

DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			EBL Convention Card	
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE				
can be light at the 1-level with a good suit		Lead	in Partner's Suit			
sound 2 level overcalls except 2♦ over 1♦	Suit	1/3/5	1/3/5			
1m-Pass-1NT-?= like 1NT overcalls	NT	1/3/5	1/3/5			
1m-Pass-1NT-pas-pas-?= like 1NT overcalls	Subseq	1/3/5	1/3/5			
	Other:	Count: High-Low= even On K count on AQ attitude				
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY	
(15)16-18 direct seat, 10-13(14) balancing seat	Lead	Vs.Suit	Vs. NT		GENERAL APPROACH AND STYLE	
	Ace	AK+, Ax	AK+, Ax		5♦5♥4♦2♦ opening	
	King	KQ+, Kx, AK+	KQ+, Kx, AK+		2♦= Weak with 5+♦ OR strong	
	Queen	QJ+, Qx, KQ+	QJ+, Qx, KQ+		2♦=weak with 6♦ OR Weak with 5♦ and 5+minor OR strong	
	Jack	KJT+, JT+, Jx	KJT+, JT+, Jx		2♦=weak with 6♦ OR Weak with 5♦ and 5+minor OR strong	
JUMP OVERCALLS(Style; Responses; Unusual NT)		10	HT9+, T9+, Tx, J10	HT+, T9+, Tx, J10	2♦= 6+♦ 10-12	
1x-2M: White Vs. Red= weak, all other positions 12-15	9	98+, 9x, H98(+)	98+, 9x, H98(+)		1NT Openings: (14)15-17 HCP	
2-Suit: 2NT shows lowest(5+,5+)	Hi-x	HxLx,xxLx,Lx	HxLx,xxLx,Lx		2 OVER 1 Responses: 12+	
1M-3♦= other M+♦(5+,5+)	Lo-x	HxxxL,HxL,,xxL	HxxxL,HxL,,xxL		SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
1♦-2♦= Both M(5+,5+)	SIGNALS IN ORDER OF PRIORITY				1♦ -(pass)-1♦ may be short	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding	2♦= Weak with 5+♦ OR strong	
1♦-2♦= ♦+♦(5+,5+)	Suit:1st	Attitude	count	odd= encouraging, even= labyrinth	2♦=weak with 6♦ OR Weak with 5♦ and 5+minor OR strong	
1♦-2♦= both M(5+,5+)	2nd	count	suit preference	count	2♦=weak with 6♦ OR Weak with 5♦ and 5+minor OR strong	
1M-2M= oM+♦ (5+,5+)	3rd	suit preference		suit preference	Transfers after 1M(x)	
1x-3x= solid suit, asks stopper to play 3NT	NT: 1st	Attitude	count	odd= encouraging, even= labyrinth	Transfers after 1m(x)	
VS. NT(vs. Strong/Weak; Reopening;PH)		2nd	count	suit preference	Transfers after intervention	
X= Penalty	3rd	suit preference		suit preference	3NT= weak with one minor	
2♦= Both M(3+, 3+)	Signals (including Trumps):					
2♦= one M	count= high-low= even(in trumps low-high=even), standard smith both sides					
2M= 5M 4+m	A lead asks attitude, K asks count, Q asks attitude					
Passed hand: X=Both M(3+, 3+), 2♦= ♦ +other, 2♦= ♦ + other, 2M= N	DOUBLES					
		TAKEOUT DOUBLES(Style;Responses;Reopening)				
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)		can be lighter with good shape				
Natural, takeout doubles						
leaping michaels					SPECIAL FORCING PASS SEQUENCES	
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			when our stayman gets doubled	
X=♦, 1♦=♦, 1M= M+m	card showing double on bids with unkown suits(multi,weak NT,...)				after (pre)sacrifices over our game	
1NT= minors, 2♦= Majors	support (re)doubles(not with 4333 or after 1NT)				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
2♦/♥/♦= short or long	Lightner doubles against hight contracts					
OVER OPPONENTS' TAKE OUT DOUBLE						
1x-X= transfers starting from XX; except 1♦-X, then XX shows points						
X after pass= penalty					Psychics: Rare	

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style; Responses; 1 / 2 Level; Reopening)		
Natural, constructive		
New suit F1, cuebid almost always fit 10+HP, fitjumps		
INT OVERCALL (2nd/4th Live; Responses; Reopening)		
2 nd 15-17		
4 th 11-14		
Responses as 1NT opening		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
Weak (6-10 5+card)		
Unusual NT: two lowest 5+/5+, any strength allowed		
1minor - 2♦ : 5+5+ majors, 1 minor - 2♣ = natural		
Reopen: 11-14 6+card		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
On a major : Cue bid: Michaels 5+OM/5+minor		
Jump cue bid: asking for a stop		
VS. NT (vs. Strong/Weak; Reopening; PH)		
VS strong NT: X: 14+, 2c: both M, 2d: 1M, 2M: 5M4m		
4 th seat only 2c both majors, rest natural		
VS weak NT: X: 14+, 2c: both M, 2d: 1M, 2M: good overcall		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		
Leaping Michaels :		
On minor : cue = majors, 4om = 5+om5+major		
On major : 4m = 5+m5+om, cue = minors		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♦		
X: ♥, 1♦: ♣, 1♥/♣: 5♥/♣4+minor, 1NT: minors		
2♣: majors, 2♦/♥/♣: short or long		
OVER OPPONENTS' TAKEOUT DOUBLE		
System on, XX = 10+HP		

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	Lead	In Partner's Suit
Suit	3/5	3/5
NT	Attitude	3/5
Subseq		
Other: Kantar: 10/9/8 is 2 or 0 higher		
K for count and unblock, A/Q for attitude		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	Ask attitude	Ask attitude
King	Ask count	Ask unblock
Queen	QJx, Qx	Ask attitude (QJ or KQ)
Jack	J10x, Jx	J10x, Jx
10	XJ10, 10x	XJ10, 10x
9	X109, 9x	X109, 9x
Hi-X		
Lo-X		
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
1	Low = enc	Low = even
Suit 2	Low = even	lavinthal
3		
1	Low = enc	Low = even
NT 2	Low = even	lavinthal
3		
Signals (including Trumps):		
2 nd trick: smith: Low is encouraging for opening lead in NT		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
10+HP, responses natural		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
Support X/XX		

W B F CONVENTION CARD		
CATEGORY: Green		
NCBO: Belgium		
PLAYERS: Sam Bahbout 26973		
Steven De Donder 19751		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
Major 5		
Better minor		
NT (14)15-17		
2/1 game forcing		
3 rd hand openings can be very weak		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
2♣: any strong or 3-10 with 5+♦		
2♦: MULTI: GF one suit, strong NT or weak 6♥ or 6♠		
2♥: 3-10 4+♥4+♠		
2♠: 3-10 5♠ 4+m		
SPECIAL FORCING PASS SEQUENCES		
IMPORTANT NOTES		
PSYCHICS:Rare		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3		11-21	1♦: 4+♥; 1♥: 4+♠; 1♠: transfer NT or ♦ 1NT: 8-10(11); 2♣: 10+ with ♣; 2♦/♥/♠: transfer ♥/♠/♦ weak(2-6) or strong(GF)	2 way checkback after any 1-1-1 sequence	Xfer after overcall up to 2♣
					Natural; Inverted minors; 2♥ 5-8 4+♥ and 5+♠ 2♠:9-11 4+♥ and 5+♠	2 way checkback after any 1-1-1 sequence	Xfer after overcall up to 2♣
1♦		3		11-21			
1♥		5		11-21	1NT: F1, 3♣: 7-9 4+M; 3♦ 10-11 4+M 2NT: GF with fit	Gazilli, 1M-2M : 2M+1=general, other short 3♣: any single, 3♦: any void	2♣ : rev drury Xfer on 2 level after dbl
					Same as 1♥	Gazilli, 1M-2M : 2M+1=general, other short	
INT				(14)15-17 Balanced	2♣: stayman can be weak or w/o M 2♦/♥/♠/NT: Xfer , 3♣/♦: minors NF/GF		
2♣	x	0		3-10 HP 5+♦ or any strong that is not a solid 1 suiter	2♦: NF relay; new suit forcing 2NT : F relay	2♥: 4+♥2suiter or strong NT Min/Min-Max/Max	
					2♦: NF relay, 2♣: limit for ♥, 3♥/♦: p/c, 3m F1	On 2NT: 3♣/♦: min ♥/♦, 3♥/♦: max ♦/♥	
2♦	x	0		Multi: Weak ♥ or ♠ or 22-23 NT or strong 1 suiter	2♥: NF relay, 2♣: asks for transfer, 4♦ bid your M, 2NT: F relay	3♣: min, 3♦: max 44, 3M: max 4M5OM	
					3minor F1	3NT: max 55, 4m: max void	
2♥	x	4		3-10 HP 4+♥4+♠	2NT : F relay		
					3minor F1		
2♠		5		3-10 HP 5♠ 4+♣/♦	2NT: GF relay	3♣/♦: 4+♦/♣, 3♥/♦: 6+♣/♦, 3NT: 544	XX: comp for 3♠
					3♣: P/C, 3♦: Xfer ♥, 3♥: INV for 4♦		
2NT				20/21	3♣: Puppet, 3♠: minors		
					3♦/♥: Xfer	Accept: fit	
3♣		6		Preemptive	New suit F1, 4♣ or kc		
3♦		6		Preemptive	New suit F1, 4♦ or kc		
3♥		6		Preemptive	New suit F1, 4♣ slamtry ♥		
3♠		6		Preemptive	New suit F1, 4♣ slamtry ♠		
3NT				Gambling: solid suit No outside A or K			
4♣				play 4♥ from other hand	If not 4♥, cue		
4♦				play 4♣ from other hand	If not 4♣, cue		
4♥				To Play			
4♠				To Play			
4NT							
5♣						HIGH LEVEL BIDDING	
5♦						(O)RKC 4130	
5♥						Below 5 in our suit : DOPI/ROPI, above DEPO	
5♠						♥ trump : 3♠ non serious, ♠ trump : 3NT non serious	

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS	General Style	MAY BE WEAK
Responses	Suit Change	=
IN THE REOPENING POSITION		MAY BE WEAK
Responses		
TAKE-OUT DOUBLE	General Style	SHAPE AND STRENGTH
Responses		
IN THE REOPENING POSITION	9+ AND SHAPE	
Responses		
SEE SPACE FOR "SPECIAL" DOUBLES ELSEWHERE IN THIS CARD		
1NT OVERCALL	2nd pos	15 - 18 HCP
Responses	AS FOR 1NT OPENING	
	4th pos	10 - 15 HPC
Responses	2c Relay	
JUMP OVERCALL	<input checked="" type="checkbox"/> WEAK to intermediate	
OTHERS		
Responses		
2NT OVERCALL	UNUSUAL	
55m		
DIRECT CUE-BID	2D on 1m = Majors	
5oM-5m		
VS STRONG NT	2nd pos	4th pos
Double =	C or H+S	C or H+S
2♣ =	D	D
2D =	6crd M	6crd M
2H,S =	5Crd+3crd m	5crd+3crd m
VS WEAK NT	2nd pos	4th pos
Double =	PENALTY	PENALTY
2♣ =	D or H+S	D or H+S
... see above		
VS PREEMPTS	Double = NEGATIVE	
VS ARTIFICIAL STRONG OPENINGS		
1S random		
1NT = MM	2M = nat	
2NT = mm	2m = m + higher suit	
OVER OPPONENTS' TAKE-OUT DOUBLE		

LEADS AND SIGNALS

OPENING LEADS	<ul style="list-style-type: none"> • SUIT <p><input checked="" type="checkbox"/> 3rd/5th <input type="checkbox"/> 4th <input type="checkbox"/> Attitude <input type="checkbox"/> Rusinow</p> <p>Other KANTAR</p> <ul style="list-style-type: none"> • NT <p><input type="checkbox"/> 3rd/5th <input type="checkbox"/> 4th <input checked="" type="checkbox"/> Attitude <input type="checkbox"/> Rusinow</p> <p>Other KANTAR</p>																																										
AQT: strong leads, asking distribution or unblock																																											
KJ9 : requires encouraging partner to continue																																											
OPENING LEADS VS NO-TRUMPS (Bold)																																											
Underline leads against suit contracts if different																																											
A K - A K x - A K J x - <u>A K J 10 x</u> - <u>A Q J x</u> - <u>A J x x</u> K J x x x - K x x x x - K Q - K Q x - <u>K Q x x</u> - <u>K Q J x</u> K J 10 x - K x x - K x x x - K x x x x - Q J - Q J x Q J 10 9 - K Q 10 x - K Q 10 9 x - Q x x - Q x x x Q 10 9 x - J 10 - J 10 x - J 10 9 8 - K J 10 9 - K 10 9 8 J x x - J x x x - J x x x x - 10 x - 10 9 - 10 9 x - 9 8 x 10 x x - 10 x x x - 10 x x x x - x x - x x x - x x x x x x x x x - x x x x x x																																											
SIGNAL WHEN FOLLOWING SUIT OR DISCARDING																																											
USE 1 = ODD NO OF CARDS, 2 = EVEN NO OF CARDS,																																											
D = DISCOURAGING, E = ENCOURAGING, S = SUIT PREF																																											
BRACKET THE SIGNALING METHOD WHEN RARELY USED																																											
<table border="1"> <thead> <tr> <th></th> <th>CARDS</th> <th>HIGH</th> <th>LOW</th> <th>ODD</th> <th>EVEN</th> </tr> </thead> <tbody> <tr> <td>Suit</td> <td>On partner's lead</td> <td>1,D</td> <td>2,E</td> <td></td> <td></td> </tr> <tr> <td></td> <td>On declarer's lead</td> <td>1</td> <td>2</td> <td></td> <td></td> </tr> <tr> <td></td> <td>Discarding</td> <td></td> <td></td> <td>E</td> <td>S</td> </tr> <tr> <td>NT</td> <td>On partner's lead</td> <td>1,D</td> <td>2,E</td> <td></td> <td></td> </tr> <tr> <td></td> <td>On declarer's lead</td> <td>1</td> <td>2</td> <td></td> <td></td> </tr> <tr> <td></td> <td>Discarding</td> <td></td> <td></td> <td>E</td> <td>S</td> </tr> </tbody> </table>			CARDS	HIGH	LOW	ODD	EVEN	Suit	On partner's lead	1,D	2,E				On declarer's lead	1	2				Discarding			E	S	NT	On partner's lead	1,D	2,E				On declarer's lead	1	2				Discarding			E	S
	CARDS	HIGH	LOW	ODD	EVEN																																						
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OTHER SIGNALS																																											
Smith																																											
odd enc, even suit pref when single or void																																											
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES																																											
90% is negative double																																											
At higher level in forcing situation reverse meaning of double																																											
and pass are possible																																											
SPECIAL FORCING PASS SEQUENCES																																											
see negative doubles																																											

CONVENTION CARD

Arts Geert	16082
Steve De Roos	21304

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE	Precision
	01/09/2017

MAJORS 5+crd, ♦ 2+ crd

SPECIAL OPENING BIDS AND RESPONSES

OPENINGS	DESCRIPTION
1	1♣ +16HP all distributions
2	1D response 1h/s : 3+crd, 0+HP
3	2C natural (9)10-15 HP
4	(9)10-15HP, (43)15, 4414,4405
5	2H/S Weak, 5+ crd
6	3C,D,H,S preempt can be very weak, 5+ crd possible
7	3NT gambling or to play
8	4C,D Preempt transfert
9	4NT Minors
10	

SPECIAL COMPETITIVE BIDS

1	Doubles at higher level
2	
3	
4	
5	

IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE

We feel free at the table to give interpretation to point ranges
or to specifications required for bidding
Destructive 3 level openings are not mandatory
PSYCHICS POSSIBLE but rare

OPEN -ING	MIN NO OF CARDS	TICK IF ARTIF -ICIAL	DESCRIPTION	NEG DBL THRU	RESPONSES (including modifications over competition)	SUBSEQUENT AUCTION	MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
PASS							
1♣	0	✓	16+ HP	4♥	1D= 5-7hp any dist or GF 5crd H; 1H : GF 5crd S 1S= 0-4hp any dist or GF C; 1NT = 12+HP NT or minors 2C=GF D; 2D=NT 7-11HP; 2H=7-11 Minors: 2S=(4441) 2NT=(4441) 10-12HP; 3X=(4441) 7-9HP or 16+HP	1H : relay, 1NT : GF	transfer bids
1♦	2		10-15HP, at least 2crd D	4♥	1H/S : 3+crd if we don't want to bid NT, 0+HP possible; 3C : 5+card C + 4+card D, 0-8 HP 2D = INVERTED, 2NT=11HP, 3D=4-8HP // 2H 0-8 5+S/4+H // 2S = 9-11 5+S/4+H		Transfer bids
1♥, ♠	5		10-15HP	4♦	1NT = FORCING 2NT = GAME FORCING 2♣ = GAME FORCING C or min limit support M	2♣, 2♦ = LONGEST MINOR 3♣ = single: 3D void	RUBENSOHL after interference :
1NT	2		Non-vul, 1/2hand, (10)11-13 HP Vuln (13)14-16 HP; vuln 3/4 15-17HP Non-vul, 3/4hand, (9)10-14HP Can be irregular (5+ card major, 6+ card minor possible)		2♦, 2♥, 2♠, 2ZT = TRANSFER 3♣♦ = (54) 3♥♠ = 4-card GF		Transfers
2♣	5		(9)10-15HP 6-crd C or 10-15 5crd C+4crd M 3 hand 5332 possible and/or 6-11HP		2♦ = RELAY REST = natural at least inviting, 3c : weak non inviting		DOUBLE = negative
2♦		✓	(9)10-15HP, (43)15, 4414, 4405		2H, S ; 3C = non forcing 2NT = ASKING		DOUBLE = PENALTY
2♥	5		weak H, 6-11HP, 5crd to 6-crd		2NT = ASKING		
2♠	5	✓	weak S, 6-11HP, 5crd to 6-crd		2NT = ASKING 3♣ = PUPPET STAYMAN		
2NT			(21)22 - 23 HP		3♦, 3♥, = TRANSFER 3♠ = prepared minor bidding		
3♣	5		natural preempt, non vuln 0-6(7-9)hp, 5+crd				
3♦	5		natural preempt, non vuln 0-6(7-9)hp, 5+crd				SLAM APPROACH AND CONVENTIONS
3♥	5		natural preempt, non vuln 0-6(7-9)hp, 5+crd				
3♠	5		natural preempt, non vuln 0-6(7-9)hp, 5+crd				4NT = KEY CARD BLACKWOOD 41 - 30-2 without Q-2 with Q
3NT		✓	1st/2nd GAMBLING any color, 3rd/4th to play				4m : could be asking for aces; first step is not interested in slam
4♣			NAMYATS, nothing to hide				SPLINTER BIDS
4♦			NAMYATS, nothing to hide				
4♥			1-2 hand : 4-12 HP, preferring to play himself				
4♠			1-2 hand : 4-12 HP, preferring to play himself				
4NT			Minors (5-5)				

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)		
Wide range, 4-5+ cards 4-15pts		
(1x)-pass-(pass)-1NT=11-14/15-17 depends on m/M opening		
-2NT=18-20 bal or semi-bal		
-jump to 2M/3m=6-7cards 11-14pts		
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		
(14)15-17 bal or semi-bal		
(1m)-pass-(pass)-1NT=10-14pts		
(1M)-pass-(pass)-1NT=15-17pts		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
Preempts (VUL dependant and wide range), intermediate 13-16 when unfavourable		
Reopen: intermediate		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
Michaels / Leaping,		
(1M)-3M=strong with minors		
VS. NT (vs. Strong/Weak; Reopening; PH)		
DBL=points ; 2♣=MM 2♦/♥/=natural ; 2NT=mm		
Same against weak NT		
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)		
T/O ; strong 2 colours		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 or 2		
DBL=MM ,1NT=minors		
OVER OPPONENTS' TAKEOUT DOUBLE		
Transfers after 1M-(DBL)		

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	Lead	In Partner's Suit
Suit	2/4	same
NT	2/4	same
Subseq	2/4 or 4th best	same
Other:	x from K10x,Q10x is an exception.	
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AK+	same
King	AKQ.AKJ,KQ(J),KQ10	same
Queen	QJ(10)+,KQ10+	same
Jack	AJ10+,KJ10,J10+,Jx	same
10	H109+,109+	same
9	H9x	same
Hi-X	xXx	same
Lo-X	xX,xxxX	same
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
1	Count low-even	Count low-even
Suit 2		
3		
1		Reversed smith
NT 2	Count low-even	Count low-even
3		
Signals (including Trumps):		
Count or labyrinth ; on A lead rev. attitude		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
light T/O doubles ,competitive,		

W B F CONVENTION CARD		
CATEGORY: Blue		
NCBO:European championship		
PLAYERS: Grozyo Donev		
Zhivko Draganov		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
Precision club; 5 cards majors ; 1♦ 0+ 10-16		
1NT 10-13/14-16 ;		
2♣=5♣4M or 6+♣		
2♦=both M's		
2M=weak 5+cards		
2NT=minors		
2/1=GF		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
1♣=strong (16+ if bal)		
1♦=0+ 10-16pts		
1M=5+ 10-15pts		
1NT 10-13/ (13)14-16pts ,might have 5M/6m/low singleton		
2♣=5♣4M or 6+♣ 10-15pts		
2♦=both M's		
2♥= weak 5+cards		
2M =weak 5+cards		
2NT=minors		
3x=preempive		
SPECIAL FORCING PASS SEQUENCES		
When the interference is under the bid we are forced to;		
In powerful auction,when we have shown strength		
IMPORTANT NOTES		
Transfers and switches in contested auction		
PSYCHICS:rare(usually with long fit)		

OPEN ING	TI CK IF AR TI FI CI AL	MIN .NO. OF CAR DS	NEG .DB L THR U	Donev - Draganov, Bulgaria			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	x	0		Strong unbal or 16+bal	1♦=0-7 ; 1M/2m=5+cards GF ; 2♥=8-10bal ; 2♣=minors GF 2NT=any 4441 GF 3♣=44(50) GF	1♣-1♦-1♥=F-nat or balanced (19/20 23/24) 1♣-1♦-3♥/3♣ =55MM NF/GF	
1♦	x	0		0+10-15	1M=4+RF 2♣=3+cards GF 2♦=5+cards GF	1♦-4♣/♦-transfer for ♥/♣	1♦-2M= 5M5m
					1♦-2♣=both minors or NT invitation; 1♦-2NT=1m preemptive ; 1♦-3m=invitation		
1♥		5		5+cards 10-15pts	1♥- 1NT=RF 2♣=R GF ; 2♦=5+cards GF; 2♣=any splinter; 2NT =4♥ GF ; 3♣=4♥(8)9-11pts 3♦=4♥(6)7-9pts;	1♥-1NT-2♣=1+cards	1♥-1NT=NF
1♠		5		5+cards 10-15pts	1♣-1NT=RF 2♣=R GF ; 2♦=5+GF ; 2NT=any splinter ; 3♣=4♥ GF; 3♦=4♣(8)9-11pts 3♥=4♣(6)7-9pts;	1♣-1NT-2♣=2+cards	1♣-1NT=NF
INT		1		1 st /2 nd POS FAV=10/13 (13)14-16 ;possible low singleton	2♣=stayman ; 2♦/♥/=transfers 2♣=clubs or bal invitation ; 2NT=puppet ; 3♣=♦; 3♦=55MM GF		1NT(10-13) - (x) - 2♣ = 1minor. See the brown sticker notes.
2♣		5		5♣4M or 6+♣	2♦=R ; 2M-nat NF ; 2NT puppet to 3♣ ; 3♣-invitation 3♦=55MM inv ; 3M=6+inv		
2♦	x	0		Both M's preemptive, wide range	2NT-inv ; 3♣ inv+with hearts ; 3♦=inv+with spades 3/4M=preemptive		
2♥		5		5+cards weak, wide range	2♣=R 2NT=puppet to 3♣		
2♠		5		5+cards weak, wide range	2NT=R 3♣=puppet to 3♦		
2NT	x	0		Both minors / 25+pts 4 th pos.	3♥=R ; 3♣=R		
3♣		6		preempt, wide range	4♦=rkcb		
3♦		6		preempt, wide range	4♣=rkcb		
3♥		6		preempt, wide range	4♣=rkcb		
3♠		6		preempt, wide range	4♣=rkcb		
3NT	x	6		Strong 4M opening	4♣=asking for shortness		
4♣				natural preemptive			
4♦				natural preemptive			
4♥				natural			
4♠				natural			
4NT				Minors 65	5♥-rkcb over ♣ ; 5♣-rkcb over♦		
						HIGH LEVEL BIDDING	
						RKCB 1403 ; DEPO/REPO ; CUE,SPL ; 4NT-5NT even with void	

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)		
1Level = Light (5-16), (4)5+ cards, 2Level = VUL-sound, NV-light		
Resp: TRF over 1M-(Dbl /1Sp), 1/1 is 4+ F1 over DBL, 1NT/2suit =TRF TRF over 1DI – (Dbl), 1DI – (1x) – 2m = F1, 2M = NF		
Cue=F1; fit=up to 9 HCP; 2/1= SF; 2CL=Drury; Jump Suit= Suit +fit, Jump Cue=SPL; 2NT over 1M= limit raise+; jump fit= Mixed; 2JS= SPL 2-nd level =5+ cards,(8)9-15 HCP; resp: Cue=F1 w/ fit; 2/2=SF; 3/2=F1 JS= Suit + fit, INV+; 2NT = NAT; 3NT/4HE/SP = for play		
1NT = NAT, 2m= (8)9-16 normally 6 cards		
Reopening: All jumps = 6+ cards 12-16 , Middle 2 bid		
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		
NAT 15-18 , system on		
Reopening: 1NT = (8)9-11Vs 1m, (9)10-12 Vs 1M		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
(1m) - 2He/Sp=4M5+Om 8-12, 2NT = 4H5+Om Str.,3Om = 4S5+Om Str		
(1He) - 2SP = 4Sp5+m(8-12), 3Cl/Di = 4Sp5+m(13-16);		
(1M) – 2M = Michaels, 2NT = mm, (1Sp) – 3Cl/Di = 4He 5+m (13-16)		
(1Di Prec) – 2DI= Nat, 2He= 55+MM, 2Sp= Nat Weak,		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
(1m)-2m = MM, but (1DiPrec)-2DI = NAT,2HE= MM, 3DI= MM str -3m = MM str. 2NT = 4He5+Om, 3Cl = 4Sp5+Cl (13-16)		
VS. NT (vs. Strong/Weak; Reopening;PH)		
Over 14+NT: 2CL= MM,2DI = 1M, 2H/S =5+M4+m, DBL = PEN		
2NT = He+m, 3m= Pre in Green, 3m= Sp+m in Red		
Reopening: DBL = 11+HCP, 2CL = MM, 2Di = 1M, 2M= 5M4+m		
Vs. Weak NT: 2CL = MM, DBL = 12+ HCP, 2Di= 1M, 2M= 5M4+m		
2NT = He+m, 3m= Pre in Green, 3m= Sp+m in Red		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		
T/O DBLs up to 4He, NT bids = NAT, LEB 2NT Response		
(3M) – 4m = Leaping, (3m) – 4m = MM, (2M) – 4m = 5m5M Leaping		
(4SP) – DBL = PEN Oriented, 4NT = T/O or Strong OM/2suits hand		
(1CL Strong) - DBL = MM, 1SP = 1m, 1NT= mm, 2CL = Blacks, 2DI = Reds, 2NT = He+Cl,		
(1CL) – P – (1DI) – DBL = MM, Suit = NAT, 1NT = mm, 2NT = 55+mm or strong 2 suited hand		
OVER OPPONENTS' TAKEOUT DOUBLE		
1x = 4+cards NF, RDBL = 11+HCP; 1NT...2(M-1) = TRF over M		
1Di - (DBL/1M) : 2NT = mm		

LEADS AND SIGNALS		
OPENING LEADS STYLE		
Suit	Lead	In Partner's Suit
Suit	Generally 2 nd – 4 th best	same
NT	Same or Attitude	same
Subseq	same	same
Other: Sometimes we may lead 3th or 1 st w/ small 4+cards		
Lead at NT A or Q = asks > small enc.		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AK(+),Ax(+) asks for ATT	AKx(+) asks for ATT
King	AKx(+),KQ(+),Kx asks CT	Same (Att if 0-2c in dummy)
Queen	(A)QJx(+), Qx	Same, KQ109(+) ATT/Unbl.
Jack	J10x(+), Jx,	Same, QJ9x (Rare at NT)
10	AJ10x,KJ10x,10x,H109x(+)	same
9	H9x, J98x(+), 109x(+)	same
Hi-X	9S,xS, HxxSx(+)	xxxS or xSxx, xxxSx(or Att)
Lo-X	xSx, HxxS, xxxS	HxS(if x important), xSx
SIGNALS IN ORDER OF PRIORITY		
1 HI = ODD	Partner's Lead	Declarer's Lead
Suit 2 S/P	Same	HI = ODD
3 HI = DISC		S/P
1 HI = ODD	Low = R Smith echo	Low = R Smith echo
NT 2 HI = DISC	HI = ODD	HI = DISC
3 S/P	S/P	S/P
Signals (including Trumps):		
We play REV Smith echo at NT from both sides (Low = ENC)		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
Light(9+HCP) if proper (ex. 4441) distribution in any position		
Natural responses, based on balance		
Cue-bid = GF or 4M(44MM) INV+		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
(1NT)-(3NT)-DBL = lead HE		
SUPP DBL/RDBL, any STR at 1-level, not MIN at 2-level,		
All DBLs of suit that OPP bid and support are G Try (3 in our S is comp.)		
(1M)-P-(P)-DBL,(2M): DBL = points, 2NT = 2 suits		
PEN DBL = in FG (but not if it's PRE or OPPs suit bid & support)		
DBL of SPL when we are FAV is save oriented, else lead the Lower suit		

EBL CONVENTION CARD		
CATEGORY: BLUE		
NCBO: Bulgaria		
PLAYERS: Ivanchev - Nikolchev		
Hristo - Klimentin		
EVENT: All		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
STRONG CLUB		
Light Opening and Overcalls, 5-Card M and NF 1NT response		
Free PRE, especially w/ passed partner		
Frequent use of NON-PEN doubles		
1NT Opening = 14-16(17) , may have 5M, 6m, SGL A, K, Q		
1NT Opening = 15-17 in 3th, 4 th pos.		
2/1 = FG		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
1CL = Strong, 1Cl-1Di = Neg., 1DI = Precision 0+ di, 10-15		
2CL = 6+Cl w/o 4M (10-15) or 5+Di w/ 4M (8-10)		
2DI = MULTY 1M in 1 st & 2 nd pos. (MM in 3th and 4 th pos.)		
2HE = 4He 5+Cl (10-13) (4He 5+m in 3th & 4 th pos. (8-12)		
2SP = 4Sp 5+Cl (10-13) (4Sp 5+m in 3th & 4 th pos. (8-12)		
2NT = 4He 5+Cl w/ SGL (13-16) (4He (5)6+m in 3th & 4 th pos.)		
3CL = 4Sp 5+Cl w/ SGL (13-16) (4Sp (5)6+Cl in 3th & 4 th pos.)		
3DI = PRE in 1 st & 2 nd , (4Sp (5)6+Di in 3th & 4 th pos. (13-16)		
3NT = strong 4M opener (NAT in 3th & 4 th pos.)		
w/comp. bidding 3+ level (3M and more)		
DBL = have to bid more, Pass = NO		
IMPORTANT NOTES		
With two suits bid by the OPPs, We bid the stopper		
PSYCHICS: Rare. We practise light openings in 3th pos. 4+		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG,DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	*	0	4He	16+ HCP, any shape, or 8-8,5 playing tricks w/ control hand	1Di = 0-7 any, 1He = 5M, 1Sp= 5m332 or 5m422, 1NT = 6M, 2Cl= 6m or 55mm, 2Di= 5m4any+sgl 2He= 8-11 or 14+ Bal, 2Sp= 4441, 2NT= 12-13 Bal 3x = 5-7 2 suits, 3Sp = 6+ tricks any suit AKDxxx+	1Cl-1Di-1He=F1, 2Sp= 5+Sp5+any, 3Cl=55mm, 3Di=5He5Di, 3He=5He5cl	same
1♦	*	0	4He	10-15 HCP	1M = F1, 1NT = 7-10, 2m = 4+ GF, 2He= INV+w/ Sol.6+ any suit, 2Sp= Inv Bal or 54+mm comp+, 2NT= 1m weak, 3m= NAT INV, 3M= NF	1Di-1M-2NT= any SPL, 1Di-1M-3M=min un	8+HCP in 3th pos.
						1Di-1M-1NT-2Cl®Inv,2Di®GF,2NT=avt>3c	
1♥		4	4Di	5+He (9)10-15 HCP or 4He 441 any	1NT = NF, 2Cl=GF w/o fit, 2Di= GF w/ fit, 2SP= Spl Sp or INV w/ 3 fit, 2NT= INV+4+fit, 3x= Spl 3NT= Blac1430 ,3Sp/4Cl/Di = void, 4S = for play	1M-1NT-2Cl = Gazzily	1M – 2CL = Drury (then 2Di= min, 2M = 6M Unbal)
1♠		5	4He	5+Sp (9)10-15 HCP	1NT= NF, 2Cl/Di = same, 2He= INV+w/ Solid 6+ any suit , 2NT=INV+ 4+fit,3xSpl, 4x =void & Excl	same	1M = (6)7+ HCP in 3th pos.
INT				(14)15-16(17)HCP, 5M,6m,Sgl T/O	2Sp= ASK weak double & 5M, 2NT= CL INV+, 3CL= DI INV+, 3Di= (14)44 GF, 3M= 54mm GF	1NT-(Dbl)-Rdbl=1m or 2MM, 2Cl= 2 suits, 2Di/He= TRF, 2Sp = mm	15-17 HCP in 3th pos.
2♣	*	5	4He	6+Cl w/o 4M, (10-15) or 5+Di w/ 4M, (8-10)	2Di=@,2M =Nat NF, 2NT =5+4+MM GF,3Cl=P/C 3Di=5He5Di Inv, 3He= MM Inv, 3Sp= 5Sp5Di Inv 4CL/DI = P/C, 4M = For play	2Cl-2Di-2M=5Di4M(8-10), 2NT=6Cl Strong 3Di = 4Di strong, 3M = 6+ Sol Cl + A/K inM	8+ HCP in 3th pos.
				(5)6+M weak, (3-9)	2He=P/C, 2Sp= NAT NF, 2NT=R, 3Sp= mm GF	2DI-4Cl= bid your suit TRF(4Di = bid Nat)	2CL-(DBL) = t.o.♣,(2DI) = t.o.♦
				MM in 3ht & 4 th pos. (4)5-10)			MM or Di in 3th pos.
2♥	*	4		4He5+Cl (10-13), 4He5+m 3th	2Sp = NAT INV, 2NT = INV, 3Di= Relay INV+	>3He=64,3Sp=5431, 3NT=5422	4He 5+m (8-12) in 3th & 4 th pos.
2♠	*	4		4Sp5+Cl (10-13), 4Sp5+m 3th	2NT = Nat, INV, 3Di = Relay INV+	>3He=64,3Sp=5431, 3NT=5422	4Sp 5+m (8-12) in 3th & 4 th pos.
2NT	*			4He5+Cl w/ SGL (14-16)	3Di= Relay GF	> 3He = 64, 3Sp/NT = 5431 L/H singl	4He 6+m (13-16) in 3th & 4 th pos.
				4He6+m in 3th & 4 th pos.			
3♣	*	6		4Sp5+Cl w/ SGL (14-16)	3Di = Relay GF	> 3He = 64, 3Sp/NT = 5431 L/H singl	4Sp 6+Cl (13-16) in 3th & 4 th pos
3♦	*	6		PRE free, 4Sp 6+Di in 3th pos.	3M = F1, 4CL= RKCB , 4M,5m = to play		4Sp 6+Di (13-16) in 3th & 4 th pos
3♥		6		PRE free in green, 4-9 in red	New suit = F1, 4CL = RKCB		
3♠		6		PRE free in green, 4-9 in red	4CL = RKCB,4DI = F1, 4HE = to play		
3NT	*	7		Strong 4M opener,NAT in 3/4th	4Cl= S/T, 4DI= Middle S/T, 4He= P/C	4Cl > 4Di/He = TRF; 4DI > 4M = NAT Min. 4NT= A,K cue in OM, 5M = short cue in OM	3NT= NAT to play in 3th /4 th pos
4♣/♦		7		PRE (3-10)	4M = For play	HIGH LEVEL BIDDING	
4♥/♠ 5♥/♠		(6)7		PRE (3-10)		14,30, 2, 2 w/Q; Cue = 1 st & 2 nd round equally, Exclusion RKCB – 14,03,2,2 w/Q	After Q trump ASK, min return in our trump suit = No Q, slam in our suit = Q , nothing in reserve
5♣/♦ 4NT	*			PRE 5+5+ mm (7-14)		After RKCB first step = ASK for Q trump, 5NT = ASK for K, 6x= ASK for 3 rd control	New suit at 6-level = Q + K in the bid suit, 5NT = Q + some val

DEFENSIVE AND COMPETITIVE BIDING																																															
OVERCALLS																																															
1M: 5-15 1S=4+F1, 1N=F1, 2Cue/2N/3Cue/3M=3/4/mixed/PRE, 4m=SPL JS New Suit=Inv, New Suit=F1 or TRF																																															
2nd level: 9-16 2m: 2N=R ask range, 2M=4M F1, 1st free step=50M, JS M=Inv 2M: 2N=R ask range, Cue=Fit, NS=F1 or TRF, 4m=SPL																																															
1NT OVERCALL Live: 15-17, System On Balanced: 11-14, System On																																															
DIRECT CUE and JUMP OVERCALLS (1M): 2M=OM+C, 2N=OM+D, JS=PRE (1m): 2D=MM, 2N=om+H, JS=PRE (1D, Precision)-2D=NAT (1C)-2C=Nat overcall																																															
JUMP CUE (1C)-3C=PRE (1D)-3D=6D 13-16, (1D, Precision)-3D=PRE (1M)-3M=55mm 13+ Reopen: 2Cue=FG any hand, 3Cue=MM or mm																																															
VS.NT DBL=Points or STR hand, 2C=MM, 2D="1M", 2M=5M4m, 2N=5M5m STR, 3C=mm NF, 3N=mm, Rest=Nat																																															
VS. PREEMPTS 3C: 4C=D+M, 4D=MM 3D: 4C=C+M, 4D=MM 3H: 4H=S+m 3S: 4S=H+C																																															
VS. ARTIFICIAL STRONG OPENING 1C: DBL=MM, 1N=mm, 2N=55MM, 3N=mm, Rest=Nat 2C/D: DBL=Suit, Cue=MM, 2/3N=mm, Rest=Nat																																															
OVER OPPONENTS DOUBLE 1D: RD/1H=H/S, 1S=TRF 1N, 1N/2C=TRF C/D, 2D=6M WK, Sys on 1M: RD=10+, 1N-2UnderM=TRF's, 2M=WK, Sys On 2C: RD=10+, 2D=5D NF, Sys On																																															
LEADS AND SIGNALS OPENING LEADS STYLE																																															
<table border="1"> <thead> <tr><th></th><th>Suit</th><th>NT</th></tr> </thead> <tbody> <tr><td>General</td><td>3/5</td><td>4th best</td></tr> <tr><td>Pd's suit</td><td>3/5</td><td>3/5</td></tr> <tr><td>Middle of game</td><td>2/4-small from xx...9x STR 10 Vs AJx dummy</td><td>2/4-small from xx...9x STR 10</td></tr> <tr><td>General</td><td>Rusinow</td><td>Rusinow</td></tr> <tr><td>A</td><td>Ax+, AK blink</td><td>AK+</td></tr> <tr><td>K</td><td>AKx+</td><td>STR combination</td></tr> <tr><td>Q</td><td>KQx+</td><td>KQ+</td></tr> <tr><td>J</td><td>QJx+</td><td>QJ+</td></tr> <tr><td>10</td><td>J10x+, HJ10+</td><td>J10+, HJ10+</td></tr> <tr><td>9</td><td>109x+, H109+, 9x</td><td>109+, H109+, 9x</td></tr> </tbody> </table> <p>1st trick: STD Count We lead Rusinow except: Pd's suit (5+), Dummy's suit (5+), Slams, PRE and lead his or side suit, middle of game</p> <p>NT: Rev Smith</p> <p>SIGNALS IN ORDER OF PRIORITY</p> <table border="1"> <thead> <tr><th></th><th>SUIT</th><th>NT</th></tr> </thead> <tbody> <tr><td>1</td><td>Low=Even or Enc</td><td>Low=Even or Enc</td></tr> <tr><td>2</td><td>STD S/P</td><td>STD S/P</td></tr> <tr><td>3</td><td>---</td><td>---</td></tr> </tbody> </table> <p>Signals priority - Count, Suit preference, Attitude</p> <p>DOUBLES TAKE OUT DOUBLES Most low level DBLs are T/O or COMP</p> <p>SPECIAL ARTIFICIAL DOUBLES/REDOU赚 Lead directing DBL Support DBL/RD Game try DBL</p>				Suit	NT	General	3/5	4th best	Pd's suit	3/5	3/5	Middle of game	2/4-small from xx...9x STR 10 Vs AJx dummy	2/4-small from xx...9x STR 10	General	Rusinow	Rusinow	A	Ax+, AK blink	AK+	K	AKx+	STR combination	Q	KQx+	KQ+	J	QJx+	QJ+	10	J10x+, HJ10+	J10+, HJ10+	9	109x+, H109+, 9x	109+, H109+, 9x		SUIT	NT	1	Low=Even or Enc	Low=Even or Enc	2	STD S/P	STD S/P	3	---	---
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OPENING	ART	min	NEG	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND
1C	Y	0	4H	16+ any, possible upgrade with 14(13)	1D=0-7, 1H=5S or 12+ Bal, 1S=5H or 8-11 Bal 1N=5H 12+, 2C=5D, 2D=5C, 2H=5C4D/6C4D 2S=55mm, 2N/3C/3D/3H=4441 SGL H/S/C/D 3S=AKQ(7) any suit	1C-1D 1H=ART, 1S/2m=NAT NF, 1N=16-17, 2H=5H4S 16-19 2S=5S5m FG or 4S6m FG or 6S STR NF, 2N=20-21 3C=mm Inv, 3D=MM FG, 3H=MM Inv, 3S=mm FG	Sys on
1D	Y	0	4H	Precision style 10(9)-15	1M=4+ F1, 1N=NF, 2C=3+ FG, 2D=4+ FG 2H=5S4H WK, 2S="1m WK" or "Inv 3N" 2N=mm WK, 3m=Inv, 3M=PRE, 4m=6m5H	1D-1M-1N 2C=ART: Any Inv or SOFF D/C 2D=ART FG	2m=6(5)m NF Sys on
1H	No	5	4H	10(9)-15	1S=4+, 1N=F1, 2C=Relays FG ask for shape 2D=3H 10-13, 2H=5-9, 2N=4H Inv or Any Void 13+ 2S/3m=6 Inv, 3H=mixed, 3S=7S Shape 3N/4C/D=Void S/C/D 10-12, 4H=wide range	1S-1N 2C=Multimeaning 2D=4D 2H=4H, up to 13 2N=6S max 3m=55 max 3H=55 good minimum 3S=Shape	1N=NF =>Sys On 2C=3Fit max 2D/H=Nat 5+ Sys on
1S	No	5	4H	10(9)-15	1N/2C/2S/2N/3C/3D/3S=Same "1H" 2D=5+H SOFF-Inv, 2H=3S 10-13 or 6H FG 3H=7H Shape Inv, 3N/4C/D=Void H/C/D 10-12 4H=SOFF, 4S=wide range		
1N	No	2	4H	13-15 NV 1/2 14-15 NV 3/4 14-15 VUL all seats SGL H is ok	2C=STAY NF, 2D=TRF 4+H (4 if Inv), 2H=TRF 5S 2S=Ask range or 6C, 2N=mm WK or 6D, 3C=54mm FG, 3D=5H4S Inv, 3M=55mm short M 4C/D=PUP 4H/S, 4M=SOFF, 4N=QUANT	1N-2C 2D=No 2H=4H, 2S=4S, 2N=44 3C/D=5H/S	Sys on
2C	No	5	4H	6C or 5C4M 10(9)-15	2D=@ 9+ 2H=F1, 2S=NF 2N=PUP 3C: WK Clubs or FG 6D 3C=8-10, 3D=55MM Inv+ 3H/S=6 Inv, 4C=PRE 4D=Any Void, 4M=SOFF, 4N=RKCB	2C-2D 2H=4H or 6322 max or 6331 max or 7222 max 2S=4S, 2N/3C=6C bad/good minimum 3D=6C4M FG (3H=R ->3S=4H, 3N=4S) 3H/S=6C4D FG short H/S 3N=7C FG	2H=NF 2N=WK fit or SOFF D Sys on
2D	Y	0	Spec	6(5)M 3-9	2H/3H/4H=p/c 2S=Ask ® 2N/3C=6C/D SOFF+ 3D=6S Inv+, 3S=SOFF 4C=TRF suit, 4D=TRF 6+H	2D-2S 2N/3C=5H/S 3D/H=6H/S min 3S/N=6H/S max	Sys on
2H	Y	4	PEN	54 MM NV 55 MM VUL-NV 5H4+S VUL-VUL	2N=Ask ® 3C/D=Nat NF 4C/D=Trump FG	2H-2N 3C=55 any =>3D=R =>max/med/min 3D/H=54/45 min 3S/N=54/45 max	Sys on
2S	Y	5	PEN	5Spades+5minor 3-9	2N=Ask ®, 3/4C=p/c, 3D=TRF 6H SOFF+ 3H=GT in Spades, 4D=mini KCB for Spades 4H=SOFF, 4N=Ask m	2S-2N 3C/3D=5C/D min 3H/3S=5C/D FG 3N/4C=6C/D FG	Sys on
2N	No	2	4H	18-19 sgl H is ok	3C=PUP STAY 3D/H=TRF 5H/S 3S=mm 4C/D/H/S=ST H/S/C/D	2N-3C 3D=1/2 "4M" 3H=No 3S/3N=5S/H	Sys on
3x	No	6	PEN	6+ cards 3-9	3C: 3D=PUP 3H, 3M=F1, 4D=MM 3D: 3H=PUP 3S, 3S=F1, 4C=MM 3H: 3S=FG, 4C=ST H, 4D=PUP 4H 3S: 4C=PUP 4D, 4D=ST S, 4H=SOFF	HIGH LEVEL BIDING CUE style: 1st&2nd round CTRL LIGHTNER: inquires a non-standard lead RKCB =14,03,2,2+Q Ex =0,1,2 mini KCB =0,1,1+Q,2 PoDe	
3NT	Y	0	PEN	STR 4H/S	4C=ST (4D/N=RKCB H/S), 4D=Bid your suit PFS 4H=p/c, 4S=SOFF I know suit, 4N=RKCB, 5m=Cue		
4m	No	7	PEN	7(6)m PRE	4D/5C=mini KCB, 4N=SOFF		
4M	No	7	PEN	7(6)M PRE	4S=SOFF, 5m=Cue, 5H=SOFF 4N=mini KCB	Others: Jump 5N=Pick up Slam or Josephine	

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style, Responses, ½ Level, Reopening)

Style: 6-15 light style

Vulnerable jump is intermediate (1x)-2M – 9-15

Reopening: 6+ Hcp

1NT OVERCALL (2nd /4th Live; Responses, Reopening)

2nd position: (14) 15-17 (18) balanced hand

Responses: over m=same as after 1NT opening; natural over M

4th position: 10-14 balanced hand

Responses: over m=same as after 1NT opening; over M

2♣ is asking for other M, 2♦ shows 5 cards in diamonds ...,

Jump is invitation, cue = F ask for 4 card M

JUMP OVERCALLS (Style, Responses, Unusual NT)

Style: nv: Weak, could be 5 cards. 0-11 HP. opposite passed hand wide ranging

Vul: natural serious 6+ cards

Responses: Natural. 2NT=F, new suit =NF, good hand

Unusual notrump: jump to 2NT or 4NT is two suiter – two lowest unbid suits

Reopening:

DIRECT and JUMP CUE BIDS (Style, Resp., Reopening)

Style: Michaels (unlimited); jump cue shows solid suit and asks for stopper

Responses: Nat.-new suit is NF, 3NT is to play, cue & 2NT F.

Reopening: Michaels

VS. NT (vs. Strong / Weak; Reopening; PH)

Strong & Weak: 2♣ is Ms (Landy) or Stayman if 1NT is weak; 2♦/♥/♦ natural

dble shows points 14+; 2NT = M + m, 3NT Majors, 4NT minors

Reopening: same; dble is often with 4♠ (10+ Hcp)

Passed Hand: same

VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)

Doubles: take out up to 4♥, general strength over 3♠.

Cue bids: support limit+ or asking for stopper

Jumps: natural stronger than overcall

NT bids: 2/3NT natural, 4NT two suiter

VS. ARTIFICIAL STRONG OPENINGS

vs artif 1♣: dbl majors, 1NT minors, 1x take out from this suit (could be 4333)

OVER OPPONENTS' TAKE OUT DOUBLE

Rdbl is transfer, jump is invitational, 2NT over 1M is inv+ with 4+ cs

LEADS AND SIGNALS

OPENING LEADS AND SIGNALS

Lead In Partners' suit

Suit	3 rd / 5 th	3 rd / 5 th
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NT	3 rd / 5 th	3 rd / 5 th
----	-----------------------------------	-----------------------------------

Subseq	Same	Same
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Other:		
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LEADS

Lead vs. Suit vs. NT

Ace	AKQ(+); AKJ(+); AK(+); Ax	AKQ(x); AKJxx(+); Ax
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King	AK; KQJ(+); KQ(+); Kx	KQJ(+); KQ10x(+); Kx
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Queen	QJx(+); QJ; Qx	AQJx(+); QJ9x(+); QJx; Qx
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Jack	J10(+); Jx; KJ10(+)	HJ10(+); J108(+); J10x; Jx
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10	109x; 10x; K109(+); Q109(+)	H109(+); 109(+); 10x
----	-----------------------------	----------------------

9	9x	H98x; 9x
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Hi-x	Xx, XxXx, HxXx	Xx, XxXx, HxXx
------	----------------	----------------

Lo-x	xxX, HxX, xxxxX, HxxxX	HxX; Hxxxx; xxX; xxxxX
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SIGNALS IN ORDER OF PRIORITY

Partner's Lead Declarer's Lead Discarding

Suit: 1 ST	C	C	S
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2 ND	Enc	S	C
-----------------	-----	---	---

3 RD	S		
-----------------	---	--	--

NT: 1 ST	C	C	S
---------------------	---	---	---

2 ND	Enc	S	C
-----------------	-----	---	---

3 RD	S		
-----------------	---	--	--

LEGEND: C – count (Hi Lo = even), S – Suit preference

E – enc (Lo – Hi = enc)

Signals (including Trump suit): Lavinthal discards, standard count

DOUBLES

TAKEOUT DOUBLES (Style, Responses, Reopening)

Style: natural

Responses: 1ST level is 0-9, jump is invitational, cue is 12+ Hcp

Reopening: can be lighter

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES

On the first level responder's double shows suit

Support double up to 2♥, double cue for higher suit

In competition if we have 4-3 fit or better doubles suggest penalty

WBF Convention Card



Category: Green

NCBO: Croatian Bridge League

Event: Madeira 2022

Players: Goran Borevković-Ivan Bilušić

2/1

GENERAL APPROACH AND STYLE:

1♣ natural unbalanced or 11-14 balanced, could have 5M or 5♦

1♦ natural unbalanced or 18-19 balanced, could have 5M or 6c

5 card major

1 NT response over 1M is semiforcing

2♥/♦ - weak two (five cards regularly)

Transfers after 1♣

1NT opening: 15-17 HP, regularly 5M, often offshape

2 over 1 Response: 2♣/♥ GF over 1M, 2♦ good raise over 1M

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

Openings:

2♣ = strong, asking for aces, 20+ balanced or any strong hand

2♦ = 5 – 4 M, weak 0-10

2♥ and 2♠ - weak two 0-10, 5+

2NT minors 4-5, 3rd position could be 4-4

3NT gambling 1st and 2nd, on 3rd or 4th position to play

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

pass is the weakest action

4th suit forcing to game

Psychics: Sometimes

- with fit

- after weak two

Opening	Artificial	Min.	Neg. Double	Description	Response	Subsequent Auction	Passed Hand Bidding
1♣	semi	2	4♠	10-20 Hcp	1♦/♥= transfers, 4 cards in ♥/♠ 1♠= invit if partner bal, denies M, 11+Hcp 1NT= up to 9 (10), natural 2m = 5 (6)+ cards, 6-10 Hcp 2M= 6+ cards, 8-10 Hcp 2NT= GF balanced 12-16 could have majors 3X=6+ cards, 0-7 Hpc	1♥/1♠=3 or 4 cards, weak balanced hand; 1NT=2cards; all other bids= natural After 1♠→1NT=11-12 balanced;2NT=13-14 bal 2♣ = check-back, 1-1x;1y-2NT = transfer to 2♣ 1-1x;1y-3m = game forsing longer minor	
1♦	semi	2	4♠	10-20 Hcp	1NT=weak, 0-6Hcp; 2♣=♣ or ♦ F to 3♦, 11+Hp 2♥/♠=exactly 3 cards, 9-11 balanced 2NT= 9-11 with 4♦, 3♦=preemptive 3M=splinter, 8-11 Hp	2♣ = check-back, 1-1x;1y-2NT = transfer to 3♣ 1-1x;1y-3m = game forsing longer minor	
1♥	no	5	4♠	10-20 Hcp	1NT is semi-forcing; 2♦ is 8-14 3 cads support 2♣=F to game; 2 NT is support (invitational +) 2♠/3♣/3♦= invitational 6+cards 3♠/4♣/4♦= void 8+ hp; 3♥ mixed raise	1♥/1♠-2♣-2♦ = natural or 11-14 balanced 1♥/1♠-2♣-2other major = 16+ any Gazzilli, Jacoby 2NT	2♣ = support and maximum no key cards 2♦ = support and maximum 1+ key cards
1♠	no	5	4♥	10-20 Hcp	same as on 1♥		same as on 1♥
1NT	no	-	-	15-17 Hcp	Stayman; Jacoby, 2♠ slam try, 3m =light invit with minor (3-7), 3M = shortness GF, 4m = texas, 4M to play, 4NT BW		
2♣	yes	0		Strong asking for aces Or 20+ balanced	2♦ no aces no 2 K, 2♥= ace and 1+K, 2♠=ace no K, 2NT=2 aces, 3X=2+ K no aces, NT=3 aces		
2♦	yes	0	4♦	5-4 M, 6-10 Hcp	2NT = forcing, responder double = bid your longer major		
2♥	no	5		Weak two; 3-10 Hcp	2NT=F1; 3c, 3h transfers to d, s		
2♠	no	5		Weak two; 3-10 Hcp	2NT=F1; 3c, 3d transfers		
2NT	yes	-	-	Minors, 5-4	3♥/♠ = GF		
3♣/♦/♥/♠	no	5	-	Weak three, 3-10 Hcp	natural, new suit is F1		
3NT	yes	-	-	Gambling	4♦ asking for singleton		
4♣	no	6	-		natural	HIGH LEVEL BIDDING	
4♦	no	6	-		natural	CUE, Splinter, fit showing jumps, Key card blackwood (RKCB), Responder 4m often optional BW After 4NT DOPI (after 4NT(5♣) we don't play DOPI), after 2♣(2x) pass -4-7hcp, x-0-3(4)hcp	
4♥	no	6	-		natural		
4♠	no	6	-		natural		
4NT	yes	-	-	Minors	natural		

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style, Responses, ½ Level, Reopening)	
Style:	natural, aggressive 1-level, sound 2-level
Responses:	natural
Reopening:	up to 12 HCP
1NT OVERCALL (2nd /4th Live; Responses, Reopening)	
2nd position:	14(15)-17(18) HCP
Responses:	as after 1NT opening (some exceptions)
Reopening: 8-11 HCP, natural Responses: natural 1X - pass - 1Y - 1NT: nat, 15-17	
JUMP OVERCALLS (Style, Responses, Unusual NT)	
Style:	weak
	2♦ over 1m are M's
Responses:	natural
Unusual notrump:	two lower suits
Reopening: medium monocolor	
DIRECT and JUMP CUE BIDS (Style, Resp., Reopening)	
Style: direct - michaels	
jump – asking for stopper	
Responses:nat	
Reopening: nat	
VS. NT (vs. Strong / Weak; Reopening; PH)	
Strong & Weak:	2♣- MM, 2♦= 1M, 2M =5+M &4+c m
Reopening: same	
Passed Hand:	same
Responses:	natural
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)	
Leaping Michaels	
VS. ARTIFICIAL STRONG OPENINGS	
vs strong 1♣:	NATURAL
OVER OPPONENTS' TAKE OUT DOUBLE	
natural, rdbl:	10+ HCP
1M - dble - 2NT: invit+ M	

LEADS AND SIGNALS	
OPENING LEADS AND SIGNALS	
Lead	In Partners' suit
Suit	count
NT	count
Subseq	count
Other:	odd - E
L E A D S	
Lead	vs. Suit
Ace	AQJ/J(+), Ax
King	KQ, KQ(+), Kx, AK
Queen	QJ, QJ10(+), QJ9(+),
Jack	J10(+), Jx,
10	109(+), H109(+), 10x,
9	98(+), 9x
Hi-x	Sx, xxSx
Lo-x	xxS, xxSx, xxxxS
SIGNALS IN ORDER OF PRIORITY	
Partner's Lead	Declarer's Lead
Suit: 1 ST	high - Even
2 ND	Odd - enc
3 RD	suit preference
NT: 1 ST	high - Even
2 ND	Odd - enc
3 RD	suit preference
Discarding	
Suit: 1 ST	high - Even
2 ND	Odd - enc
3 RD	suit preference
NT: 1 ST	high - Even
2 ND	Odd - enc
3 RD	suit preference
Signals (including Trump suit):	
DOUBLES	
TAKEOUT DOUBLES (Style, Responses, Reopening)	
Style:	light dble
on major promises 4+card in other major if less than 16 HCP	
Responses:	natural, suit: 0-8 HCP, NT: 8-10 HCP,
jump: 8+-11 HCP, cue-bid: 12+ HCP or shape, DBL: points	
Reopening:	natural, 11+ HCP
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES	
- negative dble	
- support 3 cars on 1m -1 M – any X	
	- no lead

WBF Convention Card	
Category:	Natural - GREEN
NCBO:	Croatian Bridge Federation
Event:	ANY
Players:	Jurica CARIĆ & Dubravko DIKLIC
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE:	
natural	
2-card ♣, 4-card ♦, 5-card major	
2♦/2♥/2♠ - w2, may be 5 cards	
2NT – 20-22hcp, may be 5M, 6m	
1NT opening:	15-17 HCP may be 5M, 6m
2 over 1 Response:	GF
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Openings:	
1♣ - 2+ cards, 11-21 HCP	
2♣ - (20-21)22+ HCP or 9+ tricks GF	
2♦/2♥/2♠ - w2, may be 5 cards	
3NT – gambling	
Conventions:	
Lebensohl, Check back (other minor), 1M - 3M: weak,	
SPECIAL FORCING PASS SEQUENCES	
1NT - dble - pass	
IMPORTANT NOTES THAT DOESN'T FIT ELSEWHERE	
4 th suit forcing	
we do not pass when unclear	
Psychics:	rare

jump: weak, natural							
Opening	Artificial	Min.	Neg. Double	Description	Response	Subsequent Auction	Passed Hand Bidding
1♣	yes	2	3♥	11-21 HP	natural, 2M- weak,, 2NT- invit, 1m-3m=weak	1♣ - 1M - 1NT - 2♦: check back,	
1♦	no	4	3♥	11-21 HP	natural, 2M- weak,, 2NT- invit, 1m-3m=weak	1♦ - 1M - 1NT - 2♣: check back	
1♥	no	5	3♠	11-21 HP	1NT nat, 2NT: 4+♥ invit+ (Note 2.), 3♣=4♥,7-9 3♦=3♥ 10-11, 3♥: weak, 2♣/♦: GF 3♠/4♣/4♦: spl.	1♥ - 1NT- 2m may be 3 cards	
1♠	no	5	3♥	11-21 HP	1NT nat 2NT: 4+♠ invit+ (Note 2.), 3♣=4♠,7-9 3♦=3♠ 10-11, 3♠: weak, 2♣/♦/♥:GF 4♣/4♦/4♥:spl	1♠ - 2NT - 3♣: any min 1♠ - 1NT- 2m may be 3 cards	
1NT	no	-	from 3♣ - 3♠	15-17 Hcp, balanced, may be 5M or 6m	2♣: stayman, 2♦/♥: Jacoby, 2♠: invit to 3NT or ♦, 2NT: trf to 3♣, 3X: invit with HHxxxx in suit	natural	-
2♣	yes	0	from 3♣ - 3♠	22+ Hcp, GF or 23-24 balance	2♦= wait, 2♥/♠/ good suit 8+ 2♣ - 2♦ - 2♥ = natural or 24-25 bal (forces 2♠)	natural	-
2♦	no	6	2♠	weak	2 NT F1, new suit is invitational splinters, RKCB,	Note 1	-
2♥	no	6	2♠	weak			-
2♠	no	6	no	weak			-
2NT	no	-	7♠	20-22 balance	Baron!!!!	natural	-
3♣, 3♦, 3♥, 3♠	no	7(6)	no	preemptive	natural, new suit= F1, game to play,	natural	-
3NT	yes	-	no	AKQxxxx in m, no stopper outside	4♣: P/C 4♦: ask for singleton	after 3NT- 4♦: 4♥/♠: sing 4NT sing in other min. 5m natural	-
4♣, 4♦	no	7	no	preemptive	natural	natural	-
4♥, 4♠	no	7(6)	no	to play	RKCB, F1,	nat	-
4NT	yes	-	no	6+♣/6+♦	natural	HIGH LEVEL BIDDING	
						splinters, cue-bids RKCB 0314, DOPI, ROPI JOSEFINE	

(Note 1.) weak two

2♦/♥/♠ → weak ♦/♥/♠

- 2NT

3♣: minimum hand

3♦: min, good suit

3♥: max weak suit

3♠: max hand

3NT: AKQxxx

(Note 2) 1M - 2NT

1♥ - 2NT -

3♣: mimimum hand

3♦ bal, 16+

3♥: singl ♣

3♠: singl ♦

3NT: singl ♠

4♣,4♦: natural 5-5 with concetrated points

4♥: +6c min with good color AK,ADJ,KDJ

1♥ - 2NT -3♣ -

3♦ asks for singelton

3♥ to play,

3♣/4♣/♦ cue bid

1♥ - 2NT - 3♣ - 3♦

4♥: extra minimum hand

1♠ - 2NT

3♣: mimimum hand

3♦ bal, 16+

3♥: singl ♣

3♠: singl ♦

3NT: singl ♥

4♣,4♦, 4♥: natural 5-5 with concetrated points

4♠: +6♠ min with good color AK,ADJ,KDJ

1♠ - 2NT -3♣ -

3♦,3♥,4♣: singelton ♣♦/♥

DEFENSIVE AND COMETITIVE BIDDING				LEADS AND SIGNALS				 EBL Convention Card 
OVERCALLS(Style; Responses; 1/2level; Reopening)				OPENING LEADS STYLE				
Natural overcalls, can be light on 1-level (especially non-vul) and on the 2-level opposite passed partner.	Suit	Lead	In Partner's Suit					Category i.e. Green
2 of opponent's suit is a cue with support!	NT	ATT	Count if not supported					Country: Croatia
New suit on the 1-level is 1 round forcing, on the 2-level is constructive but non-forcing.	Subseq	Standard count						Event: Open
	Other:							Players: Luka ŽUNIĆ & Goran ČEKOL
1NT OVERCALL (2nd/4th Live; Responses; Reopening)				LEADS				SYSTEM SUMMARY
2nd 1NT=15-17(18) (system on)	Lead	Vs.Suit	Vs. NT	GENERAL APPROACH AND STYLE				
4th a)1NT=11-14 after 1 of a minor b)1NT=11-16 after 1 of a major	Ace	AK+, Ax	AK+	Aggressive openings, preempts may be (very) light				
	King	KQ+, AK	AKJ+, KQJ+, KQT+	1♦ =Natural, or any 11-14 / 18-19 bal (even 5 majors possible)				
	Queen	QJ+	QJT+, QJ9+, AQJ+	1♦ = 10+, 5+♦ or 4441 unbal, can be bal in 3rd/4th seat				
	Jack	JT+, KJT+	JT9+, JT8+, AJT+, KJT+	1M = 10+, 5+M				
JUMP OVERCALLS(Style; Responses; Unusual NT)				2♦ = 20-21 bal or any gf; 2♦ = weak with both majors, usually 54, possibly 44 (non-vul)				
Direct jumps are weak.	9	9x		1NT Openings: 15-17 bal, possibly a bit off-shape (5422, 6322, 5431 stiff K/A)				
[1x]-2NT=two lowest suits.	Hi-x	Xx	Xx, Xxx, Xxxx, XXXXX	2 OVER 1 Responses: 2/1 GF, except 1M-2♦=9-12 with 3card major support				
	Lo-x	xxX, xxXx, xxxxX	Normally from an honour					
Reopening: constructive.	SIGNALS IN ORDER OF PRIORITY				SPECIAL BIDS THAT MAY REQUIRE DEFENCE			
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)				2♦: both majors, below opening strength				
[1♦/1♥]-2♦/2♦ = at least 5-5 in the majors.	Suit:1st	Low = odd	Low = odd	transfers after 1♦ opening				
[1M]-2M = 5 of the other major and 5 minors	2nd	Low = enc	Suit-pref	Low = odd				
[1x]-3x asks for a stop in that suit.	3rd	Suit-pref		Suit-pref				
	NT: 1st	Low = odd	Low = odd	Suit-pref				
VS. NT(vs. Strong/Weak; Reopening;PH)				2nd				
a)strong: dbl= 16+ HCP, usually balanced	3rd	Suit-pref		Low = enc				
2x=natural, except 2♦=(44)54 in majors	Signals (including Trumps):							
2NT=strong any two suiter	Reverse Smith's Echo							
Reopen: dbl shows 2 places to play, not promising 54 shape								
b)weak: dbl= (12)13+ HCP, usually balanced; 2x like above	DOUBLES							
3x=good hand with 6 card suit, 14-16	TAKEOUT DOUBLES(Style;Responses;Reopening)							
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)				Dbl=(9)10+ HCP				
dbl is for takeout, 2NT and 3NT natural.	Equal length conversion doesn't show some extras							
[2M]-4♦/4♦=leaping Michaels.	After weak NT, all doubles show values, eg. : [1NT]-pass-[2x]-dbl=values, 12+ HCP				SPECIAL FORCING PASS SEQUENCES			
	Responses: cue is 1-round forcing. Reopening: Same				When we are in a game forcing situation.			
VS. ARTIFICIAL STRONG OPENINGS				SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
Vs 1♦ 16+HCP: dbl is 4+,4+ in the majors, 1♦=5+card major	Dbl is a transfer if partner's 1-level opening and opponent's 1-level overcall, eg.:							
1M is 3-4 cards in that major and 5+ minors.	1♦-[1♦]-dbl=4+ hearts, 6+ HCP; 1♦-[1♥]-dbl=4+ spades, 6+ HCP.				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE			
1NT=minors; 2NT=5+majors, 5+minors.	1♦-[1♥]-dbl=4+ spades, 6+ HCP.				Psychics: rare			
Vs 1♦ Polish: 2♦=55 majors, else natural.	Support doubles with decent shape and hand (not many cards/values in opp's suit).				Not strict about hcp ranges.			
OVER OPPONENTS' TAKE OUT DOUBLE				3rd hand openings may be light.				
Transfers.								

