

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
Aggressive 1-level, sound 2-level, New suit resp = NF at the 2 level
Cue bid resp = F1 (3card fit 10+hcps or no fit 12+hcps)
Jump cue resp = mixed raise (4+ trumps, 8-11 hcp)
2NT over 1M resp = 4+trumps, 12+ hcp
Jump raise = pre
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd POS = (15+)16 - 18 HCP
4th LIVE = 11-14(15) (10-11 by passed hand)
Reopening posision: Responses = like 1NT opening
JUMP OVERCALLS (Style; Responses; Unusual NT)
1 - Suit = pre (6cards at the 2level, (6)7cards at the 3 level)
Resp: 2NT asking relay, Cue = F1
direct 2NT = 55 the lowest unbid suits (10+hcp NV, 12+hcp V)
Reopening position: 2NT: 19 - 21 bal, Jump new suit = Strong (13 - 15, 6 cards)
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
(1♣)-2♣=nat, (1m)-2♦=Majors(55+), (1M)-2M=other M + m(55+ or 46)
Jump cue = solid m (8 tricks), asks for stopper
VS. NT (vs. Strong/ Weak; Reopening; PH)
Vs Strong:DBL=Majors 54 or 1minor 6cards or 19+ / 2♣= Ms 55 OR 1M-1m 55
2♦ = 1 Major 6cards/ 2M=4M-6+m/ 2NT=Majors 55 strong hand
3m=4m44Majors/ Vs Weak: DBL:14+, 2♣Ms 5+4+ then 2♦ pick, 2♦/♥/♠=nat
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
Dbl: T/O, NT: natural (after 2NT: 3♣puppet, 3♦: transfer to OM)
Lebensohl after (2M)-Dbl-(Pass)-?
Over 2M = 4minor promises 5m + 5OM
Over 2M = 3M asks for stopper (long minor suit)
Over 2♦ Multi: a) 2M/3m = natural b) DBL = t/o in ♠ or 19+ (any)
c) 2NT = 16 - 18HCP, both M stopped (then 3♣puppet, 3♦/♥: tr ♥/♠, 3♠:minors)
d) 4m: 5♥-5m GF, e) Pass then 2NT=minors f) Pass then dbl 2♥: t/o
VS. ARTIFICIAL STRONG OPENINGS
Vs strong 1♣: DBL = ♦ or ♥+♠, 1♦ = ♥ or ♠+♣, 1♥ = ♠ or ♠+♦, 1♠ = ♣ or ♦+♥
1NT = ♦ + ♠ or ♣ + ♥ (pointed or rounded)
2suit = pre, with 14+ pass 1st round
Vs strong 2♣: Same
OVER OPPONENTS' TAKEOUT DOUBLE
New suit F1 at level 1, NF at level 2 (non jump)/1x - (dbl) - Jump NS: 6+c limit
2NT = Limit raise or better over 1M, Pre over 1m/ Rdbl = (9)10+HCP
After 1M - (DBL) - transfers apply

