

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1/ 2 Level; Reopening)
1-level: wide-range, may be 4 good cards; 2-level: good
New suit F1 if 1/3 level, CONST if 2 level; WJS after minor overcall
After [1m] – 1M: 1NT = 8-13HCP; 2m = fit 11+ or no fit 14+;
2NT = fit4, 14+; 3m = fit4, 11-13; 3om = fit4, 8-10
After [1m] – p – 1M: 1NT = 9-12HCP; 2m = as above; 2NT = 13-15;
3m = as above; 3om = fit jump; 3NT = short M, 16-17HCP
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd : 15-17; Sandwich : 16-18; Reopening : 10-13 (11-16 over 1 ♠),
next steps: 14-16, 17-19, 20-21;
Over all 1NT: 1NT system on; Over all 2NT: 2NT system on
[1m]-[2m NF]-2NT=16-18; [1m]-[2m F]-2NT=om+♥; [1M]-[2M]-
2NT/3♣=6+♣/♦, 3♦=6+OM good, 3M=5OM5m, 4♣/♦=ms NF/FG
JUMP OVERCALLS (Style; Responses; Unusual NT)
WJO (wide-range, may have an opening with PH partner) (+Ogust)
New suit F1; Ghestem (see details below)
Reopen: 2 level: 6 cards, 13-16HCP; 3 level: 7 cards, 13-16HCP
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Ghestem; [1♣] – 2♣ = 54Ms; [1m] – 2♦ = Ms, 2NT = om+♥, 3♣ =
om+♠; [1M] – 2M=♣+OM, 2NT = ms, 3♣=♦+OM;
After Ghestem: first bid that is not one of the 2 suits = relay
[1x] – 3x asks for stopper (if not Ghestem)
VS. NT (vs. Strong/Weak; Reopening;PH)
Strong : x=m5+M4; 2♣=at least 54Ms; 2♦=M6; 2M=M5,m4+;
2NT=at least 55ms
Weak/Reop/PH : same but x = 1) 14+HCP with a tendency towards
T/O for the majors or 2) a strong hand
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
[2M] – 3M = at least 55ms and opening values / independent minor
[2M] – 4M = STR ms (max 3 losers), 4NT = distributional ms
[3m or 1/2m-3m] – 4♣ = Ms, 4♦ = om+M; [2/3M] – 4m = m+OM
[3m] – 4♣ – 4♦ = equal Ms or S/T in ♠
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
[1♣] – x = 44/54Ms 11+HCP or 18+, 1NT = min 5♣4♦, 2 level
as over 1NT opening (but all 2-suiters are 55)
[2♣] – x=ms/Ms, 2♦=♣+♥/♦+♠, 2NT=♣+♠/♦+♥
OVER OPPONENTS' TAKEOUT DOUBLE
1M – [x] – 1NT = fit CONST, 2x = NF, 3x = fit jump, 2NT = fit4
INV+ (same on O/C); 1♦ – [x] – 2NT = fit WK, 3♦ = fit CONST
1♣ – [x] – 2NT = min 5♣4♦ 6-9HCP, 3♣ = 6♣ (5)6-9HCP; 2♦ –
[x] – p = ♦, 2♥ = P/C, xx = own 6M+short OM; 1NT – [penalty x] –
bid = to play, xx = 2suits; 1NT – [other x] – sys on; other xx = points

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	2/4	STD CT
NT	2/4; highest from xx, xxx	STD CT
Subseq	Low = ENC	STD CT
Other: original 4 th best when winning the lead and returning		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(+), Ax	AK(+)
King	AK, KQ(+), Kx	KQ(+), AKJT(+) (UB Q)
Queen	QJ(+), Qx	QJ(+), KQT9(+), KQJT(+) (UB J/A)
Jack	JT(+), Jx, KJT(+)	JT(+), KJT(+), AJT(+)
10	109(+), 10x, H109(+)	109(+), H109(+), AQ109(+)
9	H9x	9x, 9xx, H9x
Hi-X	HXx, xX, xX(+)	HXx, Xx, Xxx, xXxx(+)
Lo-X	HxxX(+), xX	HxxX(+)

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Low = ENC	S/P	Low = ENC
Suit 2	S/P	CT when necessary	
3	CT (Low = E)		
1	Low = ENC	S/P	Low = ENC
NT 2	S/P	CT when necessary	
3	CT (Low = E)		

