

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
SOUND (rarely light): 1 or 2-level overcalls
resp: F1 on 1, NF on 2, NF/GF on 3 (after strong bid/preempt)
Jump Raise=PRE; RESP X, Transfers after (1x)-1M-(x)
CUE (non-jump): FIT INV+ / GF any; Jump 3CUE = 7-10 4-fit (1x)-2y(non-jump)-(x)-xx: min. Hx in y
X of 3 rd suit on 1- or 2-level: 4th suit (5+) & supp (Hx or 3)
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd /4 th live: 15-18HCP, SYS ON
4th: 12-15HCP, SYS ON
Rubensohl
1N-(2x NAT)-x: TO; 1N-(2x ART)-x: CS (forcing to 2♠)
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-Suit: aggressive, sound 4 th seat/reopening (12-15)
2-Suit: 2NT: unusual (2 lowest unbid)
Reopen: 2NT is 18-19HCP
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct cue: Michaels (also over 1x-p-1N)
Jump cue: looking for stopper (gambling)
(-> 3♦/4♣ P/C; others like over 3PRE opening)
(1m) - 4m = STR long M, P/C RESP; (1♥) - 4♥ = STR long S
VS. NT (vs. Strong/Weak; Reopening; PH)
Vs. 1N: 2♣: majors 54+; 2♦: (5)6+ ♥/♠; 2M: 5M&4+m; 2NT: ♣+♦
X by non-PH: PEN (from NT's mid-range – 2 nd better, 4 th lighter)
X by PH: 4M+5m
Vs. 2N: NAT;
REOP: same; 1x-(1N)-Multilandy
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
Leaping Mich: 2/3M-4m: OM+m, 3m-4♣ om+M, 3m-4♦ majors, vs. multi 2♦ too, not vs. prec 2♣
Vs. Multi: X=5+ card M, 2M=T/O X of M -> LEB, 2NT/3m=NAT DBL=T/O thru 4H, LEB after (WK2x)-DBL, RUB /1x (2jump)
4NT: /4♥ = ♣+♦, /4♠ = any 2 suiter, /4m = NAT
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
vs. STR 1♣: X 44+ Majors; 1N Major+minor 2♦ Majors
VS. STR 2♣: X 44+ Majors; 2N 2 suites (min. 1 minor); Rest: NAT
VS. STR 1♣-1♦: X 44+ Majors; 1N Major+minor 2♦ Majors
OVER OPPONENTS' TAKEOUT DOUBLE
XX INV+ & PEN intentions; 1M-(x)-Xfer
1M-(x): 2NT: 4-fit & INV+
1m-(x): 2NT: 5-fit & 7-10, JUMP PRE

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd=even, low=odd	same	
NT	4 th (from at least J), top/2 nd	3rd=even, low=odd	
Subseq	count		
Other: K from AK if singleton outside, or against 4X!/5X or higher			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+), Ax(+)	AKx(+)	
King	AK, Kx, KQ(J)(+)	AKJ10(+), KQ(J)(+)	
Queen	Qx, QJ(+)	QJ(+), KQT(+)	
Jack	Jx, J10(+), KJT(+)	same	
10	Tx, QT9(+), 109(+), AJT(+)	same	
9	9x, AT9(+), KT9(+)	same	
Hi-X	Xx, 3rd=even, low=odd	4 th (from at least J), top/2 nd	
Lo-X	3rd=even, low=odd	4 th (from at least J), top/2 nd	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1st	low: enc/even	low: even	low:encouraging
Suit 2nd	low: even	S/P	low: even
3rd	S/P		
1st	Low: encouraging	Smith (low: like)	low:encouraging
NT 2nd	Low: even	low=even	low: even
3rd	S/P	S/P	
Signals (including Trumps):			
Smith reversed, from both side			
Trump echo (hi/low suggests ruff)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Aggressive until 4♥, emphasis on majors, Equal Level Conversion all levels			
Near Opening Values; After TO X: Cuebid of m/M is INV+			
(1X)-Dbl-(P)-2M: INV with 4M, (1X)-Dbl-(P)-3M: INV with 5M			
(1m)-x-(1M): x PEN			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLs/RDBLs			
NEG X THRU 4♥ (/1m), 4♦ (/1M), 3♠ (/1NT), RESP X THRU 3♠			
SUPP X THRU 2M, CS between 2M-3M			
4 th seat double of 3 rd suit = 4 th suit (5+) & tolerance in P's suit (Hx / 3)			
1N-(2x NAT)-x: T/O; 1N-(2x ART)-x: CS -> forcing to 2♠, from 2♠: X T/O			
Card-showing X frequent, following -> forcing to 2♠, from 2♠: X T/O			

W B F CONVENTION CARD
HUNGARY
VILLŐ SZÚCS – GYULA BÓDIS
CATEGORY: NATURAL GREEN
EVENT: 2019 MIXED EUROPEAN TEAM CHAMPIONSHIPS
SYSTEM SUMMARY
Standard American, 5 card major, better minor
2 over 1 GF, 1M-1NT: F1
1NT (14)15-17HCP
Frequent non-penalty doubles
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2-level openings are wide-range in 3 rd seat (0-13 / 4-13, NV/V)
COMP CUE limit+ with fit or GF any
1M-(x)-Transfers until 2M-1 (2M: bad raise)
Lebensohl when forced + game poss. (/ TO X of wk2)
Rubensohl: 1N-(2x) + 1x (2jump)
1NT-2♣-2♦-2♥ WK with 4+4+ ♥/♠
1♦-3♣ INV 6+♣; 1NT-3♣ WK ♣+♦
1♣-1♦ with 3+♦s (& Walsh)
SPECIAL FORCING PASS SEQUENCES
STR ART 2♣-(any)-Pass: Forcing to Dbl w/ BAL
NAT STR 2NT-(any)-Pass: F1
IMPORTANT NOTES
Tend to pass COMP DBL at 3+ level when BAL
PSYCHICS: rare

[illegible]