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	4th (2nd from xxx, xxxx)	same	
NT	4th (2nd from xxx, xxxx)	same	
Subseq			
Other: Vs NT, A or Q asks CT/UB, K and J asks for attitude			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+)	AKJ10x(+), AKQ10xx, AQJxx	
King	KQ(+)	AKx, AKJ(+); KQJ(x), KQ(x)	
Queen	QJ10(+), Qx	KQ109(+), AQ(J)10x(+), QJ10x(+)	
Jack	(H)J10(+),J10(+), Jx, QJx	QJx, J109(+), (H)J10x(+)	
10	(H)109(+), 109(+), 10x	109(+),(H)109x(+)	
9	(H)98(+),9x	98(+), (H)98(+), 9x	
Hi-x	Sx, xSx(+)	Sx, xSx(+)	
Lo-x	HxS or HxxS(+)	HxS or HxxS(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 ATT, Lo=Enc	Smith echo if nes	ATT, Lo=Enc
	2 Count, Lo=Even	Count, Lo=Even	Count, Lo=Even
	3 S/P	S/P	
NT	1 ATT, Lo=Enc	Smith echo if nes	1st discard Lavinthal
	2 Count, Lo=Even	Count, Lo=Even	ATT, Lo=Enc
	3 S/P	S/P	Count, Lo=Even
Smith (when needed):			
High "I like the lead" from 3rd hand, "Switch pls" from the leader			
When the is an emergency of SP we skip ATT & Count signals			
DOUBLES			
TAKEOUT DOUBLES (Style; Response; Reopening)			
1m - (DBL) - 1M - (2M) = Nat 5+ cards and DBL = 4card this M			
May be light (10+ ) with ideal distribution, CUE-BID promises rebid			
After RESP DBL of M:2NT SCRAMBLE			
Relay double when 3rd hand bids at the 3 level (1♥)-X-(3♥)-X:tr to 3♣ wk or GF			
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
1♣ - (1♦) - DBL = 4+-cards in both Ms			
COMP DBL, MAX DBL, SUPP DBL or RDBLTHRU 2♥			
NEG DBL, then new suit = NF			
RDBL of a cue = 1st round control PASS of a cue = usually 2nd round control			
RDBL over opps DBL of a splinter = 1st round control, PASS = good hand			
Lightner, DBL of splinter red asking lead of the above suit			
Negative DBL over opps interference after 1NT opening			

WBF Convention Card
<div> <div> ♠ ♥ ♦ ♣ </div> <div> </div> </div>
Category: Natural - Green
NCBO: <u>GREECE</u> EVENT: <u>mixed teams 2019</u>
PLAYERS: <u>LIOSIS GEORGE (GRE7009)</u>
<u>SYRAKOPOULOU CHRISTINA (GRE4443)</u>
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5-card M, 1♣:3+, 1♦:4+ (except 4432)
2 over 1 response: GF by unpassed hand
1M - (p) - 1NT: F1 by unpassed hand (6-11 with no M fit by passed hand)
1NT Opening: 15 - 17 HCP
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2♦ opening = weak in a M
2♥ opening = any strong 3suiter, 19+hcp
2♠ opening = ♦ preemt or both minors at least 55 weak
3♦ opening = ♥ preemt
3♥ opening = ♠ preemt
3♠ opening = solid minor without outside A or K
3NT = solid minor with an outside A or K
1♠ - (pass) - 2♦: 5+♠-4+♥ weak hand (4-8hcps).
1minor - (pass) - 2NT: weak hand with 55 or 64 both minors
Competitive cue after 1M opening: 7-9hcp with 4card fit
1m - (1NT) - ? a)2♣:both majors, b)2♦:1 5cM & m fit, c) 2M: 6 cards
SPECIAL FORCING PASS SEQUENCES
Pass = F when our bids show a sum of 23+ HCP
1NT - (penalty DBL) - pass: one 5card minor OR both m 4+-4+ OR both M 4-4
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Tend to pass COMP DBL at 3+level when BAL
We don't pass when unclear
PSYCHICS: 3rd seat opening can be very weak
After OPP T/O DBL