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1♦	x	2	4♣	a) Natural unbalanced b) 11-14 / 18-19 bal (5 majors possible)	1♦=4+♦; 1♥=4+♦; 1♦=INV+, bal, no 4M, no 6m; 1NT=5-11 nat; 2♦=nat 5+♦, 6-9; 2♦=nat, 5+♦, 6-9; 2♥=INV+, 6+♦; 2♦=inv+, 6+♦; 3x=preemptive; 3NT=TP, 13-14; 4m=preemptive, 4M=TP	1♣-1♦/1♥-1♦/1♦=2-3♦/♦, 11-14 bal; 1♣-1♦/1♥-1NT=18-19 bal, no fit; 1♣-1♦/1♥-2NT=4+♦/4+♦, 15+HCP	
1♦		4	4♣	10-20 HCP, 4+♦, usually 5+♦ unbal., can be 4♦(441)	2♦=GF, 5+♦ OR 3+♦; 2♦=(3)4♦, 6-10 HCP; 2NT=10+HCP, 4+♦; 3x=preemptive; 4m=preemptive; 4M=to play	1♦-2NT-3♦=min, TP; 1♦-2NT-3♦/3♦/3♦=14+HCP, 0-1♦/♦/♦; 1♦-2♦-2M(nat)-2NT=3+♦shape ask	
1♥		5	4♣	10-20 HCP, 5+♥	1NT=up to 12; 2♦=GF any distr.; 2♦=9-12, 3♥; 2NT=4+♦, 10+HCP; 2♦/3♦/3♦=4♦, 6-9HCP, 0-1♦/♦/♦; 3♦=mixed raise; 3♦/4♦/4♦=4+♦, 10-11HCP, 0-1♦/♦/♦	1♥-2♦-2♦=4+♦, up to 15/11-14 bal (2♦ ask); 1♥-2♦-2♦=6+♦, up to 15; 1♥-2♦-2NT=16+any (3♦ asking)	Drury (2C/2D), Fit showing
1♦		5	4♥	10-20 HCP, 5+♦	1NT=up to 12; 2♦=GF any distr.; 2♦=9-12, 3♦; 2NT=4+♦, 10+HCP; 3♦/3♦/3♦=4♦, 6-9HCP, 0-1♦/♦/♦; 3♦=mixed raise; 4♦/4♦/4♦=4+♦, 10-11HCP, 0-1♦/♦/♦	1♣-2♦-2♦=4+♦, up to 15/11-14 bal (2♦ ask); 1♣-2♦-2♦=6+♦, up to 15; 1♣-2♦-2NT=16+any (3♦ asking)	Drury (2C/2D), Fit showing
1NT			4♦	15-17 HCP	2♦=trf to 2♦, to play OR at least one 4cd M, inv+; 2♦=range ask, inv+ (can be with 6+ minors); 2NT=trf to 3♦, to play or gf 3suited; 3♦=6+♦, SO or GF; 3♦=55 majors, inv+; 3♦/3♦=1♦/♦, 30M, 54minors	1NT-2♦-2♦-2♦=GF, 4♦, puppet to 2♦; 1NT-2♦-2♦-2♦=GF, 4♦, puppet to 2NT; 1NT-2♦-2♦-3m=0-1m, (54)majors; 1NT-2♦-2♦-3NT=44(32)	
2♦	x	0		20-21 balanced or any GF	2♦=waiting	Kokish	
2♦	x	4		5+M, 4+M weak, possibly 44 (non-vul)	2NT=INV+, asking - shape answers	NOTE 1	
2♥		5		Weak 5+ 3-10 HCP	2♦=5+♦, constructive, NF; 2NT=puppet to 3♦→COG; 3♦=puppet to 3♦→splinters; 3♦=3+♦, game or slam invitation→voids; 3♦=TP; 3♦=6+♦ gf; 3NT=TP; 4m=fit showing; 4♦=TP; 4♣=TP; 4NT=♦RKCB; 5m=TP	NOTE 2	4th: 11-13 HCP, 6+♦
2♦		5		Weak 5+ 3-10 HCP	2NT=puppet to 3♦→COG; 3♦=puppet to 3♦→splinters; 3♦=puppet to 3♦; 3♦=3+♦, game or slam invitation→voids; 3♦=6+♦ GF; 3NT=TP; 4♦/4♦=fit showing; 4♦=TP; 4♣=TP; 4NT=♦RKCB; 5m=TP	NOTE 3	4th: 11-13 HCP, 6+♦
2NT		2	4♦	22-24	3♦=stayman, 3♦/3♦=5+♦/5+♦; 3♦=minor suit stayman; 3NT=TP; 4♦=6+♦; 4♦=6+♦; 4♦=5+♦, 5+♦ short ♦(4NT 6 aces RKCB); 4♣=5+♦, 5+♦ short ♣(4NT 6 aces RKCB); 4NT=quant, bid 4card minor if accept		
3♦		6		Pre-emptive	3M=F1; 3NT=TP; 4♦=optional RKCB	1st step minimum	4th: 12-14 HCP, 6+♦
3♦		6		Pre-emptive	3M=F1; 3NT=TP; 4♦=optional RKCB	1st step minimum	4th: 12-14 HCP, 6+♦
3♥		6		Pre-emptive	3♦=F1; 3NT=TP; 4♦=optional RKCB	1st step minimum	
3♦		6		Pre-emptive	3NT=To play; 4♣=optional RKCB	1st step minimum	
3NT				Running minor		High Level Bidding	
4♣		7		Pre-emptive	4NT=RKCB	Roman Key Card Blackwood (RKCB) 14/03	
4♦		7		Pre-emptive	4NT=RKCB	Exclusion RKCB 14/03	
4♥		7		To play	4NT=RKCB	5NT is frequently pick a slam	
4♣		7		To play	4NT=RKCB	Optional Blackwood	
4NT				Minors		Splinter Bids	

NOTE 1: 2♦ opening

2♦-2NT

3♦=> 44 min or 5♥4♦ min

3♦=> asking

3♥=> 4♥4♦
3♠=> 5♥4♦

3♦=> 4♥5♦ min
3♥=> 4♥5♦ max
3♠=> 5♥4♦ max
3NT=> 5♥5♦

NOTE 2: 2♥ opening

2♥-2NT

3♦=> forced

3♦=> 5+♦, 5+♦
3♥=> to play, with ♦ lead direct
3♠=> 4+♦, 5♦, gf
3NT=> 2♥, 3NT/4♥ COG
4♦=> 6+♦ slam try ♦

2♥-3♦

3♦=> forced

3♥=> to play, with ♦ lead direct
3♦=> 4+♦, 5♦, gf
3NT=> ♦ splinter
4♦=> ♦ splinter
4♦=> 6+♦ slam try ♦
4♥=> ♦ splinter

2♥-3♦

3♥=> min (3♦/4♦/4♦ void)
4♦=> max (4♦/5♦/5♦ void)

NOTE 3: 2♣ opening

2♣-2NT

3♦=> forced

3♦=> 5+♦, 5+♦
3♥=> 4+♦, 5♥, gf
3♦=> to play, with ♦ lead direct
3NT=> 2♦, 3NT/4♦ COG
4♦=> 6+♦ slam try ♦

2♣-3♦

3♦=> forced

3♥=> 4+♦, 5♥, gf
3♦=> to play, with ♦ lead direct
3NT=> ♥ splinter
4♦=> ♦ splinter
4♦=> 6+♦ slam try ♦
4♥=> ♦ splinter

2♣-3♥

3♦=> min (4♦/4♦/4♥ void)
4♦=> max (5♦/5♦/5♥ void)

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)
Natural (rarely 4 cards on 1 st level)
Light overcalls on 1 st level, solid on 2 nd level
RESP: natural, cuebid F1, jump raise pre-emptive jump cuebid = mixed raise with 4+ card fit new suit = not forcing
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18, system on
REOP: 11-14(16), system on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak, 6+ suit according to vulnerability
Can be very weak non vulnerable and 3rd position
1♣-2NT=♦+♥ 55+ and 1♦-2NT=♣+♥ 55+
1♥-2NT=♣+♦ 55+ and 1♣-2NT=♣+♦ 55+
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1♥-2♥=♣+♦ 55+ and 1♣-2♣=♥+♦ 55+
1♣-2♦=♦+♣ 55+ and 1♦-3♣=♦+♣ 55+
1♥-3♣=♣+♣ 55+ and 1♣-3♣=♣+♥ 55+
JUMP: in major ask for stopper for 3NT, in minor natural preempt
VS. NT (vs. Strong/Weak; Reopening; PH)
GENERAL: 2♣ = Landy, 2♦ = Multi, 2♥/♣ = 5 cards and 4+ in minor 2NT = 55 in minors or any strong 2-suiter, dbl = points
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
Against preempt dbl is generally take out
Against cuebids, NT etc. dbl shows points
VS. 1♣ OPENINGS
vs strong ♣ dbl = clubs, natural overcalls except 1NT/2♣/♦ (1NT = 55 in m or M, 2♣ = ♣+♣ or ♦+♥, 2♦ = ♦+♣ or ♣+♥)
vs ♣ (polish, 2+ etc.) 2♣ = 55+ majors, 2♦ = ♦+♣ 55, 2NT = ♦+♥ 55
OVER OPPONENTS' TAKEOUT DOUBLE
After 1M-dbl transfers and fit jumps

LEADS AND SIGNALS																												
OPENING LEADS STYLE																												
<table border="1"><thead><tr><th></th><th>Lead</th><th>In Partner's Suit</th></tr></thead><tbody><tr><td>Suit</td><td>3rd/5th</td><td>same</td></tr><tr><td>NT</td><td>2nd /4th</td><td>same but xxX / Xxx (if fit)</td></tr><tr><td>Subseq</td><td>attitude</td><td>same/count</td></tr></tbody></table>		Lead	In Partner's Suit	Suit	3 rd /5 th	same	NT	2 nd /4 th	same but xxX / Xxx (if fit)	Subseq	attitude	same/count																
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Other: Against NT we could lead top of nothing from worthless suits																												
LEADS																												
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Lead	Vs. Suit	Vs. NT																										
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	Partner's Lead	Declarer's Lead	Discarding																									
1	Low=encouraging	Low=even	Even=SP																									
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TAKEOUT DOUBLES (Style; Responses; Reopening)																												
REOPEN: could be weaker, 7-8+																												
RESPONSES: natural, cuebid is F1 after 1m and GF after 1M																												
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS																												
Support dbl/rdbl																												
Anti-lead directing dbl (dbl denies Qx or better)																												

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: CZECH
PLAYERS: David Vozábel, Erik Klemš
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1♣=2+, 1♦=4+, 1♥/♣=5+ 10-21 (light openings with good shape)
1NT= good 14 to 17, can be semi balanced with 5 card major
Transfer responses to 1♣ opening
2 over 1 game forcing, forcing 1NT after 1M opening + Gazilli
2♣ = 18-19 balanced of GF with 5+ ♣
2♦ = 6+ ♥ 4-10 or 22-23 balanced or GF with 5+ ♠/♦
2♥ = 6+ ♠ 4-10 or 24-25 balanced or GF with 5+ ♥
2♦ = 55+ with ♠/♦ 4-10, can be 54+ non vulnerable or 3rd pos
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣ - 1♦/♥ = transfer 4+ hearts/spades 4+ points
1♣ - 1♣ = 4+ points, no four card major
1♣ - 1NT/2♣ = transfer 5+ club/diamonds GF
1♣ - 2♦/♥ = transfer 6+ hearts/spades weak or strong
1♣ - 2♣/2NT = transfer 6+ clubs/diamonds weak or strong
1♣ - 3♣/♦ = natural, 6+ cards invitational
1♣ - 3♥/♣ = 12-14 54+ in minors and shortness in ♥/♣
1♣ - 4♣/♦ = 7+ cards in ♥/♣, 8 playing tricks
1♦ - 2♥ = 45+ in ♥/♣ 6-9 point
Transfers after 1M - (dbl)
Transfers after 1♣ - (dbl)
SPECIAL FORCING PASS SEQUENCES
Against a clear sacrifice
In GF situations
IMPORTANT NOTES
3rd seat openings can be very light
Double of opponents' exclusion Blackwood means nothing
PSYCHICS: unusual / rare

OPENING	TICK IF AR TIFI CIA L	MIN. NO. OF CAR DS	NEG. DBL THR U				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	7♥	11+ Could be only 2 cards	1♦/♥ = transfer 4+ ♥/♣, 4+HCP, 1♣ = 4+ HCP, no 4card M	Accepting transfer = 4 cards bal or 3 unbalanced	Same
				when balanced	1NT/2♣ = transfer GF, 2♦/♥/♣/2NT/3♣ = transfers	1♣-1x-1NT= balanced 1♣-1x-1y=NF unbal	Same
1♦		4	7♥	10+ 5+ cards (4 if 4441)	1♦-3♣ = invitational with 4+ ♦, 2♥ = 6-9 45+ in ♥/♣ 2♦ = nat raise with 3+♦, 2♣ = GF 2♣ = inv with ♣	1♣-1x-1NT-2♣ = GF, asking for shape 1♣-1x-1NT-2♦ = puppet to transfer suit	
				10+	1NT = F1 (5-14), 2♣ = GF 3+, 2♦ = GF 5+ diamonds Many fit bids	1M-1NT-2♣ and 1♥-1♣-2♣ = Gazzili, art F1 1M-2x-2M = exactly 5 card major	2 over 1 max passed hand 2♣ = Drury
1♥		5	7♦	10+	1NT = F1 (5-14), 2♣ = GF 3+, 2♦/♥ = GF 5+ cards	1M-2x-2NT = 6+ in major	2NT = with fit, better than 2♣
					Many fit bids		Fit jumps
1NT			7♥	(14)15-17, 5M possible can be semi balanced	Stayman and 4 transfers, 3♦ = 55+ in majors, GF	Smolen	
					3♥/♣= 54m+ short M, 4♣/♦= transfer, 4♥/♣= nat		
2♣	X			18-19 balanced, 5M possible or GF with 5+ ♠	2♦=5+♥, 2♥=5+♣, 2♣= trf to 2NT, 2NT/3♣= 6+♣/♦ 3♥/♣= 5431, 4♦/♥ = transfer, 3♦/4♣= 55+ in majors	Puppet Stayman and transfers after 2NT	
2♦	X			6+ ♥ 4-10 or 22-23 balanced or GF with 5+ ♣/♦	2NT = asking, new color F11	2NT-3♣/3♦ = maximum/minimum with ♥	
						Any other bid strong hand	
2♥	X	2		6+ ♠ 4-10 or 24-25 balanced or GF with 5+ ♥	2NT = asking, new color F1	2NT-3♣ or 3♦/3♥ = max + feature/min with ♠	
						Any other bid strong hand	
2♠		5		5+♠ and 5 in minor 4-10 can be 54 non vuln and 3rd pos	2NT = asking, 3♥ = 6+ invitational 3♣ = not invitational, minor suit = pass or correct	2NT-3♣/3♦ = minimum with clubs/diamonds 2NT-3♥/3♣ = maximum with clubs/diamonds	
2NT				20-21 bal (5M possible)	3♣ = Puppet Stayman, 3♦/♥ = transfer, 3♣ = minors 4♣ = 55+M slam try, 4/♦/♥ = transfer, 4♣ = minors		
3♣		(6)7		Pre-emptive			
3♦		(6)7		Pre-emptive			
3♥		(6)7		Pre-emptive			
3♠		(6)7		Pre-emptive			
3NT	X			1 st / 2 nd = around 9 tricks in ♠/♦ 3 rd /4 th position = to play	4♣ = slam try in partner's minor 4♦/♥ = transfer		
4♣		7		Pre-emptive			
4♦		7		Pre-emptive			
4♥		7		Pre-emptive			
4♠		7		Pre-emptive			
4NT	X			Specific aces ask	5♣ = no ace, 5♦/♥/♣ = ace, 5NT = ace of clubs	HIGH LEVEL BIDDING	
5♣		7				Cuebids I+II equally, splinters	
5♦		7				RKCB 1430, DOPI/ROPI/DEPO	
5♥		7				Doroszewicz (nothing, Q, K, KQ), Josephine	
5♠		7				Relay = ask for trump Q (if relay is color of trumps, then relay +1 is ask)	

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)
Natural (rarely 4 cards on 1 st level)
Light overcalls on 1 st level
RESP: natural, cuebid F1, jump raise pre-emptive jump cuebid = mixed raise with 4+ card fit new suit 2nd level = not forcing
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18, system on
REOP: 11-14(16), system on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak, (5)6+ suit according to vulnerability
Can be very weak non vulnerable and 3rd position
1♦-2NT=♦+♥ 55+ and 1♦-2NT=♦+♥ 55+
1♥-2NT=♦+♦ 55+ and 1♦-2NT=♦+♦ 55+
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1♥-2♥=♦+m 55+ and 1♠-2♠=♦+m 55+
1m-2m=55+ ♥+♦
JUMP: ask for stopper for 3NT
VS. NT (vs. Strong/Weak; Reopening; PH)
GENERAL: 2♣ = Landy, 2♦ = Multi, 2♥/♦ = 5 cards and 4+ in minor 2NT = 55 in minors or any strong 2-suiter, dbl = points
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Against preempt dbl is generally take out
Against cuebids, NT etc. dbl shows points
VS. 1♣ OPENINGS
vs strong ♦ dbl = clubs, natural overcalls except 1NT/2♦/♦ 1NT = 55 in m or M, 2♣ = ♦+♦ or ♦+♥, 2♦ = ♦+♦ or ♣+♥
OVER OPPONENTS' TAKEOUT DOUBLE
After 1M-dbl transfers and fit jumps

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	Lead	In Partner's Suit
Suit	3 rd /5 th	same
NT	2 nd /4 th	same
Subseq	attitude	same/count
Other: Against NT we could lead top of nothing from worthless suits		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AKx, Ax, (Ax vs 5 th level)	AKx, Ax
King	KQx, Kx, (AKx vs 5 th level)	KQx, AKJ10x
Queen	QJx, Qx	QJx, KQ109x, KQJx
Jack	J10x, Jx, KJ10x	J10x, HJ10x
10	109x, 10x, H109x	109x, H109x
9	9x, 98x, H98x	98x, H98x
Hi-X	Xx, xxX, xxXx, xxxxX	Xx, top of nothing (or 2 nd)
Lo-X		4 th best
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
1	Low=encouraging	Low=even
Suit 2	Low=even	SP
3	Suit preference	
1	same	same
NT 2	same	
3		
Signals (including Trumps): suit preference		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
Standard requirements		
REOPEN: could be weaker, 7-8+		
RESPONSES: natural, cuebid is F1 after 1m and GF after 1M		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
Support dbl/rdbl		

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: CZECH
PLAYERS: Michal Kopecký, Jakub Šlemr
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1♣=2+, 1♦=4+, 1♥/♦=5+ 10-21 (light openings with good shape)
1NT= good 14 to 17, can be semi balanced with 5 card major
Transfer responses to 1♣ opening
2 over 1 game forcing, forcing 1NT after 1M opening + Gazilli
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2♦ = 6+ ♥ 4-10 or 22-23 balanced or GF with 5+ ♣/♦
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SPECIAL BIDS THAT MAY REQUIRE DEFENSE
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1♣ – 4♣/♦ = 7+ cards in ♥/♦, 8 playing tricks
1♦ – 2♥ = 45+ in ♥/♦ 6-9 points
Transfers after 1M - (dbl)
Transfers after 1♣ - (dbl)
SPECIAL FORCING PASS SEQUENCES
Against a clear sacrifice
In GF situations
IMPORTANT NOTES
3rd seat openings can be very light
PSYCHICS:
unusual / rare

OPENING	TICK IF ARTIFICIAL	CARDS	MIN NO OF	THROUGH	NEG DBL	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2		7♥		12-14 balanced or	1♦/♥ = transfer 4+ ♥/♣, 4+HCP, 1♣ = 4+ HCP, no 4M	Accepting transfer = 4 cards bal or 3 unbal	Same
1♦		4		7♥		10+ natural 10+ 5+ cards (4 if 4441)	1NT/2♣ = transfer GF, 2♦/♥/♣/2NT/3♣ = transfers 1♦-3♣ = invitational with 4+ ♦, 2♥ = 6-9 45+ in ♥/♣ 2♦ = nat raise with 3+♦, 2♣ = GF 2♣ = inv with ♣	1♣-1x-1NT= balanced 1♣-1x-1y=NF unbal 1♣-1x-1NT-2♣ = GF, asking for shape 1♣-1x-1NT-2♦ = puppet to transfer suit	Same
1♥		5		7♦		10+	1NT = F1 (5-14), 2♣ = GF 3+, 2♦ = GF 5+ diamonds Many fit bids	1M-1NT-2♣ and 1♥-1♣-2♣ = Gazzili, art F1 1M-2x-2M = exactly 5 card major	2 over 1 max passed hand 2♣ = Drury
1♠		5		7♥		10+	1NT = F1 (5-14), 2♣ = GF 2+, 2♦/♥ = GF 5+ cards Many fit bids	1M-2x-2NT = 6+ in major	2NT = 4c fit + shortness Fit jumps
1NT				7♥		(14)15-17, 5M possible can be semi balanced	Stayman and 4 transfers, 3♦ = 55+ in majors, GF 3♥/♣= 54m+ short M, 4♣/♦= transfer, 4♥/♣ = nat	Smolen	
2♣	X					18-19 balanced, 5M possible or GF with 5+ ♠	2♦=5+♥, 2♥=5+♣, 2♣= trf to 2NT, 2NT/3♣= 6+♣/♦ 3♥/♣= 5431, 4♦/♥ = transfer, 3♦/4♣= 55+ in majors	Puppet Stayman and transfers after 2NT	
2♦	X					6+ ♥ 4-10, 22-23(26+) balanced or GF with 5+ ♣/♦	2NT = asking, new color F1	2NT-3♣/3♦ = maximum/minimum with ♥ Any other bid strong hand	
2♥	X					6+ ♠ 4-10 or 24-25 balanced or GF with 5+ ♥	2NT = asking, new color F1	2NT-3♣ or 3♦/3♥ = max + feature/min with ♠ Any other bid strong hand	
2♠		5				5+♣ and 5 in minor 4-10 can be 54 non vuln and 3rd pos	2NT = asking, 3♥ = 6+ invitational 3♣ = not invitational, minor suit = pass or correct	2NT-3♣/3♦ = minimum with clubs/diamonds 2NT-3♥/3♣ = maximum with clubs/diamonds	
2NT						20-21 bal (5M possible)	3♣ = Puppet Stayman, 3♦/♥ = transfer, 3♣ = minors 4♣ = 55+M slam try, 4/♦/♥ = transfer, 4♣ = minors		
3♣		6				Pre-emptive	New suit at 3-level = natural F, at 4-level = cuebid		
3♦		6				Pre-emptive	New suit at 3-level = natural F, at 4-level = cuebid		
3♥		6				Pre-emptive	New suit at 3-level = natural F, at 4-level = cuebid		
3♠		6				Pre-emptive	New suit at 3-level = natural F, at 4-level = cuebid		
3NT	X					1 st / 2 nd = around 9 tricks in ♣/♦ 3 rd /4 th position = to play	4♣ = slam try in partner's minor 4♦/♥ = transfer		
4♣		7				Pre-emptive			
4♦		7				Pre-emptive			
4♥		7				Pre-emptive			
4♠		7				Pre-emptive			
4NT	X					Specific aces ask	5♣ = no ace, 5♦/♥/♣ = ace, 5NT = ace of clubs	HIGH LEVEL BIDDING	
5♣		7						Cuebids I+II equally, splinters	
5♦		7						RKCB 1430	
5♥		7						Doroszewicz (nothing, Q, K, KQ)	
5♠		7						Relay = ask for trump Q (if relay is color of trumps, then relay +1 is ask) DOPI/ROPI/DEPO	

DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS				WBF Convention Card	
OVERCALLS (Style; Responses; 1/2level; Reopening)		OPENING LEADS, STYLE					
(6) 10-17(18) HCP, 5+(4-card infrequently), weak jumps		Lead	in Partner's Suit		Green		
Responses:	Suit	3rd/5th	3rd/5th		Country: CZECH REPUBLIC		
1NT nat, 2y NAT 5+ F1, 2NT nat inv, cue-bid: INV+ 3+ supp	NT	3rd/5th	3rd/5th		Event: 55th European National Team Championships		
Reopening: jumps = 10-13, good 6+suit	Subseq	Hi=denying honour	Hi=denying honour		Cathegory: Open		
after overcall of our 1M-> cue = inv 3+ supp, pts oriented, 2NT = inv 3+ supp, shape oriented	Other:				Players: Martin Melčák - Jakub Vojtík		
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY			
2nd/4th Live: 15-18 mostly bal; responses = system on	Lead	Vs.Suit	Vs. NT		GENERAL APPROACH AND STYLE		
	Ace	A, Ax(+), AK(+)	A ask for attitude		1♣ = 11-20(22), 2+; transfer responses		
reopening: (10)11-15(16) semibal	King	K, Kx, AK(+), (KQ(+))	K ask for unblock or count		1♦ = 11-20(22), 4+; unbal, unless tactical/lead directing		
	Queen	Q, Qx, QJ(+)	Same		1M = 11-20, 5+M; forcing 1NT; 2/1 FG responses		
	Jack	AQJ(+),KQJ(+), Jx, J10(+)	Same		1NT = 14(15)-17 bal: 5M=systemic, 6m/5m4m/441♦4 possible		
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	HH10(+), 109(+), 10x	Same		2♣ = strong; bal 23+/ 9 tricks in M / 9,5 tricks in m		
1-Suited: weak	9	H109, 9x	Same		2♦ = 6+M (5M seldom); any side 4-card allowed		
2NT=2 lowest suits(usually minors)	Hi-x	Xx	Same				
leaping michaels 4♦ or 4◆	Lo-x	xxX	Same		M=MAjor, m=minor		
SIGNALS IN ORDER OF PRIORITY				SPECIAL BIDS THAT MAY REQUIRE DEFENCE			
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding			
Vs. nat 1x: Michaels	Suit:1st	att: Lo=encrg	count: Lo=even	Italian	TRF resp. to 1♣ opening: 1♦/♥= 4+ ♥/♠; 0+ HCP		
Vs. nat 2m: 2NT=55 om+M; 3m=55 both M	2nd	count: Lo=even	SP: Lo=lower suit		ART responses after 1♦-1M		
(1x)-3x ask for stopper, usually w/ running suit	3rd	SP: Lo=lower su			Opp's overcall to our 1♦/1M: transfers up to 2x-1		
NT: 1st	att: Lo=encrg	count: Lo=even	Italian				
Vs. NT(vs. Strong/Weak; Reopening;PH)	2nd	count: Lo=even					
Weak:	3rd	SP: Lo=lower su			1♥-1♠ 0-4 ♠ 5-11, 1♥-1NT 5+ ♠ 5+		
X=PEN; 2♣=54+M; 2♦=6+M;	Signals :						
2M=5M4+m; 2NT=55m; 3x = PRE							
Strong:							
same as vs. weak NT	DOUBLES						
	TAKEOUT DOUBLES (Style; Responses; Reopening)						
Vs.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)	2nd pos. = 11+; 17+/own suit; 19+ bal						
2NT nat, Lebensohl after (2M)-X-(p), (2x) - 3x asking stopper	cue-bid response = F to suit agreement or 2NT						
cue (2x)-4x, (3x)-4x = Michaels					SPECIAL FORCING PASS SEQUENCES		
(2M)-4NT = minors							
Vs. ARTIFICIAL STRONG OPENINGS	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				X on our artificial bid: pass shows stopper		
Vs. strong 1♦: 1♦=♥ or 4♦+m; 1♥=♦ or 4♥+m;	Support-X; Responsive-X; Maximal-X						
1♦=one m; 1NT = both m; 2♣ M's, 2♦=6♥ or 5♦+m;	Competitive-X (1x)-X-(2/3x)-: X = T/O;				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
2♥=6♦ or 5♥+m; 2♣=one m; 2NT = both m					3rd pos. NV - light openings		
					Psychics: rare		
OVER OPPONENTS' TAKE OUT DOUBLE							
X overcall to our 1M: transfers up to 2M-1							
after 1♣-(X); 1♣-(p)-1x-(X) = system on							

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♦	X	2	3♦	a) 11-14 bal (incl 5♦332)	1♦/♥= 4+ ♥/♦ (except 2♦/♥); 1♦= bal w/o 4M /♦ any strength/♦ 0-9	1♦-1R-> 1M=2-3 supp <17,usu bal 11-14; 1NT=18-20 bal; 2♦ nat<17	
				b) 11-20(22) nat, unbal	1NT=(10)11-12 bal; 2♦=5+♦ INV+; 2♦= 6+♦,4-7/GF;	2♦= nat/♦ >17; 2M=4-supp 11-14; 2oM nat >17; 2N=distrib.INV+ 3+supp	
				(21-22 only if 3-suited)	2♦=6+♦, 4-7/GF; 2♦=54+ ♦ 6-9; 2NT=16-18 bal; 3m=6+m 6-9;	1♦-1♦-> 1NT=bal 11-14; 2♦=nat<17; 2♦= nat>17/18-20 bal;	
				c) 18-20 bal	3M= nat PRE; 3NT=13-15 bal; 4NT=19-20 bal	2M=nat>17; 3♦=nat 15-17; 2N =♦>17	
1♦	4	4♦	11-20(22) unbal 5+/ 4441 short ♦♦♦	1M=4+M; 1N=5-10; 2♦=GF ♦; 2♦= GF ♦; 2M= 4-7 6M; 2NT= nat INV; 3♦=INV+ 4+supp; 3♦=PRE; 3M/ 4♦=SPL;	1♦-1♦-> 1♦=♦; 1N=♦; 2♦ = 6♦11-13/16+ any; 2♦=4♥,14+; 2♦=4♦,11-13		
				3NT to play	1♦-1♦-> 1N=♦; 2♦ = 6♦11-13/16+ any; 2♦=♦; 2♦=4♦,14+; 2♦=4♦,11-13		
1M	5	4♦	11-20, 5+M	After 1♦: 1♦=0-4♦ 5-12; 1NT=5+♦ unlim; 2♦=nat weak (~3-7); 3rd pos: (4)5+M, weak (6+HCP) poss.	1♦-1♦-2♦ / 1M-1NT-2♦ =(semi)nat or 16+ (Gazzilli) After 1♦: 1NT=(semi)F1; 2♦= GF 5+♦;		2♦=8-11, supp
					1♦-2♦: 2♦ non-specif.F; 2NT/3m short suit game-try		
					2♦=2+♦ GF; 2♦=5+♦ GF; 2M=7-10; 2NT=16+ 4+M; 3♦= 6-10 4+supp;	1♦-2♦: 2NT=non-specif.F; 3x=short suit game-try	
					3♦=10-12 4+supp; 3M=PRE; 3NT=4m333(4432;3-supp) 12-15;		
					3OM = unspec. SPL; 4m=12-15 4-supp. (Swiss)		
1NT	--	3♦	14(15)-17 bal, 5M possible	2♦=STA, 2♦/♥/=TRF♥/♦; 2♦=bal. INV/TRF♦; 2NT=TRF♦, 3♦=puppet; 3♦=inv.♦, 3♦/♦=3154, 4♦=Gerber; 4♦/♥ =TRF ♥/♦			
2♦	X	0	--	23+bal / 9+ playing tricks M / 9,5+ tricks m	2♦=waiting; 2♦=2nd negat (usu < King); 2♦/NT=positive ♥/♦; 3m=positive m	2♦-2♦: 2♦ relay to 2♦ (Kokish) = ♥ or 25+bal	
2♦	X	0	2♦	4-11, 6M (good 5M possible)	2♦/3♦/4♦ = P/C; 2♦=pas/2NT/3♦; 2NT=ask; 3m/♦=nat F; 4♦=asking TRF	2♦-2NT-: 3♦=MAX; 3♦=min ♥; 3♦=min ♦	
2♥	X	5	--	5-11, 5♦ 4+m	2♦= nat NF; 2NT ask; 3m =nat, nF; 3♦=PRE; 3♦ = nat,INV; 4♦/4NT= P/C	2♦-2NT-3m -> 3♦ = nat,FG	
2♦	X	5	--	5-11, 5♦ 4+m	2NT=ask; 3m=nat, NF; 3♦=nat INV; 3♦=PRE; 4♦/4NT = P/C	2♦-2NT-3m-> 3♦=nat,FG	
2NT	--	3♦	21-22 bal, 6m/5M possible	3♦=puppet STA; 3♦/♦= TRF ♥/♦; 3♦ = quant; 4♦=Gerber; 4♦/♦ =TRF ♥/♦	2NT-3♦-: 3♦=4M; 3M=5M; 3NT=w/o 4+M		
3♦	6	--	nat, pre	NAT			
3♦	6	--	nat, pre	NAT			
3♥	6	--	nat, pre	NAT			
3♦	6	--	nat, pre	NAT		High Level Bidding	
3NT	X	--	--	gambling, solid minor		14-30 RKCB; Gerber; Exclusion RKCB; Quantitative 4NT, 4♦ RKCB for ♥, minorwood	
4♦	7	--	nat, pre			Cuebids: 1st or 2nd round	
4♦	7	--	nat, pre			DOPI	
4♥	7	--	nat, pre			ROPI	
4♦	7	--	nat, pre				
4NT	X	--	--	wild, both minors			
5X		8	--	nat, pre			

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)

Aggressive at the 1-level. Sound at the 2-level
Transfer responses (From Cue) if the next hand passes, doubles, bids
1NT or supports his partner with no unbid M (Transfers from the D)
2NT on a 1M overcall: 4+ trumps INV+

Mixed raises/Fit jumps/Splinters (OPP. Suit)
Reopenings may be 4-card suit(seldom). On that 2NT=NAT

INT OVERCALL (2nd/4th Live; Responses; Reopening)

15-17 (on 1m) 15-18 (on 1M) in 2. Seat (15-18 in sandwich).

11-14 (on 1m) 12-16 (on 1M) in 4. Seat.

Responses: Stayman+Transfers.

JUMP OVERCALLS (Style; Responses; Unusual NT)

1-suit: Pre-emptive (May be stronger if partner has passed)

2-suit: 2NT= 5+-5+ in the two lowest unbid suits

3♣ on 1♦=5+-5+ in ♠+♣. 3♣ on 1M=5+-5+ in ♦+OM

Reopen: Good 6-card suit 11-15 HCP

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

1m-2m= 5+-5+ M. Resp.: 2NT= Asks for strength

1M-2M= 5+-5+ in ♣+OM. Resp.: 2NT= Asks for strength

1M-3M= Asks for stopper for 3NT

1♣-3♣= 5+-5+ in ♦+♣. 1♦-3♦= NAT

VS. NT (vs. Strong/Weak; Reopening; PH)

2♣= Both Majors

2♦= One Major

2M=5M-4+m 3m=NAT (PRE over strong NT)

2NT= Both Minors

D= PEN. D from passed hand=4M-5+m

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

Take-out doubles. (3m)-4m=5-5M. (2M)-3M=Both minors

(2M)-4m= 5+-5+ in m+OM. (2♥)-4♥= 6+♦ PRE or very strong

Vs Multi and other ART openings: D=12-16BAL/17+ any

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

On strong 1/2♣: D=Both M. NT=Both m. Applies after 1♣-1♦ also

OVER OPPONENTS' TAKEOUT DOUBLE

RD= 10+HCP PEN interest. 1X= Forcing

After 1M-D we play Transfers from 1NT and 2NT= GF with fit

On 1♦-D: RD=♥. 1♥=♣. 1♠=NT. 1NT=♣ weak. 2♣=♦. 2♦=M. 2♥=♣

On 2♣-D: 2NT=Fit, weak or GF. 3♣=INV

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3 rd /even, low/odd.	Same
NT	Attitude	Same
Subseq	Attitude +4.th Rusinow through Declarer	Same

Other: On the 5+ level or Vs. PRE we lead K from AK (asks for count)

Can lead high from weak suit when length shown

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(+). Ax	Same
King	KQ(+). AK. Kx	Same+AKJ10 AKQx
Queen	QJ(+). Qx	Same+AQJ KQ109 KQJx
Jack	J10(+). Jx KJ10(+)	Same+AJ10(+)
10	109(+). H109(+). 10x	Same
9	9x KJ9 (6.)	9x 98(+). H98(+)
Hi-X	xx. 3 rd best from even	Sx Sxx SSxx(+)
Lo-X	Low from odd	HxxS HxxxS HxS

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1 ATT	Count	ATT	
Suit 2 Count	S/P	Count	
3 S/P		S/P	
1 ATT	Smith Peter	S/P	
NT 2 Count	Count	Count	
3 S/P	S/P		

Signals (including Trumps): Upside down. Low=ENC. LOW=Even

Smith Peter: Low card= Lead was OK (only NT)

When length shown: odd/even high cards= Suit Pref.

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Normal 10+ with good distribution or 18+ any

Responses: Cuebid=F1 Promises rebid. Jump cue after 1m: 4-4 M INV

Reopenings may be very light

Equal level conversion. D+♦ on ♣ does not show much extra

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Negative through 4♥. Strength showing at higher levels.

1♦-(1♥)-D=4/5 ♠. 1♣-(1♥)-D=5+♦ GF

Lightner

Support D/RD after a 1M response(obligatory)

Most low-level doubles are for take-out.

RD=2fit and values on partners overcall

W B F CONVENTION CARD

CATEGORY: Blue

NCBO: Denmark

PLAYERS: Kasper Konow - Michael Askgaard.

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Precision. Strong club (16+) 5 card majors

1♦ is 2+♦. 11-13/12-14 BAL/10-15 unbalanced 4+♦, maybe longer ♣

2♣ is 5♣-4M or 6+♣ 10-15 HCP

1NT=14-16 1.2. seat NV. Else 15-17

Often relays after we have forced to game.

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♦ = 3-suiter short diamonds. 10-15 HCP 4414/4405

2NT=5+-5+ minors 2-9HCP

Transfer responses to our 1M openings:

1M-2♣ = weak with ♦ or any INV with no fit

1♥-2♦ and 1♠-2♥ = INV with 3-card support

1♠-2♦ = 5+♥, signoff or INV

1♦-2♥ = 5+♣, 4+♥, weak

1♦-2♣ = Both minors INV

Transfer responses to our overcalls

SPECIAL FORCING PASS SEQUENCES

1♣-(1X)-P= Forcing

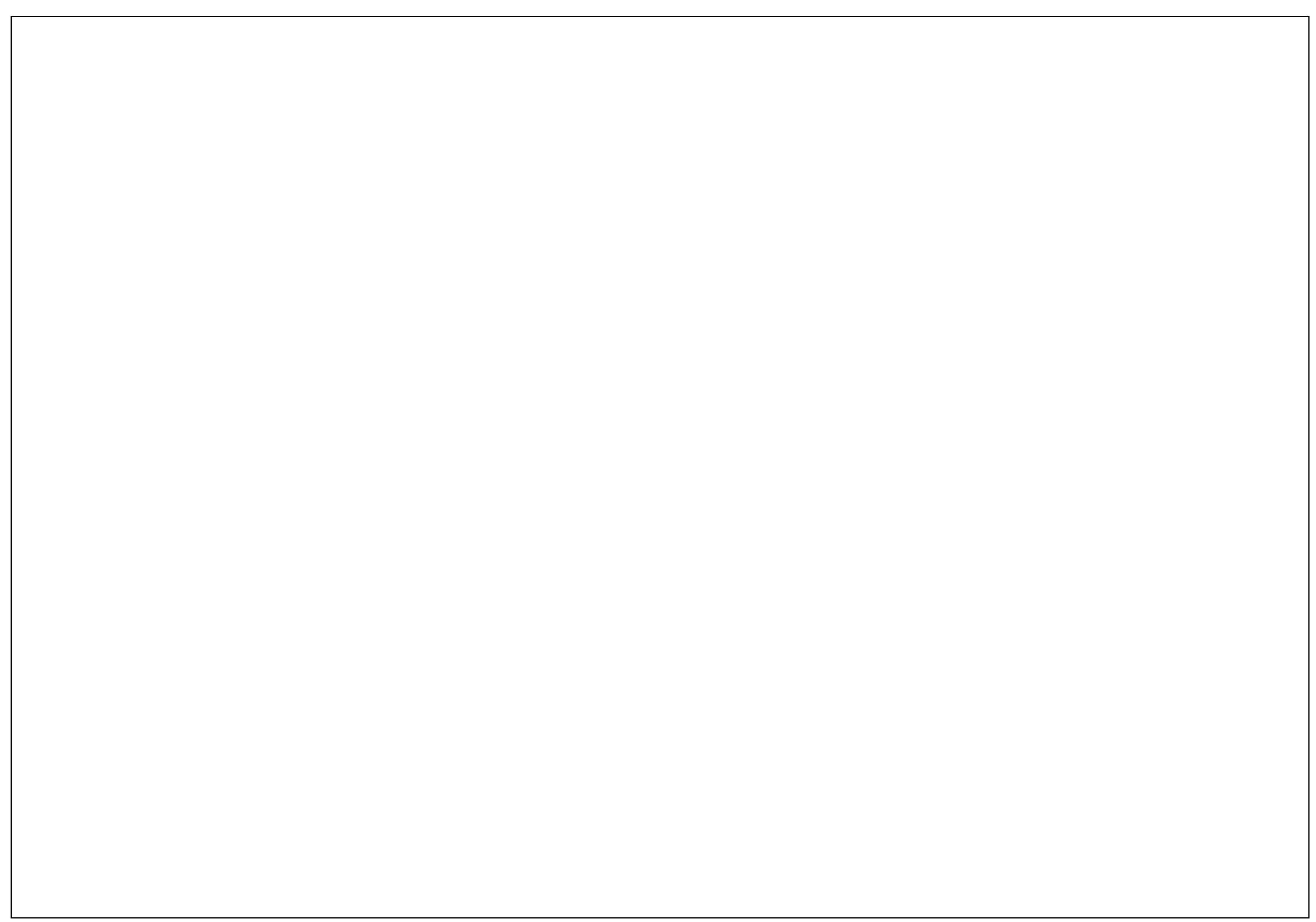
IMPORTANT NOTES

2NT= Lebensohl or scrambling in many auctions

On 1NT-D we play transfers from RD(♣).

1♦-(1♥)-2♥=6+♦. Lots of TRF after overcalls.

PSYCHICS: Seldom



DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)		
Normal 7-17 HCP APP.		
Cuebid response is app 10+ with fit, 2NT is fit after 1H/S.		
USP (transfers) after Pass/Dbl/Support/NT		
INT OVERCALL (2nd/4th Live; Responses; Reopening)		
15-18 with 1NT system on		
11 – 14 in 4th		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
Preemptive		
2NT is Unusual.		
3C (after 1MA): Other MA + D.		
Reopen: good opening hand with a 6+cards		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
1m-2m 5+5+MM, 2NT ASK invit+		
1M-2M 5+5+ OM + C.		
1,2,3m-4m=5+5+ MM		
1X 3X: Asking for stopper.		
VS. NT (vs. Strong/Weak; Reopening;PH)		
DBL is strong (penalty suggestion)		
2C = MM. 2D ASK for longest and then bid is invitational		
2D= One major minimum hand		
2M= Constructive natural		
2NT= strong one m or FG 2-suiter. 3m is preemptive		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		
Leaping Michaels both jump and nonjump.		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♦ or 2♦		
Dbl is MM		
Nt is mm		
2X: Nat OR 5-5 in two higher suits		
OVER OPPONENTS' TAKEOUT DOUBLE		
1M dbl we play OSTOT (TRF from 1nt)		

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	Lead	In Partner's Suit
Suit	1.3.5	1.3.5
NT	1.3.5	1.3.5
Subseq	2.4 thru Declarer	
Other:Lavinthal, Ace for ATT King for Count against 5+-level OR against PRE on game level.		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AKx	AKx
King	KQ or AK doubleton	KQJ or KQ10
Queen	QJ or Qx	QJ or KQJ, KQ109
Jack	J10 or Jx	J10 or AQJ
10	109 or HJ10 or 10x	109 or HJ10
9	9x or H109	9x or H109
Hi-X	Even number	Not a good suit
Lo-X	Odd number	Good suit
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
1	Low = ENC	Low = Even if import)
Suit 2	Low = even	Low = Even
3		
1		
NT 2		
3		
Signals (including Trumps): Smith Peters (High ENCnon leader)		
Trelde when discouraging with high card: Even to low, odd to high (only If possible...)		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
Normal 11+ HCP fit to unbid suit if minimum		
Reopeneing 8+ HCP		
Responses normal with cuebid Forcing to support have been given or 2NT		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
Many		
Most dbl in partscore level is T/O		
Dbl is penalty after partners PRE		

W B F CONVENTION CARD		
CATEGORY: Green		
NCBO: Denmark		
PLAYERS: Lars Blakset–Christian Lahrmann		
EVENT: Madeira, June 2022		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
12-14 NT. 5M or 6m or 4441 poss.		
1C 2way (15-19 BAL no 5card M or 11-21 4+C UNBAL)		
1D 4+D UNBAL (11-21)		
1M 5+ (11-21). 2o1 FG, 1NT 5-11(12) maybe 5-7 3M		
2C strong: Bal 22+ UNBAL or Bal		
2D: Multi. 2H: Weak with both majors		
2S: Any weak PRE (0-5 NV vs. V)		
2NT 20-21 BAL		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
1C -1D/H TRF		
1C- 1S 6+ 5+D or 5+C or BAL no major		
1C – 2D/H: TRF, weak two		
1C – 2S: 7-10, 5+ C, no majors		
SPECIAL FORCING PASS SEQUENCES		
1x-intervention pass=weak or penalty		
If FG-situation pass is stronger than double.		
IMPORTANT NOTES		
4.suit is FG		
PSYCHICS: rare but possible. 3.hand openings maybe weak		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	x	2	4H	12-14 bal no5M 5C/D possible	2C 10+, 1D/H TRF, 1S is 0-5(6-) ANY or 6+ with 4+ D no majors.	1C-1D-1H = 4+S unbal	
				11-21 4+C UNBAL	2D/H: Pre in H/S. 3H/S: Splinter. 3D/4D: "Multi"	1C-1D-1S= 3H unbal, 1C-1H-1S=3S unbal	
1♦		4	4H	4+D unbal	2C=FG, 2D= 10+, 4+D, no MA	1D-1M TRF from 1nt	
1♥		5	4D	11-21	2S WJS, 2H=8-10(11) 3H, Splinter/Void	1M-1NT-2C=12-15 natural or many 16+	
					1M-INT 5-11(12) maybe3M 5-7, 3M 6-9 4M	1M-1nt-2nt+ is 5-5 hands inv+	OSTOT after dbl
1♠		5	4D	11-21	2NT: FG. 3C: 11-12, 3-card support. 3D: 10-12, 4-card support		Good-Bad Multi after 1NT from OPP.
1NT			4H	12-14	2C=Stayman, Smolen, 2D/H=TRF never OM	TRF-Accept-3oM SI M, TRF -break 2NT/3M	Rubensohl
					3X is shortness, 6+Om or 3-suited.	1NT-	Dbl is COMP in 2+suit, or4M FG
2♣	x	0	4S	22+ Bal or any GF	2D: Weak or balanced		DBL values pass negative
2♦	x	0		Multi 5+9 HCP 5card M possible NV	2/3H/S is P/C, 3S FG, 4C ask suit(TRF), 4D bid sui	2D-2NT-3C MAX, 3D/H TRF suit	
					2NT is ASK (invit+), 4M to play		
2♥	x	4		Weak, both M	2NT invit+ and asking.	Accept TRF new is mandatoty	DBLis PEN
						2M-3M-1 -3M is minimum, else Cue or 4M	New suit F1
2♠	x	0		ANY weak PRE	2NT asks for suit (14+ when NV vs. V)	See notes.	
2NT			4H	20-21 BAL	Stayman, Smolen 3D/H TRF no OM, 3S=4+4+mm	TRF accept is FIT (3+). TRF-accep	DBL is values, Pass no values
3♣		6		Same for all 3-openings	3C-3D ART ask for 3+M		
3♦		6		Normal PRE 2-3-4 rule	New suit is F1 when V, NF when NV		
3♥		6			4 lowest new m is poor mans Blackwood		
3♠		6					
3NT	V	(7)		PRE in C or D	4C ASK suit, 4D=TRF followed by suit to play		
4♣	V	7		Namyats, 7+H	4D: Slaminterest		
4♦	v	7		Namyats, 7+S	4H: Slaminterest		
4♥		6		Normal			
4♠		6		Normal			
4NT	v			Ask specific aces			
5♣		7		2-3-4 rule		HIGH LEVEL BIDDING	
5♦		7		3.position no rule		RKCB 1430, Voidwood (0, 1, 2, 2 + Q, 3, splinter void, Cuebids	
5♥		7		Asks for raise with A or K		RTRF in normal situations	
5♠		7		same		Last Train 5NT pick a slam	

BROWN STICKER OPENING BID ANNOUNCEMENT FORM

This form is to be completed and sent, by email, to anna@ecats.co.uk in accordance with the Supplemental Conditions of Contest for the event

Names: Lars Blakset and Christian Lahrmann

Country Denmark **Event** Madeira June 2022

Opening bid of 2S **in** 1./2./3. Position **seat at**

Shows: ANY weak PRE

Detailed Description:

NV vs. V: 0-5 HCP; any PRE. Could be a 5-card suit IF in spades, otherwise 6+ in any suit.

NV vs. NV: Just a bit weaker than a normal PRE. 6+ in the suit.

V: Weaker than normal PRE. Opening 3C/D shows HHxxxxx; with a weaker suit we open 2S. Opening 3H/S is just stronger 1-1½ trick than opening 2S.

Responses and Rebids in Uncontested auctions

With what hands will responder pass the opening bid?

NV vs. V we pass with most hands with less than app. 14 HCP. 2NT ask for the suit and shows a good hand (app. 14+ HCP)

Otherwise responder asks for the suit with 2NT (doesn't show points) and only passes with spades.

Meanings of other responses and rebids:

New suit is natural and strong but NOT forcing.

Competitive Agreements

Responses after opponent's DBL (including Pass, RDBL and expected follow-ups)

PASS is neutral; opener only passes with spades. Otherwise the same responses as after pass.

Responses after opponent's overcall:

DBL is PEN. New lowest suit is to play in openers suit; otherwise natural.

Rebids after 4th hand DBLs the response:

Rebids after 4th hand overcalls:

Opener normally always pass.

Proposed Defence

DBL: T/O WITH spades. Responses: Lebensohl. 3S: any GF. Pass -> DBL: PEN.

3C: T/O without spades.

2NT: app. 15-18 HCP.