Signals (including Trumps): S/P on trumps

Lavinthal when discarding from a suit with no future; Lavinthal on the order of cashing high cards

REV Smith vs NT (Low = ENC from both hands, revert to S/P if not needed)

DOUBLES

Doubles usually mean: T/O, extras, invitational values, desire to compete

TAKEOUT DOUBLES (Style; Responses; Reopening)

Style: normal to light; Reopening: normal to light

[1m] – x – 2m = 44Ms 8-10HCP / 4M INV / FG; [1M] – x – 2M = 11+HCP

[1x] – x – jump to 2M = 5M, 8-10HCP (1M can have up to 10HCP)

[2M] – x – 2NT = relay; [2M] – x – 2/3other = S/O; [2M] – x – 4m = FG

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDBLS

NEG x through 4♥(after that x = card showing, can be removed with shape)

SUPP x through 3♠(not worst hand / 2 level, ~15+ / 3 level, ~18+ / 4 level)

Thrupp x: x asks for a stopper for 3NT when there is no room to ask

Snapdragon x: after each player bids a suit, the player in 4th pos doubles to show 5 cards in the 4th suit and tolerance for partner's suit

Future x: x-ing 3♠ over our ♥ or 4♥ over our ♠ = bid game but don't bid 5

Over weak/strong Bergen: x = T/O / L/D; Responsive x; Anti-lead x when they cue-bid one of our suits (meaning "I want another lead")

EBL CONVENTION CARD
CATEGORY: Green
NCBO: ROMANIA
PLAYERS: Mihaela <u>Balint</u> – Bogdan <u>Marina</u>
EVENT: Mixed Teams
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1♣ = nat / 11-14 bal / 18-19 bal / 22-23 bal
5+M (semi-F 1NT), 5(4)+♦, 2/1 FG
1NT = 15-17 bal, 2NT = 20-21 bal (M5, m6 possible)
2♣ FG, 2♦ multi (weak M or 24-25 bal), 2M weak M+m
(promises 5-5 in 1 st /2 nd seat), 3NT gambling in 1 st /2 nd seat
1-level overcalls: wide-range; may overcall beautiful 4 cards
Wide-range 3 rd hand pre-empts
3 rd hand openings: may be very light; may open 4 card M
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ multi; 2M weak M+m; 3NT gambling
1♣ – 1♦ = 0-7hcp or less than FG with ♦
Transfers after 1♣ – [x/1♦/1♥] and after 1♦ – [1♥]
As UPH switch red suits after 1m – [1♠] (2♦ = ♥, 2♥ = ♦)
After 1x – 1M – 1NT, 1x – 1♥ – 1♠: 2♣ asks 2♦, 2♦ = ART FG
After 1M – 1NT, 1♥ – 1♠: Gazzilli; Ghestem 2-suiters
SPECIAL FORCING PASS SEQUENCES
After a FG bid (2♣ opening, 2/1, XYZ 2♦, Jacoby 2NT, FG cue, limit+ bid followed by one of us showing extras, etc.)
After a limit+ bid if they bid to the 5 level
[3 rd hand 2M/3M] – x – [4M]; 1x – [5y]; [some y] – x – [5y]
1x – [x] – xx = F2NT; 1NT – [non-penalty x] – xx = F2NT
1NT – [2m = Ms] – 2M – [3M/OM]
When the bidding is below the level imposed by our raise
IMPORTANT NOTES
1♥ – 1♠ – 2m/♥ – 3♥ = FG; [1♠] – x – 2NT/3♥ = inv with 4♥/5♥
1m – [2♥] – 2♠ = NF; 1x – [overcall] – 2♥ – 3♥ = FG, extras
When opener showed 6 cards 2NT = F (+Ogust)
Transfers after 1m – [2♣] and after 1♣ – [3♣]
1m – [1NT] – 2♣ = at least 44Ms; 1M – [1NT] – 2♣ = 5OM
In comp resp's 2 nd bid (2/3 level) in a lower suit than his 1 st = NF
1x – 1M – 2M – 2NT = asking (+3344 answers)
1♦ – 2♣ – 2♦ – 2M – 3NT = 4M + OM stopper
1NT – 2♦/♥ – 2♥/♠ – 2NT = F
PSYCHICS: Very rare (no specific positions)