<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
AGGRESSIVE AT LEVEL 1 , SOUND AT LEVEL 2 , CUE F1
After 1M overcall: 2M=3(4)c 6-9hcps, 3M=4c fit unbalanced 3-7hcps
Cue at the 3 level: 4c fit 8-11hcps (if only 8-9, then unbalanced)
2NT: 4c fit, 12 <sup>+</sup> hcps, Jump new suit: M fit with 5 card good suit limit
Cue at the 2 level: 10 <sup>+</sup> with 3c fit OR 12 <sup>+</sup> without fit
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> : (15)16-18
Re-opening: (11)12-15 , SYSTEM ON
Sandwich: (1X) - P - (1Y) - 1NT : 16-18 balanced with stoppers
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1-Suit: PRE
2-Suit: STRONG (except 2♦ after 1♣ NV could be weak)
2NT: the lowest suits
Reopen: INTERMEDIATE (6c, 12-14) , 2NT = 20-22 SYSTEM ON
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(1♣) – 3♣: ♠ – ♦ 5 <sup>+</sup> -5 <sup>+</sup> / (1♦/♥/♠) – 3♦/♥/♠: ask for stopper
(1♣) – 2♣: nat 6 <sup>+</sup> ♣, (1♣) – 2♦: ♥ ♠(55+)
(1♦) – 2♦: ♠♣(55+), (1♦) – 3♣: ♥ ♠(55+)
(1M) – 2M: OM+♣(55+), (1M) – 3♣: OM+♦(55+)
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Vs 15-17 / 16-18: (2 <sup>ND</sup> /4 <sup>TH</sup> SEAT same except dbl 11+)
DBL = 5m + 4M OR 6 <sup>+</sup> ♦ OR 19 <sup>+</sup> STRONG HAND
2♣ = ♥+♠ , 2♦ = 1 6CARD M , 2M = 5M-5 <sup>+</sup> m (then 2NT asks m)
Vs weak: DBL: 14+, ELSE: same
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
LEBENSCHOL OVER WEAK 2 , UNUSUAL VS UNUSUAL
(2X) - 2NT = 16-18(19) then system on
(2M) - 4m = 5OM + 5m , (2♦ natural) - 4♦ = MAJORS
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Vs 1♣: X=Ms, 1♦/♥ = ♥/♠, 1♠=(3)4♠+1longer suit, 1NT: ♣+♥ OR ♦+♠, 2♣/♦/♥/♠: 6card suit or 4441 (short in suit)
Vs 2♣: X:♦ OR ♥+♠, 2♦: ♥ OR ♠+♣, 2♥:♠ OR ♣+♦, 2♠:♣ OR ♦+♥
2NT: ♣+♥ OR ♦+♠
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1X = F1, 1M (1 <sup>st</sup> 2 <sup>nd</sup> seat)-(DBL)-trf through 2M (2M=9-11 with 3cM)
1m - (DBL) 3m = LIMIT , 1m - (DBL) - 2NT = PRE, 1x-(DBL)-JNS=pre
1M - (DBL) - 3M = PRE , 1M - (DBL) - 2NT = LIMIT <sup>+</sup> WITH 4CARD FIT

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	4th	3 <sup>rd</sup> /5 <sup>th</sup>
NT	4th	3 <sup>rd</sup> /5 <sup>th</sup>
Subseq		

Other: 2<sup>nd</sup> from 3 or more low cards, high from doubleton

We lead attitude in partner's suit if there is a known fit

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK(+), Ax(+)	ASKS FOR ATTITUDE
King	AK , KQ(+), Kx	STRONG LEAD (except KQx)
Queen	QJ10(+), Qx	QJ10(+), QJx, Qx
Jack	J10(+), Jx	Zero or 2 higher
10	Zero or 2 higher	Zero or 2 higher
9	Zero or 2 higher	Zero or 2 higher
Hi-X	Sx, xSxx, HxxSx(+)	Sx, xSxx, HxxSx(+)
Lo-X	xSx, xSxxx, HxS	xSx, xSxxx, HxS, HxxS

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	HI=DISCRG	HI/LOW=ODD	HI=DISCRG
Suit 2	HI/LOW=ODD	SP	HI/LOW=ODD
3	SP		
1	SAME	SAME	SAME
NT 2			
3			

Smith (when needed):

High: "I like the lead" from 3<sup>rd</sup> hand, "Switch pls" from the leader!

A lot of SP in secondary situations and in opponents suit or trump suit

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

AGGRESSIVE T/O DOUBLES (especially if good shape)