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)		
Aggressive, occasionally on a 4-card suit		
Free style opposite passed partner		
Responses: TRF from opener's suit to single raise (USP), 2NT=SUPP opposite 1M, leap to 3 of opener's suit=Mixed Raise		
INT OVERCALL (2nd/4th Live; Responses; Reopening)		
2nd seat: 15-18 BAL. System on; TRF into opps suit=3-suited INV with shortness in opener's suit		
Reopening: 10-14		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
Weak, free style opposite passed partner		
2NT jump=(55)+ minors		
Reopening: Constructive		
DIRECT & JUMP CUE BIDS (Style: Response; Reopen)		
(1m)-2m=(54)+ majors		
(1M)-2M=5+oM5+m		
2NT response is INV+		
VS. NT (vs. Strong/Weak; Reopening; PH)		
DBL=one minor vs strong NT, strength-showing vs weak NT		
2♣=(44)+ majors		
2♦=♦+M (♦ is often the longest suit)		
2M=NAT		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		
DBL=T/O		
(2M/3M)-4m=5+oM5+m, (3m)-4♣/♦=majors (4♣ is stronger)		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣		
vs. 1♣: DBL=majors, INT=minors		
1♣-P-1♦-DBL=majors		
OVER OPPONENTS' TAKEOUT DOUBLE		
1♣-(DBL): pass=4+♣ 0-7, RD=4+♣ 8+, other=system on		
1♦-(DBL): pass=4+♦ 0-9, RD=4+♦ 9+, 2♣=ART if DBL=♦, sys on		
1♥-(DBL): 1NT/2♣=TRF, 2♦=INV+ raise		

LEADS AND SIGNALS		
OPENING LEADS STYLE		
Other: Also 1st/3rd/5th with interior sequence in partner's indicated suit		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	Ax+, AKx+	Ax+, AKx+
King	Kx, KQ+, AK(+)	KQ+, KJT
Queen	Qx, QJ+	QJ+, KQT
Jack	Jx, JT+	JT+, QJT
10	Tx, T9x, HT9+	Tx, T9x, HT9+
9	9x, J9x, J98+, Q98+	9x, J9x, J98+, Q98+
Hi-X	Xx, xXx, xXXX+	Xx, xXx, xXXX+ (attitude)
Lo-X	suggests H, attitude	suggests H, attitude
SIGNALS IN ORDER OF PRIORITY		
1	Partner's Lead	Declarer's Lead
Suit 2	Low=ENC	Odd=Enc, Even=S/P
3	Low=Even	Low=Even
1	Smith (see below)	Odd=Enc, Even=S/P
NT 2	Low=Even	Low=Even
3		
Signals (including Trumps): Count signals in declarer's suit are not reliable		
First discard: Odd=ENC, even=Laventhal, later discards=count		
Smith: High from leader=DISC, high from partner=ENC		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
Classic with shortness, Equal Level Conversion does not promise extras		
We avoid doubling with pure one-suiter		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
1♣-(1x)-DBL=TRF, 1♣-(2x)-DBL=10+		
DBL of ART suit bid=shows strength and/or length in the doubled suit		
Competitive doubles: Penalty if we have bid or supported a suit, or opposite a known one- or two-suiter; otherwise often T/O		

EBL CONVENTION CARD		
CATEGORY: Red + Brown Stickers		
NCBO: Denmark		
PLAYERS: John Norris + Andreas Marquardsen		
EVENT Open		
SYSTEM SUMMARY		
Vendetta Club		
GENERAL APPROACH AND STYLE		
Aggressive style, openings with possible canapé		
1♦ and 1♠ openings are switched		
3-way 1♣ opening (13)14+ F1: 5+♣, BAL, or any (4441)		
FG relay after opening 1♦/♥ (and later after 1♣)		
Many transfer responses and other artificial responses		
Many NF responses (because of the FG relay option)		
1NT opening is (11)12-14, 5cM possible; (12)13-14 in 3rd seat		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
1♦=4+♣, any canapé possible if 10-15, FG strength possible F4		
1♣=4+♦, always unbal, ♣ canapé possible if 10-15 F7		
2♣ NV vs V=0-8 almost any hand (Brown Sticker)		
2♦ otherwise=weak with both majors		
2♦=Multi; strong options are 22-24 BAL or FG with ♥ or ♦		
2NT=PRE in a minor (Brown Sticker)		
3♦=PRE in a major (Brown Sticker)		
3NT=Good 4♥/♣ opening (similar to Namyats)		
1♦-1♥=NF; 0-5 any, or 5-12 w/o majors or with any (4333) F5		
1♦-1♣=NF; 4+♥ (!) and 5-12 F6		
1♥-2♣=NF 3+♣ 5-9 (similar to 1♥-1NT in a natural system)		
1♣-1NT=0+ no m or any INV (not 5+♥) or any FG F8		
1♣-2♣=NF (3)4+♣ 0-12 F9		
1♣-2♦=NF INV 5+♥		
SPECIAL FORCING PASS SEQUENCES		
Forcing pass in all FG relay sequences		
IMPORTANT NOTES		
See attached 3 pages of notes on 1♣, 1♦ and 1♣ first responses (F1-F9)		
PSYCHICS: Rare but light or lead-directing in 3rd seat possible		

OPENING	ARTIFICIAL TICK IF	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	1		a) BAL, (14)15-21(22) or FG	1♦=4+♥ or 0-5 HCP BAL, See Note F2 1♥=4+♠,	After 1♣-1♦: 1♥=(14)15-17 BAL, 1♠=5+♣,	TRF after overcalls (also DBL)
				b) 5+♣, (13)14+ HCP (incl FG)	1♠=5+ HCP no 4cM, 1NT/2♣=TRF 0-4 HCP 5+m,	1NT=(17)18-20 BAL, 2♣=20-22 BAL or 18+	1♣-(1♦)-1NT=(54)+ majors 5-9
				c) any (4441), 15+ HCP	For all responses including 2♦+ see Note F1	All Responses 1♣-1♦: 1♥+ see Note F3	1♣-(1M)-1NT=5+oM 5-9 F1
1♦	X	0	7♥	4+♠ 10+ HCP (incl. FG)	1♥=NF, 0-5 any or 5-12 <4♠ <5♥, See Note F5	After 1♦-1♥: 1NT=5+♠ 15+,	Switched suits after overcalls
				any canapé possible if 10-15	1♠=NF 4♥ (!)5-12, See Note F6 1NT=any FG,	2♣/♦/♥=5+card suit and 10-15	1♦-(1♥)-1♠=(4)5+♣ 5-9
				always unbal if 10-15	2♣/♦=TRF 0-7 Or INV, 2♥=INV 3+♠,	After 1♦-1♠: 1NT=4+m 10-15, 2♣=15+ any	1♦-(1♥)-1NT=(4)5+♦ 5-9
					For all responses including 2NT+ see Note F4		
1♥		4	7♦	4+♥ 10-22 HCP, always unbal	1♠=NF NAT 5-12, 1NT=any FG, 2♣=NF 3+♣ 5-9,	After 1♥-1♠: 1NT=4+m 10-15, 2♣=15+ any	Switched suits after overcalls
				m-suit canapé possible if 10-15	2♦=INV 3+♥, 2♠=INV no M, 2NT=4+♥ 10-14		1♥-(1♠)-1NT=3+♥ 10+
1♠	X	0	7♣	4+♦ 10-22 HCP, always unbal	1NT=0+ no m, or any INV+, See Note F8	After 1♠-1NT: 2♣=5+♣ 10-15, 2♦=5+♦	DBL=10+
				♣-canapé possible if 10-15	2♣=NF (3)4+♣ 0-12, See Note F9 2♦=INV 5+♥	10-15, then 2♥ by responder=any FG	3♣=2-3♦4+♣ 6-10 NF
					For all responses including 2Ma+ see Note F7		
1NT				(11)12-14 BAL, 5cM possible	2♣=NF Stayman not promising a major	1NT-2♣-2♦-2♥=weak 4+♦4+♥	Rubensohl after overcalls
				11 only if decent 5-card suit	2♦/♥=TRF, 2♠=both m, 3x=FG splinter 3-suiter	1NT-2♣-2x-2NT/3♣=TRF, weak or FG	1NT-(X): XX=♣ or two other suits, 2♣/♦/♥=TRF
				3rd seat: (12)13-14	4♣=♥, 4♦=♠		
2♣ NV vs V	X	0		0-8 HCP, almost any hand	Pass=does not promise clubs, 2♦=NF 2+♦ 13-21,	After 2♣-2♦: Opener bids a 4cM if any, other options: pass, or 2NT/3♦=NAT MAX	2♣-(DBL)-pass=4+♣
					2M=5+M 10-21, 2NT=18-22 BAL		
2♣ other	X	0		(44)+ majors, 3-10 HCP	2♦=asks for pref., 2M=to play, 2NT=ART INV+		
					3♦=PRE in partner's better suit		
2♦	X	0		Multi; strong options: 22-24	2M/3M/4M=P/C, 2NT=ART INV+ or tactical	2♦-2♥-2♠-3♦=to play	
				BAL, or FG with ♥ or ♦			
2♥		6		(9)10-13 6+♥	2NT=any FG, 2♣/3♦=NF,	2♥-3♣-3♦=Not minimum	
					3♣=INV+ ♥ or S/T with short ♥		
2♠		6		(9)10-13 6+♠	2NT=any FG, 3♦/♥=NF,	2♠-3♣-3♦=Not minimum	
					3♣=INV+ ♠ or S/T with short ♠		
2NT	X			PRE in one minor ♣ / ♦ 0-10	3♣=P/C, 3♦=♥ or any FG, 3♥=♠, 3♣=own minor suit; responder's TRF can be L/D with SUPP		
3♣		6		(9)10-13 6+♣	3♦=ASK, 3M=NAT FG	3♣-3♦-3M=SPL (may be passed!)	
3♦	X	0		PRE in one major ♥ or ♠ 0-9	3M/4M=P/C, 4♣=demands TRF, 4♦=ART S/T		
3♥		7		(9)10-13 7+♥	4♣=S/T in ♥ or ♠, 4♦=S/T with short ♥		
3♠		7		(9)10-13 7+♠	4♣=S/T in ♥ or ♠, 4♦=TRF, 4♥=S/T with ♠	HIGH LEVEL BIDDING	
3NT	X			Good 4♥/♠ preempt	4♣=2+ aces (then TRF)	Cuebids are rare except in suits bid or doubled by the opponents	
					4♦=1 ace+good cards, 4M=P/C	When major-suit fit found: 1st step=asks for SPL, 2-4=shows SPL up-the-line	
4m	(6)7			NAT PRE			
4M	(6)7			NAT PRE, weaker than 3NT		When 10+ cards of partner's distribution are known in a relay sequence:	
4NT	X			(65)+ minors		4♣=S/T in a major, 4♦=signoff in a major or S/T in a minor,	
5m		7				4♥=S/T in ♣ with 3+ of 6 KC, 4♠=S/T in ♦ with 3+ of 6 KC	
5M		8				Key cards will be shown or asked for in subsequent bids	

Notes for Andreas Marquardsen + John Norris Denmark Open Page 1 of 3

F1 Responses to opening 1♣

1♦: a) 0 til 4(5) Any bal or b) 4+♥
1♥ : 4+♠
1♠ : 5+ no 4majors
1NT : 0-4p, 5+♣
2♣ : 0-4p, 5+♦
2♦ : 6+♥, 0-4p
2♥ : 6+♠, 0-4p
2♠ : 6+♣ 5:7
2NT : 6-5 in majors 0-4 NB
3♣ : 6♣ 322 GF 8:10
3♦ : 6+♣ GF single/void ♦ 8:10
3♥ : 6+♣ GF single/void ♥ 8:10
3♠ : 6+♣ GF single/void ♠ 8:10
3NT : 6+5+ in majors ca 3-7 GF
4♣ : 8+ in one major 1 kontrol Kxxxxxx OBS
4♦ : (7)8+♥ no controlles
4♥ : (7)8+♠ no controlles
4♠ : 6+6 minor 4-7, 1+ control
4NT : 6+6 minor 0-5 0 controlles

F2 Responses after 1♣ -1♦

1♥ : (14) 15-17 NT, NF
1♠ : 5+♣ 15+
1NT : (17) 18-20 NT
2♣ : 20-22 NT or 18+4441 any single
2♦ : A) 5+♣ 4+♥ 15+
B) 6+♣ 3♥ (13)14:15
2♥ : 15-17 4441 4♥ any single
2♠ : 4144 15-17+ single ♥
2NT : GF NT
3♣ : 6+♣ 13-15, not 3♥ NB!

F3 Responses after 1♣-1♦-1♥

Pass : 4/5 ♥
1♠: "Transfer" 1N
1NT: Often
2♣: 4♥ 4♣
2♦ : 4♥ 4♦
2♥ : 5♥
1NT: 0 - 9p 4♥ 4♣ (NF)
2♣: 0 - 9p 4+♥ 5+♣
2♦: 0 - 9p 4+♥5+♦
2♥: 5♥ 4♣ (4)5-8
2♠: 0(544) 5-7 HP
2NT: 6+♥ invit
3♣: GF 5+♥ 4♣ single/void in a minor
3♦: GF 5+♥ 4♣ 2-2 or no minor interest
3♥: GF 4-4 Majors

F4 Responses after 1♦

1♥ = 0:12 NF (0-4 any) 5+any 4333 otherwise no 4♥ or 3♠
1♠ = 4+♥ 5:12 points NF
1N = GF Any
2♣ = 0:7 6+♦ or 5+♦ 3♠ 10-12/ 5+♦ 4+♥ 10-12
2♦ = 0:7 6+♥ or 5+♥ 3♠ 10-12
2♥ = 3(4) ♠ (9)10:12
2♠ = 3(4) ♠ 5:9
2N = 4+♠ 10:14
3♣ = 6♣ 3♠ (9)10:12
3♦ = 5:9 4+♠
3♥ = 0:5 4+♠
3♠: God minor+ (relay for 3nt)
3N : Good 4♥
4♣ : 5+♣ void in ♣ or ♦
4♦ : To play 4♥ OBS
4♥ : 5+♣ void ♥
4♠ : To play

F5 Responses after 1♦-1♥

Pass = 4♠ 5♥ 10-13
1♠= 5+♠ 10:15, NF
1NT = 15+ any F1
2♣ = 10-15 5+♣
2♦ = 10-15 5+♦
2♥ = 13:15 4+♣ 5+♥ a little less with good shape
2♠ = 15-17 6+♠
2NT = 5:6 med 5♠ 10:15 unknown 6 card suit
3♣ = 6+♠ 5+♣ 10:15
3♦ = 6+♠ 5+♦ 10-15
3♥ = 6+♠ 5+♥ 10-15
3♠: 13-15 7♠

F6 Responses after 1♦-1♠

Pass = Rare but (4)5♠ with no hope of game
1NT= 4+card in a minor 10-15
2♣= 15+ Any F1
2♦= 5+♦ 10-15
2♥ = 3-4♥ 10-13
2♠= 6+♠ 13-15
2NT= 4+♥ 13-15
3♣ = 6♠ 5+♣ 10-15
3♦ = 6♠ 5+♦ 10-15
3♥ = 4+♥ 10-13
3♠ = 7+♠ 13-15

Notes for Andreas Marquardsen + John Norris Denmark Open Page 3 of 3

F7 Responses after 1♠

1NT = 0+Relay F1, not 4card minor if weak but any GF if strong
2♣ = (3) 4+♣ 0-11(12)
2♦ = (9)10:12 med 5+♥ and 0:3♦ NF
2♥ = (5)6+♥ 0:9
2♠ = (5)6+♠ 0:9
2NT = 10:14 4+♦
3♣ = 6-9(10) 4+♦ 4+major possible
3♦ = 0-6 med 4+♦ 4+major possible
3♥ = 10:14 splinter 4+♦ 4card ♠ possible
3♠ = 10:14 splinter 4+♦ 4card ♥ possible
3NT = Good 4 ♥ or ♠
4♣ = 4+♣ 4+♦ Weak
4ru = (4)5+♦ weak
4♥ = To play
4♠ = To play

F8 Responses after 1♠-1nt

2♣ = 5+♣ og 4+♦ 10:15
2♦ = 5+♦ maybe 4♣ 10:15
2♥ = 15+ 5+♦ 4+♥
2♠ = 15+ 5+♦ 4+♠
2NT = 15+ 6+♦ or 5♦ 4♣
3♣ = 13-15 5+5+ minor
3♦ = 7+♦ 10-14
3ma = 5+5+ minor 15+ single/void in bid suit
3NT = 7+♦ "bal"

F9 Responses after 1♠-2♣

Pass = Most 10-15 4♣
2♦ = 6+♦ (9)10:15
2♥= 15+,5+♦ 4+♥ NF
2♠= 15+, 5+♦ 4+♠ NF
2NT = 6+♦ 15+
3♣ = 13:17 4+♣ can be less with 5+♣
3♦= 7+♦ 10-15
3♥= Splinter 4+♣
3♠= Splinter 4+♣
3nt= 2-2-5-4 ish

BROWN STICKER OPENING BID ANNOUNCEMENT FORM

This form is to be completed and sent, by email, to anna@ecats.co.uk in accordance with the Supplemental Conditions of Contest for the event

Names: John Norris + Andreas Marquardsen

Country: Denmark

Event EC Madeira 2022 Open

Opening bid of 2♣ **in** any

seat at NV versus V

Shows: 0-8 allmost any hand

Detailed Description:

0-8 allmost any hand

4333 is rare

3+controls is rare

7+minor is rare

6+major is rare

Responses and Rebids in Uncontested auctions

With what hands will responder pass the opening bid?

most hands below 12 HCP regardless of distribution, twolevel bidding is constructive but NF

Meanings of other responses and rebids:

2♦= 2+♦ NF but asking suits (12)13+, 2Ma=Natural constructive, 2NT 18-21 “bal”

Competitive Agreements

Responses after opponent's DBL (including Pass, RDBL and expected follow-ups)

Pas= 4+♣, RDBL = 0-3♣, Bid= Natural

Responses after opponent's overcall:

TO DBL

Rebids after 4th hand DBLs the response:

Pas= 4+♣ , RDBL = 0-3♣, Bid= Natural

Rebids after 4th hand overcalls:

Dbl=max and TO / 2NT two-suited

Proposed Defence

a) Same against 2♦ Multi (crowhurst)

b) Dbl TO with 4♣ / 2♦= TO without 4♣

BROWN STICKER OPENING BID ANNOUNCEMENT FORM

This form is to be completed and sent, by email, to anna@ecats.co.uk in accordance with the Supplemental Conditions of Contest for the event

Names: John Norris + Andreas Marquardsen

Country: Denmark

Event EC Madeira 2022 Open

Opening bid of 2NT **in** any **seat at** at any vulnerability

Shows: Weak hand in ♣ or ♦

Detailed Description:

(5) 6+ suit in ♣ or ♦ (same type hands who normally open 3♣ or ♦)
0-10 points

Responses and Rebids in Uncontested auctions

With what hands will responder pass the opening bid?

Rare put possible, Normal response is 3+♣ P/C if weak

Meanings of other responses and rebids:

3♦=♥, Any GF, minor raise with ♥ values, 3♥=♠, 3♠= Other Minor Forcing 4+minor = P/C

Competitive Agreements

Responses after opponent's DBL (including Pass, RDBL and expected follow-ups)

Pas= To play, RDBL= Bid your suit, New Suit= Own Suit

Responses after opponent's overcall:

Dbl = Penalty, Minor = P/C, Major suit Natural or Lead with both minors (rare)

Rebids after 4th hand DBLs the response:

System on

Rebids after 4th hand overcalls:

Rare but must be special

Proposed Defence

a) Same against 2♦ Multi (crowhurst) maybe dbl as 14+bal / 18+any

BROWN STICKER OPENING BID ANNOUNCEMENT FORM

This form is to be completed and sent, by email, to anna@ecats.co.uk in accordance with the Supplemental Conditions of Contest for the event

Names: John Norris + Andreas Marquardsen

Country: Denmark

Event EC Madeira 2022 Open

Opening bid of 3♦ **in** any

seat at any Vulnerability

Shows: Weak hand in ♥ or ♠

Detailed Description:

(5) 6+suit Weak hand in ♥ or ♠ (same type of hand that opens 3♥ or ♠ normally, though can be very light)
0-9 points

Responses and Rebids in Uncontested auctions

With what hands will responder pass the opening bid?

Rare, but possible often with ♦

Meanings of other responses and rebids:

3+♥ and ♠ = P/C, 4♣= Asking opener to bid the suit below his (transfer)

Competitive Agreements

Responses after opponent's DBL (including Pass, RDBL and expected follow-ups)

Pas= To play, RDBL= Bid your suit, New Suit= Own Suit

Responses after opponent's overcall:

Dbl = Penalty, Major = P/C, Minor suit F1

Rebids after 4th hand DBLs the response:

System on

Rebids after 4th hand overcalls:

Rare but must be special

Proposed Defence

a) Same against 2♦ Multi (crowhurst) maybe dbl as 14+bal/18+any

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS	W B F CONVENTION CARD
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening) Responses: New suit is NF If oppo act over our overcall, 2N = raise If oppo pass over our overcall, 2N = natural	OPENING LEADS STYLE Leads (including in partner's suit) Suit High = odd with A/K/Q or even without A/K/Q NT Attitude Subseq Attitude. Around to weak dummy in NT: 9 or higher = one higher card, unless leading top to maintain lead Other:	CATEGORY: Open NBO: England PLAYERS: Mike Bell, Ben Norton
1NT OVERCALL (2nd/4th Live; Responses; Reopening) 15- bad 18 System on if oppo opened 1m; If oppo opened 1M, 2C = INV+ with 4+oM, cue = GF without 4oM, others = natural NF Reopening – 11-16 now 2C = range ask	LEADS K from AK@5-level or vs 4m (asks for count) Lead Vs. Suit Vs. NT Ace AK+, Ax AK+, AKJ+ King KQ+, AK doubleton KQ+, AKQ+, AKJT+ Queen QJ+, AKQ+, Qx QJ+, AQJ+, KQJ+, KQT9+ Jack JT+, AKQJ+, Jx, JT+, KJT+, AJT+ 10 Tx, T9+, HT9+ Tx, T9+, HT9+ 9 H98+, J98+, 9x H98+, J98+, 9x, 9xx Hi-X Xx, HXx, xXxx, HXXXx Discouraging Lo-X xxX, HxxX, xxxxX, HxxxxX Encouraging	SYSTEM SUMMARY GENERAL APPROACH AND STYLE Synthese 5 card majors, strong NT 1C = natural/weak NT/18-19 NT 1D = 4+D unbal (could be 4D5C) or 5D weak NT Weak-only Multi, 2M 5M5m
JUMP OVERCALLS (Style; Responses; Unusual NT) Weak jump overcalls (1D) 2H and (1D) 3D = Majors if 1D can be two cards on a weak NT Unusual 2NT (two lowest unbid) Reopening 2NT is 19-21.	SIGNALS IN ORDER OF PRIORITY Partner's Lead Declarer's Lead Discarding 1 High = encourage Smith (high enc) High = encourage Suit 2 High = even High = even Suit Pref 3 High = even High = even High = even 1 High = encourage Smith (high enc) High = encourage NT 2 High = even High = Even Suit Pref 3 High = even High = even High = even Signals (including Trumps): Suit preference in trumps (smith at T2)	SPECIAL BIDS THAT MAY REQUIRE DEFENSE 2D weak-only multi Responses to 1C: 1D = 4+H, 1H = not 4H, not 5S, 2D = INV+ with clubs, 2H = GF with diamonds Responses to 1D: 1H = no 5cM, 1N = 5+hearts, 2D = 5H4S NF Transfers after overcalls of our 1C [off by passed hand]
VS. NT (vs. Strong/Weak; Reopening; PH) UPH defence: 2C = majors, 2D = 5+D4+M, 2N = minors Dbl = pens vs weak NT, 5M5m vs strong NT PH NT defence: X = 5m4M or 5H4S, 2m = 4m5M, 2H = majors (spades equal-or-longer)	DOUBLES TAKEOUT DOUBLES (Style; Responses; Reopening)	SPECIAL FORCING PASS SEQUENCES
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids) X = takeout, leaping and non-leaping Michaels (2M)-dbl-(P): 2N pick-a-minor, 3C wide-ranging, 3D/H invitational (2D)-dbl-(P) 2N = nat 2NT = 15-18	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS 1C (1D) X = 4+hearts 1C (1M) X just denies 5 in oM Support doubles after 1C (P) 1D! (1M) Game try doubles Lightner doubles X of splinter asks for lowest unbid suit led except fav or 3S splinter	IMPORTANT NOTES PSYCHICS: Rare
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1C or 2C X majors, 1NT minors		
OVER OPPONENTS' TAKEOUT DOUBLE XX= 10+ (11+ after 1C opening). Now x = pens, p = F1 up to 2X System on over 1m X Transfers over 1M X		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1C		2		Natural/weak NT/18-19 NT	1D = 4+H, 1S = 5+S, 1H = not 4H/5S 1N = 6+H, 2D = INV+ 5+C, 2H = GF 5+D, 2S = 4S5C NF	1C:1D, 1H = weak NT or 5+C3H min 1C:1H, 1S = 4S, 11-16, can be bal	Transfers in competition (off by a passed hand)
1D		4		Unbalanced (could be 4D5C) or weak NT with 5D	1H = no 5cM, 1S = 5+S, 1N = 5+H 2D = 5+H4+S NF, 2H = INV+raise 2S = 6S weak, 3C = mixed raise	1D:1H, 1N = weak NT with 5D; most other rebids artificial. After 1D:1S, 1N = minors, 2C = 5D4H. 1D:1N, 2H can be bid on a doubleton.	
1H		5			1NT = NF can have 4 spades, 2C = GF 2+C, 2N = GF 4T, 2S = 6+m INV, 3C = 6-9 4T, 3D = 10-11 4T, 3S = C/D sing, 3N = C/D void, 4C = S sing, 4D = S void		By PH: 2C = 3+card support, 8+; 2D = 5-5 minors, 2NT = best 4 card raise
1S		5			1N = NF, 2C = GF 2+C, 3C = 7-9 4T, 3D = 10-11 4T, 3H = INV, 3N = C/D sing, 4C = C/D void, 4D = H sing, 4H = H void		2C = 5+H; 2D = 3+card support, 8+; 2H = 5-5 minors, 2NT = best 4 card raise
1NT		-		15-17 (14+-17 1 st NV)	Stayman, Smolen, 2S = C or invite, 2NT = puppet stayman, 3C = D, 3D/H/S = minors, 4m = transfer to 4M	1N:2N, 3C = no 5cM.	Transfers from 2NT Transfers vs 3m overcall
2C	yes	-		GF or 22-23 balanced	2D = waiting	2H = GF hearts or 24+balanced 3M = 4M5+D GF	X = double negative vs jump X = 5-8 balanced otherwise
2D	yes	0		Weak two in a major. Can be 5M4m 1 st NV/3 rd NV	2M, 3M and 4H= pass or correct. 4C = bid the suit below your major, 2N enquiry, 3C and 4D = NF, 3D = GF with own major	Over 2N – 3M = min, 3C = non-min w/H, 3D = non-min w/S	Over X: P = NF (mild suggestion) XX = bid major you don't have 3m = NF
2M		5		5M5m. 5-10 NV, 7-11 vul	2N ask; 3C/4C PoC; 3D good 3M bid 2H:4D asks partner to double 4S with diamonds	Over 2N – 3m min, 3H GF with diamonds, 3S+ GF with clubs	
2NT		-		20-21	Stayman, transfers, 3S = minors 4C = diamonds, 4H = clubs, 4D = xfer to 4H	Completing RST = fit	x = takeout
3C 3D 3H 3S		6		Pre-empt	Over 3C: 3D = asks 3cM	3H = 3S, 3S = no 3cM, 3N = 3H	
3NT	yes	-		Good 4M opening	4C = Slam interest, opener transfers to M 4D asks for M, 4H = Pass-or-correct		
4C 4D 4H 4S		7		Pre-empt		HIGH LEVEL BIDDING	
4NT	yes	-		ace-asking	bid the ace you hold (5C = none)	3041, Mixed cues, Non-serious 3M+1, 4S keycard for clubs	

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style; Responses; 1 / 2 Level; Reopening)		
Natural, can be light at one-level.		
New suit NF facing one-level overcall		
2N in comp facing M overcall = good 4T raise		
Three of opener's suit = mixed raise		
Transfers after double of 1M		
Fit jumps		
INT OVERCALL (2nd/4th Live; Responses; Reopening)		
15-18 responses as opener		
R/O 11-15		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
Strongish (13-16)		
2D over 1C = majors		
Reopen: Intermediate		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
1C – 2C = natural		
Michaels 2D/M		
VS. NT (vs. Strong/Weak; Reopening; PH)		
Dble = PEN (5m 4M PH)		
2C = majors		
2D/M = natural		
VS.PRE-EMPTS (Doubles; Cue-bids; Jumps; NT Bids)		
Dble for take-out		
Leaping Michaels NF		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♦ or 2♣		
Dble = majors		
NT = minors		
OVER OPPONENTS' TAKEOUT DOUBLE		
Transfers after 1M		
1m-3m = mixed, 1H-2S/1S-3H mixed		
1D-3C / 1D-2C = constructive raise		

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	Lead	In Partner's Suit
Suit	3 rd & low	3 rd & low
NT	ATT	3 rd & low (ATT if raised)
Subseq	Mostly ATT	same
Other: K for CT vs suits (exception: possible Bath position)		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AK	AK
King	KQ, AK bare, AK	KQ, AKJ10
Queen	Denies the King	QJ, KQ109
Jack	Denies the Queen	same
10	Denies the Jack	same
9	Singleton or doubleton	9x, J98, Q98
Hi-X	Top of doubleton, 3rd	Second from bad suits
Lo-X	Low from an odd number	ATT
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
1	High encourage	High even
Suit 2	High even	SP
		High even
3	SP	SP
1	ditto	Smith
NT 2	ditto	High even
3	ditto	SP
Signals (including Trumps):		
SP in trumps		
Smith peter by both sides to like the lead		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
standard		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
support double		
support redouble		

W B F CONVENTION CARD		
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker: G		
NCBO: ENGLAND		
PLAYERS: BEN HP & TOM TOWNSEND		
EVENT European Championships 2022		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
5-card majors		
15-17 NT		
2/1 FG		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
2D/H/S weak		
SPECIAL FORCING PASS SEQUENCES		
IMPORTANT NOTES		
PSYCHICS:		

OPENING	ARTIFICIAL	TICK IF	MIN. NO. OF CARDS	NEG.DBL THRU				
					DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	YES		Better minor	2C inverted, 2D/M INV 3D/M natural PRE	2-way CB	
1♦		3	YES		Only short with 4432	2C FG, 2D inverted, 2M/3C INV 3M/4C natural PRE	2-way CB	
1♥		5(4)	YES			2m FG, 2S INV, 2N Jacoby 3m NAT INV, 3H INV, 3S any weak SPL		Drury 2C PH 2NT best 4T raise
						2/1 FG, 3m/H INV, 3NT any weak SPL	Bart (1S-1NT-2C-2D = ART)	ditto
INT		4H	15-17 routinely 5M		Stayman, transfers, 2NT 5CS. 3C = diamonds.	Smolen	Transfers	
					Can be offshape	3D minors. 3M = 3-suited SPL.		
2♣	YES		22-23 bal or FG		2D waiting	Kokish (direct 2C-2D-2N = 22/23)		
2♦		6 (5)		WK	2N shortage ask		10-12 4th	
					2M NF			
2♥		6 (5)		WK	2N shortage ask		10-12 4th	
					2S NF			
2♠		6 (5)		WK	2N shortage ask		10-12 4th	
2NT		4H	20-21		Stayman, transfers, 3S minors, 4X two-under.			
					Can be off-shape			
3♣		6		PRE				
3♦		6		PRE				
3♥		6		PRE				
3♠		6		PRE				
3NT	YES		No outside A/K 1 st /2nd					
					Gambling, solid minor			
4♣		6		PRE				
4♦		6		PRE				
4♥		6		PRE				
4♠		6		PRE				
4NT	YES		Both minors PRE				HIGH LEVEL BIDDING	
							RKCB 1430	
							D0 P1	
							Ignore double of RKCB	
							Exclusion 0, 1, 2, 2Q, 3	

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)

Aggressive but usually 5+ card at 1 level. Sound at 2 level.

New suit NF if no competition. Jump in new suit 6+ cards F1

CUE=limit raise+ or bal 14-15 or GF 5 card suit

All direct raises weak. Jump cue = Mixed (7+-10)

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

1NT: 2nd "live"=15-18. 4th "live"=16-19. Reopening=11-16.

Reopening 2NT=19-21 BAL.(system on)

(1X)-P-(2X)-2NT 2 suited (1X)-P-(2Y Weak)-2NT = Natural

JUMP OVERCALLS (Style; Responses; Unusual NT)

1-suit: WEAK. Suit response NF at 2L, F1 at 3L, 2NT=relay.

Reopen: Intermediate.

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

Direct Cue: 2-suit 55+. (1m)-2♦=♥+♠, unless 1♦ short

1♣ 2♣ always natural

(1M)-2M= M + m: 2NT= inv relay minor oriented

Jump cue ASKS STOPPER solid m unless short minor – then weak

Reopen Cue=MICHAELS

Double Jump Cue-strong 4M.

(1♣) P (P) 4♣= Strong 4M (then 4♦=Good hand)

VS. NT (vs. Strong/Weak; Reopening;PH)

Jump overcall=WEAK. DBL=PEN

As a passed hand X - 4M 5m

2♣=♥+♠ , 2♦=one major, 2M=5M+4+m

2NT=minors or majors strong.

DBL of Stayman or transfer=15+HCP if weak NT (minimum<14)

but bid suit if strong NT (14+).

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

DBL=T/O. LEBENSOHL AFTER T/O DBL OF 2M.

3 level CUE asks for stopper. 4 level CUE=any 2-suits STR.

Leaping Michaels NF and non-leaping Michaels NF

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

X=♥+♠ (54+) .1NT = minors. 2NT=♣+♦

also applies after 1C p 1x if artificial and 2C opening

Suit bids NAT. Jumps WEAK

OVER OPPONENTS' TAKEOUT DOUBLE

Direct raises=weak. (Mixed+) 4+ trumps

Double jump=nat over m, spl over M

2NT=Limit raise+ with 4 trumps.

RDBL=9+HCP.

New suit F1 or xfer. Pass then DBL=T/O.

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3 rd from even, low from odd	
NT	Fourth best with an honour	3/5 in partner's suit vs NT
Subseq	Same as above	
Other:	Reverse Attitude, K - Count if 5 level or vs pre-empt	

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK(+), Ax(+)	AKx(+), Ax(+)
King	KQ(+), Kx, AKx(x)	KQ109x(+), Kx,, AKJT(+)
Queen	QJ(+), Qx	QJ(+), Qx, KQ(+)
Jack	J10(+), KJ10(+), Jx	J10(+), AJ10(+), KJ10(+), Jx
10	109(+), H109(+), 10x	109(+), H109(+), 10x
9	9x, H98(+)	9x, H98(+)
Hi-X	Sx	Sx xSx xSxx xSxxx
Lo-X	HxS, HxSx(+), xxS(+)	HxS, HxxS(+)

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Hi=DISC	Hi=Even	Hi=DISC
Suit 2	Hi=even	Suit preference	Suit preference
3	Suit preference		
1	Hi=DISC	Hi= REV SMITH	Hi=DISC
NT 2	Hi=even	Hi=Even	Suit preference
3	Suit preference	Suit preference	

Signals (including Trumps): TRUMP SIGNAL= Suit preference

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

RESP DBL= 2 suits

NEGATIVE DBL 1♣- (1♦)- X= 4+♥

1m -(1♥)- X= 4+♠

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Support Xs up to 2M inclusive

Game try DBL after raise if no space.

W B F CONVENTION CARD

CATEGORY: Green

NCBO: England

PLAYERS: Ben Green & Stefano Tommasini

EVENT European Championships Funchal Open

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5CM 1♣ 2+ (bal hands open 1♣ may have 5♦) transfer responses

2♦ Weak with one major and Constructive 2M Openings

2 over 1 = GF

1NT Opening: 14+-17

2NT Opening: 20-21

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

Responses to 1♣: 1♦/1♥/NT/2♣ Transfers, 2♦ 0-8 with one M

Multi 2♦ weak only 0-8 can be 5 cards

2M – Natural 6+ cards 8-11

Transfers in competition after our opening bid in most situations

SPECIAL FORCING PASS SEQUENCES

After (1x) 4x Showing a Good 4M bid

IMPORTANT NOTES

After a 5♣/5♦ response to Key Card the responder must go on after a sign off if he has 4/3 Key cards unless 20+ shown

PSYCHICS: Rare

				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	2	4♠	Often open balanced 11	1♦4+♥, 1♥4+♠, 1♠ no M, 1N/2♣ = 5+♣/♦ GF, 2♦ Multi (0-7), 2M = 7+-9, 2NT 0-6 6+♣, 3♣ 7-9 6+♣, 3x weak	1♣-1Red-Completion = 2/3M 11-13 bal or 3145 short M then XYZ 1♣-1Red-INT = 18-19 bal may have short M if poor ♣		Mostly the same but 2M now fit jump
1♦	5 (4)	4♠	Unbalanced with 4 or five ♦	Natural responses, 2♦ INV+ 3♣ INV NF	Transfer rebids		2M now fit jump
1♥	5 (4)	4♠		1NT NF (5-12), 2♣ = GF Relay, 2♥ 7-10 constructive, 2♠ 6♠ 0-8, 2NT INV+ 3/4♥ or some GF hands, 3m INV, 3♥ preemptive/mixed (vul), 3♠ Any SPL 9-11, 3NT Void ♠ 4♣/4♦ Void ♣/♦	After 1M-2M, next step is general game try, following steps are natural slam tries		2♣= DRURY 2M+1 7+ 4 card raise with short 3♣ Nat INV, Others FIT-SHOWING JUMPS
1♣	5 (4)	4♠		1NT NF (5-12), 2♣ = GF Relay, 2♥ 7-10 constructive, 2♠ 6♠ 0-8, 2NT INV+ 3/4♥ or some GF hands, 3m INV, 3♥ preemptive/mixed (vul), 3♠ Any SPL 9-11, 3NT Void ♠ 4♣/4♦ Void ♣/♦	After 1x-1y and a 2 level reverse by opener then 2NT is LEB. (1♦-1♠-2♥-2NT-3♣=4SF)		3♣ Nat INV, Others FIT-SHOWING JUMPS
INT		4♠	15-17	STAYMAN; TRANSFERS. 2♣ Range Ask or ♣	1NT-2♣-2♦-2♥ weak both M, 2♣ INV unbal with 2♣		
				3♣ = 5 card Stayman, 3M = shortage 13(54)	1NT-2♣-2M: 3M=INV, 3oM=any SPL, 4♣ serious try, 4♦ mild.		
				3♦ = 5+/ minors GF	1NT-2♦/♥-2♦/♠-4♥/♣=Mild slam try		
			(5422) or 6m possible	4♣ 55M Game only, 4♦ = ♥, 4♥ = ♠	1NT-2NT-3♣=Positive for ♦.		
					Continuations after a transfer are natural FG over M, short over minor		
2♣	X		20-21 BAL or FG	2♦ = 5+, 2♥ = 0-5, 2♠ = NAT GF, 2NT = GF 5♥+ GF, 3L = NAT GF	Kokish after 2♦ response. 2♣-(2x)-DBL= T/O bidding 3x = natural. 2♣-(2x)-P-P-DBL= T/O		
2♦	0		0-7 can be 5 cards in 1 st /3 rd NV	2M=P/C, 2N= enquiry, 3m = constructive NF, 3M = P/C, 4♣ = Transfer to M, 4♦ = Bid M, 4M = to play	After 2NT = 3m = linked minimum (then next step game try), 3H = Max S, 3S = max H, different responses over 1 st hand NV.		
2♥	6		8-11	2♣=F1, 2N = enquiry, 3x = F1	After 2M-2NT: 3♣ any max no side suit, 3♦ 4m next step asks, 3M weakest, 3oM nat, 3NT strong suit max		
2♣	6		8-11	2N = enquiry, 3x = F1	After T/O DBL we play transfers		
			9-13 in 4 th position		After intervention : DBL=PEN, new suit=NAT NF, XX suggests bidding on.		
2NT		4♠	22-23	MUPPET STAYMAN.			
			5422 or 6m possible.	3♣=minor suit enquiry.			
				3♦=TRF then 3♥ no fit 3♣ ♥ fit, 3NT 5♣, 4♣ best 3♥=TRF then 3♣ fit, 3NT no fit, 4♣ best			
				4♣-♥, 4♦-♠ both ST, 4♥-♣, 4♣-♦ both ST	After 2NT-3♦/♥-3♣: Step1 = S Try no SPL, Step2+=SPL up the line		
					HIGH LEVEL BIDDING		
3x	6		PRE. Weak 1+3 NV.	3x=NAT NF opposite 1 st NV pre-empt, F1 vul/2 nd	4NT=NAT when raise of NT, when same hand bid 3NT on previous round or over NAT F 4m which is a new suit		
			Sound 2+4 or VUL.	Over 3♦/♥/♠ 4♣ = RKC, Over 3♣ 4♦ = RKC	4NT asks for aces (0,1,2,3,4) on 1st round in a non-comp auction.		
3NT	X		GAMBLING .Solid minor.	4♣=P/C. 4♦=asks for singleton. 4M=NAT.	4NT=RKCB (14/30), 5NT=2+Void, 6x=(1) or 3+ void when suit agreed or when a jump over a suit bid .		
4x	6		PRE. Weak 1+3 NV.		Continuations : 2 nd step (if not sign off) or 5NT asks for specific kings bid lowest king or if have 2 then bid suit without K, 6 new suit asks for 3 rd round control unless opener 2 nd suit then to play		
			Sound 2+4 or VUL		LIGHTNER.		

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)

8-16 hcp, 5+ suit (on 1st level good 4-card suit possible)

2♦ = DRURY (fit not guaranteed), fit-jumps, opps suit = INV to 4M
after Drury – 2♦ = ->10 hcp, repeating suit = weak opening hand

reopening: NAT, no special differences

INT OVERCALL (2nd/4th Live; Responses; Reopening)

15-17 (14-18) (semi)BAL, at least partial stopper

SYSTEM ON

reopening: 12-15, does not promise stopper, SYSTEM ON

JUMP OVERCALLS (Style; Responses; Unusual NT)

1-suiter: Pre-emptive : new suit = INV, 2NT = relay

2-suiter: 2NT = two lowest suits

over 1♣ (2+ or Polish) 2♦ = (54)+ Majors, 7-11

Reopen: based on tricks, somewhat stronger

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

over 1♥♦ = Michaels cue (10-16 or FG) - 2NT = relay, N♣ = poc

over 1 minor (3+) = both majors (54+) 8-11 hcp

jump cue = asks stopper for 3NT

reopening = same

VS. NT (vs. Strong/Weak; Reopening; PH)

vs STR = DONT (DBL = 10+onesuiter; 2x = (44)+ suit & higher; 2♦=5+♦

2♦♦♥ = random strength => +1 = poc

vs WK NT SUCTION: DBL=Strength (about 15+), 2♣=♦ or ♥♦;

2♦=♥ or ♣♣, 2♥=♦ or ♦♦, 2♣=♥♣ or ♣♦, 2NT=♣ or ♦♦

if opps bid 1m-1NT we play DONT, if 1M-1NT DBL = TO of M

VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)

T/O DBL thru 4♥, (2x)-DBL-2NT=LEB; applies also if

(1M-2M), cue-bid = asking stopper, Leaping Michaels (FG)

against MULTI-opening DBL=TO of ♣; 2NT=16-19 hcp

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

VS 1♣: DBL-1♦-1NT=CRASH 44+suits (usually more), random

VS 1♦:DBL-1NT-2♣= CRASH 44+suits (usually more), random

overcall can be very aggressive, 1M from 4 card suit

OVER OPPONENTS' TAKEOUT DOUBLE

RDBL=(10)11+ HCP; 1x = F1

1♥/1♣ - (DBL) – transfers, direct raise weak

1♦ - (DBL) – transfers

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	1 st /3 rd /5 th	same
NT	4 th or att, 10/9 are 1 st or 3 rd	1 st /3 rd /5 th
Subseq	1 st /3 rd or attitude	same
Other: from AK or KQ both honours are possible		
10 or 9 is 1 st or 3 rd also in suit		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK, AK(+)	any AK(+), Ax
King	any AK(+), any KQ(+)	any AK(+), any KQ(+)
Queen	any KQ(+), QJ(+), Qx	any KQ(+), QJ(+), Qx
Jack	J10(+), Jx	J10+, Jx
10	109(+), HJ10(+), 10x	HJ10(+), 109(+), 10x(x)
9	9x, 98(+), H109(+)	98(+), 9x(x), H109(+)
Hi-X	Xx	Xx, Xxx, xXxx
Lo-X	xxX(x), xxxxX, HxX(+)	xxxX(+), HxX, HxxX(+)

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit 1	odd = ENC/even SP	hi/lo = even	odd=ENC/even SP
2	hi/lo = even	SP	(hi/lo = even)
3			
NT 1	odd = ENC/even SP	hi/lo = positive echo*	odd=ENC/even SP
2	hi/lo = even	hi/lo = even	(hi/lo = even)
3			

Signals: ATT on A or Q, count on K

odd encourages, even = Lavinthal, TRUMP for SP

If only odd or even cards then small = enc, SMITH-ECHO (hi=unexpected)

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

11-16 negative or 1♣ opening values, may be light with classic shape

then new suit = NF, cue-bid = F1; (2x)-DBL-2NT = LEB

jump to 2nd level = INV (7-10) usually 5 cards

Reopening: 8+ (with classical shape), otherwise the same

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

NEG X thru 4♥, higher it shows "cards", 1♦ - (x) - xx = ♥, 1♦-(1♥)-x = 4+♦

support double through "2M-1", DBL to opp's cue shows top-honour

Often DBL shows just extras from NF hand, INV DBL in comp on 3rd level

standard lighter/lead directional DBLs

against (1♥♦) - (1NT) - DBL = TO, (1NT (wk))-(ART BID)-DBL = cards

DBL to 3NT = lead your suit, if OPPS have bid = lead dummy's suit

usually DBL is takeout until there are still 2 unbid suits left

if only one hand has bid, then double from there is competitive (or cards)

CONVENTION CARD

CATEGORY: BLUE

COUNTRY: Estonia

EVENT: 2022 - BS

PLAYERS: Lauri NABER – Leo LUKS

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Relay-Precision, nebulous 1♦, 5-card Majors (sometimes light)

Variable 1NT (10,5-13/14-16 in nonVUL/VUL)

2♦ = mini-wilkosz 2♥♦=weak (5+ nonVUL)

preempts aggressive, especially in green

overcall range (5)8-16 hcp, lots of non-penalty doubles

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

1♦ may be short (void, if 4405) -> 2x = NF, 3x=INV

2♦ = 5+M and 4+m, (0)3-8(10)

2♥♦ = weak two (3-9), in nonVUL 5+ /VUL normally 6+ cards

2NT = weak 55(+) minors, 3NT = Gambling (max Q outside)

If opps interfere on 1st level, we play transfers

TRF-LEBENSOHL if opps interfere on 2nd level (our 2x is NF)

1♥ - 1♣ is often with less than 4 spades to keep bidding open

after our pre new suit in VUL = F1, nonVUL = NF (INV)

1M-3M raise weak, Michaels cue 10-16 or FG, Leaping Michaels

Special escaping sequence from 1NT doubled: RD = one-suiter

pass = puppet to RD either wants to play or separate suits or

♥+♦ with better ♦ (later DBL=TO), 2x=lower from touching suits

against (1m)-(1NT) we play DONT, 1♦-(1NT)-2♦ = ♥+♦

SPECIAL FORCING PASS SEQUENCES

after INV+ balance has been found, after our RDBL or PEN dbl

If our 1NT opening bid is doubled (points or penalty)

If we bid on low levels instead of FP, it shows good hand

IMPORTANT NOTES

sometimes light bids, on distributional values or lead directional

If relay is doubled, pass and RD count as steps, if answer,

pass = relay, RD = to play. We tend to reopen in nonvul vs VUL even with MIN

PSYCHICS: 3rd hand opening may be very light,
otherwise rare, possible with fit or to avoid a lead

		MIN. NO. OF CARDS	NEG.D BL	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	x	0	4♥	STR: 18+ if BAL (17+ nonVUL) (14) 16+ if UNBAL or 8+ playing tricks	1♦=0-7, 1♥=♦ or 12+♦, 1NT=12+♦, 1♠=BAL/ 4441 2♣/♦=NAT, 2♥=(54)♦+♦, 2♦=55+♦+♦ 2NT-3♦= 12-14, 4441 below singleton 3♠(NT)=any AKQxxx(x)	1♣-1♦-1♥ 20+ hcp->1♣=0-4-> 2♣=FG/23/24 BAL 1♣-1♦-1♥-1N/2♣=switched, 1♣-1♦-1NT - 1NT sys on. after positive answer +1=relay	Max-responses are (9)10-11
1♦	x	0	4♥	11-14/14-16 BAL VUL/nonVUL, 11-16 hcp 4414, 4405 or 4+♦ may be also 5♣4M with bad ♣	1♥=F1, 4+♦ or any FG hand, 1♣=4+♦ F1 1NT/2NT NAT, limit, 2♦/♣ to play, 2♣/♦ NAT, NF 3x=INV, 6+ suit 2m = nat F1; 3M = INV 6+suit	♣ bids from opener=both minors, 1♦-1♥-any-+1=FG (exc..1♣ & 2♦), 1♦-1♣-1NT-2♣=checkback if opps interfere on 1 st level, we play transfers	no FG relays
1♥	5	3♣	(9)11-15 hcp		1NT=FG; 1♣=3+♦ F1 2♣=ART, INV; 2NT= distributional INV with supp 3♣/♦=6c suit INV, 2♦/♣ = NAT, NF 3♥ = PRE, 3♣= any SPL, 3NT/4♣/4♦= ♦/♦/♦ void	1♥/♦-1NT-2♣=MAX, 2♦=4+m; 2♥=BAL or 54+majors 2♣=6+ ♥/♣, 2NT=6+M&4m; 3♣/♦ MAX 5M & 5+♣/♦ 3♥/♦=6+M & 5♣/♦, 3NT = 65 majors 1M-2♣ ->2♦ =waiting or min 5c M; ->2M = min 6c M	no FG relays Fit-Jumps
1♠	5	3♥	(9)11-16 hcp		same principles as after 1♥; 1♣-2♥=NF, 3♥=INV, 6+♦	1♥ - 3♣/ 1♣ - 3NT = minisplinter, 1♥ - 3NT = ♣ splinter	no FG relays Fit-Jumps
1NT		4♥		14-16 BAL VUL 10,5-13 BAL nonVUL (3 rd -4 th 10-14 nonVUL)	2♣ = (R), 2♦♦ = TRF, 2♣ =BAL or ♣, 2NT=♦♦ or ♦ 3x=5431, singleton, 4♣/♦=TRF, 4NT INV	1NT-2♣-2NT = MAX 44 majors ->3♦/♥ = TRF 1NT-2♣-2♦-2♥=(44)+ majors 2♣=relay, 3M=SMOLEN 1NT-2♣-2♣-3♣=relay, otherwise +1=relay after TRF new suit = INV, jump = autosplinter	1NT-2♣-2♦-2♣=5♣4♥ to play
2♣	5	4♥		11-16hcp 6♦ or 5+♣4M min with 6♦4♦/5♣4M with bad ♣ may be opened 1♦	2♦=(R); 2♥♦=NF; 2NT=trf to 3♣ (♣ or ♥+♦) 3♣=trf to 3♦ (♦ or ♦+major); 3♦♥♣ INV 6+suit	2♣-2♦-2M=4card; 2NT=max 6+♦; 3♣ min 6+♦ 3♦=max 4♦, 3♥ = max 7 (321); 3NT = max 7222 after relay answers +1 = FG relay	
2♦	x	0		(0)3-8(10) 5+M 4+minor	2NT=(R), 2♥/♣, 3♥/♣ = POC, 4♥/♣ = to play 4♦ = make TRF, P!, 3♦ = INV to 4M, 4♦ =F to 4M	2♦-2NT-3=♦M; 3♦/♥=♦♥/♣ min, 3♣/NT = ♦♥/♣ max if opps DBL: SYS IN, but 2♣ = NAT; Pass = P/C	
2♥	5			(0)3-9 (11), 5+ nonVUL, 6+ VUL	2NT = relay (Ogust in VUL), raise = random PRE New suit VUL = F, nonVUL = NF (INV)	to 2NT: nonVUL 3♣/♦= min 5/6; 3♥/♣ = max 5/6 cards	
2♣	5			(0)3-9 (11), 5+ nonVUL, 6+ VUL	2NT = relay (Ogust in VUL), raise = random PRE New suit VUL = F, nonVUL = NF (INV)	to 2NT: nonVUL 3♣/♦= min 5/6; 3♥/♣ = max 5/6 cards	
2NT	x			3-10 hcp, minors (55)+	3♥/3♣ = NAT; F; 4♥ asks shortness, 4♣/4NT = ♣/♦ RKCB, N♣/♦ = to play		
3♣	6 (VUL 7)			pre-empt(random)	new suit F in VUL, INV nonVUL (can be for lead)		
3♦	6 (VUL 7)			pre-empt(random)	new suit F in VUL, INV nonVUL (can be for lead)		
3♥	6 (VUL 7)			pre-empt (if 6c, then good suit)	4 minors = cue		
3♣	6 (VUL 7)			pre-empt (if 6c, then good suit)	4 minors = cue		
3NT	x			solid m, no outside A/K	Any ♣ = poc; 4♦ = (R) asks shortness	4M=shortness; 4NT=7222; 5m=short in other m	
4♣	7			pre-empt			
4♦	7			pre-empt			
4♥/♣	7			to play, in nonVUL random			
4NT	x			both minors			
				HIGH LEVEL BIDDING	HIGH LEVEL BIDDING	HIGH LEVEL BIDDING	
				SPLINTER; autoSPLINTER,	After finding exact pattern +1 CRASH for aces,	4♦(bypassing CRASH for aces) = TRF to 4♥, gamestop	
				Any lowest 1 st or 2 nd round cue	then +1 CRASH for kings/+2 asks exact location	game = mild slam interest in that suit	
				Quantitative 4/5NT after NT-bids	of honours and after that +1 CRASH for kings etc.	4♣ (bypassing CRASH for aces) = preparing RKCB	
					DOPI-ROPI, if higher than 5 of our suit - DEPO	RKCB 1403, Exclusion Blackwood, Josephine	

BROWN STICKER OPENING BID ANNOUNCEMENT FORM

This form is to be completed and sent, by email, to anna@ecats.co.uk in accordance with the Supplemental Conditions of Contest for the event

Names: Lauri NABER – Leo LUKS

Country Estonia

Event: EC Teams 2022

Opening bid of 2♦ **in** 1st/2nd/3rd **seat at** All vulnerabilities

Shows: 5+ major and 4+minor 0-10hcp (depending on vulnerability)

Detailed Description:

In nonVUL it may be very weak and undisciplined (0)3-7(9) hcp, with good nine-pointer we rather open 1 major; in VUL (especially vs nonVUL) it is somewhat stronger (usually 5-10 bad hcp) and usually 5-5, 3rd hand nonVUL – facing passed partner – the bid may be stronger.

In nonVUL the opening bid overlaps a bit with our 2♥/♠ opening (5+ weak) – if our 5-card-major is significantly better (and longer) than the other suit, we usually open with weak 2-bid.

Responses and Rebids in Uncontested auctions

With what hands will responder pass the opening bid?

With long diamonds or if he has also weak two-suited hand (then the misfit is very likely in cards)

Meanings of other responses and rebids:

2♥/♠; 3♥/♠ = pass-or-correct

2NT = asking bid: 3♣ = ♣+M->3♦=asks; 3♦ = ♦+♥ min; 3♥ = 5♦+♠ mins; 3♣ = ♦+♥ max; 3NT=♦+♠ max

3♦ = INV in 5 card major: 3♥/♠ = declines; 4♦/♥ = accepts with 5♥/♠ (transfers)

4♣ = asks for transfer to 5 card major: 4♦ = ♥; 4♥ = ♠

4♥/♠ = to play

Competitive Agreements

Responses after opponent's DBL (including Pass, RDBL and expected follow-ups)

Pass = pass-or-correct (partner passes with 4+♦) -> bid = closer suit is better; RDBL = equal suits or further is better. Later DBL-s from both hands are for take-out/pass-or-correct (from opener it shows extra distribution)

Redouble=like pass, but sets up a penalty sequence

2♣ = NAT, to play

other bids = the same as without intervention

Responses after opponent's overcall:

DBL = pass-or-correct (if it goes 2♦ - (2M) - p - (p), then DBL from opener is takeout and shows extra lengths); 3x = NAT, F;

if opponent's bid is 3NT or higher – DBL = PEN, 4♥ = P/C

Rebids after 4th hand DBLs the response:

Pass = 4+ in that suit

bid = closer suit, better than the other

Redouble = equal suits or further is better than closer

if response asked for information (2NT, 3♦, 4♣), we ignore double

Rebids after 4th hand overcalls:

opener usually passes, DBL = take-out (promising extra lengths). If it runs to responder, then DBL = pass-or-correct, bid = NAT; NF

Proposed Defence

We ourselves use natural defense like against Multi with DBL as general takeout (about 13+ balancish or 17+ hands) to get the strength across and other bids NAT.

Probably the other defences against Multi or Polish Wilkosz are also possible to use.