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL FORBIDDEN				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2		nat / 11-14bal / 18-19bal / 22-23bal	1♦=nat(not FG) or 0-7; 1M=7+; 1NT=8-10bal; 2♣=natF1; 2♦=natFG; 2♥= min 54ms INV; 2♠/2NT = bal INV3NT; 3♦=6♦ INV good suit	1♣-1♦-1M=3+M, 1/2NT=18-19/22-23 bal, 2♦=FG; 1♣-1M- 2NT=balFG, 2♦=3+M FG; 1♣-1NT-2♦=FG; 1♣-2♣-2♦= min, 2M=vals FG, 2NT=balFG, 3NT=18-19 with 2♣; 1♣-2♥-2♠relay-2NT=5422max, 3♣=55min, 3♦=55max, 3♥=31(54), 3♠=13(54)	1♣-[x/1R]-1♦/♥=4-5♥/♠, 1♠=♦, 2♣=F1, 2♦/♥=6♥/♠, 2♠=6♠ INV 1m-[1♠]-ifnotPH- 2♣=natF1, 2♦ =♥, 2♥=♦, 2♠=balFG PH 2/1 positiveNF; only simple CB by PH (always 2♣)
1♦		4		5♦ or 4♦ unbal	2♦=min5♠4♥ WK; 2♥= 4+♦ F1; 2♠=min5♠4♥ INV; 2NT=bal INV3NT; 3♣=6♣ INV good suit	1♦-2♥-2♠=FG inappropriate for NT, 2NT=FG, 3♦=min	
1♥		5			1NT=semiF; 2♥=8-10; 2♠=5♠3♥ INV; 2NT=fit4 16+; 3♣/ 3♦=fit3/fit4 INV; 3NT=fit4 12-15bal; SPL=10-14 3+ctrls 3♥=nat INV, 4♥=to play	1M-2NT-3x=short, 4x=5M5x good x; G/T with min xxx in the suit; Gazzilli; unserious 3NT on good fit at 3 rd level or on 9 cards fit	Rev Drury (2♦=opening, 2M=less) 1M-[O/C]-2NT=fit3INV+, cue=fit4 INV/ S/T, 3NT=fit4 game, fit jumps
1♠		5					
INT				15-17	Stayman; 4 xfers(2NT->♦); 3♣=55msWK; 3♦=55msFG; 3♥=31(54); 3♠=13(54); 4♣=Ms; 4R=xfer; 4♠=44msQuant	1NT-2♣-2R-2♥=5♥4♠ INV, 2♠=5♠ INV; 1NT-2♣-2NT/3♣ =44Ms min/max(+xfers); 1NT-2♦-2♥-2♠=any INV; 1NT-2R -2NT=fit4max, 3M=fit4 good min, other=fit4 max Jx here; 1NT-2♠/NT-3m-reversed singletons(♥<->♠,♣->NT)	1NT-[2m=Ms]-2♥/♠=♣/♦ INV+, 2NT= msWK, 3m=S/O, 3M=as1NT-3M; 1NT- [2♦=M6]-x=T/Ofrom♠, 3m/M =om/OM; 1NT-[2M]-3M/3NT=5OM wo/w stop, 3OM=3OM54ms;1NT-[3m]-as 2NT-[3m]
2♣	√			FG	2♦=0-2/5+ctrls; 2M/3m=good suit 3-4ctrls; 2NT=3-4ctrls	2♣-2NT-3NT(+Stayman, xfers), 4NT=to play	2♣-[O/C]-p=4+, x=0-3, other=good suit
2♦	√			M6 4-10 /	2/3M=P/C; 2NT=relay; 4♣=xfer your M; 4d=bid your M	2♦-2NT-3♣=max, 3♦=♥min, 3♥=♠min	
				24-25 bal		2♦-2NT-3♣-3♦-3M=6OM	
2♥	√	5		♥+m(55 in 1 st /2 nd)	2♠=NF; 2NT=relay; 3♣=P/C; 3♦=♥INV; 3♠=♠ INV	2♥-2NT-3m=m min, 3♥/♠=♣/♦ max	
2♠	√	5		♠+m (as above)	3♥=CONST; 4♥=to play; rest=as above	As above	
2NT				20-21	3♣=Muppet; 3R=xfer; 3♠->3NT; 3NT=to play; 4 th level=as on 1NT	2NT-3♣-3♦=M4, 3♥=noM4 (+ 3♠=5♠4♥), 3♠/NT=5♠/♥; 2NT-3♠-3NT-4m=m S/T, 4M=55ms short M	2NT-[3♣]-x=bal wo4M, 3♦=Stayman, 3M=OM; 2NT-[3♦]-3M=OM
3♣		6		4-10	New suit F1; 4♦=fit S/T; 4M=to play		
3♦		6		4-10	New suit F1; 4♣=fit S/T; 4M=to play		
3♥		6		4-10	3♠=F1; 4m=cue; 4♠/5m=asking for control		
3♠		6		4-10	4m=cue; 4♥=to play		
3NT	√			Gambling wo stop (1 st /2 nd)	4/5♣=P/C; 4♦=singleton ask; 4NT=J of trumps ask	3NT-4♦-4NT=7222, 4M/5m=single M/om	
4♣		7		4-10	4♦=cue; 4M=to play		
4♦		7		4-10	New suit=to play		
4♥		7		4-10	4♠/5m=asking for control	4♥-5m-5NT=K m, 6♥=single m, 6m= 1 st round ctrl	
4♠		7		4-10	5any=asking for control	As above	
4NT						HIGH LEVEL BIDDING	
5♣		8				RKCB 14/30; Exclusion answers: 0,1,2,3; 5NT=even KC+void, 6x=odd KC+void x; DOPI, ROPI, DEPO	
5♦		8				Answers to Q ask: no, yes + 0/2Kings, yes and K in suit bid	
5♥		8				First available step asks for Kings: 0,1,2; If instead we bid a suit, we need control in that suit to play 7	
5♠		8				If 5NT is not asking for Kings, then it's "pick a slam"	
						Josephine	

