

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1level: can be GOOD 4-card suit, 8+ – -17; 2 level sound
RESPONSES: All 1/3NT bids = nat; 1-1 RF; 1-2 NF
Jump Q=4+ fit, INV
JUMPS in a new suits = natural + fit for partner suit
BALANCING: natural, Jump suit = 12+ – -15, 6+ suit; Q = Michaels
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
(1x)-1NT=15+–18, System On. If Xed: TRF = XX=♣ etc
(1x)-P(1y)-1NT=good hand, 15+ - 18; System On
BALANCING: 1NT = 10+ – 14, X + NT = 15–17, 2NT=18 – 20
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
WK, NF responses, Q = invitational to game
(1M)–2NT=5♣+5♦; (1M)–3m= WK
Leaping Michaels: (2♦/♥/♠) – 4♣/♦ = 5+♣/♦ + 5-card major, RF
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(1♣/♦) – 2♦ = majors, <11 or 15+. Q = invit; ♥/♠ bids = to play.
(1♥/♠) – 2♥/♠ = 5♠/♥ + 5m. 2NT = Ask 3♣ = P/C
(1x) – 3x = ? stop to play 3NT (1m) – P – (1NT) – 2m=♥+♠
(1♣/♦) – P – (1♥/♠) – 2♥/♠ = NATURAL; 2♣/♦/2NT = unbid suits
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
vs. STR(14+): X=4M+5+m, 2♣=♠+♥; 2♦=6+M; 2♥/♠=5♥/♠+4+m
(1NT) – X/2♣ – (P/2x) – 2NT = game try
vs. WK(<14): X=14+,us =; Others = Multi-Landy
(1NT)–X–(P/XX)– ? : P = 6+ our hand; 2♣ = 0-6, no 5-c; 2x=0-6, 5+
(1NT)–P–(2x)– X = 14+, says nothing about x suit. Rest NATURAL.
(1NT)–P–(P)– ? : SYSON + rule of borrowed king.
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
vs.2♦ Multi:2♥/♠= NAT; X/2NT=12-14 or 19+/15-18
vs.2♥/♠ wk: X = TO(lebensohl); 2NT=15-18; 4♣/♦ = 5+♣/♦+5♠/♥
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
vs.STR 1♣: X = ♥+♠, 1NT ♣+♦, 2m = m+M
(1♣) – P – (1♦) – Same
vs. STR 2♣/♦: NAT
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
XX = always at most 2-cards in partners suit.
1♥/♠–(X)–2NT = Truscott

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> / 5 <sup>th</sup>	3 <sup>rd</sup> / 5 <sup>th</sup>	
NT	4 <sup>th</sup> from Honor	3 <sup>rd</sup> / 5 <sup>th</sup>	
Subseq	Attitude	3 <sup>rd</sup> / 5 <sup>th</sup>	
Other: Same			
No rules if partner rates to have very little			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx+	Asks for ATTITUDE	
King	AK, KQx+, Kx	Asks UNBLOCK / COUNT	
Queen	QJx+, Qx	KQx+, QJ9+	
Jack	J10x+, (A)KJ10+	J10x+, A / KJ10+	
10	(A) / K / Q 109+ or highest	A / K / Q 109+ or highest	
9	98+, 9x	9xx, H98x	
Hi-X	Usually doubleton	2 <sup>nd</sup> best from xxxx(x)	
Lo-X	xxX, xxXx, xxxxX	from Hxxx+	
SIGNALS IN ORDER OF PRIORITY – STD count and attitude			
	Partner's Lead	Declarer's Lead	Discarding
1	UDCA	Low = even	Low = E
Suit 2	Count	Logic	Logic
3	Suit preference		
1	UDCA	Low = even	Low = E
NT 2	Count	Logic	Logic
3	Suit preference		
Smith (small) only against NT			
Against suit with AK we lead the K to show something special (shortness etc)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
From 10+ hcp if perfect shape OR 18+ with a suit. TO of M implies 4OM.			
RESPONSES: (1♦/♠)-cheap=wk, jump=inv, 1NT=7-10; Q = F until 2xSuit			
After cheap response: Suit = 17+ - 20, NF; Q = 20+ (return=wk)			
(1♥/♠) – Pass – (3♣/♦ Bergen) – X = TO vs. ♥/♠ if WK version			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support X and XX			
1♥/♠ – (P) – 1NT – (2x) – X = TO, extra, tricks			
(1x) – 1y – (Suit/Raise/1NT) – X = other suit(s)+tolerance for partner's suit			
Responsive doubles up to 3♠; (1NT) – X = 4♥/♠+5+♣/♦			
(1♥/♠)–P–(1NT)–X = TO. If opener bids again X = penalty.			