DEFENSIVE & COMPETITIVE BIDDING	
OVERCALLS	
NAT ; 5 - 16 P ; 5+ suit	
After 1X overcall : 2C - relay	
1NT OVERCALL	
15 - 17(18) P bal or halfbal	
Reop. = the same	
Responses = look at 1T opening resp., TRF to opp.suit = FG, shortness	
JUMP OVERCALLS	
NAT, about 6 - 10 P, 6+suit (2-nd level), usually 7+suit with 2+ high cards (3-rd level).	
DIRECT & JUMP CUE BIDS	
Direct = michael's cue 10+ P ; resp. 2T = relay	
Jump cue = stopper asking (usually 6+ m)	
VS. NT	
2C = majors or 6+C ; 2D = 5+MAJ or 6+D ; 2HS = Nat + minor ;	
2T = minors	
VS. PREEMPTS	
Overbid = NAT ; 2T = 16 - 19 P BAL/HBAL ; DBL = 14(12)+ P	
take-out ; cue-bid = 7+ good m or 5+5+ m & other M	
Resp.: NAT ; LEB after DBL	
VS. ARTIFICAL STRONG OPENINGS	
DBL = NAT, suit = NAT ; 1T = minors	
OVER OPPONENT'S TAKE-OUT DOUBLE	
RD = NAT, positive ; new suit after : 1C = FG, 1D = F1, 1MT =	
NF ; jump after NAT op.bid = suit & supp (game inv or tactical)	

SYSTEM SUMMARY	
GENERAL APPROACH & STYLE	
Strong 1C	
Artifical 1D (1+d, 11 - 14 BAL or 10 - 16 without 5+M)	
5+ 1M ; strong 1NT	
Weak preemts	
2 over 1 = F1	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Artifical 1C & 1D	
2C = weak, both majors	
2T = weak minor two suiter	
2M = weak NAT & 4+minor	
3X = light PRE (6+ suit)	
3T = gambling	
FORCING PASS SEQUENCES	
Doesnt depend from vulnerability	
Always after opp. run from possible penalty first pos. pass is forcing & DBL penalty	
DOUBLES	
TAKEOUT DOUBLES	
10+ P, usually at least 2 unbid suits or any strong (16+ P)	
Responses : NAT; NT = constr. ; cue & jump = F1 (10+ P)	
Reopening DBL : may be weaker	
SPECIAL, ARTIFICAL & COMPETITIVE DOUBLES/REDOUBLES	
NEG DBL thru 3S (from 4-th level = values)	
Lightner	
Usually pen.DBLL after we both have made pos.bid or someone bid NT	
Against opp.cue : DBL suggests other lead	

LEADS & SIGNALS			
OPENING LEADS STYLE			
Suit	Lead	Partner's suit	
NT	3 = even ; low = odd	Same	
Subseq.	Same	Same	
Other			
LEADS			
Lead	Vs. suit	Vs. NT	
Ace	AK(x) ; Ax(x)	same	
King	AK(x) ; KQ(x) ; Kx		
Queen	KQ(x) ; QJ(x) ; Qx		
Jack	J10(x) ; Jx		
10	H109(x) ; 109(x) ; 10x		
9	H109(x) ; 9x		
Hi - x	Even		
Lo - x	Odd		
SIGNALS IN ORDER OF PRIORITY			
	Partner's lead	Declarer's lead	Discarding
1	lo = enc ; hi = d	Smith (h/l enc)	Italian
2	Hi/lo = even (K)	Hi/lo = even (rare)	
3			
1	lo = enc ; hi = d	Smith (h/l enc)	Italian
2	Hi/lo = even (K)	Hi/lo = even (rare)	
3			

CATEGORY	RED/OPEN
NCBO	ESTONIA
CLUB	TALLINN BK / PÄRNU BK
EVENT	kv13
PLAYERS	JAANUS MARIPUU OLAVI OJA

OPEN	ART	NR	NDBL	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPET/PASSED
1C	x	0	3S	16+ P ; 18+ P (BAL)	1D = 0 - 7 P ; 1HS2CD = 7+ P NAT (5+ suit) FG ; 1T = 8 - 12 BAL ; 2M = 4 - 6 P 6+suit NF ; 2T = 13+ BAL ; 3X = 7+ P 4441(bid.shortn.) ; 3T = any AKQxxx	1C - 1D - ? : 1HS = nat, 4+ suit F1, jump =FG ; 1C - 1D - 1M - 1T2M = nat 0-4 P other nat 5-7 P (exc.1C - 1D - 1H - 1S = 0-7 P); 1C - 1D - 1T2CD = nat NF 1C - 1D - 1T - ? : 2C = 44 minors NF, 2DH = TRF 4441(bid.shortn.) ; 3T = any AKQxxx	Opener direct cue = michael's resp.DBL = 7+ HCP FG t/o
1D	x	0	3S	11 - 14 P BAL or 10 - 16 P 5+m or 4441	1HS = 5+ P NAT(4+) F1 ; 1T = 5 - 10 P NF ; 2CD = 10+ P NAT(4+) F1 ; 2M3m = 15+ P FG one suiter (6+) ; 2T = 11 - 12 P INV ; 3M = NAT sign-off	1D - 1M - ? : 1S = 4s ; 1T = BAL ; 2/3m = 5+m ; 2M = NAT ; 2T = 55 min max 3M = 14 - 16 NAT & 5+m. 1D - 1M - 1X - ? : 2C = gadget, other = NAT NF 1D - 1M - 2M - next step = any SSGT or slam interest with void 1D - 2m - ? : 2M = max, stopper in bid suit; 2T = min, M stoppers ; 3D = NAT; 3HS = SPL 1D - 1H - 2S = 4S & 6+min, after this 2T asking & 3C = p/c	LEB after 2M(op) comp.bid.: 2X = NF 1D - 1t (opp) - 2C = majors
1H	5	3S	11 - 16 P NAT	1S = 5+ P NAT(4+) F1 ; 1T = 5 - 10 P NF ; 2CD = 10+ P NAT(4+) F1 ; 2H = 3 - 9 P NF ; 3CD = NAT FG 15+ ; 2T = with 3+supp, us.at least INV ; 2S = any SSGT with supp 3/4H = sign-off ; splinters	LSGT & SSGT after 1H - 2H ; 1H - 1S - 1T - 2C = gadget 1H - 2T - 3X = shortn. ; 1H - 2X - 2Y - 2T = FG shape relay	P - 1H - ? : 2C = drury LEB after 2M(op) 1M - 2x (op) - 3X INV+ with supp.	
1S	5	3H	11 - 16 P NAT	2H = 10+ P NAT(5+) F1 ; other : look at 1H responses ; 3CDH = NAT FG one suiter 15+P	look at 1H subs.auct.	P - 1S - ? : 2C = drury LEB after 2M(op)	
1T		no	15 - 17 P BAL	2C = REL ; 2DH = TRF ; 2S = TRF to any min. 2T = NAT ; 3X = NAT 6+ 2 TH	1T - 2C - ? : 2D = no 4M ; 2HS = NAT ; 2T = both ; 3CD = NAT. After 2DH TRF responder will bid new suit = F1; 1T - 2S - 2T = supp.for both min. 1T - 2S - 2T3C - ? 3H - clubs FG, 3S - diam FG 1T - 2C - 2T - 3/4 DH = TRF	LEB after 2M(op)	
2C	x	0	no	5 - 10 P 5+4+ M (4+4+ nonv.)	2D = ask(maybe str.with minor or 16-18 BAL) 2T = REL 3CD = NAT NF	2C - 2D - ? : 2HS = NAT longer M 2C - 2T - ? : 3C min no 5S, 3D 5-4 min, 3H 4-5 max, 3S 5-4 max, 3T 44 max	2C - dbl - RD = say maj 2C - dbl - P = clubs
2D	5	no	7 - 10 P 5(NV)/6(V) D	2T = REL	2D - 2T - ? : 3CD = 5 min/max; 3HS = 6 min/max		
2HS	5	no	7 - 10 P 5(NV)/6(V) M	2T = REL	2M - 2T - ? : 3CD = 5-c min/max; 3H/S = 6-c min/max		
2T	x	no	3 - 9 P 5+5+ c & d	3/4CD = s/o ; 3HS = NAT FG 4HS = RKCB for C/D			
3X	6	no	5-4-3-2 rule, NAT	New suit = NAT NF	SLAM BIDDING		
4X	7	no	7 - 8 tr, NAT		Cue bids = 1st & 2nd round equally, usually from 4th level ; shape & high card relays ; RKCB ; splinters ; josephine (step answers) ; FSF ; void splinter after autorelay		

DEFENSIVE AND COMPETITIVE BIDDING

Overcalls

1st level (4)5+ cards, 8-16 HCP → 1st RESP=F1; 2nd RESP=NF

fit-jumps, OPPT suit=INV to 4M; 2♦=FIT-DRURY

2nd level 5+ cards, 11-17 HCP → new suit=F1

TRF-LEB after: (1M/P)-DBL/1♦/1NT-(2♦M)-?, (1m/M/P)-(2M)-DBL-?:

2y=NF; 2NT=any weak or clubs; 3♦♦=TRF INV+;

3♦=TRF to 3NT; TRF to OPPT suit=STAY GF

TRF-LEB after 2♦-(2M): 2NT/3♦=♦; 3♦=♦GF

1NT Overcall

VUL 15-18, NV 14-17, 1½+ STOP → TRFS; TRF to OPPT M=STAY

Passed hand: 4M+5+m; Reopen: 1NT=11-15; 2NT=19-21

Jump Overcalls

Weak → new suit=INV; 2NT=relay

2NT=two lowest suits; Over 1m=NAT: 2♦=5+4+MM, 8-11.

Reopen: intermediate

Direct & Jump Cue Bids

Over 1M: 2M=oM+m, 10+ → 2NT=relay; 3♣=P/C; 3♦=INV M.

3M=ask stopper for 3NT, usually with running suit

Vs NT

ASPRO: DBL=14+; 2♦=6 cards, 8-15; 2NT=6-5 INV+

2♦=4-5♦/♣ UNBAL, 10-15, (if MM, we bid shorter first);

Passed hand: DBL=4♦; 2m=m+4♦; 2M=NAT

Over (1M)-(1NT): direct DBL=T/O; 2M=oM+m

Reopen: DBL=NAT; 2m=m+oM; 2M=NAT

Vs Preempts

DBL=T/o thru 4♦, cards higher. CUE=ask stopper.

TRF-LEB after (2x)-DBL. (2M)-4m=m+oM. 3NT-4♦=(R) w/BAL

Over Multi 2♦: DBL=13-15NT / 17+: 2NT=16-19; 4m=♦+m

Vs Artificial Strong Openings

Over 1m, 1♦-1♦: DBL=5-4 MM, 10+: 1NT=5-5 Mm, 10+

1♦♦=DESTR 0-15HCP, 3+cards, 4+ any other suit;

2♣=minors; 2NT=good hand w/ one-suiter or minors

Over 2m: DBL=MM; 2NT=mm

Over Opponents' Takeout Double

1♦-(DBL): RDBL=NAT GF; 1♦=5-8→NAT continuations

1♦-(DBL): RDBL/1♦/♣/NT♦=TRF; 2NT=minors; 3x=INV

1M-(DBL): RDBL/1NT...2M-1=TRF; 2M=bad raise; 2NT=fit

1NT(14-17)-(DBL): system on

1NT(10-14)-(DBL): PASS=♦/♦/♦+♦; 2m=m+higher

LEADS AND SIGNALS

Opening Leads Style

	Lead	In Partner's Suit
Suit	3 rd /5 th	1 st /3 rd , when count is known: Lo=ENC
NT	2 nd /4 th	
Subseq	3 rd /ATT (1 st)/2 nd /4 th through declarer	

Leads

	Vs Suit	Vs NT
Ace	Ax, AK+	Asks ATT
King	KQ+, AKxxx	Asks count or unblock
Queen	QJ+, maybe AKQ	QJ+, KQx+, AQJ+
Jack	JT+, KJ10+	J10+, HJ10+
10	109+, H109+	109+, H109+
9	KJ9, 9x	H9x
Hi-x	Xx, xxxx	HXX, xXx, XXXx
Lo-x	xxX, HxX	xX, HxxX(x)

Signals in Order of Priority

	Partner's Lead	Declarer's Lead	Discarding
1	Lo=ENC or xx	Hi=EVEN	Odd/Even
Suit	Hi=EVEN		Hi=EVEN
3	Suit Pref		
NT	Lo=ENC	Smith: Hi=ENC	Odd/Even
2	Hi=EVEN	Hi=EVEN	Hi=EVEN

Odd/Even: odd=ENC, even=Hi/Lo

DOUBLES

Takeout Doubles

11-15 negative or 16+any; Equal level conversion to ♦ & ♥.
CUE=F1, jump to 2nd=8-10, 5-cards; (2x)-DBL-2NT=TRF-LEB
Reopen: T/o 9-14 or 15+

Miscellaneous Doubles/Redoubles

T/o thru 4♦, higher=cards; 1♦-(1♥)-DBL=4♣

SUPPDBL thru "2M-1"; DBL to OPPT CUE=A/K/Q;

Often DBL=extras/competitive from NF hand;

(1NT=WEAK)-(ART bid)-DBL=cards; Lightner DBL

Over TRF: DBL=same as DBL to NAT bid, but LD if GF

Over SPL: DBL=LD for Lo suit / no help in the only unbid suit

NV VS VUL or after ♣SPL: DBL=suggest PRE;

Over 3NT: LD for 2nd priority: 3rd/1st/unbid/2nd/4th hand suit

WBF CONVENTION CARD

CATEGORY Strong club with Brown sticker

COUNTRY Estonia

VERSION 2022-05, latest version here

PLAYERS Hendrik Nigul (N/E) — Taavi Toomere (s/w)

SYSTEM SUMMARY

General Approach and Style

Strong 1♣, precision 2♣, nebulous 1♦, 5-card majors

1NT: NV [1/2 vs VUL] 9-12 [1/2 vs NV], 10-12,

[3] 10-14, [4] 12-14

VUL [1/2] 14-16, [3/4] 15-17

5-card major, 6-card minor, stiff honor possible

In competition: 1st level=F1, 2nd level=NF, 3rd level=GF

2nd RESP=GF unless suit rebid

Special Bids That May Require Defence

1♦=(0)1+♦, 11-15

2♦=Wilkosz 5M-(4)5 any, 5-10; Brown sticker

3NT=Gambling (max Q outside)

After 1NT=[9-14]: no transfers, 2♣♦=[R], up to INV/GF

1♦-2♦=5♦4+♦, less than invite

1♣-3♣=INV, either a) 6+♦; or b) 5♦+3♣

Special Forcing Pass sequences

After our RDBL or PEN-DBL or we have GF

After our NV 1NT-(DBL)

After our 1♣ OPPT overcalls 4♦+

In FP situations: DBL=PEN/no extras; Bid=extra shape;

Pass+Bid=extra values, unsure about contract

Important Notes

HCP & suit lengths are subject to judgement in any situation

Psychics

Happens if 3rd seat, NV vs VUL, against multi or after PRE with great fit

Open	Min Crd	Neg Dbl	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣ ⚠	0	4♥	a) BAL NV: 16+[3/4] 18+; VUL: 17+ b) UNBAL (12)16+/4- losers	1♦=0-7; 1♥♦2♣♦=5-cards, 8+; 1NT=8-11/14+; 2♥♦=6-cards, 4-7; 2NT=12-13; 3♣♦=8+, 4441	1♣-1♦-1♥/♦=4+, F1→2♣/♦=6-7, 0-2/3SUPP; 2♣/♦=NF; 2♥=23+NT or GF♣/♦; 2♦=20+(4441)	
1♦ ⚠	(0)1	4♥	a) BAL VUL: 11-13, [3/4] 12-14 NV: [1/2] 13-15, [3/4] 15-17 b) UNBAL 11-15 4+♦/441♦4	1♥♦=4+cards, F1; 1NT/2NT=NAT; 2♣♦=4+F1; 2♥=5♦4+H PRE; 2♦3♦=PRE; 3♣=5-4 mm PRE, 3♥♦=INV	1♦-1M-1X-?: 2♣=PUP 2♦(INV); 2♦=GF relay; 2NT=♣ 1♦-2m-2♥=BAL; 2♦=4m w/singleton; 2NT=1m444;	2♦ is still GF
1♥	5	3♠	11-15	2NT=GF; 3♣=mixed raise; 3♦=3SUPP BAL INV 2♣=2+♣; 2♦=5 cards; 2♦=PRE	After 2NT: NAT responses, 3♠+=SPL	Fit-jumps
1♣	5	4♥	11-15	2NT=GF; 3♣=♥ INV; 3♦=mixed raise; 3♥=3SUPP BAL INV		
1NT NV	4♥		[1/2 vs VUL]: 9-12, [3]: 10-14, [1/2 vs NV]: 10-12, [4]: 12-14	2♣=STAY; 2♦=GF-(R); 2♥♦3♣♥♦=NF; 3♦=5-5 MM G/T or s/t; 2NT=a) weak 6♦; b) 5-4 mm 2♦→3♣♦, rest=Inv; 2NT+3M=short w/mm	Weak bids after 2♣: 2♦→2♥♦3♣, 2♥→2♠,	
1NT VUL	4♥		[1/2] 14-16, [3/4] 15-17	2♣=STAY; 2♦=TRF; 2♦=♣ or INV; 3♣♦=INV; 3♥♦=31(54) GF	After 2♦/2NT: 3♣=MAX; After TRF new suit=INV+ 1NT-2♣-2NT=44 majors→TRF; SMOLEN	
2♣	5	4♥	10-15 a) 5♣+4M b) 6+♣	2♦=(R); 2M=8-12NF; 2NT=weak raise OR special hand; 3rd level=INV	2♣-2♦: 2♥♦=4 cards; 2NT=MAX→3♣=ask shortage; 3♣=MIN→3♦=ask; 2♣-2NT-3♣-3♦=INV 5-5 majors	
2♦ ⚠	0	3♠	[1/2/3] (3)5-10 5M+(4)5 any [4] 10-13 6♦	2♥♦3♦=P/C; 3♣=F1; 3♦=INV M; 4♣♦=ask 2NT=(R);	After 2NT: 3♥=♥♦; 3♦=♦; 3NT=♥♦ MAX After 3♦: 3M=MIN; 4♣♦=MAX; 3NT=♥♦ MAX	Over 2♦-DBL: System on; Pass/RDBL=P/C
2♥♦	(5)6		[1/2/3] (3)5-10, [4] 10-13	2♦=NF; 2NT=Ogust relay	After 2NT: 3♣♦=MIN; 3♣♥=bad suit	
2NT			21-22	3♣=Puppet Stayman; 3♦=6+ minor OR 5-4 minors		
3♣♦♥♦	(6)7		Preempt	new suit: NV=INV, VUL=F1; 4♣=MiniKC		
3NT ⚠			AKQxxx in ♣/♦, no side A/K	4♣=P/C; 4♦=(R); 4NT=asks quality opposite void		
4♣♦♥♦						
4NT			6-6 minors, slam interest			

High Level Bidding

RkCB 03 14 2 2+Q; 5NT=2/4 w/void; 6x=1/3 w/void

After RkC: [+1]=Asks Q → no Q, Q+0K, Q+1K, ...

If opps interfere, PASS=1st step;

If no control was implied, show/ask control first;

from captain: DBL is PEN; RDBL is next relay

from responder: DBL/RDBL is 1st step with control

Jump to 5th level=Voidwood 0123

5NT is often pick-a-slam

After 3NT: 4m=MINRkC→[+1]=MIN; higher=RkC steps

Additional Notes

Transfers after 1♦-(1♥)-?

DBL=4-5(6)♠

1♣NT2♣=transfer to NT♣♦

2♦=INV+0-3♦; either 4-4 minors or short spade

2♥♦=♦♣weak or strong

2NT=minors

3x=INV

VP	Imps for boards					
	1	2	3	4	5	6
11:9	0,8	2,0	2,3	2,6	3,3	
12:8	1,7	4,2	4,9	5,4	6,9	
13:7	2,7	6,6	7,6	8,6	10,8	
14:6	3,8	9,3	10,7	12,0	15,2	
15:5	5,0	12,2	14,1	15,8	20,0	
16:4	6,4	15,6	18,0	20,1	25,5	
17:3	8,0	19,5	22,5	25,1	31,8	
18:2	9,8	24,0	27,8	31,0	39,3	
19:1	12,1	29,6	34,2	38,2	48,3	
20:0	15,0	36,7	42,4	47,4	60,0	

BROWN STICKER OPENING BID ANNOUNCEMENT FORM

This form is to be completed and sent, by email, to anna@ecats.co.uk in accordance with the Supplemental Conditions of Contest for the event

Names: Hendrik NIGUL – Taavi TOOMERE

Country Estonia

Event: EC Teams 2022

Opening bid of

2♦ in

1st/2nd/3rd

seat at

All vulnerabilities

Shows: 5+ major and (4)5+other suit 3-11hcp (depending on vulnerability)

Detailed Description:

In nonVUL it may be weak and (3)5-9(11) hcp and usually 5-5, with good ten-pointer we rather open 1 major; in VUL (especially vs nonVUL) it is somewhat stronger (usually 5-10 bad hcp), 3rd hand nonVUL – facing passed partner – the bid may be stronger.

In nonVUL the opening bid overlaps a bit with our 2♥/♠ opening (5+ weak) – if our 5-card-major is significantly better (and longer) than the other suit, we usually open with weak 2-bid.

Responses and Rebids in Uncontested auctions

With what hands will responder pass the opening bid?

With long diamonds or if he has also weak two-suited hand (then the misfit is very likely in cards)

Meanings of other responses and rebids:

2♥/♠; 3♥/♠ = pass-or-correct

2NT = asking bid: 3♣ = ♣+M->3♦=asks; 3♦ = ♦+♥; 3♥ = 5♥+♠ min; 3♣ = ♦+♣; 3NT=♥+♣ max

3♣ = NAT, forcing

3♦ = INV in 5 card major: 3♥/♣ = declines; 3NT = both majors; 4♣/♦ = accepts with 5♥/♠ (transfers)

4♣ = asks for transfer to 5 card major: 4♦ = ♥; 4♥ = ♠; 4♦ = asks for 5 major

4♥/♣ = to play

Competitive Agreements

Responses after opponent's DBL (including Pass, RDBL and expected follow-ups)

Pass = pass-or-correct (partner passes with 4+♦) -> bid = closer suit is better; RDBL = equal suits or further is better. Later DBL-s from both hands are for take-out/pass-or-correct (from opener it shows extra distribution)

Redouble-like pass, but sets up a penalty sequence

other bids = the same as without intervention

Responses after opponent's overcall:

DBL = pass-or-correct (if it goes 2♦ - (2M) - p - (p), then DBL from opener is takeout with some extra);

3x = NAT, F;

if opponent's bid is 3NT or higher – DBL = PEN, 4♥ = P/C

Rebids after 4th hand DBLs the response:

Pass = 5+ in that suit

bid = closer suit, better than the other

Redouble = equal suits or further is better than closer

if response asked for information (2NT, 3♦, 4♣), we ignore double

Rebids after 4th hand overcalls:

opener usually passes, DBL = take-out (promising extra lengths). If it runs to responder, then DBL = pass-or-correct, bid = NAT; NF

Proposed Defence

We ourselves use natural defense like against Multi with DBL as general takeout (about 13+ balanced or 17+ hands) to get the strength across and other bids NAT.

Probably the other defences against Multi or Polish Wilkosz are also possible to use.

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)

STYLE: NAT

RESPONSES: NAT; weak jumps raises, 2NT mixed raise

Jump in new suit fit showing, Jump cue-bid good 4+ card raise

IN BAL.POS: Nat. shows less than good opening hand

INT OVERCALL (2nd/4th Live; Responses; Reopening)

15-18 HCP (After Pass: 4M6m.)

IN BAL.POS: 9-13 HCP

RESPONSES: Stayman and Transfers

JUMP OVERCALLS (Style; Responses; Unusual NT)

ONE SUIT:weak

2 SUITERS: 1M 3♣: 5+5+ Other Major and ♦

1m 2♦ : 5+5+♥/♠

UNUSUAL 2 NT: 2 lowest suits

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

DIRECT CUE-BID: 2 suiters but 1♣-2♣:Nat

JUMP CUE-BID: asks for stopper for NT over 1♥-♠

VS. NT (vs. Strong/Weak; Reopening; PH)

VS STRONG NT :

X 4M +5+m, 2♣ Landy, 2♦: one Major, 2M 5+M + 4+ minor

Vs.weak NT:X=14+ HCP, 2♣ Landy, 2♦2♥2♣ transfers 3♦55M

IN BAL.POS: 2♣ Landy, 2♦2♥2♣ transfers

Vs 1NT OVERCALL: 1♣/1♦ 1NT 2♣: both majors, else transfer

VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)

Take out doubles. Two-suiters

Vs Weak Two Major :4♣/4♦.Nat+ Other Major

2NT 16-18 (13-16 in bal.pos.)

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

Double: Majors. 1NT: both minors

OVER OPPONENTS' TAKEOUT DOUBLE

1♥ X 2♦ good raise 1♠ X 2♥ good raise

2NT : limit raise XX : 10+HCP

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3 rd from even, low from odd	3 rd from even, low from odd
NT	4 th	3 rd from even, low from odd
Subseq	Attitude	Same
Other:		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(x), AKQx ,AKQ, Ax	AKx(x) AKJx
King	AK, KQ(x),Kx	AKJxx, KQJx(x), KQ10x(x)
Queen	QJx, Q(x)	AQJx,KQx,QJ10(x),
Jack	KJ10(x),J10(x),J(x)	AJ10x, KJ10x, J109(x)
10	A109(x),K109(x),Q109(x),	A109x,K109x,Q109x, 109x
9	9(x), HH9x	9x(x)
Hi-X	Hxxx, xxxx ,xx, x	Xx, xxx, xxxx(x), Hxx
Lo-X	X ,xxx, Hxx, xxxxx, Hxxxx	Hxxx(x)

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Count:H/L=E	Count:H/L=E	CountH/L=E
Suit 2	Encour.or Suit pref	Suit preference	H encour;L discour
3	Suit preference	Suit preference	Suit preference
1	Count:H/L=E	Count:H/L=E	Count:H/L=E
NT 2	Or Encouraging	Or Smith Peter	Suit preference
3			

Signals (including Trumps): Reverse high low

Vs NT : reverse attitude on A or Q lead

Smith Peter, reversed for the leader

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Can be light if shaped

Responses: Natural. Cue-bid is forcing one round

IN BAL.POS. over 1-level opening : 8 HCP+

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Negative and Responsive doubles

1♣ 1♦ X = 4+♥, 1♥ = 4+♠, 1♠ = No 4M, 2♦ = 6+♥

1♣ 1♥ X = 4+♠,

Negative double over fits and preempt

Double over two-suiters shows values

W B F CONVENTION CARD

FRANCE

Marc BOMPIS– Dominique PILON

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5 CARD MAJOR - BETTER MINOR

1♦ 4+ CARDS UNLESS 4-4-3-2

1 NT opening: (14)15-17

2 over 1 : GF

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♣ : GF or 22-23bal

2♦ : weak or strong in ♥

2♥ : weak or strong in ♠

2♠ : 5♣+ 4/5 minor

3NT : 1 solid Major, no outside A or K

4NT : 1 good minor

COMPETITIVE BIDS THAT MAY REQUIRE DEFENSE

2-suiters overcall but 1♣-2♣ NAT

Mutilandy over 1NT

SPECIAL FORCING PASS SEQUENCES

When we set a GF.

High level bidding : Pass then pulling partner's X = slam try

IMPORTANT NOTES

3rd and 4th suit forcing one round

Fit showing jumps when passed hand

PSYCHICS

Light opening in 3rd

NG=OPENI	ARTIFICIAL	TICK IF	MIN. NO. OF CARDS	NEG.DBL THRU				
					DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣			3	4♥	10+ HCP	1M : may have longer♦ 2♣ 5+c, GF, 2♥: 5+♠, 4+♥, 0-9 HCP	After Overcall: Jumps from responder nat PRE 2-way check-back after 1NT rebid	Fit-showing jumps
1♦			3	4♥	10+ HCP, may have 4♦ 5♣	2♦ 4+c, GF 2♥: 5+♠, 4+♥, 0-9 HCP	After Overcall: Jumps from responder nat PRE 2-way check-back after 1NT rebid	Fit-showing jumps
1♥			5	4♦	10+ HCP	2♠ 3 or 4c ♥ fit, 10-13, 2NT 4+♥ GF, 3m nat INV 3/4♥ : PRE, 3♠,4♣, 4♦ shortness with 4+♥		Reverse Drury (reverse) 2NT : 4+ fit + any shortness
1♠			5	4♥	10+ HCP	2NT 4+s GF, 3♣ 4c inv raise, 3♦ 3c inv raise 3/4M: PRE, 4♣, 4♦, 4♥ shortness with 4+♠	1♠-1NT-2♣-2♦ = 5♥ or 10-11 HCP	Reverse Drury (reverse) 2NT : 4+ fit + any shortness
INT			3♠	(14)15-17 HCP (Maj.5 th , min.6 th possible)	2♣ 4-responses Stayman, 2♦,2♥Transfers 2♠,3♣ GF relay, 3♦/♥ 6+♥/♠, slam try, 4♦ 5+5+M	Smolen After overcall : X T/O, 2x nat, 2NT+ Transfer		
2♣	X	0		GF or 22-23 bal	2♦ any 0-7, 2♥ 8HCP+ and 1ace	Stayman and transferts on 2NT rebid		
2♦	X	0		(5)6+♥, a) 3-10 or b) 18-22	2/3♥ pass or correct, 2NT strong ask, 3NT fit			
2♥	X	0		(5)6+♠, a) 3-10 or b) 18-22	2/3♠ pass or correct, 2NT strong ask, 3NT fit			
2♠		5		5(+)+,4+ minor, 3-10 HCP	2NT strong relay, 3♣ pass or correct			
2NT				20-21 HCP 5c Major and 6c Minor possible	3♣ 5-responses Stayman, 3♦,3♥,3♠,4♣ Transfers 4♦ 5+5+ ♠/♥, 4♥ 2245, 4♣ 2254, slam try	2NT-3♣- : 3♥=4/5♥,3♠=4♣,3NT=5♣,4♣=4-4 ♠/♥		
3♣ 3♦		(6)7		Preempt	New suit forcing			
3♥ 3♠ 3NT		(6)7		Preempt		SLAM APPROACH	AND CONVENTIONS	
	X			Solid Major				
4♣ 4♦		(7)8		Preempt		4NT 5 Key-card Blackwood, 41/30 Next step asks for Queen of trump		
4♥		(7)8		Preempt		Controls and cue-bids		
4♠		(7)8		Preempt		Exclusion BW		
4NT	X	(7)8		1good minor				

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 Level; Reopening)

7-17 Hcp, usually 5+ cards

Responses : New suit (level 1 and level 2) = F1

Jumpshift = 7-11 fit + good suit, direct jump raises = pre-empts (0-7)

Jump cue-bid = constructive 4+card raise (8+HCP)

Reopening : 7-14

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

In 2nd or 4th : 16 - 19, balanced

Responses : after 1♣/♦ : stayman and transfers

after 1♥/♠ : transfers

Reopening : 9-13 Hcps, balanced. Responses : same as above

JUMP OVERCALLS (Style; responses; Unusual NT)

Level 2 : 5-10 6+ cards except 1♣ 2♦ = 5+♥ and 5+♠

Level 3 : 5-10 7+ cards except 1♥/♠ 3♣ = 5+♦ and 5+♣/♥

2NT = 2 lowest unbid suit

Reopen : all natural 7+. 2NT : 17-19 balanced

DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)

1♣ 2♣ = natural 1♣/♦ 2♦ = 5+♥ and 5+♠

1♥ 2♥ = 5+♦ and 5+♣ 1♣ 2♣ = 5+♥ and 5+♣

Jump cue-bids asking for stopper (except 1♣-3♣ : natural)

Reopening : same, except 1♣ - 2♣ = ♥ + ♠

VS. NT (vs. Strong / weak; Reopening; PH)

vs. Strong : Double = 5+♣/♦ and 4♥/♠ 12+ 2♣ asking for majors

2♦ = One major 2♥, 2♣ = 5+♥/♠ and 4+♣/♦ 2NT = 5+♣ and 5+♦

Weak = 12-15 or less

vs. weak : Double = 14+ 2♣ for majors 2♦, 2♥, 2♣, 3♣ = Transfers

2NT = 5+♣ + 5+♦ 3♦ = 5+♥ and 5+♠ Game forcing

Reopening : same (weaker)

VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)

Take out double, new suit = natural.

Cue-Bid = 2 suiter : 3♣ - 4♣ = ♦ + ♥, 3♦ - 4♦ = ♥ + ♠

3♥ 4♥ = ♠ + ♣/♦, 3♦ - 4♦ = ♥ + ♣/♦

VS ARTIFICIAL STRONG OPENINGS

1♣ (strong) double = ♥ + ♠ (at least 4-4)

1NT = ♣ + ♦ (at least 5-4)

2NT = ♥ + ♠ (at least 5-5)

jump = weak (4-12Hcp)

OVER OPPONENTS' TAKEOUT DOUBLE

1 over 1 forcing 2 over 1 not forcing

Redouble = 10 + HCP

Jumpshifts = suit + raise

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's suit
Suit	3rd from even/ low from odd	3rd - 5th
NT	4th best	3rd - 5th
Subseq	same as above	
Other	lead 2nd from xxxx vs NT	

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(x)	AKx(x); AKJ(x), AK10(x)
King	AK, KQ(x)	Ask for unblock/count
Queen	QJ(x)	QJ(x) or KQx(x)
Jack	J(x), J10(x), KJ10(x)	J10(x), HJ10(x)
10	10(x), 109x, H109(x)	109(x), H109(x) or 109xx
9	9, 9x, HH9x	9xx, 9x, 109x
Hi-x	HxXx, xXxx, Xx, xXXXXxx	Xxx, XXxx, xXXXXx, HXx
Lo-x	X, xxX, xxxxX, xxxxxX	HxX, HxxX, HxxxX, xxxxX

SIGNALS IN ORDER PRIORITY

	Partner's lead	Declarer's lead	Discarding
Suit	1 count	count	count
	2 suit preference	suit preference	High = E
	3		suit preference
NT	1 Count	count	Count
	2 suit preference	peter	High = E
	3	suit preference	suit preference

Reverse count in trump : - Ability to ruff

- After preempt or vs partscore doubled : reverse count

- Suit préférence

TAKE-OUT DOUBLES (Style; Responses; Reopening)

Take out double : sound, 3-suiter style or 19+ Hcp, any distribution. Responses : natural, only cue-bid is forcing.

Reopening : double either 3-suiter or 13+Hcp.

Responses : suit at lowest level ambiguous

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

1♣ 1♦ DOUBLE = 4+ cards in ♥

1♣/♦ 1♥ DOUBLE = 4+ cards in ♠

Opener's double shows either :

- 3 cards in partner's major , 14+
- a strong hand

WBF Convention Card

CATEGORY : Green

NCBO : FRANCE

EVENT : Madeira Open

PLAYERS : VOLCKER - ROMBAUT



GENERAL, APPROACH AND STYLE

5-card major, vul : 1♦ 3 cards only with 4♣ + 4♥ + 3♦ + 2♣

2♣ = Strong, GF

2♦ = Multi 6♥/6♣ : 5-10 VUL, 3-8 NV or 22-23 BAL

2♥ = 6+ and 10-14 Hcp (favorable 8+12)

2♦ = 6+ and 10-14 Hcp (favorable 8+12)

1NT Opening : 9-12 NV 1ST/2ND ELSE 15-17

2 OVER 1 Response : GF

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♦ = Multi 6♥/6♣ : 5-10 VUL, 3-8 NV or 22-23 BAL

SPECIAL FORCING PASS SEQUENCES

According to vulnerability, pass could be forcing at high level

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Frequent ligh opening in 3rd seat according to vulnerability.

In 3th seat, preempts are often weaker

PSYCHICS : rare

OPENING	TICK IF ARTIFICIAL	MIN NO OF CARDS	NEG DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
PASS				10 H and less	Transfers	1x - 1y - 1z : 2♣ = transfer for 2♦, weak or invitational	Weak jump after overcall
1♣	2	6♥		Natural 11 - 22 H		1x - 1y - 1z : 2♦ = Game forcing	If passed or after DOUBLE :
				New suit with jump is weak (2-8 Hcp)		1x - 1M - 3N and 4M = 4 cards in M balanced	Jump = 5+ in suit and 4+ trumps
1♦	2	6♥		Natural 11 - 22 H		1♦ - 2♣ - 2NT = 12-14 or 18-19	
				3 cards if 4♠ / 4♥ / 3♦ / 2♣	3♣ = 5/4 minor limit	1♣ - 1M - 2♣ - 2♦ = forcing artificial	1♣/♦ 1NT 2♣ = ♥ + ♦
						1♦ - 1♣ - 2♦ - 2♥ forcing artificial	1x 1Y 3x = invit
1♥	5	6♦		Natural 10 - 21 H	2NT = invite or 12 - 15, 3 trumps balanced	4 th suit forcing (only after 2 level rebid by opener)	1NT = 6-11, 2♣ is Drury (with fit)
					3NT splinter	1♥/♦ - 2x - 2NT = 15-17 natural or 18-19 bal with fit in x	2NT = 4+ trumps with a singleton
					Raise at level 3 are natural invit, splinters	1♥/♦ - 2x - 2♥/♦ - 3♥/♦ = forcing	
1♠	5	6♥		Natural 10 - 21 H		1♥/♦ - 3♥/♦ - 3SA : asking for controls, 1♥-1♠-3NT 4522	After overcall over one major :
						1♥/♦ - 2♥/♦ - 2SA : trial bid any hand, forcing	Jump in a new suit shows 5+ cards
1NT		4♥		9-12 NV 1 ST /2 ND	2♣ = Stayman; 2♦, 2♥, 3♣, 3♦, 3♥, = Transfer	1♥/♦ - 2♥/♦ - 3♣, ♦ : natural 4 cards at least (sometimes 3)	and 4+ cards in opening bid
				ELSE 15 - 17 balanced	2NT = Puppet Stayman, 3♦ Minor Stayman	1NT 2♣ - 2♦ - 2♥ weak with 4+♥ and 4+♦	
				5♥/♦ and 6♣/♦ possible	2♣ = Transfer ♣ or invit NT		Transfer from 2NT after overcall
				A singleton minor possible	4♣ and 4♦ = 5+♦ and 5+♥	1NT 2♣/3♣ - 3♣/♦ - 3♥/♦/NT short in ♥/♦/♦ or ♣	Double = at least 2NT bid
2♣	x	0		ANY GF or weak in ♦	2♦ = negative, 2♥/2♦ natural F		Negative double after overcall
				If weak in ♦ 5-10 V, 3-8 NV	2NT strong relay		new suit = Hxxxx and 7+
							Cue-bid = strong T/O
2♦	x	0	4♦	6♥/6♦ :5-10 VUL, 3-8 NV	2NT strong relay		
				Or 22-23 Bal	Any major suit = P/C		
					3♣/♦ - Natural NF		
2♥	6			10-14hcp (favorable 8+-12)	2NT strong relay		
2♠	6			10-14hcp (favorable 8+-12)	2NT strong relay		
2NT		6♥		Balanced 20-21	Stayman as over 1NT		
				5♥/♦ and 6♣/♦ possible	Transfer and rectification with fit		
				A singleton minor possible			
				5422 possible			
3♣	7			Preempt natural 4-10	New suit is forcing		HIGH LEVEL BIDDING
3♦	7			Same			Control first and second round
3♥	7			Same	Jump = Asking bids		Roman Key Cards Blackwood 3041, 5NT = 2 or 4 keys and a void
3♠	7			Same			
3NT				Solid minor	4♦ : asking for singleton		Josephine
4♣	8			Preempt natural 4-10			Lightner doubles
4♦	8			Same			After Blackwood, next suit asking for Queen of trump -> return in trump suit = no
4♥	8			Same	Asking bids		
4♠	8			Same			
4NT	6/5			Both minors	In 1 st and 2 nd : 4 losers (one in both minor)		

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1 / 2 Level; Reopening)

Natural

Michael cue bids : 1m-2♦ majors, 1♣-3♦ ♦-♠ if 1♦ promises 4+

1m-2NT ♥-m', 1M-2NT minors, 1M-2M ♣-M'

Jump overcalls weak

Balance 1NT 9-13, 2NT 17-19

INT OVERCALL (2nd/4th Live; Responses; Reopening)

15+18 natural 1NT overcall, response stayman/transfers principles

9-13 natural 1NT reopening, response stayman transfers principles

JUMP OVERCALLS (Style; Responses; Unusual NT)

Weak style, constructive vulnerable

Reopen: nat 12-15 good suit

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

1♣-2♣ nat, 1♦-2♦ majors, 1M-2M ♣-M'

1♣-3♣ nat pre-empt unless 1♣ shows 4+ good suit -> ask stopper

1♦-3♦ nat pre-empt unless 1♦ shows 4+ good suit -> ask stopper

1M-3M : ask stopper

VS. NT (vs. Strong/Weak; Reopening; PH)

Vs strong : X 5+m 4M or strong 5-card major, 2♣ majors, 2♦ 1 Maj

2M 5M 4+m, 2NT minors, 3x nat

Same for reopening, more flexible on X and 2M

Vs weak : X good opening bid (-> stayman/transfers), 2♣ majors

2♦/2♥/2♠/3♣ transfers, 2NT minors, 3♦ strong majors, 3M positive

VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)

Lebensohl after (2M) X (Pass)

Cue bid asks for stopper

Natural NT bids

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

OVER OPPONENTS' TAKEOUT DOUBLE

1x X XX transfer except 1♠ X XX (points)

1m X transfers, 1NT minors 5-9, 2NT minors 10-11

1M X 1NT good fit, 9+ (illimited) 2NT, 4 cards support 10-11

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3 rd from even, low from odd	3/5 except xxxx

NT	4 th best	3/5 except xxxx
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Subseq	Attitude/Count	Attitude/Count
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Other: Leads xxxx vs suit, xxx and Hxx vs NT

LEADS

Lead	Vs. Suit	Vs. NT
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Ace	AKx(x)	Usually AK(x), asks for att.
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King	AK, KQ(x)	Asks for unblock/count
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Queen	QJ(x)	QJ(x), KQx(x), asks for att.
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Jack	Jx, J10x, KJ10(x)	J10(x), HJ10(x)
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10	10x, 109(x), H109(x)	H109(x)
----	----------------------	---------

9	9x, HH9x	9xx, 109(x)
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Hi-X	xxxx, xx, Hxxx	xxxx, xxx, Hxx, xxxxx
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Lo-X	xxxxx, Hxxxx, xxx, Hxx	Hxxx(x), xxxxx
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SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
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1	High enc	HL even	HL even
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Suit 2	HL even		High enc
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3	Pref. if sing. dummy		
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1	HL even	HL even	HL even
---	---------	---------	---------

NT 2	Smith echo	Smith echo	High enc
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3	Small enc. switch		
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Signals (including Trumps):

Reverse count in the trump suit when relevant

Smith: High shows interest in partners, discourages if made by leader

After high level pre-empt opening : lead K from AK

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Takeout up to 4♥

Lighter for reopening

1m – (1x) – X transfer style

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Double of cue-bid generally shows interest for lead

Rescue XX most of the time

EBL CONVENTION CARD

PLAYERS : SEBBANE – SEGUINEAU (FRANCE)

EUROPEAN OPEN BRIDGE CHAMPIONSHIPS

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5-card major, longest minor (1♣ with 3-3, 1♦ with 4-4)

1NT 15-17 balanced

2NT 20-21 balanced

2♣ any GF

2♦ multi (weak one major / 22-23 bal. / strong in one minor)

2M 5-4+ M-m (at least 5-5 if vulnerable), 5-10

Light opening in 3rd seat, aggressive pre-empt at favorable vul.

Signals : standard count, leads 4Th vs NT, 3rd/low vs suit

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♦ multi and 2M M-m 5-10

3NT gambling opening

4NT minors opening

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	Longest minor or 3-3	Natural 1♣-1♦ could hide a GF fit and nothing in ♦ 1♣-1M could have longer ♦ if weak hand 1♣-2♦ shows invitational fit	2-way check-back after 1NT rebid Transfer principles after 2NT rebid 1m-1M-3NT fit showing, bal 18-19 Splinters & Fragment bids	1m-(X) ? transfers principles 1m-(1x)-1/2NT shows 5-5 unbid suits with 5-9/10-11 1♣-1♦-2♦/2♥ 6+♥/♠, weak or GF 1♣-1♦-3♦/3♥ 6+♥/♠, inv 1♣-1♦-2♠ GF fit Same after 1♥ overcall
					1m-2m shows 5-4+ ♠-♥ 5-9		
1♦		3	4♥	Longest minor or 4+-4+	Natural 1♦-2♣-is GF, could hide a fit and nothing in ♣		
1♥					1♥-2♠ nat strong		1♥-X-XX shows ♠, 1♣ denies ♠
		5	4♥	5 card major	2 over 1 GF 1M-1NT semi forcing, up to 11 bal. 1M-2NT/3M invitational fit 1M-3m nat invitational 6+ cards Splinter jumps	1M-1NT-2NT any GF, not 5-5 1M-2M-3x game try in shortness	1M-X-1NT 3 cards fit, 9+ or 4 cards, 12+ 1M-X-2/3NT 4/5 cards fit, inv+ 1M-2x-2NT 3 cards fit inv+ or 4 cards fit inv 1M-2x-3x 4 cards fit GF 2♣ Drury after pass
1♠					1♠-3♥ nat invitational 6+ cards		
1NT		-	4♥	15-17 bal, possible 5M, 6m	2♣ Stayman, 3♣ Puppet 2♦/2♥ transfers 2♠ bal invitational or transfer ♣, 2NT transfer ♦ 4♦/4♥ transfers	2NT GF relay after transfers	Rubensohl principles
2♣	X	-		GF any	Italian controls (A=2, K=1) 2♦ 0-1, 2♥ 2-3 ...	2♣-2♦/2♥-3♠ shows 5-4 ♥-♠	After overcall : X shows values et low level, pass positive after 4S+ overcall
2♦	X			Multi, - Weak one major or - 22-23 NT or - Solid strong one minor	Pass or correct principles for 2♥/2♠/3♥/3♣ 2NT relay 3m nat forcing 4♣ asks to bid M one below, 4♦ asks to bid M 4M nat	2♦-2NT-3♣/3♦ shows ♥/♠	Penalty X after overcall
2♥		5		Weak two-suited 5-4+ ♥-m	2♥-2♠/3♣ non forcing but encouraging		
				5 cards in the minor if vuln	2NT ask for minor, 3♣ GF relay with fit	2M-2NT-xxx-new suit forcing	6 cards 11-14 in fourth position
2♠		5		Weak two-suited 5-4+ ♠-m	2♠-3♥ non forcing but encouraging		
2NT		-		20-21 bal, possible 5M, 6m	Stayman, transfers...		
3♣/3♦	(6)7			Weak pre-empt	3♣-3♦ ART puppet to 3♥		
				Could be aggressive non vuln	Interrogative jumps		Penalty X after overcall
3♥/3♠	(6)7			Weak pre-empt			
3NT	X			Gambling	4/5♣ pass or correct 4♦ relay, 4M nat		
4x	(7)8			Weak preempt			
4NT	X	-		Very unbalanced in minors			
						HIGH LEVEL BIDDING	
						Generally 4NT blackwood with 41/30/52 key cards answers	
						Some optional blackwood at lower level but rare	
						5NT after blackwood is a general grand slam try, responder can describe Kings	
						Pass forcing in clear GF situations	

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1 / 2 Level; Reopening)

1level about 6-17 HCP, suit quality important, good 4card suit poss.;

weak 2 with few playing tricks bids 1M, not 2M.

2level about 7-18 HCP, suit quality and/or shape counts if light

new suit 1RF

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

2nd/4th Live: 15-18, BAL, stopper

Reopening: 10-14, BAL, stopper

As over 1NT OPEN (TRF to OPP's M is 5oM INV)

scrambling after intervention

JUMP OVERCALLS (Style; Responses; Unusual NT)

WK, 6 cards, some playing tricks

Reopen: 13-15

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

(1x) - 2x: 55 lowest and highest

(1x) - 2NT: 55 lowest unbid

(1x) - 3♣ : 55 highest unbid

(1♦) - 3♦ : 55 M

VS. NT (vs. Strong/Weak; Reopening; PH)

x: 5⁺m, 4M if NT 14⁺, points else

2♣: both M

2♦: 1M

2M: 5M, 4⁺m

2NT: both m

4m: leaping michaels (*1)

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

x=t/o, follow up on 4-level is trf

(non)leaping michaels (*1)

often trf on 4-level if partner bid before/after opp's preempt (*2)

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

x=both M 44 with points, 1nt=both m, 2♣♦♥♦ = sys on

OVER OPPONENTS' TAKEOUT DOUBLE

most bids up to 2M-1 are TRF

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	2 nd /4 th /6 th	2 nd /4 th
NT	2 nd /4 th /6 th	2 nd /4 th
Subseq	2 nd /4 th /6 th	2 nd /4 th

vs slam and doubled contracts: K from AK..., K might also indicate side-suit-singleton in some situations

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(..), Ax	AKx(..), Ax
King	AK, KQx	AK, KQx
Queen	QJ(..), Qx	QJ(..), Qx, KQ109..
Jack	J10x, Jx	J10x, Jx, QJ98..
10	10x, 109xx, H10x	10x, 109xx, H10x
9	H9x, 109x	H9x, 109x
Hi-X	xXx	xXx
Lo-X	xX, HxxX, xxxx	xX, HxxX, xxxx

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	count low=E	count low=E	low=enc
Suit 2	SP	SP	high=disc
3			
1	Count low=E	Count low=E	2,3,4 = low suit
NT 2	SP	SP	5,6,7, = this suit
3			8,9,10 = high suit

Signals (including Trumps):

Smith-Peter (low=enc) if we don't forget

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

emphasise M, m unclear; maybe lighter with perfect shape or passed partner

(1m)-x-(p): 2m=strong; 3m=both M INV

Scrambling after (2M)-x; (1M)-x-(2M)

RESP DOUBLE (tends to show 4card oM on 2level, deny on 3level)

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

SUPP below 2 of our M, not mandatory; MAX if we have M-fit

1y-(2z)-x: t/o or any FG (without good fit)

the 1st 2 doubles are always for t/o (xx counts as 1 double), rare exceptions

where x is penalty. 3rd x is penalty or "do something intelligent"

After 1-level-overcall x can be trf

W B F CONVENTION CARD

PLAYERS: Jörg Fritzsche – Klaus Reps GERMANY



SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Transfer Walsh, 1♣ = 2+, can be 5332 11-14 with 5♦

1♦ = 5+ (4 if 4441), unbalanced or 18-19

1M = 5+ with drury, forcing 1nt, 2/1 GF

1NT Opening: 15-17, 5-card M, 6m, any 5422 possible

All 1-level-openers can be light with good shape

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♣: 5⁺4⁺M, 5-10 or any GF or NT 22-23/26-27/30⁺

2♦: Multi, w2 M or semiforcing M or NT 24-25/28-29

2M: 5-10, 55 with m

3NT: Gambling 1st and 2nd

4NT: both m, should be 65 at least (1st/2nd)

SPECIAL FORCING PASS SEQUENCES

1x-(any): may be penalty, opener may pass with length
we bid VUL game and OPP obviously sacrifice

IMPORTANT NOTES

4M tends to be natural if previous bidding suggested it might be a playable spot (e.g. Partner showed length before)
PSYCHICS: very rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♥	11-22, 2+ can be 5♦ if 5332 11-14	1♦=4+♥, 1♥=4+♣, 1♣=bal. or both m, 1nt GF bal, 2any Transfer, 3-8 6+ or GF, 2nt=12-15, 64 with ♣, 3m=inv, 3♥=55M inv, 3♣=22(45), no M-stop, 3nt=22(45), both M-stops	1♣-1R-1M=forcing, 3card support 1♣-1R-2♦= a)4M, minimum or b) normal reverse or c)4M, 15-17 (no minisplinter)	After opp's x/1♦/1♥ sys on
1♦		5(4)	4♥	11-22, 5+, unbalanced (maybe 5332 if 18-19) or exactly 4441	1nt=inv+ ♦ or GF bal/♣, 2♣=nat nonf, 2M=4-8, 6M 3♣ inv, 3M splinter	1♦-1M:1NT=GAZZILLI (16+ or 11-14 6♦) -> 2♣ Relay 8+ 2M-1=3card support, 11-15	GAZZILLI on after intervention on 1-level (not over 1nt)
1♥		5	4♦	11-20, 5+	1NT: F1, no 3♥ or 4♣; 2♣=INV+, 3+♥ 2♣=4-8, 6♣; 2NT=11-12 bal. 2♥ no 4♣ 3♣=6-9, 4♥; 3♦=10-12, 4♥; 3♥=0-5, 4♥ 3♣=9-12, any splinter, 3NT=13+, ♣-splinter	GAZZILLI after 1♣ and 1NT after 2♣: 2♦ min (10-13), 2♥ med (13-15), 2♣ max (15-18), 3♣ or higher with 19+	fit-showing jumps 4level 2nt 55 m 9-11
1♣		5	4♦	11-20, 5+	Same as after 1♥ ; 3♥=9-12, any splinter	same	same
INT			3♣	15-17 5M, 6m, (5422), (4441) possible	2♦/♥ =TRF; TRF; 2♣=bal inv, weak m or (13)(xx); 2nt=PUP, 3m=INV; 3M=short w. 4oM 4♣/4♦ TRF, 4M to play	Superaccepts after 2♦/♥ (bid doubleton or 2nt), 3♥/♣ 4+M min	in comp: Scrambling; 3♣ to play
2♣	X	0	4♥	5+4+M 5-10 or GF UNBAL or BAL 22-23/26-27/30+	2♦ R weak same length MAJ or INV with fit in 1 MAJ or INV with 1 or both m; 2NT weak or GF with 1 or both m or INV with 4+M; 3♣ GF R; 3♦ = PRE with both M, 3M=PRE		(x) – xx = ? longer MAJ (x) - 2♦ to play (x) - p to play Free bids by opener=strong hand
2♦	X	0	2♣	6M (5-10 or 8.5 tricks) or BAL 24-25/28-29	2♥=p/c; 2♣=INV+ with ♥-Fit, 2nt=GF R; 3♣ = INV both M; 3M=p/c; 3nt= p/c with good hand, 4m=PRE for partner's M	Always transfer after 2nt/3♣	(x) – xx = bid your MAJ (x) – 3m = lead-directive
2♥		5		5+♥, 5+m, 5-10	2♣=nf; 2NT R INV+; 3♣=p/c; 3♦=INV ♥; 3♥=pre-empt; 3♣=INV		(x) – xx = bid 2 nd suit (x) – 3♣ = to play
2♣		5		5+♣, 5+m, 5-10	3♦=6+♥, INV+; 3♥=INV ♣, others same as 2♥		same
2NT				20-21, BAL	puppet stayman, Transfers, 3♣ both m, 2-under TRF 4-Level	3♣ - 3♥: no M, 3♣ - 3nt: 5♥ 3♦ - 3♥ / 3♥ - 3♣: 2cards in M	
3♣	7/64			pre-empt, A or K 1 st and 2 nd	3♦ asks 3M; 4♣ pre; 4♦ RKCB ♣		
3♦	7/64			pre-empt, A or K 1 st and 2 nd	new suit F1; 4♦ pre; 4♣ RKCB ♦		
3♥	7/64			preempt	4♣ SI good support; 4♦ SI bad support		
3♣	7/64			preempt	4♣ SI good support; 4♦ SI bad support		
3NT	X			Gambling 1 st and 2 nd	4♣ p/c; 4♦ SI	HIGH LEVEL BIDDING	
4♣	8/74			preempt		splinter; mixed cue-bids; RKCB 1430; conditional MINORWOOD;	
4♦	8/74			preempt		EXCLUSION RKCB (0, 1, 2, 3);	
4♥	8/74			preempt		RKCB – (x): xx=0/3; pass=1/4	
4♣	8/74			preempt		RKCB – (bid): x=penalty; pass=1/4	
4NT	X			6+5+m			
5♣	7			preempt			
5♦	7			preempt			

Supplementary Sheet Fritsche – Reps (German Open)

*1: leaping michaels / non-leaping michaels:

Situation: Opp opens a 2- or 3-level preempt or 1nt or 2nt

A bid on the 4-level – no matter whether jump or non-jump – shows at least 55 in 2 suits (not opp's suit)

- a) (3m) – 4om shows 5+om and 5+M
- b) (3m) – 4m shows 5+5+ MM
- c) (3M) – 4m shows 5+m and 5+oM
- d) (3M) – 4M shows 5+5+ mm
- e) (1/2nt) – 4m shows 5+5+ with this m

4 of an unbid M is always natural, 1-suiter

*2: transfers after opp preempted

Situation in principle: (3y) – x - (pass) or 1y – (3z), but also (1y) – pass – (3y) – x if (3y) is preemptive or if opp bids a late preempt after he passed before

- x or a bid on the 3-level are never transfer

- 4♣ is trf ♦ or both M if no M bid by opp or – if opp's suit is ♦, then it is either both M or ♣+4M

- 4♦ is trf ♥ (signoff or very strong) unless opp's suit is ♥, then it is ♣

- 4♥ is trf ♣ (signoff or very strong) unless opp's suit is ♣, then it is ♥ and slam invite

- 4♣ is natural if opp's suit is ♥, the unbid m else

- 4nt is natural slam invite

- 5m is natural slam invite

- 5M is natural slam invite with at least 2nd round control opp's suit

- 5opp's suit is 1st round control and slam force

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)		
Natural. Usually 8-18hcp, 5+ on 1lvl, 10-18hcp on 2lvl. May be lighter w/ good suit NV/opp. PH. 4cd suit allowed but very rare.		
Responses: CUE usually promises fit. New suit NF on 2lvl or when 3 rd hand bid. Jump CUE INV+ 4cd fit. 2NT natural.		
INT OVERCALL (2nd/4th Live; Responses; Reopening)		
15-18 SYSON		
Sandwich: t/o usually 5-5 in unbid suits / 15-18 SYSON vs. Transfersystems.		
Reopening: 10-14 SYSON		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
3-9hcp NV / 5-10hcp V usually 6cards NV very bad suit possible		
Responses: CUE fit INV+		
2NT 5/5 lowest unbid suits		
Reopen: 10-15 hcp 2NT 19-20 SYSON		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
5/5 highest unbid + other Responses: CUE fit INV+		
Jump CUE ASK for hold w/ SOLID suit when opening promised		
3+cards, else NAT PRE		
VS. NT (vs. Strong/Weak; Reopening;PH)		
DBL = PEN next DBL T/O		
2♦ MM 4+4+ raise to play		
2♦ one M 6+cards ♥♦-bids pass or correct		
2♥♦ 5♦ and 4card m		
2NT mm		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		
DBL T/O (NON-)Leaping Michaels		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♦		
DBL = MM		
1NT = mm		
2NT = any 2 suits		
OVER OPPONENTS' TAKEOUT DOUBLE		
XX = 10+ hcp next DBL T/O after jump/fit else PEN		
2lvl NF raises PRE 2NT Fit INV+		

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	Lead	In Partner's Suit
Suit	2/4.	2/4.
NT	2/4.	2/4.
Subseq	2/4.	2/4.
Other:		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AKx(+)	A(+)
King	AK KQ(+)	AK(+) on 5+lvl
Queen	QJ(+)	QJ(+)
Jack	(K)JT(+)	(A/K)JT(+)
10	(H)T9(+)	Tx HTx
9	H9x	same
Hi-X	xSx HSx	same
Lo-X	xS xxxS(+)	HxxS(+)
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
1	Low = even	Low = even
Suit 2	Low = ENC	S/P
3		
1	Low = even on K	Smith Low = ENC
NT 2	Low = ENC on A/Q	Low = even
3	else see below	S/P
Signals (including Trumps):		
1 st trick NT: xS Sxx xxSx HSx xxxxS except on A/K/Q-lead		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
11+ hcp with classic shape or ~19+ hcp any shape		
8+ hcp in sandwich/reopening		
Responses: FREQ non-INV jumps in COMP		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
Negative DBL usually shows unbid major OR a GF hand w/o good suit		
SUPP-X/-XX up to 2♥		
DBL rarely for PEN unless fit is found		

W B F CONVENTION CARD		
CATEGORY: GREEN		
NCBO: GERMANY		
PLAYERS: Christian SCHWERDT – Julius LINDE		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
5card majors		
2/1: 10+ hcp promises rebid		
1NT: (14+) 15-17		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
Nonforcing freebids in COMP		
WJS on 1level openings		
SPECIAL FORCING PASS SEQUENCES		
-		
IMPORTANT NOTES		
-		
PSYCHICS: -		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♠	Open 1♣ w/ 33m	Walsh-Style; Raise 2lvl Fit, FG raise 3lvl 5-9 hcp	Opener rebids M before 1NT except after 1♦;	4 th suit INV
				Open 1♦ w/ 44m	Jump other minor: Fit INV	2NT before M	
1♦		3	4♠	May have 4♦5♣	2♥♠ 6card 5-8 hcp	2way checkback after 1NT rebid	
				3 card only w/ 4432	May bid 4card major before 4card diamond	4 th suit GF SST Jumps by RESP 55 FG	
1♥		5	4♠		2NT Fit 15+ hcp 3M INV 3NT Fit 12-14hcp	After 2/1: 2M catchall All bids over 2M show	2♣ Drury w/o SUPP
					2♠ 6cards 5-8 hcp 2/1 NAT INV+ promises rebid	extras all 3lvl bids by RESP FG	2♦ Drury w/ 3c SUPP
1♠		5	4♥		3♣♦♥ 6cards INV 3♠4♣♦♥ SPL ~10-13 hcp	After 2NT: New suit SPL 4M MIN	2NT mm MAX
INT			4♠	(14) 15-17 hcp	Stayman promises M 2♦♥2NT4♦♥ TRF 4♣ MM	TRF break w/ 4c SUPP MAX or	DBL = T/O Lebensohl
				5card M /6c m /(5422) allowed	2♠♣ or INV w/o 4card M 3♥♠ SPL 3♣♦ SI	Very good 3c SUPP SuperMAX	CUE ASK for stop
2♣	✓	0	4♠	Any semiforcing or	2♦ (R) 2♥♠ to play opposite 20-21	Jump by opener sets suit.	
				20-21/26-27 (semi-)balanced	3♣♦♥♣: TRF: 7c w/ two tops no side A/K	After TRF: Accepting TRF asks for SPL.	
2♦	✓	0	4♠	Any gameforcing or	2♥ (R) 5+ hcp or 1 ace 2♠ (R) 0-4 hcp no ace		
				24-25 (semi-)balanced	3♣♦♥♣: Transfer: 7c w/ two tops no side A/K		
2♥	(5)6	-	usually 6cards	2NT (R) INV+	After 2NT: 3M MIN jump MAX SPL	New suit Fit bid	
			V: 5-10 hcp	New suit F1 usually no fit	New suit MAX values -> 3M ASK SPL		
2♠	(5)6	-	NV: 3-9 hcp very bad suit poss.	2NT (R) INV+			
			side 4card major allowed	New suit F1 usually no fit			
2NT		4♠	22-23 hcp (semi-)balanced	TRF Mod. Puppet Stayman	After Puppet: 3♥ no M 3NT 5♥		
			FREQ offshape	3♠ Minor Stayman	TRF accept shows <3 cards		
3♣	6/7	-	V: 5-10 hcp	New suit 3lvl: V: NAT F1; NV: NF CONSTR		New suit Fit bid	
3♦	6/7	-	NV: 3-9 hcp	4♣ (4♦ after 3♣): Conditional RKCB			
3♥	(6)7	-	side 4card major allowed	4M to play			
3♠	(6)7	-					
3NT	✓	-	SOL minor no outside A/K	45♣ P/C	After 4♦: 4♥♠5♣ ♥♣-om-SPL 4NT no SPL		
			4 th seat to play	4♦ ASK for SPL			
4♣	7	-					
4♦	7	-					
4♥	7	-					
4♠	7	-					
4NT			Specific ace asking	5♣ No ace 5♦♥♣ NT: ♦♥♣♣-ace			
5♣	7	-			HIGH LEVEL BIDDING		
					RKCB 30-41-2--2+		
					Conditional RKCB: 1 st step bad hand (-> next step RKCB)		
					Mixed CUEs up the line		
					4m often Conditional RKCB		
					DOPI-ROPI DEPO		
					4NT in COMP often two places to play		