Game Forcing sequences after 1♣ opening

1♣-1♦-2♦	2♥=5+	1♣-1M-2♦	2♥=4M 7=10 (then on 2NT 3♥=44Ms)	1♣-1NT-2♦	2M=(32)44 with 3M
	2♠=0-4		2♠/NT=4/5M 11+		2NT=33(43)
	2NT->3♥=xfers, 0-4		3m=5m4M 7-10		3m=5m
			3♥=5M unbal 7-10 (3♠ ask: no/lo/mid/hi)		
			3♠/NT=5/6M bal 7-10		
			4x=SPL with 6M 7-10		

Invitational and Game Forcing sequences after 1♦ opening

1♦-2♥	2♠=FG inappropriate for NT	2NT=relay(answers as below)	1♦-1M	2NT=15-17, NT oriented	1♦-1NT	2NT=0-1♣, 15-17
	2NT=FG	3♣/M=single		3♦=6+ good ♦, 15-17		3♦=6+ good ♦, 15-17
		3♦=no single, 15+				
		3NT=no single, <15				

Gazzilli

1♠-1NT-2♣	2♦=8+	2♠=11-15 with ♠+♣ 2♥=3+♥ 16+ (2NT ask: 3♥=4♥, 3♠=6♠no4♥) other=natural 16+	1♥-1♠-2♣	2♦=8+	2♥=11-15 with ♥+♣ 2♠=3♠, 16+ (2NT asks to describe further) 3♠=4♠, 17+ (14-16 bids 3♠ before) 2NT=2533, 17-20 other=natural 16+	1M-1NT-2NT or 1♥-1♠-2NT	3♣=relay	3♦=6M4♦, 16+ 3♥=6M4♣, 16+ 3♠=5M5♦, 16+ 3NT=5M5♣, 16+
	other=7-			other=7-				

Checkback

1x-1♥-1♠	2♣(xyz)	2♦=denies a STR hand 2♥=single ♥ WK	1m-1M-1♠/NT	2NT(->3♣)	3♣	3♦=5M4m single om 3♥=5M4m single OM 3♠=4M5m single om 3NT=4M5m single OM	1x-1M-1♠/NT	3M=6M S/T 3other=55 S/T (min 14+ good suits)
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After we double their opening