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: Switzerland</b>
<b>PLAYERS: Irène Saesseli</b>
<b>Gojko Zivkovic</b>
<b>Lisbon 02.2019 – 20.01.2019</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5-card majors, better minor, 1NT = 15 – 17 VUL
2♣ = Any Acol 2 or BAL 22 - 23, 2♦ = GF, 2♥/♠ = WK
2NT = 20–21, aggressive openings in 3 <sup>rd</sup>
2-over-1 = GF by uPH, 1♥/♠-3♣/♦ = Bergen Raises
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Walsh over 1♣ opening
2♦ = GF or 24+ =
Michaels
(1♣/♦)-2♦=majors;(1♥/♠)-2♥/♠=5♠/♥+5m;If Xed: P=no pref
All suit jumps in competition are in fit
(1♣/♦)-1♥/♠-(P/X)- 3♣/♦ = 4+ fit, INV
1m (1NT) 2m = both M
<b>SPECIAL FORCING PASS SEQUENCES</b>
Anytime partnership showed invitational+ values, PASS is F
1suit / NT – (X) – XX ; 1x – (1NT) – X = Forcing to 2NT or X
<b>IMPORTANT NOTES</b>
1♣ – 1♦/♥/♠ – 1♥/♠/NT: 2♣ = wk in ♦ or INV; 2♦ = GF
3 level jumps = GF with good suit(s)
<b>PSYCHICS:</b> We open very light in 3 <sup>rd</sup> position

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4♥	11+–22	1NT=8-10; 2♣=inverted 2♦/♥/♠ = WK 4-7 HCP	1♣-1x-2NT=18-19 1♣-1M-3NT=18-19 w/4M	2♥/♠ = natural + fit, constructive 4 <sup>th</sup> suit = RF; 2♣ = to play
							P-(P)-1♣/♦-(X)-2♥/♠ = Nat+fit
	1♦	3	4♥	11+–22	1NT=6-10,=; 2♣=GF; 2M WK 4-7 HCP	1m-1♥/♠-1♠/NT 2♣=wk in ♦or inv; 2♦=GF	
					1♦–3♣=INV		
1♥		5	4♦	11+ – 22,	1NT=RF; 2♣/♦=GF; 2♥=8-10 + 3♥ 2NT= 4♥ GF or 3♥ 16+, 3m Bergen, 3NT=13-15	In 2-1 2M=catchcall; Jump to 3NT=15-17	2♣/♥=Max P + fit / 8-10
1♠		5	4♦	As above	As above		<b>ALL new jump bids are in fit.</b>
INT			3♠	15-17 may have 5M/6m	2♣=Stayman (may be INV w/o M) 2♦/♥/♠/NT=TRF, 3x = Slam try	2♣:+3♣/♦=nat, F; 3♥/♠ = Smolen	1NT – (X) – ?: SYSON, X=St TRF:+New=GF; +Jump=SPL
					4♣=M's, 4♦/♥ = TRF to 4♥/♠, 4♠=♣+♦		TRF+4NT=Quant
2♣	√	0		Any Acol 2 or BAL 22 - 23	2♦=Relay, 2♥/♠=5+cards good hand		
2♦	√	0		GF or 24+ =	2♥ = Negative, others NAT positiv		
2♥		(5) 6		WK	2NT = asks		
2♠		(5) 6		WK	2NT = asks		
2NT				20–21, = can have 5♥/♠	3♣ = Puppet St.; 3♦/♥/♠=TRF ♥/♠/NT; 4♣=M's 4♦/♥ = TRF to 4♥/♠	2NT - 3♦/♥ -3♥/♠ = no fit, 3NT= fit 3♠ + 4♣=6+♣; 4♦=6+♦; 4♥/♠=5♣/♦+4♦/♣	
3♣/♦		(6) 7		Preempt, wide range in 3 <sup>rd</sup>	3New = RF		Lead directing bids
3♥/♠		(6) 7		As above			
3NT	√			Gambling, solid ♣/♦, no void	4♣ = P/C; 4♦ = ? shortness; 4♥/♠ = to play		
4♣/♦	√	8		Preempt			
4♥/♠ 4NT 5♣/♦ 5♥/♠		7+		Preempt, in 3 <sup>rd</sup> /4 <sup>th</sup> = to play	4NT = 3041 RKCB;		
	√			11+ cards in minors			
		8		Preempt, us 9 tricks		<b>HIGH LEVEL BIDDING</b>	
		8		11 tricks hand.		4NT = RKCB 30/41/2 without Q/2+Q; 5NT = even + useful void; 6x = odd + void	
						1 <sup>st</sup> or 2 <sup>nd</sup> round control	
						3NT is non serious if non jump and major suit fit is KNOWN.	
						If opps interfere over RKCB & we can play in 5 of our suit = DOPI(X=30, P=41); If we cant play in 5 of our suit = DEPO (X = even, P = odd); ROPI	