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style; Responses; 1 / 2 Level; Reopening)		
Aggressive, FREQ 4-card suit, Jump RAISE=PRE, New suit=F1 at 1-level, CUE-BID RESP usually promises SUPP, New suit JUMP = FIT INV, MIXED RAISE(3 of OPPT suit), NT RESP=NF and wide range, 2NT after 1M-O/C, is 4+card fit INV+, 4THX implies at least 4 cards in unbid suit, MAX DBL, SCRAMBLING 2NT		
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		
2nd POS+4th LIVE: 15-18 HCP, responses as over NT OPEN except TRF into the OPPT M = shortness		
Reopen: over 1m: 15-17 HCP, over 1M: 10-14 HCP, 2NT=20/21 HCP ESCAPING FROM 1NT DOUBLED [2]		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
WEAK,5-card possible, TRF responses either lead directing or NAT (1m)-2NT: ♦+om, (1M)-2NT: ♦+♣ both any strength		
Reopen: INTERMEDIATE jumps		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
MICHAELS CUE: (1m)-2sm: ♠+♥ (5+5+), 2♦ advance shows equal M lengths, (1M)-2SM:OM+m (55+); 2NT positive for m, 3♣ P/C, 3♦ INV for M, CUE FG M, (1m)-2NT:♦+om, (1M)-2NT:♦+♣, JUMP CUE ASKS STOP (Ms only),(1♦=0-2+)-2♦: NAT,(1♦=0-2+)-3♦:♦+♥(55+)		
VS. NT (vs. Strong/Weak; Reopening;PH)		
DBL=PEN, 2♣ STAY, often 43+ Ms or 4M+5+m STR or short ♣, 2♦=♦+M, 2♥/♣=NAT, 3♣/♦ wide range, 3♥/♣= PRE in 4th seat and by PH: DBL = 1m or both Ms, 2♣ = ♣+M, 2♦ = ♦+M		
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)		
DBL is T/O,(WK 2♦):4♣=♣+M,4♦=♣+♥,(WK 2M):4♣=OM+♣,4♦= OM+♦,(3♣)-4♣=♣+♥,(3♣)-4♦=♦+M,(3♦)-4♣=♦+M, (3♦)-4♦=♣+♥, (3M)-4m=OM+sm, LEB after (WK2x)-DBL-(P), o/ DBL in 4th 2N=NAT		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♦ or 2♣		
Over 1♦ or 1♣-(P)-1♦: DBL=MS or ms, 1N=1m, 2♣=♦ or ♥,2♦=1M 2♥=♦ or ♣, 2♣=1m, 2N =♦+♦ or ♥+♣, 3♣=♦+♣ or ♥+♦, over 2♣ : DBL=MS or ms, over 2♣-(P)-2♦:DBL=♦ or ♣, rest as over 1♣		
OVER OPPONENTS' TAKEOUT DOUBLE		
TRF incl. RDBL, pass may be a traditional RDBL, first pass then DBL=PEN, first pass then bid: another place to play, FIT JUMPS, 2N=FG raise		

LEADS AND SIGNALS			
OPENING LEADS STYLE			
Suit	Lead	In Partner's Suit	
3rd/5th	3rd/5th		
NT	ATT, RNOW w/ 4+-card suits	3rd/5th, RNOW w/ 4+-cd suits	
Subseq	same	same	
Other: 2nd/4th + RNOW thru declarer, K from AK 5-level or higher, K may be led from AK when intending to shift to a singleton, though not mandatory K vs. NT asks for UB			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A(+), AK(+)	no UB	
King	KQ(+), K(x)	asks for UB or CT [1]	
Queen	QJ(+), Q(X)	KQ(+), QJ(x), Qx(x)	
Jack	J10(+), J(x), KJ10(+)	QJx(+), J10(x), Jx(x), (A/K)J10	
10	109(+), 10(x)	J10x+, 10x(x), (H)J10+	
9	9(x)	109x+, 9x	
Hi-X	Sx	xSxx, Sxx,	
Lo-X	xxS, xxSx, xxxxS	HxSS, HxSSS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi= DISCG, LO on A	S/P or count hi=odd	Hi = DISCG
Suit	S/P when shift		S/P
2	obvious		
3	xS,Sxx,HSx,xxSx,	S/P or count hi=odd	S/P
NT	HxSx, xxxxS,HxxxS		Hi = DISCG
3	Hi = DISCG [1]		
Signals (including Trumps): 3-WAY SIGNAL[when we are known to hold at least 5 cards or with S/S in dummy or declarer's hand)			
Trumps: hi-lo is S/P			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Emphasize Ms;m unclear, may be light (9+) with classic shape EQUAL LEVEL CONVERSION, CUE-BID promises rebid, Over RDBL: Jump is PRE, pass is more than 1 place to play SCRAMBLING 2NT			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1♣-(1♦)-DBL: 4+ ♥, 1m-(1♥)-DBL:4+♠, 1m-(1♠)-DBL: TRF to NT or ♣, 2-WAY DBL,COMP DBL, ANTI L/D DBL, most low-level DBLs=TO, RESP DBL at the 3-level and higher promise, useful values and usually some support for partner's suit, RESP-EXT, MAX DBL, SPL DBL[VUL vs NV asks for lower suit]			

W B F CONVENTION CARD		
EC Madeira 2022	CATEGORY: Red	
NCBO: Germany	PLAYERS: Roy Welland - Sabine Auken	
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
5-card M, 1♣/2+ may be any BAL hand incl. any other 5-cd suit, 1♦/♥/♣-opening usually UNBAL	Open light (10+), ART resp, TRF resp to 1♣, NAT weak 2M, aggressive COMP style	Frequent non-PEN DBL
1NT: 14-16 HCP, 15-17 3rd VUL + 4th, Odd shapes OK		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
FLANNERY 2♦(10-15 or 17+19))	TRF resp. o/ 1♣-opening, 1♣-1♦ = FG (R), 1♦/♥/♣-1N = FG (R)	1♦-2♣ = 5+5+Ms < FG
1♥-1♦ = like F NT may have 4+♦, 1♥-2♣= 5+♦ 9-13 HCP,	1♥-2♦ = 3+card raise 9-13 HCP	1♣-2♣ = like F NT, if 2 ♦ < 9 HCP, 1♣-2♦ = 2-card raise 9-13 HCP
3NT opening = Gambling	O/ comp:2-level raise NAT, other bids TRF, jump CUE=bid 3NT	3NT opening = Gambling
Special bids: 1♣-(x)-2♣=5+4+ms < FG, 1♣-(1♦)-2♣= 5+4+♦	1♣-(x/1♦)-2♦= 5+♦+4+♦ , 1♣-(x/1♦)-2♥= 5+♦+4+♣	1♣-(1♥)-2♦= 5+♦+4+♣, 1♣-(1♥)-2♥ = 5+4+ms, 1♣-(1♣)-2♥ = 5+4+ms
1♦-(x)-2♣= 5+♦+3+♦ , 1♦-(x)-2♥= 5+♦+3+♦ 5-10 or FG	1xy-(1N)-2N+ = TRF	Over competition vs. NT: TRF
SPECIAL FORCING PASS SEQUENCES		
(1NT)-DBL-(any)-Pass: in principle F thru 2♣	1NT-(2any)-DBL: we won't let OPPT play undoubled on 2-level	
IMPORTANT NOTES		
PSYCHICS:		

OPENING	ARTIFICIAL	TICK IF	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣			2	5♦	10+hcp, may be any BAL hand	1♦/♥=4+♥/♠, 1♠=FG (R) [3], 1N=BAL 5-11 4M poss.	o/1♣-1♦:1♥=typically 10-13 w/o 4-cd SUPP	1♠=BAL 4-8 or desire to play NT
					incl. any other 5-cd suit also	2♣=54+msINV, 2♦=5♣4+♦9-13, 2♥=BAL or 5+♣ INV	1N=17-19 BAL, 2♦/=11-13BAL w/4-cd SUPP	from other hand, 1NT=BAL 9/10
					5422	2♣=5+♦ INV, 2NT=BAL FG or ♣-PRE	2N=15+ raise w/SPL. 3♦=UNBAL MIN with 4cd	o/comp TRF, jump CUE asks
						3♣/♦/♥=♦/♥/♠ PRE or GF, 3♣=7+♣ asks 3N	SUPP, 3♥=17-19 BAL SUPP, o/1♣-1♥ analog	for 3NT
1♦		5(4)	5♣	5♦	10+hcp UNBAL except 3rd, 4 cards only if 4♦(441)	1N=FG (R) [4], 2♣=5+Ms<FG, 2M=6+M 3-7,	o/1♦-1♥: 1NT/2♣/♦=TRF, 2N=15+ 4cd SUPP	o/comp TRF
						2N=L/R+[5], 3♣=NAT INV, 3♦=PRE	o/1♦-1♣: analog	
1♥		5	5♦	5♦	10+ often UNBAL exc.3rd [19]	1♣=like F NT may or may not have ♠, 1NT=FG(R)[6]	o/1♥-1♣[18]:1NT/2♣/♦=TRF, 2♥=35(32)11-13	DRURY(FIT)
					5♥(332)/(422) may open 1♣	2♣=5+♣ 9-13, 2♦=3+SUPP 9-13, 2♣=6+♣ 3-7, 2NT=	o/1♥-2♦:2N asks WK doubleton G/T, 2♣/3♣/♦	o/comp TRF,
						5+5*ms, 3m=NAT INV, 3NT=12-14 SUPP	=TRF to ♣/♦/♠ S/T, jump=void+optional KCB	
1♠		5	5♦	5♦	10+ often UNBAL exc.3rd [19]	1NT=FG (R)[7], 2♣=like F NT, if 2♣ < 9, 2♦=2♣9-13	o/1♣-2♣:2♦=3+♥, 2♥=6+♣, 2♣=4+m	DRURY(FIT) 2♥ response MIN not
					5♣(332)/(422) may open 1♣	2♥=3+SUPP 9-13, 2NT=5+5*ms, 3m/♥=NAT INV	1♣-2♦-2♥=waiting, 1♣-2♥: analog 1♥-2♦	Hopeless or NAT, o/comp as above
1NT		4♦		4♦	14-16HCP, 3rd VUL+4th 15-17	2♣=PUP to 2♦, 2♦=TRF, 2♥=TRF, 2♣=BAL INV /6*♣	1NT-2♣-2♦[8], 1NT-2♦-2♥[9],	o/comp 2N PUP to 3♣, 1N-(2x3♣)-
					Any 54/ 6322 or singl. H poss.	INV/+ 6*♦ INV, 2NT=S/O in ♦ / (4441)	1NT-2♥-2♣[11], 1NT-2♦-3♣/♦/♥=MAX♣-SUP	3any=TRF, TRF to their suit=S/S
					FREQ up/downgrade, 44 majors	3♣=6+♦ FG, 3♦=5+♣ 4♥ INV, 3M=55/64 ms short M	worthless doubleton,	1NT-(3♦)-3♥/♣=5+♣ INV/+5+♥ FG
					often open 1C instead of 1N	4♣=GERBER, 4♦/♥ TEXAS, 4♣=light S/T BAL	1NT-2NT-3♣=(R)[12]	
2♣	X				Any FG or 20/21 BAL	2♦=S/O In ♥ or waiting, 2♥=TRF, 2NT=both ms WK	2♣-2♦-2♥=20/21 BAL or NAT, 2♣-2♦-2♥=2♥+	DBL = shortness in OPPT suit
						2♣=1-loser suit m , 3♣=54*Ms, 3♦/♥=TRF 1-loser suit	5+♦, 2♣-2♦-3♦-3♣=5+♥	
2♦	X				Flannery 5+♥4♣ 10-15-, 17+-19	2NT=(R), 3♣/♦=NAT F, 3♥/♣=PRE	o/2♦-2NT:3♣/♦=short, 3♥/♣=5422 MIN/MAX	
2♥	5				3-9 HCP very light 1st NV vs	2♣=NF, 2N=♣ or fit-showing w/♣ or ART FG, 3♣=♦	o/2♥-2NT-3♣:3♦=ART FG no SUPP, 3♥=INV	RDBL asks partner to double
					VUL, wide range 3rd	or fit-showing w/♦, 3♦=INV+ raise, 4♣=optional KCB	fit-showing w/♣, 2♥-3♦-3♣ suggests 3NT	with shortness
2♠	5				same as above	2NT=♣ or ART FG or fit-showing w/♣, 3♣/♦=TRF	o/2♣-2NT-3♣:3♦=ART FG no SUPP, 3♥=5♥ F	RDBL asks partner to double
						NAT or fit-showing, 3♥=INV+ raise, 4♣=opt. KCB	3♣=INV SUPP	with shortness
2NT					22-24 HCP BAL (5422) or (6322) or singleton H possible	3♣=PUP to 3♦, 3♦=4+♥, 3♥=PUP to 3♣[13],	o/2N-3♣-3♦:3♥=4/5♣[14], 3♣=4+♥[15], 3N=44M	
						3♣=both ms, 4♣/♦/♥/♣=optional KCB in ♦/♥/♣/♦	o/2N-3♦:3♥ denies 4+♦[16], 4♣=4+♦ + opt. KCB	
3♣	6				3-9 HCP very light 1st NV vs	3♦=NF 6+♥ or ART FG, 3♣=NF, 4♦ optional KCB		RDBL asks partner to double
3♦	6				VUL, 4M possible, wide range in	new suit NF, 4♣ optional KCB, 4♦ PRE 4♣ optional KCB 4♣ optional KCB		with shortness over all PRE
3♥	6				3rd, same for all PRE			
3♠	6							
3NT					Gambling			
					other side			
4♣	7				NAT PRE as 3-lv but longer suit			
4♦	7				NAT PRE as above			
4♥	7				NAT PRE as above			
4♠	7				NAT PRE as above			HIGH LEVEL BIDDING
4NT					asks for specific aces	5♣=no ace, 5NT=2 aces, 6♣=♣-ace	RKCB-1430, all exclusion KCB is optional, i.e. 1st step=no interest, pulling 3NT to	
							4♣/♦ is treated as optional KCB in that suit, after fit in M is found 4♣ is often optional KCB for that M, slam bidding in (R) auctions [17]	

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style; Responses; 1 / 2 Level; Reopening)		
Overcall with jump to level 2= 6 card and <10 hcp		
Overcall with jump to level 3= at least 6 c and <10 hcp		
Overcall to level 1= usually 5 card and >6 hcp		
Aggressive 1 level, sound 2 level, jump raise is preemptive, que-bid is F1		
New suit from the partner of overcaller is not forcing, but highly invitational. Jump in new suit shows fit and usually values in this suit		
INT OVERCALL (2nd/4th Live; Responses; Reopening)		
2 nd :1NT=RAPTOR : om 5+ and 4M or oM 4 and 5+ m, 9+ hcp		
4 th : 11-15 vs minor open, 12-15 vs major open/ system on		
If we bid 1NT after the opponents have already bid 2 suits, then we promise the other 2 suits, at least 4-5 with less defensive values than double		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
2NT=usually 5-5 the minors (or the lowest 2 remaining suits)		
Cue-bid=the highest 2 remaining suits		
3♣=the highest and the lower suit		
Reopen: 12+hcp, 6 + cards		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
Direct cue-bid promises 2 higher suits.		
Jump cue-bid asks for stopper.		
VS. NT (vs. Strong/Weak; Reopening;PH)		
Dbl to strong (14-17) NT promises 5+ c in a minor + 4 c in a major or strong one-suited		
Dbl to weak NT promises usually the upper limit of the NT.		
2♣=majors, 2♦= one-suited major or strong two-suited, 2♥/♠=M+minor		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		
Dbl vs preemts promises values and cards in the other suits.		
After weak-two doubled we play lebenshol.4♣/♦:5+m+5OM		
Cue-bid is usually one suit and ask for stopper,		
After intervention to 1 NT open we play rubenshol		
Dbl vs strong 1(2) ♣: a} dbl=black/red colours, b} 1(2)♦=minors or majors,c} 1(2)NT=♦+♣ or ♣+♥ .		
Dbl vs strong 2♣:both majors		

LEADS AND SIGNALS		
OPENING LEADS STYLE		
Suit	Lead 2 nd /4 th 2 nd /4 th	In Partner's Suit 2 nd /4 th 2 nd /4 th
NT		
Subseq	From sequence the highest (except on lead in NT*)	From sequence the highest
Other:from 2 small the highest		
* A and Q on lead in NT contracts promise good suit and ask for count or de-blockage, K and J ask for attitude.		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	Ax(+), AKx(+)	Ax(+), AKx(+), any good suit
King	AK, KQx(+)	AKx(+), KQx(+)
Queen	Qx,QJ(x+)	Qx, QJT9, QJTx+, AQIx+, KQ109(x+)
Jack	JT(x+), Jx, KJ10(x+)	J, JT(x+), Jx, QJ(x+)
10	HT(9+), Tx	HT9x+, T, Tx, HJ10(x+)
9	T9(+), 9x	T9(+), 9, 9x
Hi-X	Sx, xSxx	Sx, xSxx
Lo-X	HxS, HxxS, HxxSx(+)	HxS, HxxSx(+)
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
1	attitude	Suit preference
Suit 2	Suit preference	count
3	count	
1	attitude	Suit preference
NT 2	Suit preference	count
3	count	
Signals (including Trumps):		
When the lead is A we give usually attitude (high+even asks higher suit, high+odd asks lower suit), K lead above level 4 in suit contract ask for suit preference.		
Playing the trumps we can play suit preference.		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening) Negative double up to 4 hearts, Scrambling NT after 2M dbl, Responsive double up to 3 hearts, Support double up to 2 hearts, After 2 suits bid by opps Dbl is near opening strength- NT overcall is weak T/O		

EBL CONVENTION CARD		
CATEGORY: i.e. Green		
EVENT : European Teams Championship ANGELOPOULOS P-ZOZIS S		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
5 card majors, 2 over 1 game forcing, 1NT to a major opening is almost forcing		
1♣= all the balanced hands 11 to 14 hcp and 18 to 19 hcp or a hand with clubs unbalanced 10-20 hcp		
1♦= 5 card unbalanced or 4-4-4-1 distribution		
1NT=15-17hcp vul, 12-14, non-vul vs non-vul, 10-13 non-vul vs vul (not in 4 th position)		
We open very light if unbalanced.		
After 1♣ we play transfer responses		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
2♦=at least a 5 card major <11hcp		
2♥=5c and another suit, with <11 hcp		
2♠=5card and minor, with <11 hcp		
3NT= both minors preemptive		
SPECIAL FORCING PASS SEQUENCES: in principal when the majority of points has been established.		
In competition new suit may be lead directing.		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
DOPI-ROPI, NEGATIVE, SUPPORT, RESPONSIVE, LEAD DIRECTING, LIGHTNER, COMPETITIVE (RE) DOUBLE, MAXIMAL OVERCALL		
PSYCHICS:rare		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♥	all the balanced hands 11 to 14 hcp and 18 to 19 hcp or a hand with clubs unbalanced 10-20 hcp	We play transfer responses: 1♣=4+♦, 1♦=4+♥, 1♥=4+♠, 1♠=no major or 5♦, 4cM GF, 1NT=5+♣ GF, 2♣=5+♦ GF, 2♦=6c in a M weak, 2♥=5♠ +4♥ 6-9hcp, 2♠=5-5m 0-9 hcp	1♣-1♦-1XA=18-19hcp balanced 1♣-1♦-1♥=11-14 hcp 1♣-1♠-1NT=11-14hcp 1♣-1♠-2♦=18-19hcp balanced 1♣-1♠-2NT= reverse 5♣+4♦→3♣/♦ = for pass 3♥/♣= F with ♣/♦	Opening bid from 9 hcp
					2NT=11-12 bal, 3 level responses=6c+ weak		
1♦		4	4♥	Unbalanced 10+ hcp	1NT=GF, 2♣/♦=weak, 2♥=5♠ +4♥ 6-9hcp, 2♠=5♠ +4♥ 9-11 hcp, 2NT=invit, 3♣/♦=inv, 3M=splinter	1♦-1M-1NT=16+→2♣=8+, other responses<8hcp 1♦-1M -2NT=13-15hcp, 3c fit in M	After 1♦-dbl: 1♥/♦/1NT=nat 2♣/♦: 6-9 hcp, 2NT: limit+♦, 3♣=9-11, 3♦: weak, 3♥/♣: splinter
					1NT=almost forcing, 2♥=8-10 hcp	1♥-2♥-3♥=6+c, invitation for 3NT	Drury, Bergen (system on)
1♥		5	4♦	10+ hcp	Bergen raises, Jacoby, 3NT=4c fit & Aor K 2♣=singl any, 3c fit 10-11hcp, 1♥-3♠=any splinter 4c+ 1♥-2♣=2c+♣ GF, 4♣/♦=void All splinters = 10-11 hcp (9 if 5c fit)	1♥-2♥-2NT=at least invitation F1 1♥-1♠/INT-2♣=Gazzilli,* 1♥-Ddl-Cappelletti*, 1♥-2♥-3♣/♦=5-4 invit, 1♥-1♠/INT-2NT=19+, 6c♥ GF	
					Bergen raises, Jacoby, 1♠-3NT=4c+ & Aor K	Similar to 1♥	Drury, Bergen (system on)
1♠		5	4♥	10+ hcp	1♠-3♥=3c♣ 10-11hcp any singl, 1♠-2♣=2c♣+ GF, 1♠-4♣/♦/♥=singl		
					2♣=trf for ♣, 2NT=trf for ♦, 3♣=5-5 m weak, 3♦=5-5 m GF, Transfer-texas-smolen	1NT-2♣-2♥-2♣=4♠ invit, 1NT-2♣-2♦-2NT=inv maybe without M, 1XA-2♣-2♥-2NT=inv without M	We play the same if we interfere or reopen with 1NT
				(we can have 5c M if 5 small, or 6c minor) 12-14, non-vul vs non-vul, 10-13 non-vul vs vul (not in 4 th position=12-14)	3♥/♣=singleton with 5-4 in minors	1NT-2♣/INT ♣-2♣-3♥=fit ♣ without singl, slam interest (the same 1NT-2♣-2♥-3♠ maybe singl ♠, 1NT-2♣-2♦-4♦/♥=6-4 maj, 1NT-4♣=5+5M	
2♣	y	0	4♠	22+hcp or almost GF hand	2♦=5+ hcp, 2♥=0-5 hcp 2♠=5+c♥ with 2 honors, 2NT=5♣+2 honors	After 2♣-2♦/♥-2NT we play puppet, trf, texas	
2♦	y	0		5c+M, <8hcp	2NT=asks: 3♣=weak ♥/♦→3♦:ask→trf, 3♦=good ♥, 3♥=good ♠, 2♦-3♣/♦=F	2♦-2♥-2♣-3♣/♦=to play 2♦-2♣-2NT-3♣/♦=to play	
2♥		6		5♥+, 4+ another suit <10 hcp	2♣=p/c, 2NT=asks, 3♣/♦=, 3♥=invitational 3♣=6c F, 4♦=splinter, 2NT=ask, 3♣/♦=F, 3=♥ inv with ♠	2NT-3♣/♦=second suit, 3♥=spades, 2♥-2NT-3♣-3♠=cue-bid with ♥ as trumps	
2♠		6		5♣+, and a minor, <10		2♥-2NT-3♣-4♣=ask aces with ♣ as trumps	
2NT				20(19)-22 hcp	Puppet stayman, transfer, texas		WOLSEY defence
3♣/♦		6		6-7 c ♣/♦ <10 hcp	New suit is forcing, 4♣: if it is not competitive is RKCB	After of interference of the opponent it may be lead directing	
3♥/♣		6		6-7 c ♣/♦ <10 hcp	New minor is cue-bid	HIGH LEVEL BIDDING	
4♣/♦/♥/♠		7		Pre-empting Both minors preemptive		RKC 1/4-0/3-2noQ-2+Q (5NT=2+any void, 6 any=1 or 3+ any void When there is uncompetitive fit in minor 4 in the minor is RKC: 1° step=weak, 2° = 1/4, 3° =0/3, 4° =2noQ, 5°=2+Q, 6°=5m=1A+void, 5level=2A+void, DOPI/ROPI, exclusion Blackwood, que-bids show 1 st or 2 nd round control, non-serious 3NT after fit in a major	
3NT							

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)		
1 LEVEL=7-17		
INT OVERCALL (2nd/4th Live; Responses; Reopening)		
2 nd =15-18, 4 th =12-16, Live=16-18		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
Weak		
Reopen: Opening hand 6+		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
GHESTEM		
VS. NT (vs. Strong/Weak; Reopening; PH)		
2♦=MAJORS		
2♦= ♥ or ♣		
2M=NAT + minor		
X = PEN		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♦ or 2♦		
OVER OPPONENTS' TAKEOUT DOUBLE		

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	Lead	In Partner's Suit
Suit	4th	4th
NT	Attitude	Attitude
Subseq		
Other:		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AK	Unblock
King	KQ	KQ
Queen	QJ	Unblock
Jack	J10	J10
10	109, H109, KJ10	Unblock
9	9x	109, 9x+
Hi-X	Xx, xXx+	Bad suit
Lo-X	HxX, HxxX+	Good suit
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
1	Lo ENC	Lo Even
Suit 2	Lo EVEN	SP
3	SP	
1		
NT 2	same	same
3		
Signals (including Trumps):		
SP		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
All usually take out		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		

EBL CONVENTION CARD		
CATEGORY:	Blue	
NCBO:	Greece	
PLAYERS:	Delimpaltadakis - Protonotarios	
EVENT:	Open	
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
Strong club 16+		
1♦=2+		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
2♦=3 suiter with short ♦, 10-15		
SPECIAL FORCING PASS SEQUENCES		
IMPORTANT NOTES		
PSYCHICS:		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES		SUBSEQUENT ACTION
1♣	x			16+ any	1♦=0-7 any, 1♥=8-11 ART GF, 1♠=8+ NAT GF 1NT=5+♥ 12+, 2m=NAT 12+, 2♥=14+ ART BAL 2♠=ANY 4441 12+, 2NT=12-13 BAL		
1♦	2			11-15 NAT or 11-13 BAL If NAT can have longer ♣	1M=NAT F1, 1NT=6-12 NF, 2m=4+ NAT INV+ 2♥=5+♠ and 4+♥ 5-9, 2♠=5+♠ and 4+♥ 10-11 2NT=NAT INV, 3♣=54+ in minors, 6-9, 3♦=PRE 3M=PRE		
I♥				NAT	1♠=NAT, 1NT=NF may have 3FIT, 2♣=2+ FG 2♦=5+ FG, 2♥=8-11 INV, 2♠=6+NAT below INV 2NT=4+FIT BAL or 14+SPL FG, 3♣=4+FIT INV or 10-11 SPL, 3♦=mixed raise, 3♥=PRE 3♠=ANY 12-13 SPL, 3NT/4♣/4♦=10-12 void SPL		
1♠				NAT	Same with 1♥ except: 2♥=5+ GF, 2♠=8-11 INV		
1NT				14-16	Stayman, Transfer, Texas		
2♣	6			10-15 NAT	2♦=ART ASK INV+		
2♦				0-1 3 suiter, short♦, 10-15	2NT= ART ASK INV+		
2M				WEAK 2	2NT= ART ASK INV+		
2NT				20-21 BAL	Stayman, Transfer, Texas		
							HIGH LEVEL
						1430 RCKB OVER COMP PASS is always the first step	

DEFENSIVE AND COMETITIVE BIDDING				LEADS AND SIGNALS				 EBL Convention Card					
OVERCALLS(Style; Responses; 1/2level; Reopening)				OPENING LEADS STYLE									
		Lead		in Partner's Suit									
1 Level 7+, 2 Level 10+		Suit		4th best, 2nd from 3+ small, High from xx		Same		Category: Green					
Cue: 10+, Jump Cue: 6-9 4c fit		NT		4th best, 2nd from 3+ small, High from xx		Same		Country: Greece					
		Subseq		Small shows interest		Same		Event: (Open/Women/Senior/Transnational)					
		Other:						Players: Karamanlis - Eidl					
1NT OVERCALL (2nd/4th Live; Responses; Reopening)				LEADS				SYSTEM SUMMARY					
2nd: 15-18 4th over minor: 11-14 4th over Major 11-16 4th Live: 15-18				Lead	Vs.Suit	Vs. NT		GENERAL APPROACH AND STYLE					
System on				Ace	Ax+ AK+	AKx+		5c Majors, 1NT/1M F1.					
				King	KQ+ AK	AKJ10+ KQ109+		1♦=2+, 1♦=4+					
				Queen	QJ+	QJ9+ KQ10x							
				Jack	J10+ KJ10+	J10+ AJ10+ KJ10+							
JUMP OVERCALLS(Style; Responses; Unusual NT)				10	109+ H109+	109+ H109+							
1-Suit: Weak 3-8				9	9x	98+ H98+		1NT Openings: 15-17					
				Hi-x	Xx xXx+	Xx xXx Xxx xXx+		2 OVER 1 Responses: Game Forcing					
				Lo-x	HxX HxxX HxxXx+	HxX HxxX HxxXx+		SPECIAL BIDS THAT MAY REQUIRE DEFENCE					
Reopening:				SIGNALS IN ORDER OF PRIORITY				2♦: Strong, any one-suiter 17-22 approx, or 22-24 BAL, not GF					
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)					Partner's Lead	Declarer's Lead	Discarding	4♦/4♦: 8-9 tricks in ♦/♦ with some defence (NAMYATS)					
2♦: Natural, 2♦: Majors, 2♥: ♠+♦, 2♦: ♦+♥				Suit: 1st	Lo = ENC	Lo = EVEN	Lo = ENC						
3♦: ♠+♦, 3♦/3♦: Ask stopper for 3NT				2nd	Lo = EVEN	S/P	Lo = EVEN						
Reopening: 2♦/2♦: Majors, 2♥/2♦: Other Major + minor				3rd	S/P								
3♦/3♦/3♦: Ask stopper for 3NT				NT: 1st	Same	Same	Same						
VS. NT(vs. Strong/Weak; Reopening; PH)				2nd									
Double: NT HCP +				3rd									
2♦: Majors				Signals (including Trumps):									
2♦: ♥ or ♦				Often S/P in trumps,									
2M: M+minor													
2NT: minors				DOUBLES									
3X: PRE				TAKEOUT DOUBLES(Style;Responses;Reopening)									
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)													
Over 2M, 4m: 5m + 5 OM strong								SPECIAL FORCING PASS SEQUENCES					
VS. ARTIFICIAL STRONG OPENINGS				SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES									
								IMPORTANT NOTES THAT DON'T FIT ELSEWHERE					
OVER OPPONENTS' TAKE OUT DOUBLE								Psychics:					

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	7♠	Natural	1X: NAT, 1NT: 6-10, 2♦: 5+♦ FG no M, 2♦: 5+♦ 9-11, 2M: NAT Strong FG, 2NT: 10-11 inv no M	Two way check back [],	
				11-21 HCP	3X: PRE, 3NT: 13-15 bal no M, 4♣: PRE, 4♦?: 4M: PRE		
1♦		4	7♠	4+ can be balanced	1X: NAT, 1NT: 6-10, 2♦: 5+♦ FG, 2♦: 4+♦ FG, 2M: NAT Strong FG, 2NT: 10-11 inv no M		
				11-21 HCP	3♦: 4+♦ 9-11, 3♦: PRE, 3M: PRE, 3NT: 12-14 no M		
1♥/♦		5	7♠	Natural	1♣: 4+♣, 1NT: F1, 2♣: 3+♣ FG, 2♦: 4+♦ FG, 2♥/1♣: 5+♥ FG 2M: 3c fit 6-9, 2♦/1♥ Strong FG, 2NT: 4+ fit FG [], 3♣: 4c fit 6-9, 3♦: 4c fit 10-11 3♦/1♣: Short 12-14, 3M: PRE, 3♦/1♥: Short 12-14, 3NT=12-14 3c fit, 4m: Short 12-14 4♥/1♣: NAT PRE		Drury (even in competition) by passed
1 NT			7♠	15-17 HCP BAL	2♦: ASK M [], 2♦/1♥: Transfer [], 2♣: TRF ♦, 2NT: TRF ♦, 3♣: ASK 5M, 3♦: 55m FG 3M: SHORT M (31)(54), 4♣: 55M Choice of game, 4♦/1♥ TRF, 4♣: Slam try 44m BAL 4NT: QUANT, 5NT: QUANT for 7		
2♣	x		7♠	FG 9+ tricks or 25+ BAL	2♦: Waiting, 2M: 5+ KQ+, 2NT: 55M, 3m: 6+ KQ+, 3M: 55m short		
2♦	x		7♠	8.5-9 tricks 18+ HCP or 22-24 BAL	2♥: ART Waiting, 2♣: Waiting with 5+♣		
2♥/♦		6		3-10 HCP	2NT: INV+ ASK side trick, NEW SUIT: F1		
2NT			7♠	20-21 HCP BAL	3♣: ASK 4M, 3♦/1♥: TRF, 3♣ SLAM TRY with ♣, ♦ or ♣+♦ 4♣: ASK Aces, 4♦/1♥: TRF, 4♣: Slam try 44m BAL 4NT: QUANT, 5NT: QUANT for 7		
3♣	6			PRE	3♦: ART INV for 5♣, New Suit: F1		
3♦	6			PRE	4♣: ART INV for 5♦, New Suit: F1		
3♥	6			PRE			
3♣	6			PRE		High Level Bidding	
3NT	x			Gambling		RKCB: 1430	
				Solid minor no side A/K			
4♣	x			7.5-8.5 tricks in ♥			
4♦	x			7.5-8.5 tricks in ♣			
4♥	7			PRE			
4♣	7			PRE			
4NT	x			Both minors PRE			
5♣				PRE			
5♦				PRE			

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)		
weak (6+HCP), mixed raise, cue is INV raise or any GF		
INT OVERCALL (2nd/4th Live; Responses; Reopening)		
15-18 , sys on, reopening nv: 11-15, v.: 12-16 sys on		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
weak (nv.:2-8, v.:3-10)		
Reopen: intermediate, 2nt: nv.: 16-18, v.:17-19 bal		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
Michaels unlimited		
jump cue: asks for stopper		
VS. NT (vs. Strong/Weak; Reopening;PH)		
Multi Landy, X is 4M+5min by PH		
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)		
leaping Michaels		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♦ or 2♦		
X/1D/1N: colour/shape/rank 2suiters, 1M nat, vs. strong 1 cl -1 D resp. the double is one major and one minor, nt is the same		
vs 2 cl strong DBL-2D-2NT(C-S-R)		
OVER OPPONENTS' TAKEOUT DOUBLE		
RDBL:10+HCP, 2x NF, 2Nt Jacoby FG		

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	Lead	In Partner's Suit
Suit	3 rd /low	3 rd /low
NT	ATT.	MUD
Subseq	count,att	
Other:	J/T/9: 0 or 2 higher	
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AKx	same
King	AK, KQx, AKJT	
Queen	QJx	
Jack	JTx	same plus AQJ
10	Tx, KJT, AJT	
9	9x, HT9	
Hi-X	3 rd /low	
Lo-X	3 rd /low	ATT
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
1	Hi=Disc	Hi=Odd
Suit 2	Hi=Odd	
3	Hi=S/P	
1	Hi=Disc	Hi: rev. smith
NT 2	Hi=Odd	Hi=Odd
3	Hi=S/P	
Signals (including Trumps): reversed smith in NT(low is positive in the op. lead)		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
NAT style		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
Anti-lead DBL, if the player who bid a 5+ suit, doubles the opps cue, it means he has a better idea for lead		
Support DBL/RDBL		
Take out doubles, Snapdragon doubles, Lightner doubles		
Card showing doubles		

W B F CONVENTION CARD		
CATEGORY: GREEN EVENT:		
NCBO: HUNGARY		
PLAYERS: Miklós Dumbovich, Gábor Winkler, Csaba Szabó, Balázs Szegedi		
(Played by all partnerships except Hegedűs-Szegedi)		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
5 card M, better minor, strong NT		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
2D: weak 2 in diamond (nv:2-8, v:3-10)		
3NT: gambling minor		
2CL: 22+ bal or any FG		
SPECIAL FORCING PASS SEQUENCES		
inv+ hand without fit and an op. partner		
IMPORTANT NOTES		
PSYCHICS: rare		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	CATEGORY: PLAYERS: Miklós Dumbovich, Gábor Winkler, Balázs Szegedi, Gál Hegedűs, Csaba Szabó			
				NCBO: HUNGARY	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4H	better minor 11-22	Inverted raise, 2N: GF BAL, 1x.: nat F1 2D: MULTI, 2M: Reversed flannery (2h:6-9, 2sp: 10-11)	SPL, 4 th suit GF, 2D checkback FG	
1♦		3	4H	11-22	as above, 2cl: F1 3+, 10+ HCP		
					Same as above		
1♥		5		11-22	Forcing NT, 2/1 GF (2cl: 2+, 2 d, h min 5 cards), Jacoby FG, Bergen raises, SPL		Drury fit reversed
							2/1 weak, 3x nat inv
1♠		5		11-22	as above, 2H:FG 5+ H		2nt. 6m4oM inv
INT			3x	(14)15-17 BAL	stayman, transfers (4suit), 3C weak minors, 3D strong minors, 3M: 13(54,45)		
2♣	yes			Forcing to game exc.2NT rebid over 2♦ which is 22-24- bal.	control responses (2d-3d)		
2♦		5		weak 2 nv.:2-8, v.: 3-10)	2M, F1, 2N relay		
2♥		5		weak 2 as above	2S: F1, 2N relay		
2♠		5		weak 2 as above	2N: relay, 3H: F1		
2NT			3x	(19)20-21 bal.	Stayman, transfers		
3♣		6		nat weak 5-6 tricks dep. on vuln	4D: RKCB		
3♦		6		nat weak as above	4CL. ORKC D		
3♥		6		nat weak as above	4m cue		
3♠		6		nat weak as above			
3NT	yes			Gambling with minor	4D: relay		
4♣				nat	4D:RKCB		
4♦				nat	4NT:RKCB		
4♥				nat			
4♠				nat			
4NT							
5♣						HIGH LEVEL BIDDING	
5♦						SPL, Kickback RKC, mixed cue bids, 4minor if agreed: ORKC, 1 st step is bad, exclusion blackwood, super blackwood (5suit+1: RKCB)	
5♥							
5♠							

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1 / 2 Level; Reopening)

1level: can be good 4-card suit, aggressive 4+HCP

RESPONSES: usually NF, cue bid FIT INV+ or any GF, 2NT usually 4+ FIT INV+

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

(1x)-1NT=15 – 18, stayman, 4suit TRF

(1x)-P-(1y)-1NT= unusual, 5/4 in unbid suits

BALANCING 1NT = (12)13 – 16 stayman, 4suit TRF

JUMP OVERCALLS (Style; Responses; Unusual NT)

Jump suit overcalls: aggressive NV, intermediate V

Jump 2NT overcall: 2 lowest unbid

Reopening jump suit: intermediate

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

Direct cue: Michaels

Jump Cue: asking for stop for 3NT

(1m)-4m: Strong pre-empt in a major

VS. NT (vs. Strong/Weak; Reopening; PH)

vs. STR(15+) or passed hand: DONT

Vs weaker NT: Multi/Landy

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

Leaping and non-leaping Michaels (over minor 4♦ both majors)

VS ARTIFICIAL STRONG OPENINGS

Over 1/2♣: dbl = reds or blacks, 1/2♦ = round or pointed suits

1/2NT = majors or minors. Rest natural, any higher NT: 2 places to play

OVER OPPONENTS' TAKEOUT DOUBLE

1♣/♦-(X)-1♥/♠ = RF, Fitjumps; 2NT = inv+ raise

1♥/♠-(X)-3♥/♠ = pre-empt; 1♥/♠-(X)-2NT=4+ fit, invit+

XX = usually at most 2-cards in partners suit.

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	Low from honour or doubleton	Same
NT	Low from honour	Same
Subseq	Attitude or reverse count	Same

Other: K from AK if singleton outside or if defending 5 level (4level dblled)

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx+, Ax+	AKx+
King	AK, KQx+, Kx	KQ(J)x+, AKJT+, AKQ+
Queen	QJx+, Qx (AQJ)	Same plus KQT+, (KQJ+)
Jack	Highest or A/KJ10+	Same plus QJ98+
10	109+ or H109+ (10xx+)	Same
9	9xx+	Same plus 9x (H98x+)
Hi-X	No honour (no small doubleton)	Highest or second highest
Lo-X	Lowest from honour or xx	Lowest from honour

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Low = Enc	Smith: Low = Enc	Low = Enc
Suit 2	Low = Even	Low=Even	Low = Even
3	Suit preference	S/P in trumps	S/P
1	Low = Enc	Smith: Low = Enc	Low = Enc
NT 2	Low = Even	Low=Even	Low = Even
3	S/P	S/P	S/P

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Aggressive, equal level conversion.

Cue bid over 1m-dbl: 5-8 both Majors or STR, Cue of 1M – GF

2NT often invit with a major,

(1x)-p-(1y)-dbl: 14-18 balanced or any STR

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Negative, support, snapdragon

Anti-lead doubles

Dbl of splinter asking for (lower) fragment lead

W B F CONVENTION CARD

CATEGORY: Green

NCBO: Hungary

PLAYERS: Gal Hegedus
Balazs Szegedi

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5-card majors, 1♣/♦ = better minor; 1NT = 1st 2nd 4th (11) 12-14; 3rd (14)15- 17

2♣ = 23-24 BAL or GF, 2♦/♥/♠ = Weak 2

Light preempts. Openings and responses

2-over-1Major = GF

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

1♣-2♦ = 0-7HCP, 6♥ or ♠

1m-2M: reverse flannery (5♣, 4-5♥)

TRF Lebensohl after NT opening, normal LEB after 2M-dbl

Transfers after 1M-(dbl)

SPECIAL FORCING PASS SEQUENCES

After 12-14NT-(dbl)-pass forcing RDBL (except 4333 or notrumpish 4432)

2N-(3x)-p forces DBL

IMPORTANT NOTES

Opening leads always attitude

PSYCHICS: rare, usually with limited partner

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4♥	10-22	1♦ can be 3 cards, 1♥/♠ NAT 1NT 8-10, inverted minor raises, reverse flattery	1x-1y-1N- 2♣=wk in ♦ or inv; 2♦ = GF 1x-1y-2N: Wolff 3♣	FITJUMPS
					Same, INT:5-10, 2♣ INV+	Same	FITJUMPS
1♥		5	4♦	10-22, can be 4 in 3 rd hand	Bergen: 3♣ 0-9, 3♦ 10-14, F1NT, 2♠ 0-7 6♠		2♣ = Drury, INV+, 3 cards fit
					2NT: Jacoby, 2/1GF, 3M 11-12, 2M 8-10, SPL		2♦ = Drury, INV+, 4 cards fit
1♠		5	4♦	As above	As above		FITJUMPS
1NT (1/2/4)				(11)12-14, = can have 5M, 7m	2♣=Stay (often INV); 2♦ GF Stay, 2NT NAT, rest signoff	2♣:+new suit INV, +4m South African texas	2♦ signoff
1NT (3)				(14)15-17, = can have 5M, 6m	2♣=St; 2♦-2NT=TRF ; 4♦/♥ = TRF to 4♥/♠	2♣:+3♥/♠ = Smolen, TRF+new suit: TRF	
2♣	X			GF or 23-24 BAL	CONTROLS (0-1, 2, AK, KKK, 4+)	2♣-2♦-2♥: NAT or GF BAL	
2♦		5		6-10 (NV) 5-6 cards, 8-11(V) 6(7) Cards	2NT relay, rest NF	2♦-2NT- 3♣/♦=min/max	Opening is wide range in 3 rd pos NV
2♥		5		6-10 (NV) 5-6 cards, 8-11(V) 6(7) Cards	2NT relay, rest NF	2M-2NT- 3♣/♦=min/max	Opening is wide range in 3 rd pos NV
2♠		5		6-10 (NV) 5-6 cards, 8-11(V) 6(7) Cards	2NT relay, rest NF	2M-2NT- 3♣/♦=min/max	Opening is wide range in 3 rd pos NV
2NT				(19)20-22, = can have 5M, 6m	3♣ = St.; 3♦/♥ = TRF ♥/♠; 3♠: minor stayman 4♦/4♥ = TRF 4♥/♠, 4♣/♠ = SLI with ♣/♦	SMOLEN, 3♣+4♣ minor stayman, 3♣+4♦ SLI with a 5card minor	
3♣/♦		(5)6		aggressive 3-4-5 rule, wide range in 3 rd	New suit NF		
3♥/♠		(5)6		As above	New suit NF, 4m cuebid		
3NT	✓			Gambling			
4♣/♦		6		aggressive 3-4-5 rule, wide range in 3 rd			
4♥		6		aggressive 3-4-5 rule,	4♥-♠ = to play; 4♥-4NT = RKCB		
4♣				aggressive 2-3-4 rule			
4NT	✓			Both minors			
5♣/♦		(6)7		aggressive 2-3-4 rule		HIGH LEVEL BIDDING	
5♥/♠		7		Pre-empt		4trump +1 = RKCB 03/14, exclusion, lackwood	
						Italian cuebids (1 st /2 nd round control)	
						3♣/NT serious	
						Lightner dbls	
						PODI, PORI, PEDO, PNS-ROBI	
						Last train	
						5NT usually means - pick a slam	

Defensive and competitive bidding				Leads and signals					SYSTEMCARD					
overcalls 8-16 HCP				suit	3rd/5t X	4th;	Attitude;	Rusinow;						
Responses:Nat				Open	others:									
Jump overcall: Preemtive, 2nt 4 card raise in maj				NT	3th/5th;	4th;	X	Attitude;	Rusinow;					
					others: Top of nothing									
4th pos; 1nt 10 - 15 hcp					Subsequent lead									
Responses: 2c asking, transfers					Attitude									
Take out double 10+ HCP														
Responses: NAT														
1 NT= 7-11 HCP														
4th pos Nat, jumps intermediate														
Responses: NAT														
1NT OVERCALL														
2. hand= 15-18	stayman													
	Transfers													
4. hand= 10-15														
Jump overcall: I Weak	Interm	Strong	2 suiter											
	X													
Responses: New suit= Forcing					Signal when following suit or discarding									
Jumping in NT: Two lowest suit unbidded														
Responses: Nat.					cards	high	low	odd	even					
michaels; 2d=majors					On partner's lead	D	E			#3 2NT				
					On declarer's lead	1	2			#4 3NT				
					Discarding	D	E			#5 4C/D				
VS. Nt.					On partner's lead	D	E			#6 4NT				
Double= Good hand					On declarer's lead	1	2			#7				
2C: Majors					Discarding	D	E			#8				
2 D: H or S														
VS. Preempts Take out dbl, leaping mich					Another signals					#1				
					High/low=odd number					#2				
					Low/high even number					#3				
					Special, artificial and competitive doubles					#4				
VS. Artificial strong 1c or 2c openings										#5				
Nat 1D/H/S else Trapp up to 4D					Negative	Opening double				#6				
Trapp up to 4D after 2cl					take-out	Support double								
					Lightner	Lead directing double								
					Penalty									
Over opponents take out double														
Transfers					Special forcing pass sequences									
redouble is transfer after 1d - else 10+										Psychics openings Rare				



Setjó
litaðan
miða
hér

SYSTEMCARD

Ragnar Magnússon

Name of player

Birkir Jón Jónsson

Name of player

TICK	min.	Neg.				
opening	Arti	of	dobl	Description	Responses	Subsequent auction
PASS						
1 C	X	0	4H	16+ HCP, any shape	1D=0-8 HCP; 1 S/H 2C/D 5+suit GF. 1NT= 8+; 2H=4441 in any suit 11+HCP, 2S= 4441 8-10 HCP/3c/3d/3h/3S= weak, 7+suit 2 NT=14+ HCP;	1C-1d/1h=relay, 1C-1D/2H=any 4441 19+ 1C-1NT-2C=power prec 3C=Ask. About 4 cards suit
1 D	X	0	4H	10-15 HCP	1 NT=6-11 HCP 2H/S=Nat Invit 6 card 2NT=Inv 3C/D Inv to 3NT;	Nat. Nat. Nat.
1 H	5	4D	10-15 HCP	1S=forc;2C/D=game forc; 1NT= semi forc. 2S= 6 card 9-11; 2Nt=inv+ 3C/D=Inv. to 3NT; 3H=Pre; 3S,4C/D=Splinter	Nat; Nat; Drury	
1 S	5	4H	10-15 HCP	same as above	Same as above	
1 NT			13-15 HCP	Stayman; Transfers; 3C 5-5 in min nf,3D 5-5 in minors gf,3H,3S singl	1nt-2c-2d-2sp=relay	If 1nt double: system on, redouble is C or D
2 C	5	4H	10-15 HCP, 5+4 in a major or 6+clubs	2D=relay;2H/S=nf;2NT=inv.to 3nt 3C=Pre; 3D/H/S= 6+suit GF	Cue	
2 D	X	6	6-10 HCP, 6 card major	2NT=Forcing and asking	3 c=H. 3d=s, 3h max, 3s max, 3nt AKQxxx	
2 H/S		5	6-10 HCP. + 4 card minor	2NT=Forcing, 3C pass/corr		
2 NT	X		minors	Nat		
3CDHS		6	NAT	4C,4D,4H,4S=preemptive in minors or majors New suit=Forc.		
3 NT			Solid minor	4C: pass/corr, 4D ask for single	SLAM APPROACH AND CONVENTIONS(including all slam-interest bids)	
4 C/D			Preemtive		4 NT= RKCB	
					Splinters	
4 H/S		6	Preemtive	4 NT=RKCB; Cue-bid	4C/4D=RKCB after GF with minor	
					1 NT-4NT= Slam-try not forc	
4 NT			Minors		Dopi. Ropi. Dope	

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DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style; Responses; 1 / 2 Level; Reopening)		
Nat but somewhat aggressive style based on vulnerability.		
1M-(dbl) - transfers		
New suit F1 (with exceptions) unless 3 rd hand bids then NF		
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		
15-18 system on		
Reopening vs 1m 10-15, vs 1M 11-16 -		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
Weak but generally sound, based upon vulnerability,		
2N=asks for shortness, cue=invit, other Nat NF		
... transfers if 3 rd hand dbl.		
Reopen: Intermediate		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
(1♣)-2♣= M's / (1♥)-2♥=mich / (1♦)-2♦=mich		
VS. NT (vs. Strong/Weak; Reopening; PH)		
dbl=nat, 2♣=Landy, 2♦=good M overcall, 2M=nat, 2N=m's		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		
(3♣)-4♣=M's		
(2M)-3M=stopper asking or strong m's		
(2M)-4m=5+m 5+OM		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣		
Dbl = Maj		
NT=min		
OVER OPPONENTS' TAKEOUT DOUBLE		
1M-(dbl)-transfers, 2N=4c raise about 9+hcp		
2M-(dbl)-transfers		

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	Lead	In Partner's Suit
Suit	3/5	1-3
NT	3/5	1-3
Subseq	1-3, att-ish vs NT	
Other:		
Leads in pd's suit if supported suggesting 3+ then generally top of xxx		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AKx+	attitude/ count if dummy xxx
King	KQ(x+), (AK)	strong
Queen	QJ(x+), AQJ(x+)	QJ (x+)/ KQ(x)/AQJ(x+)
Jack	J10(x+) / Jx / KJ10(x+)	J10(x+) / KJ10(x+)
10	10x / Q109(x+) /	109(x+)/Q109(x+)
9	9x / K98x(x+) / A98x(x+)	9x(x+) / K98x(x+)/A98x(x+)
Hi-X	hi-lo from doubleton	top or second from nothing
Lo-X		4th
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
Suit 1	Attitude / SP	count / SP
2	SP	SP / count
3		Attitude (count)
NT 1	attitude / count / SP	SP / count
2		attitude
3		
Signals		
otherwise SP (possibly count).. UDCA		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
relatively liberal style,		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		

W B F CONVENTION CARD		
CATEGORY:		
NCBO: Iceland		
PLAYERS: Snorri Karlsson-Július Sigurjónsson		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
2/1, 5card Majors... variant Notrump 12-4		
1♣ 3+♣		
1♦ 3+♦		
3 rd seat openings can be (very) light, vulnerability based		
No trump hands can possibly incl (usually H) singleton		
Regular upgrades of balanced hands, 2 ways with 22 and 24bal		
Preemptive Style is Sound, though vulnerability based		
Some transfers in competition		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
SPECIAL FORCING PASS SEQUENCES		
IMPORTANT NOTES frequent non penalty dbl's		
PSYCHICS: Rare		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4♥	3+♣	1♦=nat or problem hand, 1♥♦=Nat, 1N=6-9, 2♣=inverted , 2♦=4♠ + 5♥, less than inviting	2way check back	
					2♥=a)2NT invite b)limit raise in ♣		
					2♦=mixed raise in ♣		
1♦		4	4♥	3+♦	1♥♦=nat, 1N=6-9, 2♣=Nat GF, 2♦=inverted, 2♥=a)2NT invite b)limit raise in ♦ , 2♣= ♣ weak or inv, 3♣=mixed raise	1N rebid by opener can be bid with singleton in pd's suit.. 2way check back	
1♥		5(4)	4♦	5+♥	semiF 1N, 3♣3♦3♥=(9)10-12 nat invit	after 1♣/1N response: 2♣ hexan, forcing	Drury, 2N= 4c raise
					usually 3card fit, 2N=GF+ fit, 3N= Good 4H bid		
1♣		5(4)	4♥	5+♣	3N=Good 4♣ bid		
INT			4♥		2♣=stayman asking, transfers, 3♣=puppet		
					15-17		
					3♦=minors 3M=short with minors, 4♣♦=SA texas		
				All can include 5M 6m, singel			
2♣			4♥	Bal 20-21/24+/ any GF	2♦=5+hcp, 2♥= 0-4 hcp 2♣3♦=good suit, 2N=♥		
2♦		6(5)		W2 can be 5 1 st /3 rd NV		responses after 2N: nat	
					2N asking		
2♥		6(5)		W2 can be 5 1 st /3 rd NV	When 6+ new suit F1, 2N asking		
2♣		6(5)		W2 can be 5 1 st /3 rd NV			
2NT		4♥	22-23		3♣=stayman, 3♦♥=transfers, 3♣=m's	accepting transfer promises fit	
					4♣♦=nat 6+ slamish, 4♥♣=TO PLAY		
3♣		6	(6)7				
3♦		6	(6)7				
3♥		6	(6)7				
3♣		6	(6)7				
3NT				Solid minor little else	4♣=P/C, 4♦ask shortness.>4M short, 4N short Om		
4♣				nat	nat		
4♦				nat	nat		
4♥				nat			
4♣				nat			
4NT				specific ace ask	5♣=0 aces, 5♦♥♣6♣=the ace in the bid suit, 5N=2		HIGH LEVEL BIDDING
5♣				nat			
5♦				nat			
5♥						rkcb, cuebids, splinters, dopi-ropi-depo	
5♣							

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1 / 2 Level; Reopening)

Nat usually 5+ cards

New suit is constructive, NF

Cue is good raise and jump cue is inv raise

Jump responses are GF by unpassed

INT OVERCALL (2nd/4th Live; Responses; Reopening)

Direct: 15-18 bal.

4th: 11-14 over m. 11-16 over M.

JUMP OVERCALLS (Style; Responses; Unusual NT)

Weak

Reopen: weak

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

(1M) – 2M = oM and ♣, 2N = oM and ♦, 3♣ = minors

3m over 1m opening= nat, preempt

3M over 1M= ask for stopper

VS. NT (vs. Strong/Weak; Reopening; PH)

Vs strong and by a passed hand

X = ♠ an other, 2♣/♦ that suit and ♥, 2M = NAT

Vs weak Multylandy, 2M = 5+M and 4+m

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

Takeout doubles, Leaping Michaels

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

Vs 1♣: x = majors, 1n = ♣ or ♦♥, 2/3X = TRAP, 2N = ♠♦/♥♣

Vs 2♣: x = ♦ or ♥+♠, 2/3X = TRAP, 2N = ♠♦/♥♣

OVER OPPONENTS' TAKEOUT DOUBLE

Trans after M x other nat,

2NT= 7+ and 4+fitt after 1M openings.

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3 rd 5 th , Hi from doubleton	3 rd , HI from doubleton
NT	4 th , hi from 2-4 small	3 rd , HI from doubleton
Subseq	attitude	3 rd , HI from doubleton
Other:	High from 3-4 small from promised lenght.	

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx+, Ax	AKx, Ax
King	KQ+, AK, Kx	AKJ10+, KQ109+, Kx
Queen	QJ+, Qx	KQ+, QJ+, Qx
Jack	J10+, KJ10+, Jx	HJ10+, J10+, Jx
10	109+, AJ10+	109+, H109+, 10x
9	3 rd or doubleton	top or 2 nd from top
Hi-X	4 or doubleton	4 th best or top from nothing
Lo-X	3 rd 5 th	4 th , or 3 rd from honor

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Low= Enc.	suit pref., count	Low = Enc.
Suit 2	suit preference		
3			
1	Low= Enc,	SP , count	Low = Enc.
NT 2	count		Count/SP
3	suit pref.		

Signals (including Trumps): Hi-low in trumpf for intrest for a ruff or count.

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

a) 9+ support with the other suits

b) 17+ and 5+ in other suit.

c) 19+ balanced, can be 4th 15+bal

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

takeout doubles, lead direct doubles.

Support x and xx, game try x.

If GF then penalty.

W B F CONVENTION CARD

CATEGORY:

NCBO: ICELANDIC BRIDGE FEDERATION

PLAYERS:

GUÐMUNDUR SNORRASON
SVEINN R. EIRÍKSSON

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

2/1, 5-card majors

1♣ is 4+♣ or 11-14/18-19 balanced,possible much longer ♦ if bal

1♦ is 4+♦ and semibalanced or unbalanced hand

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♣ : weak with 4+♠ and 5+red or 23+bal or GF w/ minor/minors

2♦: 0-8 pts weak 2 in ♥/♦ or GF with 5+ ♥/♦

2M = 6-7 cards and 9-12 hcp

1M -2♣ = 9-11p, 3-card raise or GF bal or 4+♣

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

Frequent upgrades and few downgrades

PSYCHICS: Rare but everything allowed at own risk

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	X	2	4♥	11+, possible longer ♦ if bal either 11-14 or 18-19	Transfers, 2♦=Nat GF, 2♥♠ 6 cards 8-11		
1♦		4	4♥	11+, 4+card	1♥♠ = Nat, 1NT=GF, 2♣/♦ NF, 2♥=INV+ with ♦, 2♣= GF with ♣	Many artificial bids from opener.	
1♥		5	4♥	11-24.	1♠=nat, 1NT= 4-12 2♣=9-11 3 cards ♥ or nat GF or balanced GF 2♥=4-8p 3cards. 2NT=4+♥ 8+hcp,	Gazilli	Drury 2/1= max pass
1♠		5	4♥	11-24	Same as after 1♥.	Gazilli	
INT			4♥	15-17	2♣=stayman, transfers to all suits. 3♣=weak with minors, 3♦ str w minors 3♥♠ short and GF		
2♣	X	0	4♥	2♣ weak w/4♠+ and 5+ in red 3-10 hcp or 23+ bal or GF with minor/minors	2♦♥♠=NF, 2NT=asking 3♣ invit in ♠	After 2nt romex stayman,	
2♦	X			Weak with major or GF with major	2♥♠=pass or correct, 2 NT asks about hand	After 2 NT, 3♣=max with either ♥♠, 3♦=min with ♥, 3♥= min with ♠	
2♥	X			6♥ 9-12	2 NT asks about hand		
2♠	X			6♣ 9-12	2 NT asks about hand		
2NT				20-22 bal	Romex stayman, transfers, 3♣ minors, 4 x TRANS		
3♣ 3♦ 3♥ 3♠		(6)7 (6)7 (6)7 (6)7	All Doubles Penalty	Pre-empt, 6-10p	New suit on 3 rd level= nat forcing new minor on 4 th level=Cue bid, slam try in your suit raise=to play, pre-emptive 4♥♠= natural, to play 4NT=RKCB		
3NT	X		Pen	Solid 7+ in minor	4♣/5♣= Pass correct 4♦= Asks about hand		
4♣ 4♦		(7)8 (7)8	pen pen	Natural pre-emptive,	All natural. 4M= to play. 4♦= cuebid. 4NT= RKCB		
4♥ 4♣		7 7	pen pen	Natural, to play, can have an opening bid. Pre-emptive	4♠/5m= cuebid, slamtry. 4NT= RKCB		
4NT				Ace asking		HIGH LEVEL BIDDING	
5♣ 5♦		8 8		Pre-emptive long suit		RKCB=1403 5NT= depends on auction, can be grand slam try or pick a slam.	