Cue bid F1

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

SUPPORT DOUBLES & RDOUBLES < 2H


1m – (1♥) – DBL: no 4c♠

At 3+level, RESP DBL: Useful values, any shape, DBL by PRE: wants to ruff

LEAD-DIRECTING DBL(L/D), MAX DBL, Most low-level DBLs=TO

NEG DBL of PRE O/C=USEFUL VALUES


IF WE HAVE BOTH BID A SUIT, AGAINST NT, DOUBLE ASKS FOR Pd'S SUIT

W B F CONVENTION CARD	
<b>CATEGORY: NATURAL - GREEN</b> <b>NCBO: GREECE</b> <b>PLAYERS:</b> Christina Syrakopoulou (GRE 4443) Yankos Papakyriacopoulos (GRE 1112)	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
5cMajors, 1♦ opening 5c (unless 4441), 1♣ can be short (2 <sup>+</sup> )	
2/1 response: GF	
1NT = F1 (BY UNPASSED HAND)	
1NT opening: 15-17	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
2♦ (1 <sup>st</sup> /2 <sup>nd</sup> position): bad weak in a Major (3-8)	
2♥/♠ (1 <sup>st</sup> /2 <sup>nd</sup> position): 8-11 6cards	
2♦ (3 <sup>rd</sup> /4 <sup>th</sup> position): weak in a Major (may be very light 3 <sup>rd</sup> )	
2♥/♠ (3 <sup>rd</sup> /4 <sup>th</sup> position): 5M4 <sup>+</sup> m	
1♣ - (p) – 2♦: 6 <sup>+</sup> ♦-4♥ less than inv	
1m – (p) – 2♥: 5 <sup>+</sup> ♠-4 <sup>+</sup> ♥ less than inv	
1m – (p) – 2♠: 5 <sup>+</sup> ♠-4 <sup>+</sup> ♥ inv	
SPECIAL FORCING PASS SEQUENCES	
WE DO NOT PASS WHEN UNCLEAR	
IN A GF AUCTION WHEN THE OPPONENTS ARE OBVIOUSLY SACRIFICING	
IMPORTANT NOTES	
Opening bids often on 10+	
PSYCHICS: Rare	

[illegible]

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
AGGRESSIVE AT LEVEL 1 , SOUND AT LEVEL 2 , CUE F1
After 1M overcall: 2M=3(4)c 6-9hcps, 3M=4c fit unbalanced 3-7hcps
Cue at the 3 level: 4c fit 8-11hcps (if only 8-9, then unbalanced)
2NT: 4c fit, 12 <sup>+</sup> hcps, Jump new suit: M fit with 5 card good suit limit
Cue at the 2 level: 10 <sup>+</sup> with 3c fit OR 12 <sup>+</sup> without fit
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> : (15)16-18
Re-opening: (11)12-15 , SYSTEM ON
Sandwich: (1X) - P - (1Y) - 1NT : 16-18 balanced with stoppers
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1-Suit: PRE
2-Suit: (1♣)– 2♦: Both Majors
2NT: the lowest suits
Reopen: INTERMEDIATE (6c, 12-14) , 2NT = 20-22 SYSTEM ON
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
JUMP CUE: Solid minor 8 tricks, ASKING FOR STOPPER
(1♣) – 2♣: 6 <sup>+</sup> ♣ 12 <sup>+</sup> hcps
(1♦) – 2♦: Both Majors
(1M) – 2M: 5OM5m, strong hand
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
Vs 15-17 / 16-18 / 14-16: (2 <sup>ND</sup> )
DBL = 5m + 4M OR 6 <sup>+</sup> ♦ OR 19 <sup>+</sup> STRONG HAND
2♣ = ♥+♠ , 2♦ = 1 6CARD M , 2M = 5M-5 <sup>+</sup> m ,
4 <sup>TH</sup> SEAT: 2♣: Both Majors, else natural
Vs weak (12-14/13-15): 2♣: Both Majors, Dbl: 14 <sup>+</sup> hcps
2♦/2♥/2♠: Natural (5)6 card suit
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
LEBENSÖHL OVER WEAK 2 , UNUSUAL VS UNUSUAL
(2X) - 2NT = 16-18(19) then system on
(2M) - 4m = 5OM + 5m , (2♦ natural) - 4♦ = MAJORS
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
X: ♦ OR ♥+♠, 1♦: ♥ OR ♠+♣, 1♥: ♠ OR ♣+♦, 1♠: ♣ OR ♦+♥,
1NT: ♣+♥ OR ♦+♠
AFTER 2♣ : Natural
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1X = F1, 2X = NF, Jump New Suit: 6cards 9-11hcps (limit)
1m - (DBL) 3m = LIMIT , 1m - (DBL) - 2NT = PRE
1M - (DBL) - 3M = PRE , 1M - (DBL) - 2NT = LIMIT <sup>+</sup> WITH 4CARD FIT