[1m]-x	1M=max 10HCP (w 44Ms 0-4/5+ start with 1♠/♥)	2♠ over 1♥=6♠/5♠4♥ F1 3m=fit4 FG 3M=fit5 INV	[1M]-x	2M=11+	OM on min level=4OM NF 2NT/3m=nat FG 3M/3NT=STR 5+OM wo/w stop 2NT=choose m(+show 5OM as below) 3m/3NT=to play 3M=asking for stop 3OM=STR 5+OM 3m-3OM=4OM INV 3m-3M/NT=4OM FG wo/w stop 3M/OM=as above	[2M]-x	2NT=relay	3♣=4OM min 3♦=no 4OM max 3M/NT=4OM wo/w stop 3OM=STR 5+OM
	2M=5M 8-10 2m=44Ms 8-10HCP/4M INV/any FG [2m]-x=2 suits			[2M]-x=responsive (may have 5OM)				3x=to play 4m=nat FG
				[2M]-2NT=choose m (may have 4OM)				

Defense against other 2-level openings and 2-suited overcalls

[2♦ multi]	x=4+♥ or STR hand x then non-jump ♠=cue 3M=6+M 14-16 4m=5+♥5+m FG pass then x=4+♠ pass then 2NT=ms pass then 4m=5+♠5+m FG	[2NT minors]	x=T/O 3♣=Ms 13-16 3♦=Ms WK or STR	[1M-[2NT=ms]	3♣=INV in OM 3♦/NT = fit3INV+/fit4 game 3OM=nat FG	[1m-[2m=Ms]	2♥/♠=♣/♦ INV+ 3m=to play 3M=SPL
		[2♦ WK]	3♦=stopper asking 3♦ then 4♦=Ms S/T 4♣=Ms 4♦=♣+M	[1M-[2M =OM+♣]	2NT/3OM/3NT=fit3/4/4game 3♣/♦=♦ INV/FG 3om=fit5+ INV+ 3♥/♠=♠ INV/FG	[1M-[2M =OM+m]	2NT/3OM/3NT=fit3/4/4game 3♣/♦=nat F 3om=fit5+ INV+ 3♥/♠=nat F

On all O/C where both suits are known: x=T/O or penalty in higher suit, pass then x=penalty in lower suit

Defense against other 3-level openings

[3NT gambling]	x=points 4♣=one suit(+4♦=F) 4♦=Ms 4M=5+M5+m	[3m]-3NT	4♣=Ms 4♦=xfer 4♥=xfer 4♠=om S/T	[3♥]-3NT	4♣=♦ 4♦=♣ 4♥=xfer 4♠=ms S/T	[3♠]-3NT	4♣=♦ 4♦=xfer 4♥=♣ 4♠=ms S/T
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OPENING	TRICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	11-21,better minor	2♣=Inverted Jump suit=strong	1♣-2♣;2♦*=11-12	
1♦		3	4♥	11-21,better minor	2♦=Inverted	1♦-2♣;2♦*=11-12 1♦-2♦;2♥*=11-12	
1♥		5	4♦	11-21HP or Rule of 18.	2NT=Inv+,fit 4+ 3♣=Inv,fit 3 3♦=9-10, 4+ fit.		
1♠		5	4♦	11-21HP or Rule of 18.	2NT=Inv+,fit 4+ 3♣=Inv,fit 3 3♦=9-10, 4+ fit.		
INT			4♥	15-17HP,5-4-2-2, 6(m)-3-2-2 or 5(M)-3-3-2.	2♠=minors;4xfers; 3♦/3♥/3♠=3 suiters 2♣= relay		
2♣*	X			Game force	2♦=waiting;	2C-2♦;col-first col.=waiting	
					2♥/2♠/2NT/3m=nat, 9HP		
2♦*	X			SemiGF or weak 2M	2♥=P/C; 2♠/3m/3♥=nat,F; 2NT=relay	2♦-2NT;-3C/3S=min/max pree H. -3♦/3H=min/max pree S.	
2♥		5		5♥- 4m,6-10	2♠=nat.;2NT=relay;3♠=P/C;3♣=inv.		
2♠		5		5♠- 4m,6-10	2NT=relay; 3C=P/C; 3♦/3H=nat.NF		
2NT*	X			♣ preempt or 6♣+5X, max 4 losers	3♠=stop; 3X=nat or CB		
3♣*	X			♦ preempt or 6♦+5X, max 4 losers			
3♦*	X			♥ preempt or 6♥+5X, max 4 losers			
3♥*	X			♠ preempt or 6♠+5X ,max 4 losers			
3♠		7		GF, good S	4X=CB		
3NT*	X	7		GF, good H,7+	4X=CB		
4♣				Preempt			
4♦				Preempt			
4♥				Preempt			
4♠				Preempt			
4NT				BW	0/1/2		
5♣				Preempt		HIGH LEVEL BIDDING	
5♦				Preempt		PAS FORCING SEQUENCES	
5♥				Preempt		LIGHTNER	
5♠				Preempt		BWK EXCLUSION	