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)		
1and 2 level overcalls (no jump) constructive		
Response new suit forcing		
Response to 1♥/♦ overcall: cue = inv+, 2nt = 4+ supp inv+		
Jump responses pre-emptive		
Over opps simple overcall, new suit = 5+ Forcing or System ON		
2NT = natural (NF) if opps overcall our 1♣/♦, or in response to our simple (non-jump) overcall		
INT OVERCALL (2nd/4th Live; Responses; Reopening)		
15+-18 in 2 nd position, and in 4 th position if responder bid		
10-15 in 4 th position, 2♣=ask, 2NT=max		
1NT system responses on after 1NT overcall (except above)		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
1 Suit: Jumps = weak: 1 jump = weak 2 hand; 2 jump = weak 3 hand		
2 Suit: Ghstem 5+/5+ (Note 1)		
Reopen: No Ghstem (Note 1) in 4 th position		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
Direct cue = Ghstem (Note 1), or support raise/forcing enquiry		
Jump Cues = NT ask or Splinter		
Cue of opps simple overcall of opener 1suit=support, game inv +		
VS. NT (vs. Strong/Weak; Reopening;PH)		
X = Penalties, 2♣ = 4+♥ & 4+♦, 2♦ = single suit ♥/♦ = 5+ suit		
2♥/♦ = 5+ & 4+♣/♦, 2NT = 2 suiter		
3 ♥/♦/♣/♦ = pre-emptive 6+		
vs. 15-17 NT X of artificial bid = suit,		
vs. weaker NT (max 15), X = 15+ bal unless PH		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		
X = take out, NT = natural, Overcall = natural		
Cue bid = NT ask or very strong hand, 2NT frequently Lebensohl (Note 5)		
Leaping Michaels vs weak 2s and 3♣ and Multi (Note 4)		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣		
vs 1♣: X=both M, Jumps=weak, Overcall=natural, NT=2 both m		
OVER OPPONENTS' TAKEOUT DOUBLE		
XX=interested in penalties, subsequent Xs are penalty		
New suit= 4+ natural & Forcing unless already passed		
Jumps = pre-emptive		

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	Lead	In Partner's Suit
Suit	4 th /Attitude(2 nd from 4 th bad)	3 rd & 5th
NT	4 th /Attitude(2 nd from 4 th bad)	3 rd & 5th
Subseq	Attitude	Attitude
Other:		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AKx(+)/Ax(+) asks attitude	AKx(+)/Ax(+) asks attitude
King	AKQx, KQJ/10(+),Kx	KQJ(+), KQ109(+),Kx
Queen	KQx(+), KQ	KQx(+), KQ
Jack	QJx(+), QJ	QJx(+), QJ
10	JTx(+),HJTx(+), JT, Tx	JTx(+),HJTx(+), JT, Tx
9	109x(+), H109x(+), 9x	109x(+), H109x(+), 9x
Hi-X	xSxx, Sx	xSxx, Sx
Lo-X	HxxSx, HxS, xSxxx, xSx	HxxXx, HxS, xSxx, xSXx
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
1	Hi=Even	Hi=Even
	1 st Even=Enc Odd=S/P	
Suit 2	Hi=DISCRG	S/P
	Hi=Even	
3	S/P	
	1 st Even=Enc Odd=S/P	
NT 2	Hi=DISCRG	S/P
	Hi=Even	
3	S/P	
	1 st Even=ENCRG in suit	
Signals: 1 st discard Odd=S/P, Even=ENCRG in suit		
Smith signals vs 3NT+ (Hi=DISCRG, low=ENCRG or Neutral)		
Remainder count = Hi=Even		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
Classic style, maybe light if perfect shape		
Cue bid to suit agreement, Jumps=4+cards 8+, maybe lighter with 5+cards		
Reopening X maybe weaker		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
Negative dble. Responsive X through 4♥		
NV X of Splinter = suggest sacrifice, VUL = lead suit below splinter		
Support X or XX shows 3 card support, up to 2♣		
X of weak artificial support bids = take out of opps agreed suit		
X of transfers at 1 level=suit, cue of opps suit = take out		

W B F CONVENTION CARD		
CATEGORY: Green		
NCBO: Ireland		
PLAYERS: Mark Moran John Carroll		
EVENT: European Open Teams 2022		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
1♣ = 2+♣ balanced or Natural ♣ 11-20hcp		
1♦ 4+♦ unbalanced 11-20hcp		
1♥/♦ 5+ cards 10-20hcp		
1NT=15-17		
2♣/ always strong 2♦ weak 2 in ♥/♦		
2♥/♦ 5+ and 4+m weak		
2NT opening is 21-22 balanced		
2 over 1 FG		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
1♦/♥ responses to 1♣ are transfers 4+♥/♦		
1♣ response to 1♣ is either no M or FG 5+♦ (may have shorter M)		
3NT opening is pre-empt is solid ♣/♦ (not in 4 th)		
Ghestem 2 suited overcalls (Note 1)		
2♦ weak 2 in ♥/♦		
2♥/♦ 5+ and 4+m weak (Note 2)		
2♣/2♦ puppet/FG ask to opener's 11-14 and 18-19 bal rebid		
SPECIAL FORCING PASS SEQUENCES		
1NT-X-XX if XX=escape, Pass=F		
IMPORTANT NOTES		
PSYCHICS: Rare		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2+	4♥	11-20 hcp 11-14 or 18-19 bal or 5+♣ natural	1♦/♥= xfer 4+♥/♣ 4+hcp, 1♣=6+hcp no M or FG5+♦ or FG no 4M, 1NT = 6-10	1♥/♣ rebid 11-14 bal or 3card support +♣, then 2♣ puppet to 2♦; 2♦ = FG, 1NT=18-19	1NT=5/4m non invitational, 2♣=♦, 2♦ = both ♥/♣
					2♣ FG,5+♣, 2♦/♥ xfers game try; 2♣= ♣ game try, 2NT=11-12		
1♦		4+	4♥	11-20 hcp	1♥/♣ natural, 1NT 6-11, 2♣ FG, 2♦ FG 4+♦, 2♥/♣ 6cards 9-11, 2NT=11-12, 3♣=4+♦ 9-11	Transfers after 1♥/♣ except 1♣ rebid natural	
1♥		5+	4♥	11-20 hcp	1♣=4+♣, 1NT=6=11NF, 2♥ = 5-9 hcp, 3+♥, 3♣=4♦ 9-11 3♦=3♥ 9-11 3♥=mixed raise, 2♣ = 2/1 FG 5+♣ or bal often 3♥, 2♦ FG 5+♦	After 1NT rebid 2♣ puppet to 2♦; 2♦ = FG After 2♣, 2♦=4+♦, 2♥=5+♥, suits natural After 2NT, 3♣ = min, 3♦ 15+ and shortage,	3♣ = 4+♥ any singleton then 3NT asks, direct splinter = void
1♠		5+	4♥	11-20 hcp	2NT= 4+♥ FG, 3NT= bal 4+♥ 12-15hcp	3♥ = 15+ no shortage,	
					Similar 1♥	Similar 1♥	3NT = 4+♣ any single etc.
1NT				15-17 hcp	2♣ NF Stayman, 4 suit transfers, 4♦/♥ transfers 3♣/♦ FG both minors 3♥/♣ = nat ST in M		opps X, XX = a 5 card ♣/♦, 2suit = touching suits (not 2♣) X of 4+suit overcall = TO, else 8+ Transfer Lebensohl (Note 5)
2♣		0	4♥	19+ FG, unless rebid 2NT	2♦=relay, 2♥/♣/3♣/♦ = 5+ 2 loser (max) suit	Natural/ Splinters/transfers after NT rebids	
				or bid and rebid suit	2NT= 8+Slam Try or A& K		
2♦		0		5-10 5+♥/♣	2♥/♣ pass/correct 2NT=ask, 4♣ asks xfer to M	After 2NT 3♣/♦=good ♥/♣	
2♥		5+		5-10 5+♥ and 4+♣/♦	2♣ NF, 2NT=ask, 3♣ pass/correct		
2♠		5+		5-10 similar 2♥	As above		
2NT				21-22 bal	Puppet Stayman and transfers, 3♣=minors FG 4♣=Slam try in ♥, 4♦ ST in ♣, 4♥/♣ ST in ♦/♦	After 4♣ response, 4♦=interest, next suit RKCB same principles for other suits	
3♣		6+		5-10 hcp pre-emptive	3 ♥/♣ = 5+ F, 3♦ ask about M's		
3♦		6+		5-10 hcp pre-emptive	As above		
3♥		6+		5-10 hcp pre-emptive	3♣ = 5+F, 4♣=optional Blackwood	After 4♣, 4♥ = worst hand	
3♠		6+		5-10 hcp pre-emptive	4♣=optional Blackwood	Same principle as above	
3NT				Solid suit a minor	4♣/5♣ pass/correct; 4♦ asks which m		
4♣		6+		Pre-emptive			
4♦		6+		Preemptive			
				Pre-emptive			
				Pre-emptive			
				Specific Ace Ask			
5♣		7+				HIGH LEVEL BIDDING	
						Direct splinter response to 1X opening = weak splinter	
						1430 RKCB	
						DOPE slam bidding, D0P1	

NOTE 1: GHESTEM

Ghestem 5+/5+ 2NT = lowest suits, Cue= Extreme suits

Usually weak or strong, both M can also be intermediate

After 1M - 3♣ shows other 2 suits

After 1♣ - 2♦ shows both M

After 1♦ - cue = Majors and 3♣ shows ♣ and ♠ F

NOTE2: BIDDING AFTER 2♥/♣ OPENING

2♠ = 5+♠, NF

2NT = F enquiry

3 or 4♣= P/C to play in openers m

3♦= GT in openers M

NOTE 3: 2♣ to 1 ♥/♣ OPENING

2♣ = FG 2+♣ bal, may have 3 card ♥/♣ support or 2/1 FG with 4+♣;

2♦ = FG, 5+♦

NOTE 4: LEAPING and NON-LEAPING MICHAELS

After opps open weak 2♥/♣, then 4m = 5+m/5+ OM

After opps open: 3♣, then 4♣ = 5+/5+ both M, 4♦ = 5+♦/5+ ♥ or ♠
 3♦, then 4♣ = 5+♣/5+ ♥ or ♠ and 4♦ = 5+/5+ both M
 3M, then 4m = 5+m/5+ OM

After 1M-P-2/3M, then 4m = 5+m/5+ OM

After Multi 2♦, then 4m = 5+m/5+ ♥

NOTE 5: LEBENSOHL and TRANSFER LEBENSOHL

Transfer Lebensohl applies after 2 level overcall of our 1♦ or 1NT opening/overcall:

- When opps M is known X = take out
- 2NT to 3♥ are transfers and 3♠ over opps 2♥ = 5/5 minors FG
- 4 Level = system on
- Transfers to minors are always invite +
- Transfer to opps suit = stayman
- To find a stop we X and then cue

Lebensohl 2NT applies in some other competitive auctions:

- When opps any weak 2 bid and partner X; or
- 1Y-X-2Y-2NT; and
- 1Y-X-2Z-2NT

2NT = relay to 3♣, then: pass or new suit below opps = min

Cuebid = FG with 4OM no stop

3NT = FG with 4OM plus stop

New suit higher ranking than opps = invite

New suit at 3 level = 5+ with 8+hcp F

Cuebid = and FG excluding above

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)		
1 level usually 5 cards: 7-17 HCP. 2 level constructive New suit: F1. UCB usually promises 3 card support. * After 1M overcall: 2NT=4 card raise INV+, mixed raises, jump fits If 3rd hand passes - 2♣ = range ask [Note 12] If 3rd hand bids below 1NT then transfer advances If 3rd hand bids 1NT or above then as above*		
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		
2nd: 15-18. Responses as for 1NT opening 4th: 11-14 v m, 12-16 v M. Stop in opened suit not necessary 2♣ range ask v 12-16, other as 1NT opening		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
1-Suit: Weak except vul v nonvul (INTERMEDIATE), 2NT = Ask 2-Suit: Ghistem 5+5+ [note 3] 3m intermediate over nebulous minor openings Reopen: Intermediate, 2NT = 19-21		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
Ghestem [note 3] Jump cue asks stop Cue in 4th: Michaels 1M - P - 2M then cue is OM =m and 4m = 5m/5OM strong		
VS. NT (vs. Strong/Weak; Reopening; PH)		
2♣ = ♥+ any, 2♦ = ♠ + any (anchor to the shorter (weaker) M if both M) Then 2♥/♣ = (3) 4+ and 2NT = ask invitational + 2M Natural. 2NT = Distributional 2 suit (minor orientated) X = Penalty vs weak and 2nd position V 15+ NT Vs. 15+ in 4th position or passed hand, X = 1m or both M's, V15+ in 4th: 2m =m+M, 2M natural		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		
Double take out. Lebensohl v weak 2M or 2 suiter with known anchor (WK 2M):4♣/♦ = 5OM + 5♣/♦. Cue Bid OM/m less strong. After 3 minor: cue = 5/5M 4om =5om + 5M. After 3M: 4m =5m + 5OM and 4M/4NT = minor 2 suiter		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣		
jumps pre-emptive. Dble = both Majors, NT both minors Then NT responses are UCB		
OVER OPPONENTS' TAKEOUT DOUBLE		
After 1♣: 2NT = 5/5 minors, RDBL = 12+ HCP . Other XX =10+. 1NT to 2 under =transfers (NF or F1), 1♥ (x) 1♣ =4/4+minors 4-9 After 1M: TRFS to opening suit=support 4-7 or GF, 2M 8-10		

LEADS AND SIGNALS		
OPENING LEADS STYLE		
Lead		
Suit	Lead	In Partner's Suit
NT	4th(2nd from bad suits)	Low from odd
Subseq	Attitude V NT, low from odd V suit	
Other:		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	Akx(+)	Akx(+)
King	AQx(+)	KQ(+)
Queen	KQx(+)	KQx(+)
Jack	QJx(+)	QJx(+)
10	JTx(+)	JTx(+)
9	T9x(+)	T9x(+)
Hi-X	xSxx	xSxx
Lo-X	HxxS	HxxS
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
1	Hi = DISCRG	Hi/Lo = E
Suit 2	Hi/Lo = E	S/P
3	S/P	
1	Hi = DISCRG	Hi/Lo = E
NT 2	Hi/Lo = E	S/P
3	SP	
Signals (including Trumps):		
Smith Signal vs NT (low enc or neutral) Remainder Count = Standard SP in trump suit		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
May be light with perfect shape. Equal level conversion Cue bid F to suit agreement. Jump 4 cards with 9 - 11 or 5 cards with 7 - 9 Jumps to 3M weak. Double in re-opening position may be weak		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
Negative DBL. Higher X = cards, co-op T/O Responsive DBL through 4♥. Often game try when no UCB available Higher doubles card showing (Transferable values) Most low level DBLs = Take Out. When we have agreed a suit double of unsupported suit is penalty unless no space when it is game try		

EBL CONVENTION CARD		
CATEGORY		
Open	2022 European Championships	
PLAYERS	Hugh Mc Gann & Tom Hanlon	
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
1♣ = 11 - 13 Balanced or 17+ any		
1♦ = 4+♦. may have longer clubs and is usually unbalanced		
1 Major = 5+M, 10-16, 1NT response 5-12 HCP NF		
Fairly aggressive style		
1NT Openings: 14 - 16		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
1♣ Opening and canapé responses		
2♦ Opening = 11 – 16, 3 suited short diamonds		
3NT Opening = Pre-empt in ♣ or ♦ in 1st& 2nd position		
1♣ - 2♥ = both minors GF, 2♣ = one minor GF or 19-21 balanced		
[Note 2]		
1M-2♣= GF relay, 2 under= 3 card support inv+. 2♦ over 1♣=♥s: 9+		
Transfers in most competitive auctions and in some constructive auctions – Note 1		
Defence to nebulous & polish club opening – Note 10		
SPECIAL FORCING PASS SEQUENCES		
(1NT) - DBL - (any) - Pass: Semi forcing through 2♣		
IMPORTANT NOTES		
PSYCHICS: Seldom		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG,DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	Yes	0	3♠	11 - 13 BAL or any 17+	1♦ = 0-7 or 22+ bal, 1NT = 8-11, 2NT=12/13, 3NT=14-18 1♥/♦ =8+ hcp (may have minor suit canape) 2♣/♦ =8-13 NF 2♥ = GF both minors [note 2] 2♠ = 19 - 21 bal or 1 minor GF [note 2] 3♣/♦ INV opp 11 - 13 opener 3♥ and higher as opening	After 1♦: 1M = 11 - 13, 3+ cards or 17+, 4+ cards 1NT = 17-18, 2♥-3♦ = Game Forcing, 2NT = 22/23 3M 4&5♦, 4♣/♦ = Natural and Control Ask, 3NT = 24+ After 1M: 1♣= 11-13 or 17+, 5 cards. 1NT = 11 – 13 (Then 2 way check-back) 2♣= ART GF [Note 4], 2NT= 4+ support 17+	2♥/♦ Weak (<2M opening) 2NT both minors 3♣/♦ Pre - emptive
1♦	No	4	4♣	10 - 16 Unbalanced May have longer ♠	1NT = 6 - 10, 2♣ nat GF, 2NT = 11 - 12, 3NT to play , Inverted Raises, 2M = weak, Splinters, 3♣ inv 6 card suit	1♦ - 1M[note6] 1♦ - 1NT:2NT= 14-16 5♦/4♣ or 1=4=4=4 After 1♦-1NT2NT:3♥=GFask,then3♣/3NT=short♥/♦	2♥/♦ Fit 3♣ = Fit
1♥	No	5	4♦	10 - 16	1NT 6-12 semi-F, 2♣ = art GF[note 7],2♦=3card supp 1nv+,2M=5-9 2♣ =weak, 2NT/3♣/♦ = 4 card support 3♣= void spl, 3NT = ♠ spl(N9)	After 1NT rebid 2♣ is ask, inv+ with spades or any GF After 1♥ - 2♦ and 1♣ - 2♥: [note 8]	2♣ = 3 card Drury Jump fits, 2♦ Natural NF
1♠	No	5	4♥	10 - 16	2♦ = ♥'s 9+hcp, 2♥ = 3 card supp inv+ 3♥= good suit inv, 3NT = void splinters 4♣/♦/♥ =limited Spl	After 1♣ - 2♦: [note 8] After 1M - 2NT: 3♣ = min, 3♦ = 14 - 16 no shortage, 3♥/♣/NT = Singleton, 4X = Void	2♥ Natural NF 2NT = 4 card support INV
INT	No	1	4♦	14 - 16 5M,6m or 5/4 possible	2♣ = stayman, 2♦(4+)/♥/3♣ = Transfers, 2NT invite 3♦ invitational, 3M short OM with (2)3M 4♣ = 6/5 Majors 4♦/♥ = Transfers , 4♣ = 4 - 4 minors invitational	2♣ - 2X then 2♣/NT (3 ♣ over 2♣) transfers to minors After Texas, then 4NT = RKCB, New = ERKB	
2♣	No	5	4♦	10 - 16, 6♣ or 5+♣ & 4 Major	2♦ = Ask. 2M natural F1, 2NT F with support or balanced, 3 new = GF. 4♦ RKCB	After 2♦: 2M natural, 3♣ minimum, 2NT max, 3NT good suit [note 9] 4♦=RKCB	
2♦	Yes	0		Short ♦'s 4=4=1=4, 4=4=0=5 or 4-3=1=5 11-16	2NT = ask Inv+, 2♥ correction M 2♣, 3♣ to play. 3M playing strength. 4♣ =slam/4♦=game, 4♥,♣, NT=RKCB	After 2NT: 3♣ = Min, 3♦ =4=4=1=4, 3♥ = 4=3=1=5 3♣=3-4-1-5, 3NT=4=4=0=5	
2♥	No	5		Weak 2, May have 4 OM ,	2NT: Enquiry, 2♣:F1, 3m:F1, 3♣ TS, 4♣:optional KC	[Note 11]	
2♠	No	5		Wide range in 3 rd , 11-13 in 4th	3♣:5+♥ F1, 3♦:F1, 3♥:GF with ♦	[Note 11]	
2NT	No		4♦	19-21	Puppet Stayman, 3♦/♥:TRF, 3♣ =m's, 4♣/4♦ Heart/spade slam try and 4♥/4♣= club/diamond slam try	After 4♣: 4♦ = interest in either m, 4♥/♣ interest in ♦/♦, 4NT to play	
3♣		6		Pre - empt,	3♦ =M ask, 3M Nat F1,(except at fav when NF) 4♦:optional KC		
3♦		6		As 3♣	4♣: optional KC , other as above		
3♥		6		Pre - empt	As above, 4NT 1 minor to play game, 5m optional exclusion KCB		
3♠		6		As 3♥	As above		
3NT		6		Pre in ♠ or ♦To play in 3 rd /4th	4♣/♦ for correction, 4♥ and 4♣ to play		
4♣		7		Strong 4♥ opening. Nat 3 rd	4♦ = Ask slam try	High Level Bidding	
4♦		7		Strong 4♣ opening. Nat 3 rd	4♥ = Ask slam try	CUE:1 st & 2nd round. Void priority. 3NT can be game choice, non shortage or serious	
4♥		6		Pre - empt	New suit asks control	4NT KCB but also non 4NT (1430) Exclusion (0,1) Optional KC and exclusion KC	
4♠		6		Pre - emp	New suit asks control	. Optional KCB after pre-empts with special responses according to vul. After 4NT , 5♣ except if spades when 5NT. 5NT up can be 3 rd round asks. DOPI,DEPO, 5NT pick a slam	
4NT				6/5+ minors < opening values			

Note 1: Transfers in competitive auctions

After 1♣ opening and 1X overcall:

Transfers from X showing 8+, 1NT Natural 8-11

After 1♣ opening and opponents double::

XX=12+, 1R=transfer, 1♠ = 8-11 no Major, 1NT = 5/4 minors 8-11, 2 minor natural in theory 8-12, 2M weak, 2NT 5/5 minors, 3X pre-emptive

After 1♦ and 1M and opponents double:

1NT to 2 under are transfers. Transfer to a new suit shows 6 cards NF or 5+ cards F1.

Transfer to the opened suit shows support , 4-7 or GF

After 1♦ and 1M opening and opponents overcall at the 1 level, 2M or 2♣ over 1♦ : Multiple transfers

After 1♣ opening and 2M overcall:

2NT to 3♥ are transfers. Transfer to a minor opposite 11-13 is to play or GF and transfer to a Major is invitational+ (opposite 11-13)

After 1NT opening and opponents intervene:

After penalty double by LHO: Redouble is penalty try, 2♣ to play but could be start of an escape. Opener only finds out if doubled, 2X natural.

After double by RHO: Redouble is penalty, 2♣/♦ natural, 2♥ shows 4-4 Majors

Artificial double: Redouble penalty and bids as if undisturbed

After 2 level overcall: 2NT to 3♥ are transfers. Transfer to opponent's suit is shortness 4-4-4 or 3-4-5

3 spades is both minors GF

Note 2: 1♣-2M auctions

1♣-2♥ - 5+/4+ minors 13+HCP (GF) or 19+ balanced with 4/4 in minors 2NT: No 4+minor 11-13, 3♣/♦:4/5m

11-13, 2♣: 17+, artificial ask After 2♣: 2NT:5+/5+ minors, 3 ♣/♦ :6 /4. 3 ♥/♠: shortage, 3NT; 2=2-5-4

1 ♣-2 ♠ - 6+ minor GF or 19-21 balanced (not 4-4 minors) Forces 2NT, unless 1 suiter semisolid+ 3 ♣/♦ GF, 3

♥/♠ semisolid+ in respective minor

Note 3: Ghestem

2 suits 5+5+ style: Non vul: usually weak or strong. Vul: intermediate

+

Wide ranging with both Majors

2NT = lowest suits, Cue = Extreme suits

After 1M -3♣ shows other 2 suits

After 1♣ - 2♦ shows both M

After 1♦ - cue= Majors and 3♣ shows clubs and spades

After 1 club showing 2+ we play 2♣=10-14 5/4M and 2♦=5/5M

After 1 diamond <3 cards we play 2♥ is both Majors 5/5

Note 4: 1♣ -1M:2♣ -artificial GF: usually clubs or balanced

2♦: Not 6 Major or good 5+ other

2 M: 6 cards

2 OM: 5 clubs

2NT: 5 diamonds

3♣/♦: 6 cards

3 M: 6 cards semi solid+

Note 5: 1♣ -1M - 2♣: artificial GF: usually clubs or balanced

2♦: Not 6 Major or good 5+ other

2 M: 6 cards

2 OM: 5 clubs

2NT: 5 diamonds

3♣/♦: 6 cards

3 M: 6 cards semi solid+

3 OM: 5/5+

Note 6: 1♦-1M : openers rebid

1♦ -1♥

1NT shows clubs 5/4 either way, 2♣=diamonds, 2 ♦=6 diamonds with 3 hearts

1♦ -1♠

1NT shows clubs, 2♣ =diamonds, 2 ♥ shows 4+ diamonds and 4 hearts 10-14

1♦ - 1M

2NT: Diamonds 14-16 or diamonds+4M with shortage

3♦: Diamonds with 3 card M support 14-16

3M: No shortage

Note 7: 1M-2♣ GF usually not 4 card M support (but this is possible)

1♥ -2♣ Artificial GF (1♠ -2♣ similar)

2♦:11-13 Balanced or 5+ with 4+♣/4+♦. Then 2♥ starts relay

2♥:6+ Nat 10-16

2♣:5+ ♥/4+♠ 10-16, then 2NT starts relay

2NT:5/4/4/0

3♣/♦: 5+/5+ 14-16,

3♥ Semisolid+

3♠ 5+/5+ 14-16

When we are above 3M after relay 4♦ is puppet to 4♥ while bids are natural invitational (slam try type)

Note 8: 1M-2 under and 1♠-2♦:

1♥-2♦: 3 card support invitational + (1♠-2♥ auctions similar)

2♥: 11-13 balanced or very minimum opening

2♠: 14-16 (any)

2NT: 6-3-2-2 or 7-2-2-2 <14 hcp

3X: singleton in X <14 hcp

4X Jump to 3X: void in X <14 hcp

1♠-2♦: shows 6+ hearts 9+, 5+ hearts 10-12 or 5+ hearts GF

Then 2♥: 0-2 hearts 10-14. 2♠: natural. 2NT: 3+ support 14-16, then 3♣ asks shape

Note 9 : Response to 2♣ opening

2♣-2♦: 2M natural, then 2NT GF ask: 3♣/♦=5-4 min/max and 3♥/♠=6-4 min/max

After 2♦ ask and M or 3♣ rebid then 3♦ asks opener to bid non stops

2♣-2NT: 3♣ min, 3X max with shortage, 3NT max no shortage. After 3♣: 3♦ asks shortage and 3M is cue.

Note 10: Defence to 1♣ opening which can be 2 cards

X= 12-14 or 17+ then subsequent bidding as if we opened 1♣

1♦ = take out of clubs, 3+♦ NF

2♣ = 5/4 Majors 10-14

2♦ = 5/5 Majors

2NT = 5/5 minors

3 minor = intermediate

Note 11: Bidding after 2 Major Opening

2NT enquiry

3 new shortage non minimum

3NT good non shortage

4♣/♦ =6M/5m

2♠ after 2♥ opening is F1.

3♣ after 2♠ opening is 5+ hearts F1

After Double: 2NT to 3 under the Major are transfers. A transfer to a suit is either natural or lead directing with fit. Transfer to the Major is invitation. Redouble strong with subsequent penalty doubles from both sides

After overcall: Double penalty, new suits natural NF

Note 12: Response to 1M overcall ([Non passed hand])

1) 3rd hand passes

Responses to 1♥ overcall

1♠ : 4+ cards F1

2♣ asks range then

2♦ shows 12 plus

2♦ : 9-12, 5+ cards in unbid minor

2♠: 6 cards 7-10

Responses to 1♠ overcall

2♣: asks range

2♦: 5+ hearts 9-12 or 13+

2♥: 9-12, 5+ cards in unbid minor

2) 3rd hand bids below 1NT

Transfers from 1NT to 2 under

Transfer shows 8-11 (6m or 5+H) or stronger with 5+ suit

3) 3rd hand bids 1NT or higher

X: Take out

New suit natural F1

UCB usually has 3+ support

Passed Hand: New suits natural constructive and standard UCB

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS		
Natural usually 5+cards , 6-17		
2m overcall is constructive		
New suit is non-forcing but enc/ at the 3-level forcing		
2nt is a 4-card fit inv+		
Cue is 3-cards inv+		
Jump cue to the 3-level is a mixed raise		
INT OVERCALL		
Immediate 15-18. Responses as over opening		
Reopening range (10)11-16. 2c range and majors enquiry, transfers		
JUMP OVERCALLS		
Always weak over one bids but vul will have playing strength		
2nt two lower ranking remaining suits, wide range		
2d over 1c 5+5 MM		
Over weak twos Leaping Michaels (bid minor + OM) is game forcing, jump overcall 12-16 nat		
Reopen: 2NT nat 20-22		
DIRECT & JUMP CUE BIDS		
Cuebid over weak 2Ms, Michaels (cue is OM + m wide range), constructive. Jump cue looks for stop		
Michaels over 1M and some other auctions		
1c/d – 2d = majors 5+5		
1c (2+ cards) 2c = 5/4 MM 10-15 also applies in 4th after 1c - p - 1d and after 1c-p-1nt-		
VS. NT		
Dbl of 1nt for penalty except v (14+) 15-17 or stronger else 4M 5+m may be very light in 4th seat or strong in 1 Major		
Dbl of 1nt from passed hand 4M 5+m over any strength.		
2c = majors		
2d = 1 major, multi style then p/c or relays		
2M = 5M with 4+minor		
VS.PRE-EMPTS		
Dbl = take out Cue = 2 suits		
3nt natural		
Over multi 2d 2M is 4+M short in other or nat.		
VS. ARTIFICIAL STRONG OPENINGS		
Disruptive, over 1c dbl majors, 1nt minors , weak jumps, UNT.		
OVER OPPONENTS' TAKEOUT DOUBLE		
After 1h or 1s redble transfer to 1nt. 1NT/2c/(2d) transfers. 2M-1 is weak or inv+ raise of M. Fit jump after 1M. 2NT 8-10 raise. Higher art.		

LEADS AND SIGNALS		
OPENING LEADS STYLE		
Suit	Lead	In Partner's Suit
Suit	2 nd and 4 th , Hxx High from 2 cards	Low from odd / high from even (only when not supported in any way, not d)
NT	Same	As above
Subseq	Same/ attitude	As above/ attitude
Other: lead 2 nd highest from poor suits/ low usually promises honour		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	Asks attitude / AKxx	Same
King	Asks count AKx KQx	Same
Queen	QJx KQ10 asks unblock of J	Same
Jack	HJ10 J10X denies Q	Same
10	H109 or 109 (xxx). or 10x	Same
9	9x H98 (xx)	Same
Hi-X	Sx xSxx(x)	Same (except in P suit not supported)
Lo-X	xx	Same (except in P suit not supported)
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
1	H = Even	H = Even
Suit 2	L = ENC	Random or count
	3 H = suit pref	H = suit pref
1	H = Even	H = Even
NT 2	L = ENC	Random
	3 H = suit pref	H = suit pref
Signals high/ low even, discouraging on A. In trump suit can show suit preference		
First discard – low even most enc. Odd is discouraging and may be suit pref Attitude signal on A or in clear situations. SP on shortage lead		
DOUBLES		
TAKEOUT DOUBLES		
Take out dbls – aggressive with right shape .Reopening may be weak		
Over 1c(short) dbl is 12-14 bal or standard t/o		
Card showing, support and responsive dbls		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDBLS		
Dbl at 4 or 5 level by next hand where we have game values - want to bid on		
Pass of opponents low level rdb is penalty (1d-p-p-dbl-rdb-p)		
Dbl of 3-level cue of our or partners bid suit can be don't lead it		
Redbl rescues suit contracts and express doubt about our 3NT contract		

W B F CONVENTION CARD		
CATEGORY	STRONG CLUB	
NCBO:	IRELAND	
PLAYERS: Nick FitzGibbon Adam Mesbur		
July 2022		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
Precision style		
1c strong 17+ 5M 1NT 14-16		
Opening bids can be 10 (rarely 9) with shape		
1d a) natural 10-16 may have club canapé if 4/5. Unbalanced unless 6+ diamonds/ occasionally 5422. 4/1S 1/4H 3d 5c possible with weak clubs, rarely (4/3) 1d 5c if clubs weak.		
b) (11-13) any balanced 2+diamonds includes 5m422		
Int (14-16) may hold 5M or 6m or very occasional singleton		
Often upgrade / downgrade – especially 1nt and 1c		
SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
2H 5+H 4+S 10-13 points (longer hearts)weaker possible in 3rd seat		
Therefore 1h -1nt may have 4s		
2d 4414 4405 short D 10-16		
2nt 5/5+ minors pre (constructive VUL)		
3nt 1 st 2 nd pre in minor/ 3 rd /4 th Gambling –may be strong		
4c, 4d openings 1st and 2nd - Strong 4h/s opening		
Pass after overcall of our 1C is weak or penalty		
Many penalty dbls after our 1c opening		
SPECIAL FORCING PASS SEQUENCES		
After positive response to 1c		
Competitive auctions where we have forced to game or opponents sacrificing- pass defend, dbl bid on		
IMPORTANT NOTES		
PSYCHICS: very rare by opener / rare by responder / occasional false cuebids		

		Min cards	Neg Dbls thru	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		0	3s	17+ or equivalent	1d <7 unbal / <8 bal 1h/s/2c/d natural 5+cards 7+hcp, 1nt 11+ bal/ 2H 8-10 bal, 2S (4441) 8+ hcp	After 1d – 2H rebid is 22/23 bal or GF unbal 2S is (4441) or bal 26+ 3c/d is 5+H/S with 5+another GF After 1M, 3c is 444 with 1 in the M.	1nt is 8-10 (11)
1♦		2	4h	Bal 2+d (any 11-13 balanced includes 5m422) 11-16 4441 or 5+d unbalanced or 4+d/5c or 5+d/4c	2m is GF nat, 2H both minors inv, 2S both minors GF 3c/d natural invitational 8-12 good suit	Natural most suit rebids promise diamonds except 1S over 1H which is any hand with 4+ spades	Natural
1♥		5	4d	5+ 10-16 open 5/5 9pts and 5/4 10 pts and 6+ 10 pts	1S 5+. 1nt semi forcing 6-12 . 2c artificial GF –no support or 5+S. 2d = 3-card H raise 10+, 2nt = 4+ H raise GF, 3C = 4+H raise 11-12, 3d = 4+H raise (8)9-10, 3H pre, 3S any void, 3nt 4m spl in S/c/d	Opener passes 1nt with 17-20 jp bal 1H-1S-2NT is 3card support, 14-16 After 2d, 2H is minimum, 2S is FG art, 2NT/ 3m short suit try in S/m After 2NT response 3c asks range/shape	2c 3+ H 9-11 Then 2M is min 2nt = 8-10 4card support 3m jump -fit 5+cards with 4+H
1♠		5	4h	5+ 10-16 open 5/5 9pts and 5/4 10 pts and 6+ 10 pts	As after 1H except 2d = 5+hearts invitational or better 2H = 3 card spade raise 10+	As after 1H except 1S 2d 2nt is 3+H fg., 1S 2H 2nt is fg any. 3h/ 3nt any void, 10-13/ 14+. 4c/d/H spl	As after 1h
INT			3s	14-16 any 5 suit/ 6m possible/ occasionally 5422 or singleton	2c Stayman – does not promise a major 2d/h/s/nt all transfers 3c 5/4 minors unbalanced F 3d/H 3-suiter with shortage in H/S 4c d for H S.	2nt both majors min (nf)/ 3c both majors max After 2d/H/S various shape showing bids Break relay with 4 in transfer suit non min or 3 and max.	Same except 2c is nf stayman,,2NT inv, 3c weak with D, 3D inv with D
2♣		5	4h	5c with 4M or 6+clubs 10-16	2d relay, 2M fl, 4M spl	After relay 2M natural 3d/H/S shortage	
2♦		0		4414 or 4405m short diamond 10-16 (may open 1nt with 15/16)	2NT inv 3d relay . 3h/3s/4c natural slam try		
2♥		5		5+H 4+S 10-13– longer hearts -can be very light third seat	2nt inv. 3c relay to 3d. 3d inv in M, 3M mixed raise, 4c/d for H/S slam try with shortage other M		
2♠		5		Normally 6 maybe 5 nv. Up to 10	2nt relay		
2NT	Yes			5/5+ minors pre/ vul up to 13	3c/d sign-off / 4c/d pre/inv, 4H/S slam try in c/d		
3♣		6		Can be very weak at fav	3d asks better M. New suit forcing		
3♦		6		Can be very weak at fav	New suit forcing		
3♥	(6)7				New suit forcing		
3♠	(6)7				New suit forcing		
3NT	Yes			Pre in minor 7/8 cards in 1 st /2 nd Third or fourth hand solid m	4c p/c, 4d ST		
4♣	Yes	0		Good H 7-8.5 tricks in 1 st /2nd/4th	3 rd hand natural pre-empt		
4♦	Yes	0		As above for S	3 rd hand natural pre-empt		
4♥		(6)7/8		Pre			
4♠		(6)7/8		Pre			
4NT	Yes			(8.5) 9 tricks in a minor	5c p/c, 5d p/c, 5H KC in openers minor		
5♣		7+		Pre		HIGH LEVEL BIDDING	
5♦		7+		Pre		RKCB, Kick Back for minors with void showing, Exclusion RKCB, all 1430	
5♥		7+		Inv		In pre-emptive/competitive auctions dbl often encouraging to bid on	
5♠		7+		Inv		Last train	
						Generally cuebid 1 st or 2 nd round controls at cheapest level/ some sequences can show shortage	

Leads and signals

- 1st, 2nd, 4th high from two cards
second highest from three or more cards with no honour
fourth from better suits
in partner's suit (**not supported**) low from odd number/high from even number (only opening lead)
- He must have bid the suit naturally/Our support can be shown in anyway

Signals – Order of Preference

Primarily standard count

Reverse attitude – only (always unless impossible) on Ace

Deviation from standard remainder count may be suit preference

From a known long suit – 2nd lowest is suit pref and non std high is suit pref

Often suit preference when following suit in trumps

If there is a long suit in dummy and its possible partner needs to know how many cards you have then the 1st discard if in that suit is count.

We often do not signal during the play.

First discard Even is encouraging (high even may be neutral)

Odd is discouraging and may be suit preference/ middle odd card often neutral

Odd may be from an honour if you do not want partner to lead the suit

After 1st discard next card will be standard remainder count.

Subsequent discards If discard is in suit already discarded may not be count – it may clarify earlier card

Enc discard from a suit where we have known strength = don't lead another suit

Interference over our INT (also applies after our overcall)

If they dbl rdb is single suit – opener must bid 2c

Suit is that suit plus the next highest suit/ if 54 normally weak 5-suit

After conventional dbl (ie non penalty) system is on

After 2 level overcall (not 2c)

2NT to 3♦ are transfers.

- Transfers to minor are to play or GF.
- Transfer to the Major is Inv +

(Exception after 2 spade overcall 2NT shows clubs to play or GF or hearts NF. 3♠ shows 5+clubs with 4 hearts)

- Transfer to opponents suit is stayman

Double of 2 level overcall

If 1 or more of their suits is known Dbl is t/o

If suits not known Dbl is values/ Then 1st dbl by either hand is t/o

After t/o dbl by 1 hand all dbls by either hand penalty

Dbl and then bid a suit is non forcing

Versus transfer overcall 2d showing hearts or 2h showing spades

Cuebid is t/o 9+

dbl is values/ dbl and dbl is penalty

pass and dbl is t/o less than 9

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1 / 2 Level; Reopening)

Style: may be very light NV especially NV vs. VUL.

Responses: basically nat.; 2NT over 1M overcall = INV+ & 4+fit.

Change of suit only in jump is GF; Jump cue = mixed raise;

Transfer responses after our 1M is doubled.

INT OVERCALL (2nd/4th Live; Responses; Reopening)

2nd: 15-17(18) Responses: system on.

Reopening: 11-14 Responses: system on.

4th live: 15-17(18) Responses: system on.

JUMP OVERCALLS (Style; Responses; Unusual NT)

2M over 1m is weak (4-10);

Ghestem: over (1m)-2♦=♥+♣; 2NT=om+♥; 3♣=om+♦.

Ghestem: over (1M)-2NT=♦+♣; 3♦=OM+♦.

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

Ghestem: over (1♣)-2♣ is natural; over (1♦)-2♦=♥+♣.

Over (1M)-2M=♦+OM.

(1M)/(1♦)-3cue=asks for stopper.

VS. NT (vs. Strong/Weak; Reopening; PH)

Vs. strong (2nd and 4th seat): X=5+m&4+M, 2♣=M's, 2♦=6+♥ or ♣,

2M=5+M&4+m, 2NT=m's.

Vs. weak (2nd and 4th seat) (weak NT is defined as 13-15 or less):

X=14+p, 2♣=M's, 2♦=6+♥ or ♣, 2M=5+M&4+m, 2NT=like 2NT opening.

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

Over (weak 2X)-cue=MA over m; m's over M; 4m=m+OM.

Lebensohl over opponent's Weak 2.

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

X=M's, 1NT=m's.

OVER OPPONENTS' TAKEOUT DOUBLE

Transfer responses when opponents double our 1M opening/overcall.

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3 rd /5 th	3 rd /5 th
NT	2 nd /4 th	3 rd /5 th
Subseq	Attitude	Attitude
Other:		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	Asks for attitude	Asks for attitude
King	Asks for attitude (count o.)	Asks for unblock or count
	5+ level)	
Queen	QJ(x), QJ10(x)	KQ(x), KQJ(x), KQ10(x), QJ(x)
Jack	KJ10(x), J10(x)	KJ10(x), J10(x)
10	K109(x), Q109(x), 10(x), 109(x)	K109(x), Q109(x), 10(x), 109(x)
9	9x, H98(x)(+)	9x, H98(x)(+)
Hi-X	Even	Xx, XXXx
Lo-X	Odd	HxxX, HHxX, HxxXx

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit 1	Att (high=enc.)	Att	Odd/Even
2	Count (hi-low=even)	Count	Count
3	Att/Count	Att/Count	Att/Count
NT 1	Att (high=enc.)	Att	Odd/Even
2	Count (hi-low=even)	Count	Count
3	Att/Count	Att/Count	Att/Count

Signals (including Trumps): SP, Smith echo in NT (high card likes the suit)

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Style: May be light with good shape; may also be off shape after 1M with 4 card in OM.

Responses: Cue=F1.

Reopening: 8+p.

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Support X or XX in competition up to 2-level of our M.

W B F CONVENTION CARD

CATEGORY: Green

NCBO: Israel

PLAYERS: Levin Amir – Roll Joseph

EVENT: Open, all events

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Natural 5 card M, 1♦ = 4+ UNBAL or any 18-19 BAL (no 5M), 1♣ = 2+ (can have longer ♦'s if BAL).

2♣ Opening = GF or 23+ BAL.

2♦/♥/♠ Opening = Weak 2 (4-10); NV – 2♦=Weak (3-10) with both M's (4+4+).

1NT Opening = (11)12-14 NV; (14)15-17 VUL, 5M or 6m possible.

2/1 GF; 1NT response to 1M opening = NF (up to 11).

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

XYZ over 1NT and 1M rebids by opener.

Ghestem.

Transfer responses over opponents' 1♦ overcall and after our 1M opening or overcall is doubled.

Support X and XX in competition up to 2-level of our M.

SPECIAL FORCING PASS SEQUENCES

1S – (X) – XX is F unless opponents jump/raise.

IMPORTANT NOTES

PSYCHICS: Rarely.

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♦	11+ HCP, natural or BAL (can have longer ♦'s if BAL)	2♦=weak in M (6 cards); 2♥=5+♠&4+♦ 6-9; 2♠=INV+ in ♣; 2♣=relay GF; 3♣=mixed raise; 3X=Preempt.	1♣-1X-2NT=(1) 6♣&3X GF; or (2) 6+♣ INV with <3X; or (3) 6+♣ GF. 1♣-1X-3♣=15-17 with 6♣&3X.	1♣-(1♦)-X = 4/5♥; 1♥=4/5♠; 2♦=6+♦; 2♥=6+♠, 3♦=5+&5+ M's GF.
1♦	X	2	4♦	11+ HCP natural UNBAL or 18-19 BAL (no 5M)	2♦=weak in M (6 cards); 2♥=5+♠&4+♦ 6-9; 2♣=relay GF; 2♠=INV+ with ♦'s; 3♣=INV, natural; 3♦= mixed raise; 3X=Preempt.	Same as 1♣.	1♦-(1♥)-X = 4/5♠; 2♥=6+♠.
1♥		5	4♦	11+ HCP, natural	2♠= weak (4-8 hcp); 2NT=Jacoby 4fit GF; 3♣=INV 3fit; 3♦=INV 4fit; 2♣=relay GF; 3NT/4m=transfer VOIDs.	XYZ after 1NT rebid.	2♣=Druri in 3 rd /4th seat.; 2NT=INV with 4+fit.
1♠		5	4♥	11+ HCP, natural	3♥=6+♦ INV; 2NT=Jacoby 4fit GF; 3♣=INV 3fit; 3♦=INV 4fit; 2♣=relay GF; 3NT/4m=transfer VOIDs.	Same as 1♥.	Same as 1♥
INT			4♥	(11)12-14 NV; (14) 15-17 VUL (5M or 6m possible)	2♣=stayman, 2♦/♥=transfer to ♥, ♣; 2♠=range ask or ♣'s; 2NT=♦'s or both m's weak; 3♣=puppet stayman; 3♦=m's 5+5+ GF; 3♥/♣=SPL in M (31)(54); Texas transfers.	1NT-2♣-2X-3♣=re-stayman; 1NT-2♣-2X-3♦=5+ in m (usually with 4M); 1NT-2♣-2M-4♣=BAL slam try in M; 4♦=RCKB; 3OM=slam try with SPL in any.	Transfer lebensohl over competition.
2♣	X	0	4♥	23+BAL or any GF	2♦=waiting, 2♥=0-3, 2NT=8+ 5+♦'s, other NAT.	2♣-2♦-3M=4M&5+♦.	
2♦	X		4♥	NV=M's, VUL = weak	2NT = asks (Ogust over weak 2).		
2♥	X	5-6		Weak (4-10)	2NT = asks		
2♠	X	5-6		Weak (4-10)	Same as over 2♥.		
2NT				(19) 20-22 BAL, 5M or 6m ok	3♣=stayman; 3suit=transfer; Texas transfer.		
3♣		6		Natural pre.	4♦=RCKB		
3♦		6		Natural pre.	4♣=RCKB		
3♥		6		Natural pre.	4♣=RCKB		
3♠		6		Natural pre.	4♣=RCKB		
3NT	X	7		Solid m, no more than Q outside	4♣/5♣=P/C, 4♦=asks short, 4M=to play.		
4♣		7		Natural pre.			
4♦		7		Natural pre.			
4♥		7		Natural pre.			
4♠		7		Natural pre.			
4NT		7.5-8		Good 5m opening (8.5-9 playing tricks			
5♣						HIGH LEVEL BIDDING	
5♦						4NT RCKB (1430); cue-bid style: 1 st or 2 nd round control; 5NT=usually pick a	
5♥						Slam; Lightner doubles; unserious 3NT in many situations.	
5♠							

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style; Responses; 1 / 2 Level; Reopening)		
NV 6+, Vul 8+ but flexible by the suit quality. Responses: nat. 2 level		
NF, 1 and 3 levels F. After opponents' Dbl, transfer approach up to 2M.		
INT OVERCALL (2 nd /4 th Live; Responses; Reopening)		
System on		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
6-9 -NV can be flexible. 2N unusual.		
Reopen: 14-16		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
Michaels: showing majors or OM+ ♣ depending on opening. Over 1♣, 2♦ plays the role of cuebid. VUL 3♣= OM+♦ over 1M opening		
Style: 8+ in Vul, 6+ NV.		
Responses: nat.		
Over weak NT (not containing 16), Dbl = Points (14+ or so). 2♣ = Both Majors 2♦ = ♥, 2♥ = ♠, 2♠ = 4♦ 5+m		
Over Strong NT: Dbl = long minor or both Majs 2♣= club+Maj 2♦ = ♦ + Maj 2Maj = Nat		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		
Dbl = t.o., jumps 8-11 or leaping Michaels. (3M)-4m = leaping Michaels. NT up to 3N is nat, above, 2 suiter.		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣		
X = Majors, NT = minors.		
OVER OPPONENTS' TAKEOUT DOUBLE		
Following 1M opening, transfer approach. In general, up to 2M raise. Re = business, else natural.		

LEADS AND SIGNALS			
OPENING LEADS STYLE			
Other: Rusinow from 5 level, or declarer known with 7card suit/ 55+. During the game 2\4 (low from xx middle from Hxx) and rusinow			
LEADS	Lead	In Partner's Suit	
Suit	2\4	3/5	
NT	2/4	3/5	
Subseq	2/4	2/4	
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Most AK combinations (att)	AK(x)	
King	KQ or rarely AK sec	Strong lead- ask for count or unblock	
Queen	QJ(x), Qx	QJ(x), Qx, KQ(x)	
Jack	J10(x), HJ10(x), Jx	J10(x), HJ10(x), Jx	
10	109(x), 10x, H109	HT9	
9	98(x), 9x	T9	
Hi-X	2 or 4 card suit		
Lo-X	3 or 5 card suit		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = Enc	Low = Even	ODD= E EVEN= S/P
Suit 2	Count	S/P	Count
3	S/P		
1	Att		
Signals (including Trumps): Natural S/P, UDCA, Italian in discard, Standard smith/			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Aggressive, natural responses.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support Dbl up to 2♣, Negative Dbl, Responsive Dbl. In competition, usually t.o.			

W B F CONVENTION CARD		
CATEGORY: Red		
NCBO: Israel		
PLAYERS: Oren Toledo, Ami Zamir		
EVENT: Open european championships 2022		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
Strong club. 1♣ = 16+. 1♦ = 11-15, usually 2+♦. 5-card Majors. 10-15		
2♣ opening = 11-15, 6+♣. Can be 5 card 3 rd seat.		
2♦ opening = 11-15, short ♦, 3-suiter w 3-card M possible		
14-16 NT NV Good 14- 17 vul or 4 th seat NV.		
2\1 response = GF with 2♣ artificial		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
1♣ opening = 16+, artificial		
1♦ opening = 11-15, 2+♦'s (or stiff honor).		
2♦ opening = 11-15, short ♦, 3-suiter w 3 card M possible		
2♣ opening = 6+♣'s 10-15.		
ART responses to 1♣ opening (1♥ and higher = FG).		
Some transfers in competition. 1M-X, 1♦-X, 1♦-2M, 1M-2M		
1♦-P-2♥ = 5♣ 4+♥ less than inv		
1♣-p- 2♣= INV: with minor or Bal.		
SPECIAL FORCING PASS SEQUENCES		
In low-level situation, up to 2♥.		
In high lvl forcing position we play dbl as good hand and pass is request double. 1♣- (4M) or higher we are in forcing position.		
IMPORTANT NOTES		
PSYCHICS: Rather rare		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	x	0		1♣ X 0 16+ ART, F1. Upgrades common.	All ART. 1♦=0-7, others FG. 1♥=. 8-11 any, w/o 5 card ♠ 1NT=5+♥ 12+, 2m=5+m 12+, 2♥=12-13 or 16+ Bal, 2♠=12+ any 4441, 2NT = 14-15 Bal, 3♣♦♥♠ = weak	1♣-1♦ (1), 1♣-1♥ (2), 1♣-1♠ (3), 1♣-1NT (4), 1♣-2m (5), 1♣-2♥ (6), 1♣-2♠ (7)	Everything other than 1♦ is Nat GF. Jump is 4441 in the suit.
1♦		2	3♣	2+♦, 11-15, stiff honor possible	1NT = 7-11, 2m = GF, 2♥ = 5♠4+♥ not inv / 2♠= inv bal or 1 minor 2NT = both minors, 3♣+ = preemptive	XYZ structure	Transfers after opps overcall: Dbl 2M
1♥		5	3♣	10-15 Nat	2/1 GF, 3♥ mixed, 2NT= 10-11 3+ card support. 3m = Nat inv		2♣= Max with 3(4) card fit
1♠		5		10-15 Nat	2/1, 3♣ mixed, 2NT= 10-11 3+ card support. 3m = Nat inv		2♣= Max with 3(4) card fit
1NT			3♥	14-16 NV VUL= Good 14 to 17.	Transfers, 2♣=range ask or ♣, 2NT=♦,3♣=puppet, 3♦=5-5 Majs INV, 3M=short, Texas		
2♣		6	3♣	6+ clubs 10-15	2♦=ask,2M=NF,2NT♦3♣for out or GF 2 suits, 3♣/♦/♥=inv+♦/♥/♣, 3♣=6♦4♥ GF, 4♣=mixed	After 2♦, 2♥ shows either 25+ bal or nat.2♦: 2♥=4M, 2♣=not bad, 2NT=nat, 3♣=bad, 3♦=good nat,3♥=5♥,3NT=5♣,3♣=solid♣+	
				NV: include weak 2 in ♦, 2-9	Over NV opening 2♦= p\c 2M NF nat 2NT ask 3M forcing nat		
2♦	X	0	NO	11-15, short ♦: 4405, 4414, 3415,	2♥=NF (correct w 3), 2♣/3♣=NF, 3♦=natural inv, 3M=INV, 4♣=mixed, 4♦=pick, 2NT = ask	2NT:3♣=min,3♦=4414,3M=3M,3NT=4405, 2NT-3♣-3♦: 3M=3M,3NT=4414,4♣=4405	
2♥		6(5)		6(5)♥, 6-10 HCP can be light NV	2N GF relay, 3♦ is GI or nat GF. New suit at 3 lvl is nat forcing		
2♠		6(5)		6(5)♣ 6-10 HCP can be light NV	2N GF relay, 3♦ is GI or nat GF. New suit at 3 lvl is nat forcing		
2NT				20-21	4x = South African trf Various minor slam oriented bids act as optional KC.		
3♣	6			In 1/3 NV, 0-7, otherwise 5-9	4♦ KC, 3♦= ask for 3 card M.		
3♦	6			In 1/3 NV, 0-7, otherwise 5-9	4♣ KC		
3♥	7(6)			In 1/3 NV, 0-7 otherwise 6-9	4♣ KC		
3♠	7(6)			In 1/3 NV, 0-7 otherwise 6-9	4♣ KC		
3NT				Solid minor, no outside A or K	4♣= p\c 4♦= ask for single		
4♣				Nat			
4♦				Nat			
4♥				Nat			
4♠				Nat			
4NT	X			Both Minors			
5♣							HIGH LEVEL BIDDING

Note 1: after 1♣-1♦

1M = 4+, F1. If 4 then unbalanced 3-suiter or longer minor. 1NT=17-18, 2m=NF and denies 4M, 2♥=Kokish showing GF NT or ♥, 2♠=strong 5+♠, 2NT=22-23, 3♣=strong 5+♣, 3♦=strong 5+♦ < 4M, 3M=strong 5+♦ 4M. 1♣-1♦-1M: 2♣=6-7 art, < 3M. 2♦=(5)6-7 art, 3fit M. Over 2♣: 2♦=art, usually weak.

Note 2: 1♣-1♥

1♠=5+♠, 1NT=17-18bal or close, 2♣/2♦= nat 5+ cards, 2♥=6+♥ and either 4+m or Balanced, 2♠=any 4441 or 5440 with any void and 5♥, 2NT=22+, all 3 level rebids show 5♥ with specific 431 shape. 1♣-1♥-1♠: 1NT waiting, 2suit natural showing 6 or 5 good. 2NT and higher are raises with shape. 1♣-1♥-2♣:2♦=art ask , 2♥=5+♥, 2♠=5+♦, 2NT=raise with 4M, 3♣=♣ no 4M, 3 other=splinter. 1♣-1♥-2♦:2♥=art ask with 4M, 2♠=5+♥, 2NT is raise with 4M, 3♣=raise no 4M, 3♦=♣, 3M = splint.

