter 2minors or 2 Majors		SPECIAL FORCING PASS SEQUENCES			
OVER OPPONENTS' TAKE-OUT DOUBLE:		PASS is semi-forcing on low overcalls (penalty double)			
XX: 10+ HCP. New suit F1 on the 1 st level, NF on 2 nd , jump bids pre.				PSYCHICS: rare	
2NT limit+ raise , Jump Raise is PRE.					

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 cards if 4=4=3=2	1M: NAT. 4+ card F1 1NT: 6-10, 2N=13-15, 3N=16-17 BAL inverted raises	2♣. Checkback new suit: stopper, 2NT: artif. slam try, jump bid: shortness	
1♥♠		5	4♦	11-22 HCP, natural	1NT: F1, most of 6-12 and 16-17 BAL. 2M: 6-10, 3+ support 2X NAT. FG except 3X, 2NT BAL. FG. Splinters, 3NT: 4 cards up	2m can be 3 (2) card short suit game-try Natural 3M+1: relay for shortness	1NT not forcing jump shifts: FIT BID
1NT		13	3 rd l.	15-18 HCP, (semi-)balanced possible with 5-card major or 6 card minor or 5422 distribution	2♣: non-forcing Stayman 2♦♥, 4♦♥: transfers 2♠=♣ + ♦ FG 2NT puppet to 3♣ 3♥=♣, 3♠=♦ FG	responder's 2-bids INV., 3m NAT. FG jump bids: Fragment 3♦ to play 3♥♠NT 4441 4♠/♦ RKCB	Lebensohl
2♣	✓	0		23+ BAL or FG any	2♦: waiting, 2♥...3♦: positiv & good suit		
2♦		5	no	weak vul. dependent	2NT relay, 2M F1		
2♥		5	no	weak vul. dependent	2N: relay, 2♠ NAT F1, 3♣♦: NAT NF, 3♥: to play		
2♠		5	no	weak vul. dependent	2N: relay, 3♣♦♥: NAT, NF, 3♠: to play		
2NT			no	20-22 BAL	Stayman, transfers 3♠=♣+♦	SLAM APPROACH AND CONVENTIONS (including all slam-interest bids)	
						Roman Blackwood: RB	
						1 st step: 0/3, 2 nd step: 1/4, 3 rd step: 2	
						JOSEPHINE	
3♣...♠		6	no	natural preemptive vul. dependent	new suit NAT. F1	4♣ is RB when ♣ suit is agreed, 4♦ when ♦, and 4NT when ♥ or ♠	
3NT	✓	7	no	GAMBLING	♣ bids to be corrected, 4♦ asks shortness	lower bids can be RB after support	
4♣♦	✓	7	no	natural preemptive vul. dependent			
4♥♠		6	no	natural preemptive vul. dependent		Cue Bids do not necessarily show 1 st round control	

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