2♣MAKU

1♠ - 2♣ -2♦ = Waiting -2♥=11-12 5♥

-2♠=11-12 3♠

-2FA=12-13 puncte (pasabil) – 3♥ = FM cu 6♠

-3♠=FM

-3♦=5♣+4♦ FM

-3♥=5♣+4♥FM

-3♠= INV+la slem→ 3FA= nu vreau

1♠-2♣ -2♥ = Minimal (max 11 HCP) 54

-2♠=6+♠ Minimal (max 11 HCP)

- 2FA= 15+ NAT

-3♠= 15+ 4+♠

-3♦/♥= 15+ NAT 55+

-3♠=6+♠ 15+

1♥ - 2♣ -2♦ = Waiting -2♥=11-12 3♥

-2♠=FM , 4+♠ si 5+♠

-2FA=12-13 puncte (pasabil) – 3♠ = FM cu 6♥

-3♠=FM

-3♦=5♣+4♦ FM

-3♥= INV+la slem→ 3FA= nu vreau


1♥-2♣ -2♥=6+♥ Minimal (max 11 HCP)

-2♠=54 15+NAT

- 2FA= 15+ NAT

-3♠= 15+ 4+♠

-3♦/♥= 15+ NAT 55+

DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS		WBFC Convention Card					
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE							
LIGHT ON TRICK 1 , SOUND OF TRICK 2		Lead	in Partner's Suit		Category GREEN				
CUE-BID =F1 1/1 F , 2/1 NF , 2/2 NF , 3/2 F 3/1 F	Suit	3/5 with H or 2 with bad holding	ATT if fit , Count if not supp (S=O)						
	NT	2nd/4th or TON	ATT if fit , Count if not supp (S=O)		Country:		ROMANIA OPEN TEAM		
DBL = 8+ SUIT = 8-14 2FA= 17-19	Subseq	small=ENCG			Event:		54th European Team Championships Ostend, Belgium		
	Other:	SMITH with high card			Players:		STEGAROIU MARINA		
							IONITA MARIUS		
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS				SYSTEM SUMMARY		NATURAL , 1♣ FORCING	
15-18	Lead	Vs.Suit		Vs. NT		GENERAL APPROACH AND STYLE			
LIKE OPPENING OF 1NT	Ace	AK ==> COUNT (S=O)		AK ==> ATT (S= Q , S-1=LENGTH)		Fairly natural , 5 card majors , strong notrump , special 2 openings Mixed Raise Note 4			
	King	KQ ==> ATT (S=ENCG)		KQ , ARVXX ==> ATT (S=E) , UNBLC					
BAL = 10-13 , 11-15 OVER 1♣	Queen	QJ ==> ATT (S=ENCG)		QJ, RD10xx ==> ATT (S=ENCG)					
	Jack	(H)J10 ==> ATT (S=ENCG)		(H)J10 ==> ATT (S=ENCG)					
JUMP OVERCALLS(Style; Responses; Unusual NT)	10	(H)109 ==> ATT (S=ENCG)		(H)109 ==> ATT (S=ENCG)					
1-Suit: WEAK	9	9x ==> ATT (S=ENCG)		9x, 9XX, H9X ==> ATT (S=ENCG)		1NT Openings: 15-17			
2-Suit:	Hi-x	EVEN		EVEN		2 OVER 1 Response: GF , except rebid of 2NT by the responder			
2NT = CHEAPERS SUIT EXCEPT OVER 1♣ OR 1♦	Lo-x	ODD		ODD		SPECIAL BIDS THAT MAY REQUIRE DEFENCE			
Reopening:	SIGNALS IN ORDER OF PRIORITY								
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)	Partner's Lead	Declarer's Lead	Discarding		2♣ = Weak two suiter majors (54,55) or 21-22 any 5332				
MICHEAL'S UNDETERMINATED	Suit:1st	ATT (S=ENCG)	COUNT S=ODD	ODD=ENCG	2♦ = weak 2 in ♥ or strong with ♣				
(1♣/♦) - 2NT = OTHER MINOR + 1 MAJOR	2nd	SUIT PREF(lavinthal)	SUIT PREF(lavinthal)	SUIT PREF(lavinthal)	2♥ = weak 2in ♣ or strong with ♥				
	3rd	COUNT			2♠ = 5♠ + 4(+) in a minor suit weak				
	NT: 1st	ATT (S=ENCG)	COUNT S=ODD	ODD=ENCG					
VS. NT(vs. Strong/Weak; Reopening;PH)	2nd	COUNT	SUIT PREF(lavinthal)	SUIT PREF(lavinthal)					
	3rd	SUIT PREF(lavinthal)							
DBL = 5+m AND 4M / OR DIAMONDS /OR ANY STRONG H	Signals (including Trumps):								
2♣ = LANDY	SMITH WITH HIGH FROM BOTH								
2♦ = 1 MAJOR	SUIT PREF(lavinthal)								
2M = 5M + 4m	DOUBLES								
	TAKEOUT DOUBLES(Style;Responses;Reopening)								
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)	NATURAL CUE-BID=F1								
DBL= T/O									
LEAPING MICHAELS						SPECIAL FORCING PASS SEQUENCES			
						when we are the owners of the board			
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES								
(1♣) - 2♦ = Majors 1nt = 1M+1m dbl= t/o	TRANSFER DBL Note 3								
	SUPPORT DBL					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE			
	RESPONSIVE DBL								
	LEAD DIRECTING DBL								
OVER OPPONENTS' TAKE OUT DOUBLE	LIGHTNER DBL								
2NT over 1M = jacoby						Psychics:			
fit over M =weak , Fit-1= TRF						RARE			