Note 3: 1♣-1♠

1NT=relay, wide range, 2♣=♥ 5+ cards, 2♥=6+♣ 2♠=♠ raise asking, 2NT=3♠ unbal, 3m=3 fit and 6m, 3♥=3-6, 4♣♦♥=void

note 4:

1♣-1NT 2♣=relay, 2♦♠=nat 5+ cards, 2♥=6+♣, 2NT=4+♥, 3m=3 fit with 5m bal

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style; Responses; 1 / 2 Level; Reopening)		
1 level: 6-17, rarely with 4card		
2NT response to 1M is usually fit showing and inv+, 2♣ is the cue bid (if responder passes)		
2 level: 11-18		
2level new suit is constructive nf		
Same in Balancing		
Some transfer response after 1MA overcall		
INT OVERCALL (2nd/4th Live; Responses; Reopening)		
15-18 system on		
11-14 in Bal position over m, 11-16 over M		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
Weak , natural responses (new suit is F)		
Unusual 2NT – 2 low suits		
Reopen: Medium hand		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
(1♣)2♣ nat, (1♣/1♦)2♦ M's (1M)-2M=OM+ ♣		
(1MA)3MA ask for stopper, (1mi)3mi nat pre		
3♣ vul over 1M=OM+ ♦		
Same in Balancing		
VS. NT (vs. Strong/Weak; Reopening;PH)		
2♣ : M's, 2♦ : one Major, 2♥/♣ : MA+minor		
X vs strong is 5m + 4MA (could be ♦ only in 4 th seat)		
X vs weak is Points		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		
Normal t.o doubles, scrambling lebensohl		
(2M)3M: minors (2minor)3minor: Majors		
Leaping Michaels, (3Ma)4minor: this minor+MA (54 at least)		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♦ or 2♣		
X: M's NT: minors		
OVER OPPONENTS' TAKEOUT DOUBLE		
Transfers, xx implies no fit or mini fit		

LEADS AND SIGNALS		
OPENING LEADS STYLE		
Suit	Lead	In Partner's Suit
Suit	3/5	3/5
NT	att	3/5
Subseq	Att or 3\5	
Other: against NT: Lead lowest with JTxxx or better 5 card suit. Lowest		
With HHxx (T is also H) 2 nd lowest with Hxxx or Jxxxx, Txxxx		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AK+	AKx+
King	KQ+ or AK or for count in some situation or with side singleton	Power lead
Queen	QJ+	QJ+ or KQ10/9+
Jack	J10+ or HJ10+	same
10	109+ or H109+	Same
9	9x	9x
Hi-X	Xx	XXx+, Xx
Lo-X	xxX, xxXx, xxxxX	Showing H
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
1	Low enc	Low even
		Low enc
Suit 2	Low even	S/P
		Low even
3 s/p		
1	Low enc	Smith Low enc
		Low enc
NT 2	Low even	Low even
		Low even
3 S/P	S/P	
Signals (including Trumps): UDCA except on A opening lead (Std)		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
Natural – could be light if the right shape, reopening slightly lighter		
Natural responses – usually Switch the cue for the double when advancing a 1L response		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
Negative, responsive, maximal double, Lead directing double, x is not penalty in non forced auctions when no fit was found		

W B F CONVENTION CARD		
CATEGORY: Green		
NCBO: Israel		
PLAYERS: Dror Padon – Alon Birman		
EVENT (Open)		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
(14)15-17 1NT opening, 5Card Ma		
1♣ 2+ - Balanced (could be 5♦ -3-3-2 or ♣'s, 1♦ 4+ always unbalanced		
2/1 GF, 1NT SF		
2♦ Flannery 5+ ♥ -4♠ 11-16		
2♥ NV = Both Majors 44+ less than opening bid		
2♥ VUL&2♠ =Weak		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
1♣ 2+ - Balanced (could be 5♦ -3-3-2 or ♣'s, 1♦ 4+ always unbalanced		
2♦ Flannery 5/6 ♥ -4♠ 10-15, 1♥ -1NT could be with 4♠		
Transfer responses to 1♣		
Some transfers in competition		
SPECIAL FORCING PASS SEQUENCES		
When we bid a vul vs. not game we are forced		
IMPORTANT NOTES		
PSYCHICS: rare		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2		2+ could be 5♦-3-3-2, 11-22	Transfers: 1♦-1♥, 1♥-♠, 1♠-♦/NT, 1NT-11-12, 2♣ Gf, 2♦-6♥/♠ 5-9, 2♥-5/6♥-4♠ light inv, 2NT GF, 3♣: mixed, 3x: nat	completing transfer in L1 shows 12-14 bal 3 card, 1NT is 12-14 bal 2 cards, XYZ	Transfers
1♦		4		Always unbal 4 only in 4441, 11-22	Nat, 2♥: ♦ Gf, 2♣: M's inv,	1♦-1MA-transfers, 1♦-1MA-2NT 6+♦, XYZ	Transfers
1♥/♠		5		11-22	1♥-1♠: 5+, 1NT sf, 2♣: GF 2+, 2Nt Jacoby, 1M-3M =mix, 1♣ -3♣=inv in ♥, 1♥-2♣:inv 3♥	gazili	drury
INT				(14)15-17 bal/semi bal can have 6minor or 5MA	Stayman, transfers, texas, 3♣ p-stayman, 3♦ 55 M's, 2♣ range ask or ♣'s, 2NT: ♦'s, 3♥/♠: short with 54+ minors	1NT-2♣-2x-2♣ 5card inv, transfers after transfers	Transfers, t.o. x
2♣	X			22+ bal or any GF	2♦: 4+, 2♥: 0-3, 2♣: ♥'s positive, 2NT: ♣'s positive, 3♥/♠: good OMA HH+ 6 card	Kokish 2♣-2♦-2♥, 2♣-2♦-3MA is Canape with ♦	
2♦	X			5+♥-4♣, 11-16	2NT ask, 31 bids are nat inv, 4m F	2♦-2NT-3♣ max, rest min 5422, 5431 lh	
2♥				VUL=weak, NV Both Majors 44+ less than opening bid	NV – new suit NF.	NV- 2NT=3♣ min, 3♦ 5-5 any, 3M =54 max	
2♠		6		5-10 depends on vulnerability	2NT ask, new suit F1 V, NF nv	2MA-2NT: 3♣ max unbal, 3♦ max bal, 3♥ min, (3♣ min bal if ♠)	
2NT				(19)20-22 Bal or semi bal	3♣ Stayman, 3♦/♥: transfers. 3♣ minors, 4♣/♦ MA slam inv, 4♥/♠: minor slam inv		Take out x, transfers
3♣		6		Pre			
3♦		6		Pre			
3♥		6		Pre			
3♠		6		Pre			
3NT	x			Minors			
4♣		7		Pre			
4♦		7		Pre			
4♥		7		Pre			
4♠		7		Pre			
4NT							
5♣							
5♦							
HIGH LEVEL BIDDING							
						1430 RKCB, mixed cuebids, serious/non serious 3NT, dopi/depo, splinters (void splinters when direct to 1MA), exclusion, jump to 5NT is usually pick a slam	

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS				
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE				
General Style \Rightarrow Natural			Lead	In Partner's Suit		
Responses \Rightarrow INT= constructive ; JUMP 2NT= raise op. Value or + ; JUMP CUE= limit raise; weak jump raise; CUE: F1R \rightarrow see (18)		Suit NT Subseq	3 rd /5 th Attitude	Same Count (Hi-Low = odd)	Category: Green	Country: Italy
		Other: NT \Rightarrow A asks attitude, K asks unblock or count(reverse)			Event: EBL	Players: Giovanni Donati-Giacomo Percario
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY	
2nd \rightarrow 15-17		LEAD	VS. SUIT	VS. NT	GENERAL APPROACH AND STYLE	
4th \rightarrow 11-14		Ace	AKx; AKJx; AKJ10; Ax(H)(+)	AK; AKx(+); AKJx;	Natural 5 card M, 1♦ = 4+, 1♣ = 2+	
Responses: 2nd \rightarrow system on ; F1; 4th \rightarrow natural, CUE F1R;		King	AK; KQ; KQx(x); KQJx, AKx.	AKJ10x; KQJ10(x); KQ109x	2♦ = GF unbal or 22+ BAL	
		Queen	QJ(x); QJ10(x);	KQ(x); KQJx; KQ10x; QJ(x)	2♥/2♠ = weak 2	
		Jack	KJ10x; J10(x)	KJ10x; J10(x)	1NT Opening: 15-17 pt.	
		10	K109x; Q109x; 10x; 109x	K109x; Q109x; 10x; 109x	2 OVER 1 Response: FG (rare artificial)	
		9	9x; H98x(+)	H98x(+)	SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
		Hi -x	Even	Sx; SSSx;	Op. 2♦ = 18-19 BAL	
		Lo-x	Odd	HxSS; HHxS; HxxxS	1♦/1♦ \rightarrow 2♦ = 5+♥/5+♦ inv+ or weak with 6+♥/♦	
JUMP OVERCALL (Style; Responses; Unusual NT)		SIGNALS IN ORDER OF PRIORITY			1♦/1♦ \rightarrow 2♥ = 4♥/5+♦ G.F.	
1-Suit: WEAK			Partner's Lead	Declarer's Lead	1♦/1♦ \rightarrow 2♦ = 4♦/5+♦ G.F.	
2-Suit: Ghestem		Suit	1 rev count 2 low = enc	low = even no. of cards (rarely used)	1♦/3♦ = inv 6+♥	
		NT	1 low= enc 2 low = even no. 3	odd= encouraging high/low= suit odd/even = low = even no. of cards (rarely used) suit preference	Transfers after 1♦ op. and 1♦ overcall Transfers after 1 min op. and 1♦ overcall	
DIRECT AND JUMP CUE-BIDS (Style; Responses; Reopen)		Signals (including Trump)			DOUBLES	
Style \Rightarrow Ghestem	Responses \Rightarrow 2NT or step = asking over OPP 1♦ opening (not strong) \rightarrow 2♦ = 9-13 with both M (5-4)				TAKEOUT DOUBLES (Style; Responses; Reopening)	
					Style: Opening values	
					Responses: cue F1; jump=INV.	
					Reopening: 8+	
VS. NT (vs.Strong/Weak; Reopening; PH)		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			SPECIAL FORCING PASS SEQUENCES	
Vs strong (4nd): DBL= 5+m+4M or strong M; 2♦=both M; 2♦ = 6+♥/♦		Over our 1♦/♦ op. and OPP 1♥/♦ overcall \rightarrow DBL = 4-5♦/4+♥			IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE	
Or 5M+5m strong, 2♥/♦ = 5+ cards 4+ m; 2NT = 1 minor Strong; 4 th same					PSYCHICS Almost never 1m - DBL - 1x = NOT Forcing	
Vs weak (2nd): DBL= 13+; 2♦ = both M; 2♦ = 6+♥/♦, 2♥/♦ = 5+ cards 4+ m						
2NT = 4♦+long minor; 3♦/♦ = 5+ cards and 4♥						
Vs strong (2nd): DBL= 15+						
VS PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)						
natural						
VS ARTIFICIAL STRONG OPENINGS						
Over 1♦ \rightarrow DBL= both M constructive; 1NT= 5+/5+ Major+Minor						
OVER OPPONENTS' TAKE-OUT DOUBLE						
RDBL = 10+						

IMPORTANT: Use symbols ♠ ♦ ♥ ♣ when needed					IMPORTANT: All text must be typewritten or block letters		
OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DEL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♦	+	2	4♣	12-14 BAL 11+ NAT	1♦ = 2+♦ - 1♥/♣ = nat - 1NT = FG bal 2♣ = weak-two in ♥/♣ or 5+/5+ majors inv+ 2♦/2♥/2♣ = 5+♦+4+♦/4+♥/4+♣ FG 2NT = preeventive ♠ 3♣ = invitation ♠ 3♦/3♥/3♣ = weak 7' c.	1♣-1♦-2♥ = nat or 16+ 1-suiter ♠ 1♣-1♣-2♦ = nat or 16+ 1-suiter ♠	
1♦		4	4♣	12-14 BAL 11+ NAT	1♥ = 3+♥ - 1♣ = nat - 1NT = FG bal 2♣ = weak-two in ♥/♣ or 5+/5+ majors inv+ or 6+♦ FG 2♦ = 3+♦ nat weak 2♥ = 5+♣ 4+♥ 6-9 2♣ = FG 4+♦ - 2NT = good ♠ pree 3♣ = limit raise in ♦ 3♦/3♥/3♣ = pree	1♦-1♥-2♣ = nat or 16+ 1suiter ♦	
1♥		5	4♣	11+ NAT	1NT = NF ; 2♣ = ART FG 2NT = inv raise 3-4 cards 3♣ = raise 6-9; 3♦ = raise any singleton 3♥ = weak jump raise; 3NT/4♣/♦ = void	1♥-1x-2NT = ART 6♥+4m 15+ → see (8)	1♥ → 1NT = NAT → 2♣ = 3 cards raise 9-11 → 2NT/3♣/3♦ = 4 cards raise
1♣		5	4♥	11+ NAT	1NT = NF ; 2♣ = ART FG 2NT = mixed raise 3-4 cards 3♣ = inv 6+♥; 3♦ = raise any singleton		1♣ → see 1♥ opening
1NT			4♥	15-17 BAL	2♣ = asking; 2 suit= trsf 3♣ = 5+♥/4♣ limit 3♦ = 5+♣/4+♥ limit 3♥ = 9+ cards in the minors inv 3♣ = 10+ cards in the minors FG 4♣/♦ = texas	1NT-2♣ →	
2♣	+	0		22+ BAL any GF	2♦ = waiting; 2♥ = 5+♣; 2♣ = 5+/5+ ♠/♦ 2NT/3♣/3♦ = good suit ♠/♦/♥	2♣-2♦-2♥ → 5+♥ or 24+ BAL	
2♦		6		18-19 BAL	2♥ = 4+♣; 2♣ = NT or 4+♥		
2♥		6		5-10, usually 6 cards	2♣ = natural; 2NT=asking		
2♣		6		5-10, usually 6 cards 20-21 BAL	2NT=asking; PUP STAY; transfers; 3♣ = both m (5+/4+)		
3♣		7				HIGH LEVEL BIDDING	
3♦		7				4NT = RKCB only not in cue action; Cue style: 1 st and 2 nd round control, Josephine; Lightner DBLS;	
3♥		7				Forcing pass /Double discouraging after forcing pass When M suit agreed → 3NT is discouraging for the slam try	
3♣		7					
3NT	+			preempt in minor			
4♣/♦		7		preempt			
4♥/♣		7		preempt			

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1 / 2 Level; Reopening)

Standard could be light when favourable. New suit at one level F1

New suit at 2 level constructive NF, cue F1 normally with 3 support

After 1M 2NT= limit raise, 3♣= strong raise, 3♦= Mixed raise

INT OVERCALL (2nd/4th Live; Responses; Reopening)

15-17 system on

Bal. 11-14

JUMP OVERCALLS (Style; Responses; Unusual NT)

1♣ 2♦=5+♥ 5+♠, 1m 2♥/♠ = weak, 1♦ 3♣=5+♣ 5+♠ NF

1M 3♣= 3+♦ 5+OM

Reopen: Michael's

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

1♣ 2♣= 5+4 Ms, 1♦ 2♦=5+♥ 5+♠, 1M 2M=5+♣ 5+OM

1♦ 3♦=5+♣ 5+♠ F.G., 1M 3M solid suit asking for stopper

VS. NT (vs. Strong/Weak; Reopening; PH)

DBL= penalty

2♣= 5+4+ Ms

2♦= 1M or strong 5M 5m

2M = nat. with 4+m

2NT=4 ♠ longer m, 3m nat.+4 ♥

Bal. vs strong 4M 5m

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

DBL= T/O, 3♣ 4♣=5+♦ 5+M, 3♣ 4♦=Ms, same balancing

3♦ 4♣=5+♣ 5+M, 3♣ 4♦=Ms, same balancing

Balancing only 3M 4m nat. + 5+OM

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

DBL=Ms good hand or more unbalanced, 1NT 5M 5m 2NT 55ms

OVER OPPONENTS' TAKEOUT DOUBLE

RDBL = 10+, 1♣ DBL transfer,

1M DBL 1NT = good 3cards raise

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3 rd 5 th	3 rd 5 th
NT	Attitude	3 rd 5 th
Subseq	attitude	3 rd 5 th
Other:		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(+), Ax	AK(+)
King	AK, KQ(+), Kx	AKJ10, KQJ9, KQ109
Queen	QJ(+), Qx	QJ(+), KQ(x)
Jack	(H)J10(+), Jx	(H)J10(+), Jx
10	(H)109(+), 10x	(H)109(+), 10x
9	H98(+), 987x, 9x	H98(x)
Hi-X	Xx, xxXx, HxXx	XXx, xXXx, xXXXx
Lo-X	xxX, xxxxX, HxX, HxxxxX	H(+xX,H(+xxX, H(+xxxX

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Small Enc.	UDC	Suit preference
Suit 2	UDC	Suit Preference	Small Enc.
3			UDC
1	same	same	Suit preference
NT 2			UDC
3			

Signals (including Trumps):

Smith, suit preference

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Standard, Cue Forcing up to 2NT or 3M

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

1♣ 1♦ DBL=5+♥, 1m 1♥ DBL=4+♠

Max DBL, game try DBLS,

Inverted DBL after a two-suiter overcall

EBL CONVENTION CARD

CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:

NCBO: ITALY

PLAYERS: Duboin G, - Versace A.

EVENT (Open/Women/Senior/Transnational)

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5 Cards Major, Unbal. ♦, Variable NT

1NT 1st seat Non Vul. 10-13

1NT 2nd and 3rd seat Non Vul vs Vul 10-13

Other positions 14+ 17

1NT always 5 cards M possible

Transfer responses over 1♣

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

1♣ p 1♦=4+♥, 1♥=4+♠, 1♠= no Ms any hand up to 11

1♣ p 1♠ 12+ with ♦ possible 4M

1m p 1NT = F.G. bal. or semi-bal.

1m p 2♣ Nat. F.G. unbal.

1♣ p 2♦=3-8 with 6M

1m 2♥ = 4-8 5+♠ 4+♥

1m 2♠ = 8-11 6♣

2♦ = 18-19 bal. no 5M, could be 17 when 1NT= 10-13

2♥/♠= nat. weak could be 5 cards when non Vul.

3NT= 8♣ or ♦ better than 4♣ ♦ with the Ace of trump

SPECIAL FORCING PASS SEQUENCES

standard

IMPORTANT NOTES

PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	*	2	7♥	Bal. 11-14 or 14-16 (5M)	1♦=4+♥, 1♥=4+♠, 1♠=no Ms or ♦ FG, 1NT=F.G.	1♣ 1♦ 1♥=3♥ bal or 3♥ unbal up to 15	
				Unbal ♣ 11-22	2♣=nat. F.G., 2♦=weak M, 2♥=5+♠4+♥ 4-8 2♠=8-11 6♣, 2NT= pre ♣, 3♣=6♣ 11-14 no short 3♦♥♠ 6♣ splinter 11-14	2♥=4♥ bal. or min. unbal, 3♥=4♥ 13-15 unbal. 2♦=♣ or ♣+♦ 16+ possible 3♥. 2NT=4♥ 16+. Same over 1♥	
1♦		4	7♥	5+♦ unbal or 4-4-4-1 11-22	1♥ could be 3rd, 1NT F.G. bal., 2♥=5+♠ 4+♥ 3-8	1♦ 1M 2♣=F1 nat. or 6+♦ 16+	
					2♠=limit ♣, 3♣=limit ♦		
1♥		5	7♦	11-22 see 1NT range to exclude	Nat., 2♣=F.G. 6+ or 5m, 2NT=limit raise 3 or 4♥	Gazzilli.	Drury
				One 5-3-3-2	3♣=Mixed raise, 3♦=any splinter, 3NT 4♣♦ voids		
1♠		5	7♥	See 1♥	3♣=limit ♥, 3♥=4♠, 2NT=limit 3♣ or Mixed	Gazzilli	Drury
INT			4♠	10-13 1st NV. 2nd and 3rd favour	Stayma, Transfer, 2NT puppet Stayman		
				14+17 always 5M possible			
2♣	*		7♥	F.G. or 22-23 bal.	2♦=waiting or ♥, 2♥ 5+♠, 2♣=5-5ms, 2NT=6+♣	Kokish	
					3♣=6+♦, 3♦=6+♥		
2♦	*	2	4♠	18-19 bal. no 5M	Transfer, 3♣ puppet Stayman		
				17-19 bal. when 1NT 10-13			
2♥		5/6	NO	5♥ 3-9 non-vul.	2NT force 3♣		
				6♥ 5-10 vul.	2NT asking		
2♠				5♣ 3-9 non-vul.	2NT force 3♣		
				6♣ 5-10 vul.	2NT asking		
2NT			4♠	20-21 Bal. 5M possible	Transfer Puppet Stayman		
3♣		6	NO	NV lighter but not extreme	Nat.		
3♦		6	NO	NV lighter but not extreme			
3♥		6	NO	NV lighter but not extreme			
3♠		6	NO	NV lighter but not extreme			
3NT	*	8	NO	Pre 8♣/♦ better than 4♣♦			
				with Ace of trump			
4♣			NO	Pre			
4♦			NO	Pre			
4♥			NO	Pre			
4♠			NO	Pre			
4NT			NO	minors			
5♣			NO	Pre		HIGH LEVEL BIDDING	
5♦			NO	Pre		4NT KC 1-4 03 2 2+Q, if trump is ♣ 4♠=KC, After KC 1st step asks for Q, 2nd step is serious grand slam try, 3 step non-serious. 5NT normally is pick a slam 1st and 2nd round cue bid if they DBL pass no problem DOPI ROPI, after Major fit a 3level 1st step is non-serious cue is serious. The direct raise of a minor at for level is the stronger bid.	

DEFENSIVE AND COMPETITIVE BIDDING**OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)**

May be light if good suit or good shape

Responses: 2/1 Constructive NF, 2♦=always cue-bid (if not passed)

Jump 2NT = 8-11; 3M = mixed raise, Cue= ♣ NF

Jump cue= 12+ 4+cards fit, Trsf splinter 3♦/NT/♣/♦

INT OVERCALL (2nd/4th Live; Responses; Reopening)

2nd position 15-17 → system on

If doubled: RDBL = 5+♣; Other = TRF

4th position 11-14 → system on

JUMP OVERCALLS (Style; Responses; Unusual NT)

1♣ - 2♦ = Mjs; 1♣ - 2♥/♠=5-5♦/♥+♦; 1♦ - 2♥/♣=5-5♦/♥+♣

1♥ - 2♦ = 5-5 minors; 1♣ - 3♣/♣ = 5-5 minors; 1♣ - 2nt = 5-5 minors

1♦ - 2NT =Mjs(strong); 1M - 2NT =5OM-5♦

Reopen: vs 1M open 2NT = 18-19 BAL (SYS ON). 2M = abt 10-13**DIRECT & JUMP CUE BIDS (Style; Response; Reopen)**

1♣ - 2♣ =5+-4 Mjs; 1♣/♦ - 2♦ = 5-5 Mjs; 1♣/♦ - 3♣/♦ = ask stop;

1♥/♠ - Cuebid = OM + ♣; 1♥ - 3♥ = Ask stop, 1x-3NT=good 4M

Resp: 2NT asks for the quality of the hand, **Reopen:** Michaels**VS. NT (vs. Strong/Weak; Reopening)****Strong nt:** DBL = Strength; 2♣=Mjs; 2♦ =1M or strong 5M-5m

2♥-2♦ = 5+ with minor; 2nt = minors

Weak nt: same; but 2nt=4 ♥+5+ minor; 3♣/♦ =5+cards with 4♦**Reopening:** same but 2♣ =Majors or ♦**VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)**

Dbl = T/O; 2♦(multi)-4♣/♦ = 5+♥-5+♣/♦; pass and 4♣/♦ = 5+♣-5+♣/♦;

2♥/♠ - 3♣=5-5 minors; 2♥/♠ - 4♣/♦ = OM - 5+♣/♦;

3♣/♦-4♣=Om+M; 4♦=Majors; 3M-4M=OM-minor strong

VS. ARTIFICIAL STRONG OPENINGS

Strong 1♣: Dbl =♦; 1♦ =♥; 1♥ =♣; 1♣ =♦; 1nt =♦♦ or ♣♣; 2♣ =♥♣ or ♦♦;

2♦=5-5 Mjs 2♥/2♦= weak 5+; 2nt=minors

Strong 2♣: dbl= Ms; 2♦ = 1M ; 2♥-2♦ = 5+ with minor, 2nt=minors

OVER OPPONENTS' TAKEOUT DOUBLE

RDBL = 9+; 1♥ -! - 1nt/2♣/♦ = TRF; 1♣ -! - 1nt/2♣/♦/♥ = TRF

1♥/♣ -! - 3nt/4♣/♦ = TRF Splinter; After 1♣ (D) SYS/TRF ON

LEADS AND SIGNALS**OPENING LEADS STYLE**

	Lead	In Partner's Suit
Suit	3 rd & low	3/5+ Att after supp
NT	Attitude	3/5 + Att after supp
Subseq	2 nd /4th thru declarer	3/5

Incluse low xX and Honors (not in p's suit), vs 5+ lev: Rusinow from AK

LEADS

Lead	Vs. Suit	Vs. NT
Ace	Ace or AK (not bare)	AK ask attitude
King	KQ or AK (Rus vs 5+ lev)	KD10+, AKJ10 (ask UB)
Queen	QJ+, Dx	DJ+, KD+
Jack	J10+, Jx, HJ10	J10+, HJ10+
10	109+, 10x, H109+	109+, H109+,10x
9	9x,	H98(+),9x, 9xx
Hi-X	Even number	No interest in the suit
Lo-X	Odd number	Interest in the suit

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	STD count	U/D count	U/D count
Suit 2	STD attitude	Suit preference	Odd = enc.
3	Suit preference		Suit preference
1	STD count	Suit preference	U/D count
NT 2	STD attitude	U/D count	Odd = enc.
3	Suit preference		Suit preference

Signals (including Trumps):

In Smith eco situations we use Suit preference

DOUBLES**TAKEOUT DOUBLES (Style; Responses; Reopening)**

Distributional or any strong hand

Responses: Cuebid or 2NT= F1, trf responses after (1Maj)- dbl -(p)-**Reopening:** 8+ hcp

Over direct Double vs a weak 2 open 2NT shows a positive,3 level bid 0-7

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

1♣ - 1♦ - DBL = 4+♥; 1♣/♦ - 1/2♥ - DBL = 4+♣; 1♣/♦ - 1/2♣ - DBL = 4+♥

When the opponents are defending DBL = want partner to bid

Dbl vs slam when we have been competing suggests sacrifice holding 1 trick.

Inverted DBL in penalty situations: (note 10)

DBL of the cue-bid from who has bid the suit asks for another lead

W B F CONVENTION CARD**CATEGORY: Green****NCBO:** Italy**PLAYERS:** Andrea Manno – Massimiliano Di Franco**SYSTEM SUMMARY****GENERAL APPROACH AND STYLE**

1♣: 2+cards Bal (11)12-14, Nat 11+ (Trf responses)

1♦= 4♦+ Not Bal

5M, 2/1 responses = GF

1NT opening: 15-17

2♦ opening: 18-19 hcp balanced

Fav or 4th seat: 1NT :14-16, 2♦ :17-18 Bal**SPECIAL BIDS THAT MAY REQUIRE DEFENSE**2♦: 18-19 Balanced (17-18 at Fav or 4th seat)

1♦ → 2♦= 1 Maj invitational +

1♦ → 2♥= 5♣-4♦ 9-11 hcp; 1♥/1♣ → 3♦/3♥=Raise with any sing GF

1♣ open possible 5♦332 (NV we open any 11 bal, Fav good 10 bal)

TRF resp to 1♣ opening

3NT opening = constructive 4♥ or 4♣ opening

Jump overcalls at the 2 level to 1 level opening bid shows 2 suiter

We use many TRF when opponents bid after our opening bid

In relay auctions often choose to show single A/K as no single

SPECIAL FORCING PASS SEQUENCES

When forcing situation pass ask partner to double and DBL invites strongly to Bid

PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG,DBL,THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSEDHAND BIDDING
1♣	X	2		Bal 11-14, Nat unbal 5♦332 possible Fav: 10-13 Bal, Nat unbal	1♦/♥ = 4+ card ♥/♠; 1♣ = 4+♦ or (4♦333 or 5♣ 332); 1NT = GF Relay; 2♣=nat weak; 2♦=6♣ or 5♣-4♦ GF; 2♥/♣=5♣-4♣/♥ GF; 2NT=♣ pree or 1suit hand; 3♣=mixed 6+♣; 3♥/♣=nat ; 4♣/♦=TRF ♥/♣	1♣ - 1♦/1♥- 1♥/♣=a) 3cards unbal/ bal b) 4 unbal 1♣ - 1♦/1♥- 2♣/♥ = 16+hcp with 3 cards fit (NOTE 9) 1♣ - 1♦/1♥- 2NT= 4 cards fit unbal 15+ 1♣ - 1♦/1♥- 2♦= a) 6♣ 15+, b) 5♣-4♦/OM 16+	o/comp=TRF; (NOTE 1)
1♦		4		11-22 4+♦ unbal; 4 cards only with (4441) (4144)	2♣=GF Relay; 2♦=1 Maj invit +; 2♥=5♣-4♥ (9-11); 2♣=mixed raise ♦; 2NT=♦ limit or 1Mj strong 3♦=weak; 3♥/♣=nat pree	1♦ - 1♥/♣ - 1nt = Any 15+ or 5♦-4♥ 12-14 1♦ - 1♥/♣ - 2nt = 4 cards support 15+hcp 1♦ - 1♥/♣ - 2♣/♥ = 16+hcp with 3 cards fit (NOTE 7 & 9)	o/comp=TRF (NOTE 2)
1♥		5		11-22 hcp	1nt=NF but may have fit; 2♣=GF Rel; 2♦=nat GF; 2♣=nat GF; 2NT=8-13 3 cards ♥; 3♣=8-12 4+♥; 3♦=GF raise + any sing; 3♥=mixed raise 3♣/3nt/4♣=void in ♣/♣/♦	1M - 1x - 2♣= nat or any 15+hcp 1M - 1x - 2NT=6M-4m 15+ hcp (NOTE 6)	2♣ Drury; 2♦=Nat 2♣=any sing inv min; 2nt/3♣/♦=sing and good hand, o/comp=TRF (NOTE 3)
1♠		5		11-22 hcp	1nt=NF but may have fit; 2♣=GF Relay; 2♦=nat GF; 2NT=8-13 3♣; 3♣=6+♥ invit; 3♦=8-12 4+♣ 3♥= GF raise any sing; 3♣=mixed raise 3nt/4♣/♦=void in ♣/♦/♥	1M - 1x - 2♣= nat or any 15+hcp 1M - 1x - 2NT=6M-4m 15+ hcp	2♣ Drury; 2♦=Nat 2nt=any sing inv min; 3♣/♦/3♥=sing and good hand; o/comp=TRF (NOTE 4)
1NT				15-17 (semi)bal 5 card M 5-4 or 6m Fav or 4 ^h seat= 14-16	2♣=NF Stayman, doesn't promise M; 2♦/♥=trf; 2♣= 6+♣ or 5-5 or 64min 2NT = 5-5 min weak or 6+♦; 3♣=puppet 3♦=5♣/4+♦ invite; 3♥=Short (4144 or 54min), 3♣=13(45) 4♣=minors ISL, 4♦/♥=TRF ♥/♣	1NT - 2♣-2♦-2♣ = ask min/max Can have 5M332 invite). 1NT - 2♣-2♦-2nt= puppet 3♣	X: xx=♣, 2♣=♦, other=System on o/comp=2N and 3 level=TRF invit+ (NOTE 5)
2♣	X	0		Any GF or 22+ Balanced	2♦=waiting; 2♥=5+♣; 2♣=5+♥ 2nt/3♣/♦/3♥=6+♣/♦/♥/♣ good suit	2♣ - 2♦-2♥ = 4+♥ or bal 24+	o/comp=TRF; dbl of 2Mj promise 4+ OMj
2♦	X			18-19 balanced Fav or 4 ^h seat =17-18 balanced	2♥=4+♣ or Rel; 2♣=4+♥; 2nt=pupp to ♣, 3♣=5♣-4♥ or 4-4 MM; 3♦=5♥-4♣; 3♥/♣= short 4♣=5-5 minors; 4♦/♥=TRF ♥/♣	2♦-2♥-2♣ /2♣-3♣ = Bal with 4♣/♥	o/comp=TRF; dbl of 2Mj promise 4+ OMj
2♥		5		NV: 5+ ♥ 3-8 V: 6 ♥ 7-10	NV→2♣/3♦=NF; 2NT=ask ; 3♣= p/c on minors V →2♣=R; 2nt =5+♣; 3♣/♦ = Nat F1 round		NV→Over X TRF, after overcall: dbl t/o V→Over X: TRF, overcall: x= penalty
2♣		5		NV: 5+ ♦ 3-8 V: 6 ♦ 7-10	NV→3♣= p/c on minors; 2NT=ask, 3♦/♥= NF V→2nt = R; 3♣ =5+♥; 3♦ = F1; 3♥ = ♦ F1		NV→Over X TRF, after overcall: dbl t/o V→Over X: TRF, overcall: x= penalty
2NT				20-21 bal may have 5 cards M Fav or 4 ^h seat=19-20 hcp	3♣ = Puppet; 3♦/♥ = TRF; 3♣ = TRF to 3nt 3nt=minors; 4♣ = ♥; 4♦ = ♦; 4♥ = ♦; 4♣ = ♦ Slam try	2nt -3♣: 3♦ = 1/2 Mjs ; 3♥ = No Mjs 3♣ = 5♣ ; 3nt = 5♥	o/comp=TRF
3♣♦♥♣		6 (7)		Aggressive (NV), sound (V)	On 3♣/♦: New suit =NF; 3♦ over 3♣ =TRF to 3♥, 3♥ over 3♦=TRF to 3♣, 4om= OPKC	HIGH LEVEL BIDDING	
3NT	X			Good 4♥/♦ opening	4♣ asks for TRF; 4♦=slam try in one Major	RKCB 4♣/nt-1430; when fit in ♣ or ♦: First step=minimum, second step=odd # KC; 3rd step= even # KC; exclusion RKCB; 5nt (Josephine); lead directing bid; mixed cue-bid; last train bid; DOPI; Splinter and TRF splinter.	
4♣♦♥♣		7		Preempt			
4NT				Good pre in ♣ or ♦	5♣ = P/C, 5♦=Ask if void, 5♣=bid your m in undersuit		

Supplementary Notes: Andrea Manno - Massimiliano Di Franco, Italy

(Note1) 1♣ Opening Overcalled

- X:**
- 1♦ = 4+♥
 - 1♥ = 4+♠
 - 1♠ = System on
 - 1NT = 5+♣-4+♦ 6-10
 - 2♣ = System on
 - 2♦ = 6♥/♠ weak
 - 2♥/♠ = 5♥/♠-5♦ 7-10
 - 2NT = 5-5 ♣/♦ 7-10
 - 3♣ = 6♣ 5-8
 - 3♦/♥/♠ = Pree
 - 4♣/♦ = Pree in ♥/♠
- 1♦:**
- X = 4+♥
 - 1♥ = 4+♠
 - 1♠ = 4+4+ ♥/♠ 7-11
 - 1NT = Nat
 - 2NT = 5♥-5♣ 7-10
 - 3♣/♦ = 5♣-5♣/♥ 7-10
 - 2♣ = T/O w/o 4M
 - 2♦/♥ = 6+♥/♠ weak +
 - 2♠ = GF Bal with stopper or ♣ GF
 - 3♥/♠ = Nat pree
 - 4♣/♦ = ♥/♠
- 1♥:**
- X = 4+♠
 - 1♣ = t/o w/o 4♣
 - 1NT = 5♣-5m 3-6
 - 2♣ = 5+♦ GF
 - 2♦ = 5+♣ GF
 - 2♥ = 6♣ weak/limit or slam try with good suit
 - 2♠ = GF Bal with stopper or ♣ GF
 - 2NT = 5♣-5♦ 7-10
 - 3♣/♦ = 5♣-5♣/♦ 7-10
 - 3♦ = 5♣-5♦ GF
 - 3♣ = Pree Nat
 - 4♣/♦ = Good/Bad Pree in ♠
- 1♠:**
- X = 4/5♥
 - 1NT = Nat
 - 2♣ = T.O. w/o 4♥
 - 2♦ = ♥ GF
 - 2♥ = ♦ FM
 - 2♠ = GF Bal with stopper or ♣ GF
 - 2NT = 5♣-5♦ 7-10
 - 3♣/♦ = 5♥-5♣/♦ 7-10
 - 3♣ = 5♥-5♦ GF
 - 3♦ = 6♥ Invite
 - 4♣/♦ = Good/Bad Pree in ♥
- 1NT:**
- 2♣ = MM or ♦
 - 2♦ = 1M or 5M -5m Invite
 - 2♥/♠ = 5M-4+m

- 2♣/♦:**
- 2♦/♥/♠ = Nat 5+ NF
 - 2NT = 55 MM limit or Slam try
 - 3♣/3♦/♥ = Trsf inv+ (Over 2♦, 3♣ = Nat GF)
 - 3♠ = TRSF to 3NT
 - 4♣ = 55 MM GF
 - 4♦/♥ = TSF

- 2♦ = ♥/♠:** - X = T/O
- Pass e after dbl = Penalty (not over the jump)
 - 2♥/♠ = GF ♠/♦
 - 2NT = 5+4+ minors 7-10
 - 3♣/3♦ = Mixed

- 2♥:**
- X = 4+ ♠
 - 2♣ = t/o w/o 4♣
 - 2NT = Nat
 - 3♣ = ♦ GF
 - 3♦ = 5+♣ FM
 - 3♥ = ♣ FM senza 4♣
 - 3♠ = Mixed
 - 4♣/♦ = 6♣ Slam try/GF

- 2♠:**
- X = 4+ ♥
 - 2NT = T.O. w/o 4♥ or GF with stop
 - 3♣/♦ = ♦/♥ GF
 - 3♥ = ♣ GF w/o 4♥
 - 3♠ = ask stopper
 - 4♣/♦ = 6♥ Slam try/GF

- 3♦:**
- 3♥/♠ = ♠/♥
 - 4♣ = 55 MM
 - 4♦ = ♣ GF

- 3♥:**
- X = 4+ ♠
 - 3♣ = t/o w/o 4♣
 - 4♣ = ♠ Slam try
 - 4♦ = ♠ GF
 - 4♥ = ♣ GF
 - 4♠ = ♦ GF
 - 4NT= minors

- 3♠:**
- X = T/O
 - 4♣ = ♥ Slam try
 - 4♦ = ♥ GF
 - 4♥ = ♣ GF
 - 4♠ = ♦ GF
 - 4NT= minors

Note 2) 1♦ Opening Overcalled:

- X:**
- 2♣ = ♦ raise 8+
 - 2♦ = 6♥/♠ weak
 - 2♥/♠ = 5♥/♦-5♣ 7-10
 - 2SA = System on
 - 3♣ = 6♣ 5-8
 - 3♦ = ♦ raise 4-7
 - 3♥/♦/4♦ = Pree

- 1♥:**
- X = 4+♣
 - 1♠ = t/o w/o 4♣
 - 1NT = 5♣-5♣ 3-6
 - 2♣ = ♦ raise 8+
 - 2♦ = 5+♣ GF
 - 2♥ = 6♣ weak/limit or slam try with good suit
 - 2♠ = GF Bal with stopper or ♣ GF
 - 2NT = 5♣-5♣ 7-10
 - 3♣ = 6♣ 5-8
 - 3♦ = ♦ raise 4-7
 - 3♠ = Pree
 - 3♥ = 5♣-5♣ GF
 - 4♣ = Pree in ♠

- 1♠:**
- X = 4+♥
 - 2♣ = T.O. w/o 4♥
 - 2♦ = 5+♥ GF
 - 2♥ = ♦ raise 8+
 - 2♠ = GF Bal with stopper or ♣ GF
 - 2NT = 5♥-5♣ 7-10
 - 3♣ = 6♣ 5-8
 - 3♦ = ♦ raise 4-7
 - 3♥ = 6♥ Invite
 - 3♠ = 5♥-5♣ GF
 - 4♣ = Pree in ♥

1NT: Same as over 1♣ opening

- 2♣:**
- 2♦ = Nat NF
 - 2♥ = 5+♣ GF
 - 2♠ = 5+♥ GF
 - 2NT = 55 MM limit or Slam try
 - 3♣/♦ = ♦ raise invitational+/ mixed
 - 3♥/♠ = 6♥/♠ 5-8
 - 4♣ = 55 MM GF

- 2♦=♥/♠:** - X = T/O
- Pass e after dbl = Penalty (not over the jump)
 - 2♥ = Limit + ♦
 - 2♠ = 5+♣ GF
 - 2NT = 5+♣/3+♦ 7-10
 - 3♣/♦ = NF

2-3♥/♠: Same as over 1♣ opening

- 3♣:**
- 3♥/♠ = 5+♣/♥
 - 4♣ = 55 MM
 - 4♦ = Nat F

(Note 3) 1♥ Opening Overcalled

X: - 1NT/2♣/♦ = TSF (PH nat and 1NT=3♥ invite)
 - 2♠ = 55 mm 8-11 (PH= short 8-11)
 - 3♦ = System on (PH= short 8-11)
 - 3♣ = Fit 4° 7-8 (PH= short 8-11)
 - 2NT = Fit 4° Limit+
 - 3♣/3NT/4♣= Fit ♥ with void ♣/♣/♦

1♠: - 2♣ = ♦ (PH= =3♥ invite)
 - 2♦ = ♣ (Nat PH)
 - 2♠ = Fit 3°Limit + (♣ PH)
 - 2NT = Fit 4° Limit +
 - 3♣/♦ = Mixed
 - 3♣/3NT/4♣= Fit ♥ with short ♣/♣/♦

1NT: - 2♣ = ♦ or 5♣-4♣
 - 2♦ = 6♣ or 5♣-5°minore Limit
 - 2♠ = 5♣-4♦
 - 2NT = Fit 4° limit+
 - 3♣/♦ = Nat
 - 3♣/3NT/4♣ = Fit ♥ with short ♣/♣/♦

2♣: - X >> | 2NT = GF
 - 2♦ = ♣ (PH=3♥ invite)
 - 2♠ = ♦ (PH=Nat)
 - 2NT = Fit 4° limit +
 - 3♣ = Fit 3° limit+ (PH=♦)
 - 3♦ = Mixed
 - 3♣/3NT/4♣/♦ = Short ♣/♣/♦/Void ♦

2♦: - X >> | 2NT = GF
 - 3♣ = ♣ (PH=Nat)
 - 2♠ = ♣ (PH=♦)
 - 2NT = Fit 4° limit +
 - 3♦ = Fit 3° limit+
 - 3♣/3NT/4♣/♦ = Short ♣/♣/♦/Void ♦

2♠: - 2NT = Fit limit
 - 3♣/♦ = ♦/♣ GF (PH=Nat)
 - 3♣ = Fit FM
 - 3NT/4♣/♦ = Short ♣/♦/♣

They overcall showing 2 known suits:

- X = T/O
- Pass e after dbl penalty but if they jump= t/o
- 2NT = Fit 4° limit +
- Most economic cue = Fit 3° limit +
- Less economic cue = 4° suit GF
- New suit = Nat NF
- 3♣/3NT/4♣/♦ = short ♣/♣/♦/Void ♦

They overcall Michaels:

- 2NT or more = TSF
- Most economic TSF= Fit 3° limit+, Less economic TSF= Fit 4° Limit+

After 3OM Overcall:

- 4♣ = Slam try in your M >> 4♦ = Last train
- 4♦/Cue= Lower m GF/4th suit GF

(Note 4) 1♠ Opening Overcalled: follow the same logic of 1♥ opening

(Note 5) 1NT Opening Overcalled

X: - XX = ♣; 2♣=♦; Other=System on

2♣ if it doesn't guarantee a suit: System on
2♣ Nat: Same as 1♣-2♣

2♣ Landy: - pass and 2NT= Minors

- pass and dbl = t/o (weaker than direct dbl)
- dbl= t/o >> Inverted dbls >> 2NT= to play
- 2♦ = S.O.
- 2♥/♣ = ♣/♦ GF
- 2NT= ♣/♦ Competitive
- 3♣/♦ = ♣/♦ Competitive
- 3♥/3♣ = Short with minors
- 4♦/♥ = Tsf 6♥/♣

2♦ Multi: - dbl= t/o >> Inverted dbls >> 2NT= to play

- pass and dbl = t/o (weaker than direct dbl)
- pass and 2NT= Minors
- Pass and cue= 3 suited hands
- Pass and 4♣/♦ = 5OM+m
- 2♥/2♣ = Nat NF
- 2NT and more TSF limit +, 3♣ = 55 minors,
- 4♦/♥ = Tsf 6♥/♣

2♥: - 2♣ = NF

- 2NT/3♣ = TSF limit+
- 3♦ = 5+♣ limit+
- 2♥/2♣ = Nat NF
- 3♥= 4♣ and short ♥
- 3♣ = Minors
- 4♣/♦ = 6♣ Slam try/GF

2♠: - dbl= t/o >> 2NT= no 4♥ F, any other bid is nat with 4♥

- 2NT/3♣ = Tsf limit+
- 3♦ = 5+♥ limit+
- 3♥ = Minors
- 3♣= 4♥ and short ♠
- 4♣/♦ = 6♥ Slam try/GF

2NT minors: - 3♣ = 54 MM limit+

- 3♦/♥ = 5+♥/♣ limit +
- 3♣ = 55 MM limit
- 4♣ = 55 MM GF
- 4♦/♥ = TSF

3♣: - X = T/O >> 3♥ >> 3♣ = TSF, 3NT = 4♣

- 3♦ = 5+♥ Limit +
- 3♥ = 5+♣ Limit+
- 3♣ = 5+♦ GF
- 4♣ = 55 MM GF
- 4♦/♥ = TSF

3♦: - X = T/O >> 3♥ >> 3♣ = TSF, 3NT = 4♣

- 3♥/♣ = Nat ♣/♥ GF
- 4♣ = 55 MM GF
- 4♦/♥ = TSF
- 4♣ = ♣ GF

3♥/♣ same as over 1♣ opening

(Note 6) Relay Auctions after opener show 2 suits over 2♣ GF ask:

3♣ = 64/65 >> R >> 6-4 short L, 6-4 Short H Min or Max, 6-4 Short H Medium, 65 Max/Medium/Minimum
 3♣ = 64/55/74/65 >> R >> 64 or 74, 55 Min or Max, 55 Medium, 65 Max/Medium/Min
 3♦ = 5422 >> R >> Min -Max/Medium
 3♥ = Short L >> R >> Min/Medium
 3♠/NT = Short H Min-Max/Medium
 2NT = 74/55 >> R >> 74 Min+ / 55 short L/55 Min or max short H/55 Medium short H
 2NT = 74/65 >> R >> 74 Min or Max/ 74 Medium/65 Min or Max/65 Medium

(R= relay, L=low, M=medium, H=high)
Min=12-14, Medium=15-17, Max=18+

(Note 7) Relay Auctions after 1♣/♦ opener show 2 suits:

2NT = R >> 3♣ = 3-suited or 55 mm *
 3♦ = 54 >> 4th suit =ask stopper
 3♥ = 64 with short in your suit >> R = ask stopper
 3♠ = 64 with short in the 4th suit

 3♣ = R >> 3♦ = 54 >> 4th suit =ask stopper
 3♥ = 64 with short in your suit >> R = ask stopper
 3♠ = 64 with short in the 4th suit

*3♣: 55 mm >> R >> 3♥ = 55 with short in your suit >> R = ask stopper
 3♣ = 55 with short in the 4th suit
 3♣: 3-suited >> R >> 3♥/♣/NT = 4441 Min/Max, 544 Min, 544 Max

(Note 8) Rule about setting 3 suits when the hand is shown at 3♣/NT level:

3♣/NT >> | 4♣ = Set the suit of the most economic game
 | 4♦ = Sign off any >> 4♥ forced >> Sign off
 | 4♥ = Set the suit of the 2nd most economic game
 | 4♠ = Set the suit of the less economic game

(Note 9) Relay Auctions when opener shows 3-cards fit at 2 level:

2NT = R >> 3♣ = 5m-3M-(41) or 4441 >> R >> 5-3 short L/H/H/4441 short L/H
 3♦/♥/♣/NT = 6m 22/L/H/H
 4♣/♦ = 544 Void L/H

(Note 10) Inverted DBL in penalty situations:

DBL= 2/3 card*; PASS=1 or 4+ cards F1, over pass: dbl from partner is penalty (dbl with 1-2 or 4+)

(Pass and bid by opener is stronger than a direct bid).

*DBL from the 3rd seat opener after a penalty situation just shows a full opening bid

(Note 11) Defense vs 1♦ Precision opening:

Over 1 level overcall 2♣ is a cue (not by PH), 2♦ is nat NF and 3♣ is nat invite.

2♦ = ♦ Nat

2♥/2♠= 5-5 MM weak/stronger

2NT= 5+♣/5+♥

3♣=5+♣/5+♠

3♦= 5+♦/5+M >> | 4♣ = R >> 4♦ Min, 4♥/♣ = ♥/♣ Max
 | 3♥/♣/4♥/♣= P/C

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)		
1 st level: Aggressive, Natural overcalls, (5) 8-15 HCP, (4) 5+ cards,		
2 nd level: 12-16, constructive		
Responses: new suit 2nd level NF, opp suit F1,		
After 1m/M overcall - transfer bids, fit bids, SPL		
INT OVERCALL (2nd/4th Live; Responses; Reopening)		
2nd seat (14)15-18 bal, 4th seat 11-14; 9-11 after pas		
Responses: System on after [1m] - 1NT - [pass]		
[1M]-1NT-pas- transfers, transfer to opponent suit= 4OM, inv+,		
2♦=♦ or invitational,		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
1-Suit: WEAK		
2-Suit: (1M)-2M-5OM+5C (1M)-3c- 5+D+5OM ; 4th level leaping Michaels (5OM, 5m)		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
(1c)-2c nat (1c/1d)-2d both M		
(1H/1s)-2H/2S OM and C/ 3c- OM + 5D		
(1x)-3x asking stopper		
VS. NT (vs. Strong/Weak;)		
X- 5m+4M, 2♣=both majors 4+/4+; 2♦=one major (5)6+, 2♥/♦=nat+minor, 2NT = minors		
X-Competitive strength plus, 2♣=both majors 4+/4+; 2♦=one major (5) 6+, 2♥/♦=nat+minor, 2NT = minors		
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)		
DBL for takeout,		
2NT = 16-19 HCP, [2M] - 4m = nat + other M;		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣		
same as after 1NT, except [1♣] -1NT=minors, 2NT=stronger 5-5;		
DBL=♣		
over strong 2♣, 2x nat, 2nt minors, 3♣ both M, 3♦ one M, 3M with m		
OVER OPPONENTS' TAKEOUT DOUBLE		
Redouble- strong except after 1D-(X)-XX = hearts		
1M - [dbl] - 1NT-2♣/♦/♥ = transfers, fit-bids; 2NT=unbal invitational		
1C-(X)- transfers from 1D		

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	Lead	In Partner's Suit
Suit	2 nd /4 th / Top from two	same
NT	2 nd /4 th / Top from two	same
Subseq	Top	same
HxX (3 rd)		
Top from two		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	Ax,AKxx	Ax AKx
King	AK AKx, KQx	KQxx.
Queen	QJx	QJxx
Jack	J10x, Jx	J10x Jx
10	A109x, K109x, AJ10x, KJ10x	A109x K109x A/KJ109
9	109xx 109x, 9x	109xx,109x, 9x
Hi-X	Sx	Sx,
Lo-X	Xx, xx xXXX	Xx xXx xXXX
SIGNALS IN ORDER OF PRIORITY		
Suit:1st	Partners Lead count (low/high even)	Declarer's Lead Count
2nd	attitude (small=enc)	Lavinthal
3rd	Lavinthal	
NT: 1st	Attitude	Smith
2nd	count	Count
3rd	Lavinthal	Lavinthal
Signals (including Trumps): hi-low in trumps shows ruffing potential		
UDCA – hi-low odd, small – encourage;		
Smith signal against NT(small enc);discarding –odd=values, even=Lavinthal		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
12+ to unbid suits or 16+ with own suit or 19+any		
Responses: 1NT 6-9 bal, minimal bid 0-8 NF		
Reopening: might be very weak		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
Negative Doubles		
Direct redoubles after partners opening=strong		
Lightner dbl, lead directing double, slam double		
DOPI, ROPI		
1♣/♦-[1♥]-x: 4+S		

W B F CONVENTION CARD		
CATEGORY: RED – Polish Club		
NCBO: LATVIA		
PLAYERS: Janis Ilzins – Maija Romanovska		
Event- ALL		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
1♣ = 12-14 bal or 16+ with suit or 18+bal/ 1 st /2 nd hand nv 13+		
1♦ = 4+♦, unbalanced; 1M = (8) 11-15 HCP, 5+		
1nt 10-12 nv 1st/2nd hand ; (14)15-17		
2♣= 10-15 HCP 6+♣ or 5+♣ & 4M		
2♦ both M		
2♥/♣ = 8-12, (5) 6 M		
2NT= both minors 5-10		
2 OVER 1 Responses:F1		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
2♦ both M		
1nt 10-12 nv first two hands		
3NT = Gambling		
Ghestem and unusual 2NT. Leaping Michaels after opps open		
2♥ ♣ / 3♥ ♣		
SPECIAL FORCING PASS SEQUENCES		
in GF and ST sequence		
IMPORTANT NOTES		
1♦opening may include 4♦5 ♣ distribution		
PSYCHICS: Rare		

OPEN ING	TI CK IF AR TI FI CI AL	MIN .NO. OF CAR DS	N E G .D B L T H R U				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	0	a)12-14 balanced, b)16+unbal c)18+any 1 st /2 nd hand nv 13-16nt/16+any	1♦:0-7/7-10 6card m; 1♥/♠: 8+,4+M 1nt nf 2♣/♦:nat, GF, 2♥:8-11, minors 2♣:bal inv+w/o 4M 2nt,5-7 HCP from 5-5m 3m=nat inv6+ suit 3Mweak	1♣-1♦-2♣:FG, 1♣-1♥/♦-2♣:FG, relay, 1♣-2♥-2♣:relay, 1♣-1♥/1♣-1nt-2♦ GF	1c-(x)-transfers; 1nt nat 1c-(1x)-transfers 1c-(2x)-3c transfers	
				(10)11-15, 4+♦ unbalanced, ♣ might be longer	1♥/♦: ,4+♥/♦; 1NT: NF; 2♣, 4+,F1; 2♦:10+, 4+ 2♥/♦:6+, GF; 2NT s/o in ♣/♦, or GF with both M; 3♣ weak D or GF with D	1♦-1♣-1nt(4H) 1♦-1♣-2♣ 5-4(any) in minors 1♦-1♥-1nt 5♦ 4♣	1d-(x)-transfers ;1nt nat 1d-(1x)-transfers; 1nt nat
				11(10)-15, 5+♥	1NT:NF, 2♣:2+, F1; 2♦/♥5+, F1, 3m suit +fit, 3M mix rise, 2nt fg/3c 6-8 4H/3d 9-11 4H 2nt SO with long m or strong cards with fit	1♥-1♣/NT-2♣:Relayc 1♥-1♣/NT -2♥- 5♥-+4♣ min 1♣-1nt-2♣ 5♣ 4+♣ min	Drury -2M the weakest bid 1M-(x)-transfers
1♠		5	11(10)-15, 5+♣				1M-(2x)-3x inv+ with fit
1NT			10-12 nv 1st 2nd hand/15(14)-17 can be 4-4-1-4 (5M/6m)	Stayman, transfers, 2♣ inv or ♣, 3m inv, When 10-12 3M weak, when 1nt strong 3M shortness 3♣♦ inv , 4♣ both M 4♦/4♥ transfers			1nt-(x)-2♣ ♦/ ♦+M ; 2♦-♦/both M
2♣		5	11(10)-15, a)5♣ 4M b)6+♣	2♦ relay, 2♥/♦ NF, 2NT relay, 3♣7-10 3♦/3M 6+GF	2♣-2nt-3♣(auto)-3d both M inv+ 2♣-2nt-3♣(auto)-3M 5cards GF		2♣-2♦-(2♥)-x penalty 2♣-2♦-(2♣)-x t/o
2♦	X	0	Both M 6-10	2NT:relay, 3m f1 nat			
2♥		5	5-10 6(5)♥+	2nt relay, 2NT ♣	2♥-2♣-3x shortness, 3M = min 3NT = max		
2♠		5	5-10. 6(5)♣	2NT relay 3m fg nat			
2NT			5-5 minors 5-10				
3♣		6	pre, 2/3 top honors				
3♦		6	pre, 2/3 top honors				
3♥		6	3-10(in nv and vurl. vs vurl. very weak)				
3♠		6	3-10(in nv and vur. vs vurl. very weak)				
3NT	X		Solid 7 minor with maximum	4♣ P/C 4♦ slam try			
4♣		7	pre				
4♦		7	pre				
4♥							
4♠							
4NT			Minors 10 tricks				
5♣							HIGH LEVEL BIDDING
5♦							RKCB, Exclusion Blackwood, Slam Double, DOPI ROPI

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style; Responses; 1/2 level; Reopening)		
Style: 8-15 (18) HCP (4) 5+,		
Resp: new suit below OPP suit =NAT F1; above=TRF		
Jump Raise=PRE, Cue=F1,		
Transfers		
Fit-bids		
Splinter only in opponent suit		
Reopen: 8-15; Resp: Cue=F1, other NF		
INT OVERCALL (2nd/4th Live; Responses; Reopening)		
2nd: 15-18		
Responses: SYSON		
4th: 10-14 (may be without stopper),		
JUMP OVERCALLS (Style; Responses; Reopen)		
Constructive in VUL, random NONVUL		
(1m)-2M and (1♥) - 2♠ = NAT, 6+, 9-12 hcp		
DIREC		
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)		
(1♣ 3+) - 2♣ =♦ & ♣ 2NT=♦ & ♥, 3♣ = both majors (1♦)-2♦=♣ & ♣, 2NT=♣ & ♥, 3♦ = both majors		
(1♥/♣) - 2♥/♣ OM and ♣, (1♥/♣) - 3♣ = OM and ♦		
Jump cue vs 1st level natural opening: asking for stopper		
VS Weak NT (average less 15 HCP)		
DBL=NAT; following double NEG; 2♣=♥+♣ Resp: 2nt=F1, asking		
2♦=Major 1-Suiter Resp: 2nt=F1; 2♥/♣=5(4)+-4+m Resp: 2nt=F1; 2nt=♣+♦		
VS Strong NT (average more or equal 15 HCP)		
SAME as VS Weak		
VS PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		
DBL=T/O; NT=NAT;		
Natural and two suited overcalls		
VS ARTIFICIAL STRONG OPENINGS		
vs 1♣: DBL = ♣; 1x = NAT, may be 4 cards; 1nt = (44)+ minors		
2♣/♦/♥/♣ = as VS 1NT; 2nt= 2-Suiter		
vs 2♣: DBL= ♣; 2♦/♥/♣ = NAT; 2nt= 2-Suiter		
VS OPPONENTS' TAKEOUT DOUBLE		
RDBL= Strong; new suit = F1; Jump Raise= PRE;		
Transfers after 1M-[dbl]		

LEADS AND SIGNALS				
OPENING STYLE				
Suit	Lead	In Partner's suit		
Suit	1-3-5	1-3-5		
NT	1-3-5	1-3-5		
Subsequent				
OTHERS:				
GĀJIENI				
Lead	Vs. Suit	Vs. NT		
Ace	AK+, Ax, AQx, AJx	AK+, Ax, AQx, AJx		
King	AKQ, KQ, Kx	AKQ, KQ, Kx, AKJ+		
Queen	QJ, AQJ, Qx	QJ, AQJ, Qx, KQ10+		
Jack	J10, Jx, KJ10	J10, Jx, KJ10, QJ9+		
10	109, Q109, AJ10+, AK109+	109, Q109, AJ10+, AK109+		
9	9x+, A(K)109, A(K)J9,	9x+, A(K)109, A(K)J9,		
S	Sx(+), xxS, xxSx, xxxxS, xxSxxx	Sx(+), xxS, xxSx, xxxxS, xxSxxx		
SIGNALS IN ORDER OF PRIORITY				
Suit	Partner's Lead	Declarer's Lead		
	Count, small=even	Count, small=even		
	Att, small = enc	S/P		
	S/P			
NT	Count, small=even	Count, small=even		
	Att, small = enc	S/P		
	S/P			
Disc	LOW=ENC, first small discard=enc, first lead, high-low in trumps			
	ability to ruff			
DOUBLES				
TAKEOUT DOUBLES (Style; Responses; Reopening)				
T/O thru 4♣ = opening values, but may be light with classic shape				
Reopen: normally 10+				
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES				
NEG DBL thru 4♥				

WBF CONVENTION CARD		
CATEGORY: GREEN		
NCBO: LATVIA		
PLAYERS: Uģis Jansons– NEIMANIS Jānis		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
NATURAL		
1♣ = 2 +, resp: 1♦ = negativ		
1♦ = 4+, NAT, usually UNBAL		
1♥ / ♠ = 11+, 5+		
1nt = (14) 15-17 bal, could be any 5-3-3-2 possible semibal		
2♣ = 1) BAL 20-21 2) any FG		
2♦ = both Majors no 5-4, 6-10 HCP		
2M = weak 2, 6-10		
2nt = 23-24balanced		
1nt over 1M= semi-forcing		
2 over 1= Natural FG, except if rebid suit over 1M opening		
1M - 2♣=2+♣		
SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
2♦ = both Majors no 5-4, 6-10 HCP		
3nt= Gambling		
SPECIAL FORCING PASS SEQUENCES		
After penalty redoubles in GF situations		
IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE		
PSYCHICS		
Rare		