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4th	4th	
NT	4th	4th	
Subseq			
Other: 2 <sup>nd</sup> from 3 or more low cards, high from doubleton			
A or Q or 10 ask for UB or count , K or J ask for attitude			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	ANY	ASKS FOR COUNT/UNBLOCK	
King	AK , KQ(+) , Kx	ASKS FOR ATTITUDE	
Queen	QJ10(+) , Qx	ASKS FOR COUNT/UNBLOCK	
Jack	KJ10(+), J10(+), Jx, QJx	J10(+), QJ(+), Jx	
10	H109(+), 10x, 10987	ASKS FOR COUNT/UNBLOCK	
9	H98(+), 9x, 109x(+)	H98(+), 9x, 1098(x)	
Hi-X	Sx, xSxx, HxxSx(+)	Sx, xSxx, HxxSx(+)	
Lo-X	xSx, xSxxx, HxS	xSx, xSxxx, HxS, HxxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	HI=DISCRG	HI/LOW=ODD	HI=DISCRG
Suit 2	HI/LOW=ODD	SP	HI/LOW=ODD
3	SP		
1	SAME	SAME	1 <sup>st</sup> discard: ATT
NT 2			(low=enc)
3			
UDCA			
A lot of SP in secondary situations and in opponents suit or trump suit			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
TAKE OUT DOUBLES(STYLE;RESPONSES,REOPENING)			
AGGRESSIVE T/O DOUBLES			
RESPONSIVE DBL, MAXIMAL DBL, EXTENSIVE USE OF COMPETITIVE DBL			
(1M)-X-(2M)-X/(P)-2NT=BOTH ms			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
SUPPORT DOUBLES & RDOUBLES < 2H			
(1m) - X - (2m) - X = 10+ without M			
(1M) - X - (2M) - X = denies 4OM			
Vs BLIND (3NT) - X ASKS FOR SPADE LEAD			
Double in NT, asks for the lead of dummy's 1 <sup>st</sup> suit			
IF WE HAVE BOTH BID A SUIT, AGAINST NT, DOUBLE ASKS FOR Pd'S SUIT			

W B F CONVENTION CARD	
<b>CATEGORY: NATURAL - GREEN</b> <b>NCBO: GREECE</b> <b>PLAYERS:</b> STELLAKI D (GRE 1343) VROUSTIS V (GRE 4180) KALIAKMANI A (GRE 495) PAPAKYRIACOPOULOS Y (GRE 1112)	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
5CARD MAJORS, with 3♣3♦ we open 1♣, with 4♣4♦ we open 1♦, with 4432 we open 1♦	
2/1 response: GF	
1NT = F1 (BY UNPASSED HAND)	
2♣: 23+BAL OR 9+ M tricks OR 10+ m tricks	
2♦/2♥/2♠= 6 cards weak	
1NT opening: 15-17	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
3NT = GAMBLING without outside STOPPER	
MULTI LANDY OVER OPP STRONG NT	
2 WAY DRURY AFTER 1M 3 <sup>RD</sup> /4 <sup>TH</sup> SEAT	
REVERSE BERGEN	
1m – (pass) – 2M: 6+cM, 9-11hcp	
1♣ - (pass) – 2♦: 5+♠-4+♥, 6-9hcp	
2way Game Tries after 2M (1M-2M, 1m-1M-2M, 1M-drury-2M)	
Next step: Long game try asking, Suit: Short (singleton or void)	
SPECIAL FORCING PASS SEQUENCES	
WE DO NOT PASS WHEN UNCLEAR	
IN A GF AUCTION WHEN THE OPPONENTS ARE OBVIOUSLY SACRIFICING	
IMPORTANT NOTES	
Our 3 <sup>rd</sup> seat opening can be very weak	
PSYCHICS: Rare	