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NOTE I

2 ♣ MAKU

1 ♠ - 2 ♣ - 2 ♦ = Waiting Then:

-2 ♥ = 11-12 5 ♥

-2 ♠ = 11-12 3 ♠

-2FA= 12-13 HCP (Non forcing!) – 3 ♥ = FM cu 6 ♠

-3 ♣ = Game Forcing

-3 ♦ = 5 ♣ + 4 ♦ G.F.

-3 ♥ = 5 ♣ + 4 ♥ G.F.

-3 ♠ = Slam INV+ => A26 3NT= I Don't Like

1 ♠ - 2 ♣ - 2 ♥ = Minimal (max 11 HCP) 54

-2 ♠ = 6+ ♠ Minimal (max 11 HCP)

- 2FA= 15+ NAT

-3 ♣ = 15+ 4+ ♣

-3 ♦ / ♥ = 15+ NAT 55+

-3 ♠ = 6+ ♠ 15+

1 ♥ - 2 ♣ - 2 ♦ = Waiting

-2 ♥ = 11-12 3 ♥

-2 ♠ = FM , 4+ ♠ and 5+ ♣

-2FA=12-13 HCP (NON FORCING) – 3 ♠ = GF with 6 ♥

-3 ♣ = GF

-3 ♦ = 5 ♣ + 4 ♦ GF

-3 ♥ = SLAM INV+ => 3FA= I don't like

1 ♥ -2 ♣

-2 ♥ = 6+ ♥ Minimal (max 11 HCP)

-2 ♠ = 54 15+ NAT

- 2FA= 15+ NAT

-3 ♣ = 15+ 4+ ♣

-3 ♦ / ♥ = 15+ NAT 55+

-3 ♥ = 6+ ♠ 15+

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Note 2 BART + ANTIBART

BART

1♠ -1NT

2♣ (max 17 HP) - 2♥ - 9-11 po 5+♥ (min.QJxxx)

- 2♠ weak pref in ♠, 6-8 HP

- 2NT- 11-12 inv

- 3♣- 5,6♣ 6-9 HP

- 3♥ - weak 6+♥

- 3♦- weak 6+♦

- 3♠- 3♠, 13-14 HP bal without 4♣

a) 1♠-1NT

2♣-2♦ (8+ HP or weak with 5♥)

2♥ (2+♥) - pass

- 2♠= 9-10 with 2♠

- 2NT- 11-12 with 4♣fit

- 3♦ inv 6 good ♦

- 3♥ inv 6+♥

- 3♠ 13-14 HP 3♠+4♣

- 3♣ 10-12 HP 5-6 ♣ unbal

b) 1♠-1NT

2♣-2♦

-2♠ (0,1♥) min

-2NT= 16-17 HCP

-3♣- 5♠ + 5♣

-3♦- inv (15-17 HP) to 4♥ (5314 or 5305)

ANTIBART

1♥ – 1NT

2♣ -2♥ positive pref (2♥ , 9-10 HP)

-2♠- 5+♣ 9-10 HP

-2NT- 11-12 HP no 4♣fit

-3♣- 5-6♣ 6-9 HP

-3♦-weak with♦

-3♥ -3♥ , 13-14 HP bal without 4♣

1♥ – 1NT

2♣- 2♦

2♥ (most of the time) – pas weak pref 2-3♥ less than 8 HP

- 2♠-5♣, 11-12po, unbal.
- 2NT-11-12 HP with 4♣
- 3♣ - 6+♣ 9-10po unbal.
- 3♦- inv 6 good ♦
- 3♥ - 3♥ + 4♣, 13-14 HP

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Note 3 Transfer Double

1. 1♣-(1♦) -X =4-5♥

1♥ = 4-5♠

1♠ = 8+po max 3♠, i dont want to play 1nt from my hand
- subsequent bids are FG

1NT=natural

2♣ =positive NF

2♦ = 6+♥ any strength

2♥ = 6+♠ subinv or FG

2♠ = 6+♠ inv

2NT=natural

3♣/♥/♠ = preempts

3♦ = majors 5-5 inv

Pd' s answers:

1♣ - (1♦) - x -

1♥ = 3♥

2♥ = 4♥

1♠ = 4♠

2♦ = FG

2. 1♣-(x) - xx = strength

1♦ = 4-5♥

1♥ = 4-5♠

1♠ = 8+po max 3♠,i dont want to play 1nt from my hand
- subsequent bids are FG

1NT=natural

2♣ = positive NF

2♦ = 6+♥ any strength

2♥ =6+♠ subinv or FG

2♠ = 6+♠ inv

2NT=natural

3♣/♦/♥/♠ = preempts

Pd' s answers:

1♣- (x) -2♦/2♥ -(p)

2NT=strong hand,same answer like 2♦ or 2♥ opening

1♦ - (x) - xx = strength

1♥ = 5+♥

1♠ = 5+♠

2m = NF

3. 1m - (1♥) -

x= 4-5♠

1♠ = 8+po max 3♠, dont want to play 1nt from my hand
– subsequent bids are FG

1NT = natural

2♣ = positive NF

2♦ = positive NF

2♥ = 6+♠ subinv or FG

2♠ = 6+♠ inv

2NT = natural

3♣/♦/♠ = preempts

3♥ = short

4) 1♣ – (1♠) –

x= 4-5 ♥ – subsequent new suits are FG

1NT = natural

2♣/♦ = transfer

2♥ = inv with ♣

2♠ = 11+ bal, can stop in 2NT/3♣

2NT = natural

3♣/♦/♥ = preempts

5) 1m – (2any) – 2♦ = positive NF

– 2M = NF

– 3M = 6 cards good suit FG

6) 1M – interv – cue-bid = 3+cards in M, min invit.

– 2NT = 4+cards in M, FG

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NOTE 4 Mixed Raise

MIXED RAISE

- a) $1\heartsuit - (x) - 2\spadesuit = 4\heartsuit$ subinv
 $1\heartsuit - (x) - 2NT = 4\heartsuit$ FG
 $1\heartsuit - (x) - 3NT =$ preempt with 1.5–2 defensive tricks
 $1\heartsuit - (x) - 1NT =$ natural
 $1\heartsuit - (x) - 2\diamonds = 3-4\heartsuit$ good hand, inv

- b) $1\spadesuit - (x) - 3\heartsuit = 4\spadesuit$ subinvit.
Rest = same

- c) $1M - (x) - 3m =$ nat FG (if PH, 5m 4M inv)

- d) $1\heartsuit - (x) - 3\spadesuit/4\clubsuit/\diamonds =$ splinters

$1m - (1M) - p - (p)$
 $x - (p) - 2M =$ weak hand, probably 4441

$1m - (1\spadesuit) - p - (p)$
 $x - (p) - 3\heartsuit$ weak with 6 \heartsuit

$1\diamonds - (x) - 1M - (p) - 1NT$ —we play 2-way c-b