OP.	TICK IF ART	MIN NO OF CARDS	NEG DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♦		2	4♥	2+, NAT	1♦ = negative 2M=6+, 4-8 hcp 2NT=both m 7+HCP	1♣ - 1x-1y; 2♣ = Puppet to ♦ (weak with ♦ or any INV, 3m=5+m & 4M, INV); 2♦ = FG, ART, 1♣-TRF M-1NT=18-19 1♣-1 M: 2NT=ST, SUPP,	SAME
1♦		4	4♥	4+, NAT, usually UNBAL	1M = NAT; 1NT/3NT = limit; 2♣/♦=4+, 11+hcp; 2M=6+, 4-8 hcp, 2NT=4+♦, 0-5 hcp, 3♣=NAT, INV; 3♦=4+♦, 6-9; 3NT = to play	1D - 1x-1y; 2♣ = Puppet to ♦ (weak with ♦ or any INV, 3m=5+m & 4M, INV); 2♦ = FG, ART; 1♦-1♣-1NT=4♥ or 16+no 4M 1♦-1M-2NT= ST, SUPP	SAME
1♥/♠		5	4♥	(8) 10+, 5+ ♥/♠	INT= NF, 7-12 hcp; 2♣=2+, FG, if not rebid, 2♦=5+, FG 3/4 seat – may be weaker, may be 4 cards suit	1♥-1♣-INT: 2♣ = Puppet to ♦ (weak with ♦ or any INV, 3m=5+m & 4M, INV); 2♦ = FG, ART; 3♣=4+M,6-9 hcp; 3♦=4+M,10-11 hcp; 3M=4+♥,0-5hcp 2NT = FG with support SPL=void	
1NT			4♥	15(14)-17 BAL	2♣= STAY; 2♦/♥ = TRF ♥/♠; Possible semi bal		
					2♣= INV or minor week or minors strong, 2NT = ASK for xx 4♣/♦ = TRF ♥/♠ 4♥/♣ = to play, game strength		
2♣	X		4♥	1) any FG 2) BAL 20-21	2♦=waiting, 2M=NAT, positive, 2NT-3♥=TRF,	2♣-2♦-2♥=Puppet to 2♣ (BAL or NAT) 2♣-2♦-2NT=22-23, 2♣-2♦-2♥-2♣-2NT=BAL, FG	
2♦	X	0	-	(0)7-10 HCP 4+4+ M	2♥/♣=to play; 2NT=relay; 3♣/♦=NAT FG, 3♥/♣=PRE; 3NT/4♥/♣= to play	2♦-2NT-3♣=minimum, 3♦=5-5; 3♥=5♥/4♣, 3♣=5♣/4♥	
2♥/♠	(5)6+	-		(4)7-10 HCP (5)6+ ♥/♠	2♣=NF, 3m=F1, 3M=pre 2NT=same (1M -2NT)		
2NT				23-24, BAL	3♣=Puppet STAY; 3♦/♥ = TRF ♥/♣; 3♣=minors 3NT=4♥-5♣, NF; 4m=NAT, ST	2NT-3♣: 3♦=at least one 4M, 3M=5M, 3NT=no M	
3♣/♦	6+	-		6-10 hcp Could be less Non-VULN	New suit forcing, lead directing; game = to play	3m-New suit-4m=NF	
3♥/♣	7(6)	-		6-10 hcp Could be less Non-VULN	New suit forcing, lead directing; game = to play		
3NT	X	0	-	AKQxxxx in any minor	4/5/6 m = P/C 4M = NAT, to play	HIGH LEVEL BIDDING CUE= 1st or 2nd round RKCB= 1430	
4♣/♦		7	-	Weak pre	4M = NAT, to play	Relay following to RKCB responses asks for trump Q and K: +1: no Q, +2: Q, 0 - 3 K, +3: youngest K or 2 others, +4: middle K or 2 others, +5: eldest K or 2 others	
4♥/♣		7	-	PRE	4NT=RKCB; new suit=CUE		
4NT	X		-	(65)+ minors			
5♣/♦		7		To play			

WBF Convention-Card

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 Level; Reopening)

1M – 7⁺-17 HCP, 5-cards suit, m.b. light after partner's pass

RESPONSES: new suit=F1

DRURY: CUE=10+ HCP no fit; JUMP RAISE=0-8⁺ HCP, PRE;

New suit JUMP=NAT+FIT, INV;

MAX DBL; RESP DBL

1NT OVERCALL (2nd/4th Live, Responses, Reopening)

1NT: 15-17 HCP; RESPONSES as after opening

1NT REOPEN: 11-15 HCP, subsequent bidding is NAT

JUMP OVERCALLS (Style, Responses, Unusual NT)

WEAK

2NT=5+-5+mm

REOPEN 2NT=NAT

DIRECT AND JUMP CUE BIDS (Style, Responses, Reopen)

MICHAELS CUE: (1♦-♦)-2♦: 55+ both M

(1M)-2M: another M + m 5+/5+

JUMP CUE – asks STOPPER

VS. NT (vs. Strong / Weak, Reopening, PH)

vs. Weak (8-15) – Dbl=14+HCP; 2♦/♦=♥/♦+any; 2♥/♦=Natural

vs. Strong – Dbl=5+/4 mM; 2♦=4+/4+MM; 2♦=6+M;

2♦/♦=5+ and 4+m

Reopening-Dbl=10+ HCP, 2♦/♦=♥/♦+any; 2♥/♦=Natural

VS PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)

vs. twos: DBL – T/O; 2NT: 15⁺-18⁺ HCP, BAL

vs. threes, fours: DBL – T/O

vs. 2♦ Multi, DBL – T/O against 2♠ opening

VS. ARTIFICIAL STRONG OPENINGS

aggressive overcalls

1x= NAT

1NT=5+/5+MM

2♦=4+/4+MM, weak

2♦= 6+M

2♥/♦=5+ and 4+m

2NT=4+/4+mm

OVER OPPONENTS' TAKEOUT DOUBLE

1♦/- (x) - 1?: transfers

1♥/♦ - (x) - 1/2/3NT: with support

LEADS AND SIGNALS

OPENING LEADS STYLE

Suit	Lead	In Partner's Suit
2 nd / 4 th		same
NT	2 nd / 4 th	same
Sub	Same	same

Other: vs NT K or Q ask unblock or count

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(+); Ax	same
King	AK; KD; Kx; KDX(+)	same; AKJ10(+)
Queen	QJ; QJx(+); Qx	same; KQ109(+)
Jack	J10; J10x(+); KJ10(+); Jx	same
10	H109x(+); 10x	same
9	109x(+); H9x	same
Hi-x	xSx(+); HSx; xS	same
Lo-x	xS; xSx(+); HSx; HxxS(+)	same

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's	Discarding
Suit	1 Lo=ENC	Hi/Lo=ODD	ITALIAN (odd=
	2 Hi/Lo=ODD		enc, even=LAV)
	3		
NT	1 Lo=ENC	Hi/Lo=ODD	ITALIAN (odd=
	2 Hi/Lo=ODD	Lo=Smith, enc	enc, even=LAV)
	3		

Signals (including Trumps): ODD/EVEN; ITALIAN; LAV

DOUBLES

TAKEOUT DOUBLES (Style, Responses, Reopening)

11+ HCP; may be less with classic shape after partner's pass;

Emphasize major(s); minors unclear

Resp: 1♦-NEG; CUE-F1, Lebensohl

SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES

RESP DBL thru: 4♦; MAX OVERCALL DBL; SUPPORT DBL

COMPETITIVE in most cases when OPP's raised;

NEG DBL thru 4♦; when strong m.b. any shape; NEG DBL,

then new suit=F1

SUPP DBL thru 3♦: 3-card support

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

1♦=2+, 1♦=5+ or 4 (4441), 5-card Major (SF 1NT – 4⁺-12⁺ HCP);

2♦=FG, 2♦=Multi; 2♥/♦=6-11 HCP, two-suiter 5+/5+ m with suit opened;

2NT=20-21 balanced

1NT Opening: (14⁺)15-17 HCP, BAL, sometimes uncontrolled odd shapes

2 over 1 Responses: FG

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2♦: 6-11⁺ HCP, MULTI

2♥: 6-11⁺ HCP, hearts plus minor

2♠: 6-11⁺ HCP, spades plus minor

3NT: SOL 4M

LEBENSOHL

FIT-SHOWING JUMPS (at least INV)

1♦ - (Dbl) - 1♦/1♥/1♠: transfers: 4+♥/4+♦/to bid 1NT

1♦ - (1♦) - Dbl/1♥/1♠: transfers: 4+♥/4+♦/to bid 1NT

1♦ - (1♥) - Dbl/1♠: transfers: 4+♦/to bid 1NT

1♦ - (Dbl) - Redbl/1♥/1♠: transfers: 4+♥/4+♦/to bid 1NT

1♦ - (1♥) - Dbl/1♠: transfers: 4+♦/to bid 1NT

Opening at IV hand:

2♦: 10-14 HCP, 2-suiter, ♥+♦

2♥♦ 3♦♦: 10-14 HCP, 6+

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Resp's new suit in comp.=NF 2-level (6⁺-11⁺ HCP)

OPP 1♦= better minor is treated as non-showing suit: (1♦)-2♦=NAT

In third position 1X opening from 8 HCP

PSYCHICS:

Rare

OPENING	TICK IF ART	MIN No. OF C	NEG X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1 ♣	X	2	4♦	11-23 HCP, semi NAT	1♦: a) 0-6 NEG, b) 7-12 no 4-cards M, UNBAL 1♥♦: 7+, NAT 4+♥♦; 1/2/3NT: limit; 2♣♦: NAT, FG; 2♦: 10*-16, no 4-cards M; 2♠: INV, 6+♦; 3♣: INV, 6+♣; 3♦: INV, 7+♥♦; 3♠: 16-17, BAL	1♣-1♦: - 1♥♦: SEMINAT, - 1NT: 18-19, - 2NT: 22-23 1♣-1♥♦-1♠: NT-2♣♦: CHECKBACK 1♣-1♥♦-2♣-2♦: CHECKBACK 1♣-1♥♦-2NT: FG	
1♦	4	4♦		11-23 HCP, 5+ or 4 (4441)	1♥♦: 4+, NAT 4+♥♦; 1/2/3NT: limit; 2♣: NAT, FG; 2♦: 7-10, 5+♣-4+♦; 2♥: 10+, 3+♦; 2♠: 9*-12, 6+♣; 3♣: a) 0-5, 4+♦; b) FG, 4+♦; 3♦: 6-9, 4+♦; 3♥♦: SPL	1♦-1♥♦-1♠: NT-2♣♦: CHECKBACK 1♦-2♦: 2♣/2NT: art FG; 3♦: NEG; 3♣: SPL 1♦-1♥♦-2NT: FG	
1♥	5	4♦		11-23 HCP 5+	SF 1NT may be weak with support; 1♥-2♣: art FG 1♥-2♦: FG, 5+♦; 1♥-2♦: 6-10, 3+♦; 1♥-3♣: INV, NAT 1♥-2♠: INV with 4+ support; 1♥-2NT: INV with 3 support 1♥-3/4♦: PRE; 1♥-3♣: NT 4+♦: SPL	1♥-1♠-1NT-2♣♦: CHECKBACK 2♣: DRURY 2♣/NT any SPL with 4+ support FIT-SHOWING JUMPS	
1♠	5	4♦		11-23 HCP 5+	The same like over 1♥ (1♣-2NT: INV with 4+ support)		
1NT				(14*)15-17 HCP, BAL	2♣: stayman; 2♦: transfers; 2♠: INV, BAL, or 0+, 6+♣; 2NT: 0-8, 4+♣-5+♦, or 0+, 6+♦; 3♣: INV; 3♥♦: shortness in another major; 4♣: 6+♥♦	1NT-2♣-2♦-2♥: NF, 4+♥-4+♣	
2♣	X			STR ART, FG	Control showing responses (ace=2, king=1): 2♦: 0-2controls; others: NAT and 3+ controls	Mainly natural	
2♦	X			6-11 HCP, WEAK 2M	2♥♦: p/c; 2NT=R, INV+; 3♣: any FG; 3♥♦: NAT, INV 4♣: ask for transfer the suit; 3♦: 4♦: ask for the suit	2♦-2NT-?: 3♣: any min, then 3♦=R; 3♦/♥: max with ♥♦ 4♣: ask for transfer the suit; 3♦: 4♦: ask for the suit	
2♥♦	5			6-11 HCP, 2-suiter, ♥♦ + m	2NT: R, INV+; 3♣: p/c; 3♦: INV with ♥ or ♦ support	2♥♦-2NT-?: 3♣: min, NAT; 3♥♦: max, 5+♣♦	
2NT				20-21HCP, balanced	3♣: puppet stayman; 3♦: transfers; 3♠: 3NT-transfer; 3NT: stop; 4♣: 5+♥-5+♦; 4♦: 6+♥♦; 4♣: NT: BAL, INV		
3♣♦♥♦	6			PRE		HIGH LEVEL BIDDING	
3NT	X	7		SOL 4♥ or 4♦	4♣: 0-3 controls, 4♦/♥♦: 4/5/6+ controls	RKC Blackwood 102 (5 aces + Q + K); JOSEPHINE, SPLINTERS, LIGHTNER 5NT: 1) slam to choose 2) RKCB 3) invite to grand slam	
4♣♦♥♦	7			PRE		CUE-BID shows 1st or 2nd round controls DBL is regressive, PASS then pull is SLAM TRY	

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	
Natural 6-15, seldom 4-card, Drury promises fit (ex: 1♣ op.)	
1-level: new suit = F1, 2-level: new suit = NF, new suit jump: w/FIT	
Responses: PRE raises, high CUE & jump to 2NT=SUPP, INV+	
In Bal Position: Jump INTERM	
Reopening: may be weaker - CUE forcing	
T/O DBL: 12+	
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	
Over 1♣: meaning and resp same as 1NT op. (ex: DBL pos)	
4th live: meaning and resp same as 1NT op. (ex: DBL pos)	
Against NAT 1♦/♥/♠ 5+om → 4OM	
4th Position: 11-14, doesn't promise stopper	
1x-1NT(nat)-DBL(pen)-PASS=forsing	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
1-Suited: PRE but Sound, almost always 6 cards,	
2-Suited: Michaels, 2NT – minors, 4-level bids – STR	
Responses: 2NT ASK	
Reopen: 2NT 19-21, others INTERM ,	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)	
(1♣)- 2♣ NAT; (1M)-2M: OM+m (55); (1M)-2NT: 5♦-5♣	
1♦-2♦: 5♣-5 ♥; 1♦-2NT: 5♥-5♣	
2NT ask, other BID=NAT/NF;	
jump cue bid – solid suit	
VS. NT (Vs. Strong / Weak; Reopening; PH)	
DBL – 4+♣-4+other, 2♣: 4+♥-4+ m or 5+♥-5+♣ weak	
2♦/♥/♠: transfers (2♣ - for any minor – good hand)	
Reopening: DBL 9+HCP,	
2♣ - 4+ - 4+(♦♥♣); 2♦ - 4+♥-5+♣ (♣ are longer)	
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	
LEAPING MICHAELS	
LEBENSOHL over T/O DBL of 2 openings.	
Jumps NAT CONST	
VS. ARTIFICIAL STRONG OPENINGS	
After 1♣STR: dbl=♥, 1♦=♣, 1♥=♦ or ♣, 1♣=♦ or ♦, 1NT=♦ or ♥♣	
Pass might be strong	
OVER OPPONENTS' TAKE OUT DOUBLE	
RDBL 10+ HCP, PEN oriented , TRANSFERS: 1♣/♦-DBL/1♦/♥/♠/NT	
A jump to 2NT = limit raise of opener's suit	
1M – DBL – jump is NAT w/fit, 1M –DBL – 1NT: transfer to♣	
1♦ -- DBL – 2M is natural w/ fit♦, NF	

LEADS AND SIGNALS		
OPENING LEADS STYLE		
Suit	Lead	In Partner's Suit
Suit	1/2nd/4th	1/2nd/4th
NT	1/2nd/4th;	1/2nd/4th
Subseq	STND ; ATTITUDE	STND; ATTITUDE
Other: RUSINOW against small slam in AK;		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AKx(+), Ax(+)	AK(+)
King	AK; KQ(+); Kx	AK; KQ(+); AKJ10(+); Kx
Queen	(A)QJ(+); Qx	(A)QJ(+); KQ10(9)+; Qx
Jack	(A/K)J10(+); Jx	(A/K)J10(+);
10	109(xx); H109(+); H10x	109(xx); H109(+); H10x
9	109; 109xxx; H9x	109X; 109xxx; H9x
Hi-x	HSx; xSx(+)	HSx; xSx(+)
Lo-x	HxxS(+), xS ; [H10x; H9x]	HxxS(+); xS;[H10(9)x]
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
1st	Lo = ENCRG	Lavinthal
Suit 2nd	Lo = EVEN	Lo = EVEN
3rd	Lavinthal	Lavinthal
1st	Lo = ENCRG	Lo = EVEN,
NT 2nd	Lo = EVEN	SMITH
3rd	Lavinthal	Lavinthal
Signals (including Trumps): REVERSE SIGNALS;		
THREE-WAY SIGNAL; SMITH SIGNAL; LAVINTHAL SIGNAL		
NO PREFERENCE SIGNALS!!!		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
12+ HCP emphasize major(s), minors unclear; 16+ any		
Over passed partner – 8+HCP, take out		
Over 1♣ op. 1♦ RESP. – NEG		
SPECIAL; ARTIFICIAL; COMPETITIVE DUBLES/REDOUBLES		
Negative DBL's		
Maximum overcall DBL's		
Lightner DBL's		
Responsive DBL's		
Invitational DBL's		
Reopening is almost mandatory with the right distribution		
RDBL – usually strong except in obvious SOS situations		
2♦ - x -xx = ASK		

WBF Convention Card	
System	RED
Conventions:	
NCBO:	LITHUANIA
Event:	All
Players:	Boguslaw GIERULSKI - Jerzy SKRZYPCKA
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
Multi-way 1♣: 11-14 BAL, 19+ any or NAT UNBAL	
5-M and diamonds (except unbalanced w/ 4♦);	
Artificial 2 weak openings (including two-suiters);	
Many jump responses ART; 1M RESP may be canape (WK)	
Frequent use of NON-PEN DBL and ART 2NT in COMP	
1NT Openings: (14)15-17 HCP BAL; 5M,6m or 5/4 or singl -possible	
2 OVER 1 Responses: F1R	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
1♣ - multi-way and	
responses: 1♦ - 0-6 any or 7-11 UNBAL minors	
1M – 4+♥/♠ 7+ HCP may be WK canape	
2♦ minimulti (weak 2M)	
2♥ (♥-m) - weak 5-5(4) two suiter:	
2♣ (♣-m) - weak 5-5(4) two suiter:	
2NT (♣-♦) - weak 5-5 two suiter:	
two suiter at level 4 against weak 2 level op.	
two suiter 1NT overcall 1♦/♥/♠ op.)	
GAMBLING 3NT, without side stopps	
2♣ - 2NT multi-way response (may be WK w/ fit)	
Michaels, Lebensohl	
4♣ : 7+very good ♥; 8-9 triks	
4♦ : 7+ very good ♠; 8-9 triks	
SPECIAL FORCING PASS SEQUENCES	
In obvious situations	
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
1♣ -PASS-2♣ - transfer for 3 NT, 1♣-PASS-2♦: transfer for 2NT	
Against NAT 1♦ overcall - 2♥/♠ =S/O	
Over passed partner- take out double – may be weaker	
Psychics: Rare	
3rd hand openings may be weaker, sometimes 4-card suit	



World Bridge Federation

OPENING	TICK IF ARTIFICIAL	MIN. NO OF CARDS	NEG. DBL THRU	OPENING BID DESCRIPTIONS			
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	✓	0	4♥	11-14 BAL or 15-18 NAT or 19+ any	1♦ 0-6 any or 7-11 minor(s); 1/2/3 NT LIMIT; 2♣/♦: FG; 3♣/♦ 9-11 6+ NAT; 2♠: TRF to 3 NT 1♥/♠ 7+ NAT F1, possible 4M/5+m w/ WK (7-15); 2♥ 10-12HCP,transf. to NT; 2♣:13-17 bal, no 4+M	1♣-1♦-1♥/♠ 3+; 1♣-1♥/♠- 2♦=FG; 1♣-1♥/♠- 2♣ F1 15+ 1♣-1♥/♠- 2♦-ART FG; 1♣-1♥/♠-1♠/NT-2♣ transf.♦ 1♣-1♦-1NT=18-21 BAL/2♦=FG/2NT=22-24 BAL/2M/3m= =STR NF; 1♣-1♦-1♥- 2♣:(5+4+m) 9-11	Mostly same
1♦		4	4♥	10-21 5+♦ or 4♦(4441) or 10-14 4♦-5♣	3♦:PREE; 3♣:fit♦+limit; 2♣: FG; 2♥/♠:6-11,M5(4)5 1♥/♠ NAT F1, possible 4M/5+m w/ WK (7-13);	1♦-2♦-2♥/♠ - stoppers; 1♦-2♣-2/3NT = 4441 WK/STR 1♦-1♥/♠-NT-2♣ =transf.♦, 2♦=GF; 1♦-1♥/1♣-2NT: FG	2♥/♠/3♣ NAT w/ fit♦
1♥		5	4♦	10-18, 5+♥	2NT INV+ w/fit; 3♣/♦ INV with fit; 3♥ weak; 3♣-splinter, 3NT- splinter♦; 4♦ -bilans to 4♥	1♥-2♣/♦-2♦/♥- 2NT/3♥= ASK/STR,1♥-DBL-?transfers 1♥-2♣-2♦-4♦= fit & S/S ♥, 1♥-DBL-2♣ =	2♣ - Drury
1♠		5	4♦	10-18; 5+♠	2NT INV+ w/fit; 3♣/♦ NAT with fit; 3♠ weak; 3NT -singleton♥ ; 4♥ - bilans to 4♣	1♠-2♣/♦/♥-2♦/♥/♠- 2NT/3♠- ASK/STR,1♠-2♥- 3♦:NF 1♠-2♣-2♦-4♦ fit & S/S ♠; 1♣-DBL-?transfers	2♣ - Drury
1NT			2♣	15(14+)-17 BAL (6m, 5M, 54 possible)	NF STAYM, JTB, 2♣=transfer for ♣; 3♣= transfer for ♦; 3♦-nat inv; 3♥/♠ S/S (5431) 5/4+m	1NT- 2♣-2♦-2♥/♠ NF; 1NT- 2♣-2♥/♠ - 3♦/♥ - STR. 1NT- 2♣--2♥/♠ - 3♥/♠ - INV; 1NT-2♣-2♦-3♦:5+4M,FG	
2♣	✓	5	4♥	10-14(15); 6+ ♣ or 5+ ♣ AND 4M	2♦ (R); 2NT – WK w/ fit or INV 5♥-5♠ or GF ; 3♣ INV; 3♦/♥/♠ INV; 2♥/♠ NF	2♣-2NT-3♣(obligatory)-3♦:55M's, 3M:FG, 3NT:FG with♦ 2♣-2M-3♦ INV w/ fit	
2♦	✓	0	2♠	5-10; 6(5)+ ♥/♠	2NT – ask; 3♦ - INV; 3♥ - weak w/ M's fit; 3♣= FR1	2♦-2♣-2NT(♥)-3♣/♠ NAT NF	
2♥	✓	5	3♦	5-10; 5+♥ - 5+♣/♦(4m)	2NT ask for other, 3♦ - INV; 2♣ - to suit, 3♣ NAT NF	2♥-2NT-3♣ – 4♣ STR, 3♥ S/O, 3♣ CUE	
2♠	✓	5	3♦	5-10; 5+♣- 5(4)+♣/♦	2NT ask for m, 3♦ - INV; 3♣/♥ NAT NF	similar as above	
2NT	✓			5-10; 5+♣-5+♦	3M asks for a fit; 3/4m NF	2NT-3M-1 st x, 2 nd xx, 3 rd Hx; 4 th xxx, 5 th Hxx 2NT-3M-3♣/NT- 4m STR	
3♣				PRE NAT 6+	3♦ ask for a singleton, 3M asks for a fit	similar as above ex after 1 st level response 4♣ to pass	
3♦				PRE NAT 6+	4♣ ask for a singleton, 3M asks for a fit	similar as above ex after 1 st level response 4♦ to pass	
3♥/♠				PRE NAT 6+	Natural or cue bid	HIGH LEVEL BIDDING	
3NT	✓			1st /2nd m w/o stopper 3rd/ 4th to play	4♣ = PASS or correct 4♦ ask for a singleton; 4M to play	Splinter bids Cue bid – economic 3NT by opener shows extra values without shortness (w/ M's agreed) 4/5NT RKCB (0-3,1-4,2, 2+Q, 2 +Q+1K ...) in obvious situations (after CUE, impossible suit agreement directly) After Aces trump Q first Gerber, Josephine	
4♣	✓	0		solid ♥ ca 8-9 playing tricks	4♦ - positive		
4♦	✓	0		solid ♠ ca 8-9 playing tricks	4♥ - positive		
4♥/♠				PRE NAT 6+			
4NT	✓			Ask for specific aces	5NT two		

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 Level; Reopening)

Natural 8-17, seldom 4-card, Drury promises fit**1-level: new suit=F1, 2-level: new suit=NF,****Responses: Pre raises, jump to 2NT=supp. inv+****Cue- any strong hands without fit****T/o dbl: 12 +HPC, classic shapes**

1NT OVERCALL (2nd/4th Live, Responses, Reopening)

1NT: 15-18 HCP; Responses as after opening**1NT: reopen 11-15 HCP, subsequent bidding is natural, cue -only F**

JUMP OVERCALLS (Style, Responses, Unusual NT)

Weak 6(5) solid suit at 2-nd level, 7(6) at 3-rd level**2NT=mm****Reopen 2 NT=nat. 19-21**

DIRECT AND JUMP CUE BIDS (Style, Responses, Reopen)

Michaels cue-bids:(1+/♦)-2♦ = 5/5+ both M**(1M)-2M: other M + m 5/5+****Jump cue- asks for stopper**

VS. NT (vs. Strong / Weak, Reopening, PH) *

vs. Strong 15-17: dbl= 4M and 5m: 2*: 44+ MM;**2♥: 5+♥ and 4+m; 2♠: 5+♠ and 4+m; 2♦: Multi****vs. Weak 12-14: dbl=Strong hand 14+; 2*: 44+ MM;****2♥: 5+ and 4+m; 2♠: 5+ and 4+m; 2♦: Multi**

VS PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)

vs. twos: dbl – T/O; 2NT= 15-18 HCP, bal**vs. threes, fours: dbl-T/O 3NT= to play,****Vs. 2♦ Multi, dbl-T/O against 2♠ oppening**

VS. ARTIFICIAL STRONG OPENINGS

agressive overcalls, NT=any 2-suiters**2X= NAT, depends on vulnerability**

OVER OPPONENTS' TAKEOUT DOUBLE

Transfers bids in some cases(1-x-1♦/1♥/1♠=trs to next step bid),(1♥/♦-x-1NT/2♦/2♦=trs)**LEADS AND SIGNALS****OPENING LEADS STYLE**

	Lead	In Partner's Suit
Suit	2nd/4th	The same
NT	2nd/4th	The same
Subse		

Other: vs NT " K " ask unblock or count**LEADS**

Lead	Vs. Suit	Vs. NT
Ace	AKx(+); Ax	The same
King	AK ; KD ; Kx ; KDx(+)	
Queen	QJ ; QJx(+); Qx; AQJx	
Jack	J10; J10(+); KJ10(+); Jx	
10	H109x(+); 10x	
9	109x ; H9x	
Hi-X	xSx(+); HSx;	
Lo-X	xS ; xSx(+); HxxS(+)	

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's	Discarding
1	Lo=Encrg	Hi/Lo=Odd	Hi/Lo=Odd
2	Hi/Lo=Odd		
3	Lavinthal		
NT			
1	Lo=Encrg	Lo=Smith	Hi/Lo=Odd
2	Hi/Lo=Odd	Hi/Lo=Odd	
3	Lavinthal		

Signals (including Trumps): **Smith(low -like your lead), Lavinthal,****DOUBLES****TAKEOUT DOUBLES (Style, Responses, Reopening)****12+ HPC; may be less with classic shape****Resp: 1♦-neg. over opp.1*****SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES****Resp. dbl thru 3♦;****Competitive dbl in most cases when opps. agreed suit****Neg .dbl thru 3♦****Max. overall dbl****Transfers dbl in some cases****Supp. dbl thru 2♦: 3-card support or strong bal.****Rdbl -usually strong except in obvious SOS situations****2♦-x-xx= say 2♥ and then Pass**Category: **RED**NCBO: **LITHUANIA** EVENT: Euro 2022PLAYERS **VYTAUTAS VAINIKONIS**
WOJTEK OLANSKI**SYSTEM SUMMARY****GENERAL APPROACH AND STYLE****1♦=2+, 1♦=5+ or 4♦(441), 5-card Major****Multi 2♦; 2♥/♦ weak two-suiter 6-11,5/5+ with suit opened;****2NT=20-21 balanced****1NT Opening: Classic 15-17 -HCP,****2 over 1 responses: FG****SPECIAL BIDS THAT MAY REQUIRE DEFENCE****Multi 2♦****2♥: hearts plus any****2♠: spades plus minor****Gambling 3 NT (solid m, no outside stopper)****F 1NT over 1♥/1♠ oppening****Negative free bids (5-11, 5 cards)****SPECIAL FORCING PASS SEQUENCES****In obvious situations****IMPORTANT NOTES THAT DON'T FIT ELSEWHERE****OPP 1♦/ better minor/ is treated as non showing suit: (1♦)-2♦****PSYCHICS:****Rare**

OPENIN G	TICK IF ART	MIN No. OF	NEG X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1 ♠	X	2	3♦	a) 11-22 HCP= semi nat.	1♦: a) 0-6 HPC negative b) 7-11 HPC,mm, unbal. c) 16+ bal. No 4M	1♦-1♦ -1♥/♦= seminat., NF: =1NT (18-19)	1♦-1NT= 10-11 HCP,
				b) 18-19 HCP = bal.	1♥/1♦= nat. 4+, 6+HCP, m. b. longer m if not FG 1/2/3 NT= limit; 2♦/2♥/2♣= nat., FG; 3♦/3♦= 9-11 nat. 6+		
						1♦-1♥/♦-2♦-2♦= Relay 2-way checkback	
1♦	4	3♦	11-21 HCP, 5+♦ or	2♦/3♦= inverted			
			11-21 HCP 4♦ (4441)or 4♦ and 5♦	3♦= 9-11 HCP, nat. 6+; 2♥/2♣: nat., FG; 3♥/3♦/4♦=Splinters others as over 1♦		1♦-2♦F(1) then we show M stoppers	
1♥	5	3♦	11-21 HCP 5+	1♥-1NT= F1, 1♥-2♥= 8-10 PC, 1♥-2NT=inv.+		1♥-3♦=mini. Splinter 1♥-1♦(1NT)-2♦ =Gazzili	Drury
1♦	5	3♦	11-21 HCP 5+	1♦-1NT= F1, 1♦-2♦= 8-10 PC, 1♦-2NT=inv.+		1♦-3NT= mini. Splinter 1♦-1NT-2♦ =Gazzili	Drury
1NT		3♦	15-17 HCP, bal.;uncontrolable	Stayman, Transfers, 2♦= tr(♦) or inv.bal.		1NT-2♦-2♦-2♦=Relay , 1NT-2♦-2♥/♦-3♦=Relay	
			deviations are possible	3♥/♦=Shortness ,minors, GF 3♦= Puppet-Stayman		1NT-2♦-2♥-3♦=strong with ♥ support 1NT-2♦-2♦-3♥=strong with ♦ support 1NT-2♦-?: - 2NT=MIN, - 3♦=MAX	
2♦	X		FG	Kokish Relays, 2♦-2♦-2♥= 5+♥ or balanced		Mainly natural. When we agreed suit, opener can make some asking-bids	
2♦	X	2♦	Weak two in one M	2M= pass or correct ; 2NT=R, F1 4♦=ask to transfer the suit, 4♦=ask for the suit		2♦-2NT-?: 3♦ =any max. then 3♦ =R, 3♦/♥=min. with ♥/♦	
2♥	5	2♦	6-11 HCP, 2-suiter, ♥+ any	2NT=R, asks for other suit	3 ♦/♦= nat. NF		
2♦	5	2♦	6-11 HCP, 2-suiter, ♦+ m	2NT=R, asks for other suit	3 ♦/♦/♥= nat. NF		
2NT			20-21 HCP, balanced	Puppet-Stayman, Transfers			
3♦	6		6-11 HCP, PRE				
3♦	6		6-11 HCP, PRE				
3♥	6		6-11 HCP, PRE	4♦=natural, 4m=cue-bid			
3♦	6		6-11 HCP, PRE	4♥=natural, 4m=cue-bid			
3NT	X		SOL minor usually no stopper	All ♦ bids= pass or correct			
4♦	7		PRE				
4♦	7		PRE				
4♥	7		PRE				
4♦	7		PRE				
4NT						HIGH LEVEL BIDDING	
						RKC Blackwood102; RIPO; DIPO; Gerber after 1NT, Josephine, Splinters,	
						Cue-bids shows 1st or 2nd round controls	

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)

Light overcalls on 1-level

(1♣)-1♠-(p)- 2♣ = ♥; 2♦ = fit or strong; 2♥ = ♦

(1♦)-1♠-(p)- 2♣ = ♥; 2♦ = fit or strong; 2♥ = ♣

(1♥)-1♠-(p)- 2♣ = ♦; 2♦ = fit or strong; 2♥ = ♣

(1♣)-1♥-(p)- 2♣ = fit or strong

(1♦)-1♥-(p)- 2♣ = fit or strong; 2♦ = ♣

(1x)-1y-(pass)-1N = 10-14

INT OVERCALL (2nd/4th Live; Responses; Reopening)

In direct position: 15-17 (18); system on

(1♥) 1NT (pass) 2♦ = 5♣ invitation

(1♣) 1NT (pass) 2♥ = 5♥ invitation

In balancing seat vs. 1m: 11-14

In balancing seat vs. 1M: 12-16

JUMP OVERCALLS (Style; Responses; Unusual NT)

(1m) 2M = intermediate when we are vul vs. not vul

Weak jump overcalls at other vulnerabilities

Reopen: Intermediate

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

(1M) 2M = oM & ♣; (1M) 2N = oM & ♦; 1M (3♣) = minors

(1♣) 2♣ = natural; (1m) 2♦ = majors; (1m) 2N = ♥ + other minor

Jump cue bid = solid minor, asking for stopper

VS. NT (vs. Strong/Weak; Reopening; PH)

Vs. strong & weak NT with passed hand:

X = one minor OR both majors

When we are vulnerable in direct position OR vs 1N in 3rd pos.:

2♣= majors; 2♦ = one major; 2M = 5+M & 4+ minor

Vs. weak NT:

2♣= majors; 2♦ = one major; 2M = 5+M & 4+ minor, 2N=4♥ & 6m

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

(2m) 3m = both majors; (2M) 3M = Michaels, less than 4m

(2M) 4m = 5oM & 5m good hand; (3m) 4♣ = majors; 4♦ = 1 major

(3m) 4M = 5M & 5om

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

X = majors; 1N = minors, 2x = ♠ + x, 2♣ = weak

(1♣) pass (1♦) 2N = black OR red suits

OVER OPPONENTS' TAKEOUT DOUBLE

Transfers when they double 1♣ (1♣ = 5+♦)

1M (X) 1N = 5+♣; 1M (X) 2M-2 = limit raise or better

1M (X) 2M-1 = natural, NF

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd & low	3rd & low
NT	Attitude	1/3/5 combined with attitude in supported suit
Subseq	2/4 through declarer	1/3/5 combined with in new and unbid suit
Other	against 5+ level we lead K from AK	attitude in supported suit

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx	AKx
King	KQx, AK bare	KQx, AK in strong suit
Queen	QJx, (AKQx)	QJx, (KQJx), (KQ10)
Jack	J10x, KJ10x	A/KJ10, J10x
10	109x, H109x	109x, H109x
9	H98, KJ9, 9x	H98, 9x(x)
Hi-X	Xx, xxX, xxXX	XXX, xXXX, xxXXX
Lo-X	HxX, HxXx	HxX, HxXX, HxxxX

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	High = enc	Low = even	Odd = enc
Suit 2	High = even	Suit preference	Low = even
3	Suit preference		Suit preference
1	High = enc. / even	Suit preference	Odd = enc
NT 2	Low = even	Low = even	Low = even
3			

Signals (including Trumps): UDCA after the first trick; odd=enc 1st disc

Suit preference in trump suit; suit preference at trick 1 in 6+crd suit

Smith vs NT by 3rd hand when inserting an honour at trick 1 (Hi=Pos)

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Almost every double is take out

Support doubles and redoubles at 1 and 2-level

X = opening bid with support for unbid majors OR strong

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

1♣ (1♦) X = 4+♥ but denies 44M

1♣ (1♥) X = 4+♣

Double (after 1♣-opening) on direct splinter asks for the underneath suit

Double (after 1♥-opening) on direct splinter shows interest in ♠

Double by passed hand on a conventional bid is lead directing

W B F CONVENTION CARD

CATEGORY: Green

NCBO: Netherlands

PLAYERS: Berend van den Bos – Joris van Lankveld

EVENT: European Team Championships 2022

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

1♣ = 2+ NF

1♦ = 5+ or 4441♣

1♥/♣ = 5+

1N = 15-17

1N = 10-13 at favourable (9-14 in 3rd/4th seat)

2♣ = weak 2 in ♦, 23-24 balanced or GF ♣/♥/♣

2♦ = weak 2 in ♥/♣, 25+ balanced or GF ♦

2M = 5M 4+ minor (5/5 vulnerable), weak

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

1NT at favourable = 10-13 (1st/2nd seat), 9-14 (3rd), 11-14 (4th)

We use a lot of transfers in competition up to the 4-level

1♣ (p) 1♦ = any 0-6, natural, 7+ no 4M OR 44M less than inv.

1♣-1NT = 6♥ up to invitation

1♦-1NT = game forcing relay

1♣-2♣ = natural, 1-round forcing, 6+ hcp

1M-2♣ = game forcing relay (natural, 'balanced' or fit in M)

(1M) 2M = oM & clubs

(1M) 2NT = oM & diamonds

(1M) 3♣ = minors

(1m) 2♦ = majors; (1m) 2N = ♥ + other minor

1m-(1x)-2NT = 5/5 in remaining suits

SPECIAL FORCING PASS SEQUENCES

(3x) double (5x) when we are vul vs. not vul

IMPORTANT NOTES

Third seat openings may be weak and off shape

Upgrades possible with good shape and tens/nines

PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	2	4♥	2+♣ any 4432 possible 5♦332 with 17-19 possible 10+ HCP	1♦ any 0-6, 7-10 44M or no 4-card major 1M natural, may bypass 4+♦, 1NT 6♥ up to INV 2♣ 4+♣ 10+; 2♦ = 6-9 5♥4♣ 2♥ 4♥5♣ 5-9; 2♣ = 6♦ invitation 2NT 10-12; 3♣ Pre-emptive; 3♦ INV ♥; 3M weak	1♣-1♦-1NT = 18-20 balanced 1♣-1♦-1♥ = 12-14 BAL or 4+♥ UNBAL 1♣-1♦-1♥-1NT = 44MM less than inv	1♣-(X)-2x = NF 6+ cards
				5+♦ or 4441♣ 10+ HCP	1NT GF relay; 2♣ natural 6+HCP; 2♦ 5-9 raise 2♥ 4+♥5♣; 2♣ inv♦; 3♣ inv; 3♦ Pre-emptive	1♦-1♥-2♣ = 6+♦	1♦ (X) 3♣ = good raise in ♦
1♥		5		5+♥ 10+HCP	1NT NF; 2♣ GF relay; 2♦ inv 6♣; 2NT Inv 3+♣; 3♣ 6-9 4♥, 3♦ any splinter; 3♥ Pre-emptive	1♥-1NT-2♣ = 4+♣ or any (15)16+ 1♥-1NT-2NT = 6♥4m 15+	1♥-2♣ = good raise
				5+♣ 10+HCP	1NT NF; 2♣ GF Relay; 2NT Inv; 3♣ 6♥ INV 3♦ 6-9 4♣; 3♥ GF4♣+x; 4♣/♦ void SPL	1♣-1NT-2♣ = 4+♣ or any (15)16+ w/o 64m 1♥-1NT-2NT = 6♥4m 15+	1♣-2♣ = good raise
INT				15-17 balanced 10-13 at favourable 1 st /2 nd 9-14 at favourable 3 rd /4 th	2♣ stayman; 2♦/♥ TRF, could be 4+; 2♣ range ask or minors; 2NT natural, GF; 3♣ 4441 or (53)41 3♦♥/♣ = shortness wth 4441 (5440)	Transfers after 1NT-2♣-2x	1NT (x) p (p) xx = 2 places 1NT (p) 2♣ (X) xx = 2♣ 1NT (p) 2♣ (X) pass = 3+♣
2♣	X			6♦ 5-10 HCP 23-24 balanced or GF ♣/♥/♣	2♦ relay; 2NT inquiry, new suit = NF		
2♦	5			6♥/♣ 4-10 HCP 25+ balanced or GF ♦	2♥/♣ = P/C; 2NT = inquiry; 3♣♦ = NF 3/4♥ = P/C; 3♣ = natural; 4♣ = asks transfer		
2♥	5			5♥ 4+ minor 4-10 HCP 5/5+ when vulnerable	2NT = asks minor, could be weak; new suit NF 4♣ = pass or correct		
2♠	5			5♣ 4+ minor 4-10 HCP 5/5+ when vulnerable	2NT = asks minor, could be weak; new suit NF 4♣ = pass or correct		
2NT				21-22 balanced May have 5M/6m	3♣ puppet; 3♦/♥ transfer; 3♣ minors 4♣/♦ SI 6♥/6♣; 4♥ SI 6♦; 4♦ SI 6♦ 4NT/5♣ = transfer with mild slam interest		
3♣	6			Pre-emptive	3♦ puppet to 3♥, 3♥ GF; 3♣ NF; 4♦ optional RKC	3♣-3♦-3♥ (forced)-3♣=GF; 3NT=doubt	
3♦	6			Pre-emptive	3M= NV if non vul 4♣ optional RKC; 4♦ barrage		
3♥	6			Pre-emptive	3♣ = NF if non vul 4♣ = optional RKC; 4♦ ST		
3♠	6			Pre-emptive	4♣ = optional RKC; 4♦ ST with bad trumps		
3NT	X			Solid minor, no A/K outside	4/5/6♣ p/c; 4♦ SI		
4♣/♦				Pre-emptive	4NT to play		
4♥/4♣ 4NT 5♣ 5♦				Pre-emptive	4NT RKC 1430		
				Asking aces	5♣ = no aces; 5x = ace in x, 5N = club ace		
				Natural		HIGH LEVEL BIDDING	
				Natural		1430 RKCB, DOPI/ROPI, splinters Optional Blackwood in competition Kickback in specific situations	

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)		
Slightly aggressive, normally 7-16 hcp, could be weaker NV vs V		
Responses are NF at 1 or 2 level except after weak 2 openings		
2♦ in response of 1M is a cuebid		
INT OVERCALL (2nd/4th Live; Responses; Reopening)		
2 nd 15-17 (sys on but no relays)		
4 th live 15-17 (sys on but no relays)		
4 th balancing 10-15 (sys on but no relays)		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
V 12-15 at 2 level; otherwise weak jumps except vs weak opening bids (but nv vs v jumps are pre)		
(1♣) 2♦ = MM		
(1x) 2NT = two lowest unbid suits		
Reopen: cue = two suiter, jumps = 12-15		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
Cuebid at 2 level shows 2 highest unbid suits (exc 2♣ = nat)		
(1m) 3m = ♠+om except when 1♣ can be strong		
VS. NT (vs. Strong/Weak; Reopening; PH)		
2♦ = majors		
2♦ = one major		
2M = 5M + 4+m		
2NT = minors		
Passed hand dbl: 5m+4M		
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)		
Cue bid 3 level : Michaels (normally weaker than jump to 4m)		
Jump cuebid 4M: minors Leaping Michaels		
3m - 4♦ = MM 3m - 4♣ = om + M		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣		
Dbl=MM 1NT=mm (same vs 1♣ strong 1♦ neg) 2NT=5M5m		
OVER OPPONENTS' TAKEOUT DOUBLE		
2NT = limit + raise, after 1M (dbl) jump to oM = mixed raise		
Weak jumps Jumps to 4m = fit showing		
TRF after 1M (dbl)		

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd & low	3 rd & low + att after support	
NT	Attitude (very rarely may lead higher from J)	Attitude 1/3/5 in unsupported suit	
Subseq	Through dummy: ATT combined with 3 rd /low vs suit, ATT vs NT. Through declarer: 2 nd / 4 th vs suit in unbid or own unsupported suits, otherwise 3 rd /low (+ ATT after support). 4 th best (ATT) vs NT except in partner's unsupported suit: 3 rd /low. NT & suit: Honour or 10 is one higher or Hx, 9 from 109(x) or (NT) 9x(x)		
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx (AKQ possible)	AKx	
King	KQ AK bare AKx vs 5+ level or 3+ opening, maybe AKx with interest in ruff side suit	KQx, AK in strong suit	
Queen	QJx maybe AKQ	QJx, maybe KQJx, maybe KQ10 in strong suit	
Jack	J10x, KJ10x	A/KJ10, J10x	
10	109x H109x	H109x, 109x(x)	
9	KJ9, 9x	9x, Q/J98(x), A/KJ9(x)	
Hi-X	HxSx	xSxx	
Lo-X	HxS xxxxS xxS	HxxS HxxxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = even	Low = even	Odd= enc at 1 st discard
Suit 2	Low = enc	Suit Preference	Count
	3	Suit Preference	
	1	Suit Preference	Odd=enc at 1 st discard
NT 2	Low=even	Low = even	Count
	3		
Smith vs NT by 3 rd hand often when inserting an honnor at trick 1. (Hi=Pos)			
Suit Preference in trump suit			
Suit Preference at trick 1 when holding a known long suit (6+), middle=enc			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
X = opening bid with support for unbid majors or strong			
Reopening dbl may be weaker			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support dbl & rdbl thru 2♥, sometimes higher			
DBL on direct SPL response = lead highest unbid suit			
Some action dbls			

W B F CONVENTION CARD		
CATEGORY: Blue		
NCBO: Netherlands		
PLAYERS: Bauke Muller – Simon de Wijs		
EVENT: European Championships 2022		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
TARZAN strong ♣		
5 crd M, 1♦ = 2+		
1NT = 9-12 NV vs V 1 st & 2 nd position / 9-14 NV vs V 3 rd position / else = 15-17		
1♥ may also contain 5+♠ in 1 st and 2 nd position		
GF hands tend to relay for shape, controls, location of honnors		
2NT NV vs V in 1 st , 2 nd or 3 rd position = minors		
Preemptive Style: NV vs V may be aggressive, especially in 1 st position. In 3 rd position preempts are wide ranged.		
Responses 1 level and 3 rd hand openings may be (very) shaded		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
1M - 2♣ = any limit (no fit)		
1♠ - 1NT = GF asking bid		
1♥ - 1♣ = GF asking bid		
1♥-2♦ = 9-11+ ♥ raise 1♠-2♥ = 9-11+ ♠ raise		
1♠ - 2♦ = 8-11 5♥ or 0-11 6♥		
2M in 1 st position NV vs V may be very weak, 5+ suit		
SPECIAL FORCING PASS SEQUENCES		
In some cases double is invitational and pass asks for dbl		
TWO SUITERS		
(1m) 2♦ = Majors / (1m) 2NT = m+♥		
(1M) 2M = M+♦ / (1M) 2NT = minors		
(1m) 3m = 5♠ +5om		
PSYCHICS: rare		

			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X		15+ any distribution	1♦ = 0-8, rest = GF 1♥ = ♣ may have longer suit	1♣ - 1♦; 1♥ = ART 18+, 1♠ may be canape	1♣ (1M) 2♣ = GF ART, some TRF's
				1♠ = ♥ may have longer minor 1NT=12+ bal 2♣=nat		
				2♦ = 9-11 bal 2♥ = ♦ one suiter 2♠ = 3-suiter short M		
				2NT = 55 minors 3♣+ = 4♣5+♦		
1♦	X	2	11-15, 2+ crds 3rd hand NV vs V: 3+	1♥♦NT respons may be very light 2♣ = nat inv+ or bal GF no 4M 2♦=nat inv+ 2♥ = 5♣4+♥ inv 2♠/3m=to play	2♠ after 1♥ is SPL, 2NT is one suiter 3crd support or inv raise short in ♣	
1♥	5		11-15 May contain 5+♣ 1st or 2nd pos 3rd hand may be 4 crd	1♣=Relay GF 1N =4+♣ NF 2♣=any inv (no fit) PASS = 0-9 2♦ = 9-11+ ♥ raise 2♥: weaker		
				2NT = mixed raise+ 3♣=any SPL 3NT = ♣ void 4m = void 3m = PRE		
				1NT = Relay GF 2♣ = any inv (no fit) PASS = 0-9 2♥ = 9-11+ ♠ raise 2♠: weaker		
1♠	5		11-15 Denies 5+♥ 1st or 2nd pos	2♦ = 5♥ (8-11 hcp) or 6♥ (0-11 hcp) 2NT = mixed raise+ 3x = PRE 3NT = any SPL 4m = void 4♥ = nat		
				Two way Stayman 2M = tp 3X = tp 2NT = both minors weak or strong 4♣=♥ 4♦=♣ After 9-14: NT same as 9-12 NT (2♣ ST, 2M = tp)		
				2♣ = STAY/relay 2♦♥ TRF 4♦♥ TRF 2♠ = a. inv for 3N b. inv ♣ or ♦ c. GF 5♦4♣ 2NT = a. ♣ weak or strong b. GF 5♣4♦ 3♣ = ♦ weak or strong 3♦♥♣ = SPL 4♣=MM		
				2♦=ART 2M=NF 3♦♥♣=inv 2NT=5M GF or 55MM inv+		
2♣	6	11-15				
2♦	X	0	11-15, 3-suiter short ♦	2NT = ART inv+	2♦ - 2♥; 2♣ = 4315	
2♥		6 (5)	3-10 0-9 NV vs V 1st pos, often 5 crd	2NT asks 3NS is NF when NV vs V		
2♠		6 (5)	3-10 0-9 NV vs V 1st pos, often 5 crd	2NT asks 3NS is NF when NV vs V		
2NT NV vs V	X		5-10, 55 minors, NV vs V 1st, 2nd & 3rd pos	3♥ = ART relay 3♣ = minor fit (inv or strong)		
2NT			20-21 bal	3♣ = puppet Stayman, TRF, 3♣= minors, 4X = TRF		
3♣		6 or 7	3-10 maybe weaker FAV or stronger in 3rd pos	3♦ = ASKS 3M, 3M is NF when NV vs V		
3♦		6 or 7	3-10 maybe weaker FAV or stronger in 3rd pos	3NS is NF when NV vs V		
3♥		6 or 7	3-10 maybe weaker FAV or stronger in 3rd pos	3♣ is NF when NV vs V 4♣ = Key Card Asking		
3♠		6 or 7	3-10 maybe weaker FAV or stronger in 3rd pos	4♣ = Key Card Asking		
3NT	X		Solid minor, no outside A/K (in 3rd pos no requirements)	4♣ = p/c 4♦ ask shortness (→ 4N = short in om)	HIGH LEVEL BIDDING	
4♣		7 or 8	3-10 maybe weaker FAV or stronger in 3rd pos		1430 RKCB DOPI DOPE	
4♦		7 or 8	3-10 maybe weaker FAV or stronger in 3rd pos		4NT Optional Blackwood when a minor is trump suit	
4♥			Wide range	4♣ = nat	Last Train / Non serious 3NT	
4♠			Wide range		In some sequences 4♣ in respons to 3M sets M as trumps	
4NT	X		minors		Dbl invites to bid in some situations	

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)		
1♥ overcall: 2♦ = fit		
1♠ overcall: 2♦ = fit, 2♣ = ♥ (over 1m)		
(1x)-1M - (x/1S) - 1NT=other minor, 2M-1 raise without A/K/Q,		
2M-2 good raise		
Slightly aggressive, 7-17 HCP, could be weaker NV		
INT OVERCALL (2nd/4th Live; Responses; Reopening)		
2 nd : 4(O)M + 5+(o)m)		
Except after 3 rd seat opening. Then 1NT = 15-17		
4 th : 11-14 over 1m, 11-16 over 1M → as 1NT opening except 2♣		
Range ask Stayman		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
Weak		
Reopen: Weak		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
1m - 2♦ = Majors, 1m-3m = om+♠, 1♦-3♣ = ♣+♦ limited		
1M - 2M = 5OM + 5♣, 1M - 3♣ = 5OM + 5♦		
VS. NT (vs. Strong/Weak; Reopening; PH)		
2♣ = Majors		
2♦ = ♥ or ♠		
2♥/♦ = 5+M, 4+m		
X=penalty (4M, 5+m with passed hand)		
Vs Weak NT: 2NT 19-20		
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)		
(Non)-Leap Mich. Over m 4♣ om+M 4♦ MM. Over M 4m OM+m		
Lebensohl		
3 cue weak 5OM,5m		
VS. ARTIFICIAL STRONG 1♣		
X= majors (also after 1♣-1♦)		
1NT=minors (also after 1♣-1♦)		
OVER OPPONENTS' TAKEOUT DOUBLE		
Transfers over 1M (1NT to 2M-1)		

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd and low, Nat from seq	1/3/5, std hon if not supp	
NT	Att 2 nd from a bad suit, from xxx sometimes high	If supp 1/3/5 incl hon, top of nothing	
Subseq	2/4		
Other: Rusinow vs 5-lvl or higher contracts			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx	AKx	
King	AK, AKx, KQx	AKx, KQx, AKJTx	
Queen	QJx	KQT9x, QJx, AQJx, KQJx	
Jack	(K)JTx	(A/K)JTx	
10	(H)T9x	(H)T9x	
9	9x	(H)98x, 9x	
Hi-X	Xx, xxXx	xXXX, QXXXX, XXX, xXX	
Lo-X	xxXx, xxxxX, xxXXXX	HxxX, HxxxX, JxxXX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	H/L = O	H/L = O	O = Enc
Suit 2	H/L = Disc	S/P	E = Disc
3	S/P		H/L = O
	H/L = O	H/L = O	O = Enc
NT 2	H/L = Disc	S/P	E = Disc
3	S/P		H/L = O
Signals (including Trumps): A-Att K-Count vs suits; current count			
Smith (high = pos) trick 2 in NT by 3 rd sometimes when missing honor poss			
If not then S/P, opening leader always S/P			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
(1S) - X - (P) - 1NT = 8+ F1R			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Neg x, Resp X, Supp X/XX			
Comp X, Lightner X			
Most/All low level X = TO			
X in high level FP situations generally shows a desire to bid on			

W B F CONVENTION CARD		
CATEGORY: Strong Club – Blue		
NCBO: Netherlands 6730239 - 8741943		
PLAYERS: Ricco van Prooijen – Louk Verhees		
EVENT: European Championships 2022		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
TARZAN strong ♣		
5 crd M, 1♦ = 2+, 1NT = 14-16		
1♥ may also contain 5+♠ in 1 st and 2 nd position		
GF hands tends to relay for shape, controls, location of honours		
3 rd hand opening may be (very) shaded		
1 st seat preempts may be light white on red		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
1M - 2♣ = 9-11 with 2M or any limit (no fit)		
1♠ - 1NT = GF asking bid		
1♥ - 1♠ = GF asking bid		
1♠ - 2♦ ♥ and 1♥ - 2♦ = TRF limited		
(1x)- 1NT 4(O)M + 5(o)m (except after 3 rd pos opener)		
Many transfers in competition		
1m - 2♦ = Majors, 1m-3m = om+♠, 1♦-3♣ = ♣+♦ limited		
1M - 2M = 5OM + 5♣, 1M - 3♣ = 5OM + 5♦		
3NT Good 4M opening		
2♦ Weak only Multi		
2♥ 11-15 4315, 3415, 4414 or 4405		
2♣ 5♣ + 4+minor (vul 55)		
SPECIAL FORCING PASS SEQUENCES		
In some cases double is invitational and pass asks for dbl		
IMPORTANT NOTES		
PSYCHICS:		

Van Prooijen - Verhees

			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X		15+ any distribution	1♦ = 0-8, rest = GF 1♥ = ♠ may have longer suit	1♣ - 1♦; 1♥ = ART 18+, 1♠ may be canape	
				1♠ = ♥ may have longer minor		
				1NT = 12+ bal 2♣ = nat 2♦ = 9-11 bal		
				2♥ = ♦ one suiter 2♠ = 3-suiter short M		
				2NT = 55 minors 3♣+ = 4♣5+♦		
1♦	X	2	11-15	2♣ = nat 3+, inv+ denies 4M 2♦ = nat 5+, inv+, denies 4M 1♥ ♠ nat (1♥ may be 3-crd occasionally)	2♠ after 1♥ is SPL, 2NT is 3M6♦ or inv raise short in ♣	
				2♥ ♠ = to play 3x = to play		
1♥	5		11-15 May contain 5+♠ 1 st or 2 nd pos 3 rd hand may be 4 crd	1♠=Relay GF 1N =4+♠ NF 2♣=any inv (no fit) PASS = 0-9 2♦ = 9-11 ♥ raise 2♥: weaker	1♥-2♣ Drury	
				2NT = mixed raise+ 3♣=any SPL 3NT = ♠ void 4m = void 3m = PRE		
				1NT = Relay GF 2♣ = any inv (no fit)		
				PASS = 0-9 2♥ = 9-11 ♠ raise 2♣: weaker 2♦ = 5♥ (8+ hcp) or 6♥ 2NT = mixed raise+ 3x = PRE 3NT = any SPL 4m = void 4♦ = nat		
1♠	5		11-15 Denies 5+♥ 1 st or 2 nd pos	1NT = Relay GF 2♣ = any inv (no fit)	1♠-2♣ Drury	
				PASS = 0-9 2♥ = 9-11 ♠ raise 2♣: weaker		
				2♦ = 5♥ (8+ hcp) or 6♥ 2NT = mixed raise+		
				3x = PRE 3NT = any SPL 4m = void 4♦ = nat		
1NT			14-16 Possible 5M, 6m, 5422	2♦ ♥ or minors, 2♥ ♠, both could be 4M, 6m GF 2♣ ♣(wk/gf) or 3suiter short ♣ or size 2NT Puppet, 3♣ ♦ wk/gf 3♦ splinter, 3M 3crd, xOM, 4♣/♦ = ♥/♠	1NT - 2♦ - 2♥ - 2♣ = Minors	
				2♦ = R 2M = NF 3♦ ♥ ♠ = inv 2NT = 5MGF or 55MInv		
				2NT asks, 2♣ P/C does not show ♥, 4♣ ask trf, 4♦ ask suit		
				2NT asks		
2♣	5		3-9 5♠ + 4+m (vul 55)	2NT asks, 3♣ P/C, 3♦ Inv ♠		
2NT			22-23 bal	3♦/♥ trf, 3♣ SI 1 or 2 minors, 4x, two under trf SI		
				3♦ Asks 3crd M, 4♦ PMKC		
3♣	6 (5)			3♦ Asks 3crd M, 4♦ PMKC	3♦: 3♥=3♣, 3♣=3♦, 4♦ = 3♦+3♣	
3♦	6 (5)			4♣ PMKC		
3♥	6			4♣ PMKC		
3♠	6			4♣ PMKC, 4♦ CoG ♥ or ♠		
3NT	X		Good 4M opening	4♣ Strong slamtry, 4♦ Weak slamtry, 4♥ P/C	HIGH LEVEL BIDDING	
4♣			PRE		RKC 1430, Optional RKC in some auctions	
4♦			PRE		Exclusion (0314), DOPE, PMKC	
4♥			Wide range	4♣ = nat, 5m cuebid	Mixed cues, Last Train, NonSerious NT in unlim auctions	
4♠			Wide range		4♣ in some competitive auctions sets our Major with SI	
4NT	X		Good 5m opening about 9-10 tricks		Dbl invites to bid in some situations	

Defensive and Competitive Bidding

Overcalls (Style; Responses; Reopening)

1-level: Light **2-level:** Sound

Responses: Without jump constructive, with jump forcing (SPL after 2-level overcall and also SPL when a passed responder jumps in a new suit after a 1-/2- level overcall). Jump in opener's suit at 3-level is a Mixed raise. Double jumps are Splinters. Cue-bid is a Good raise with fit for overcaller's suit.

After 1M overcall, 2NT in competition is 4+card support (3+ if no space) and INV+.

1 NT overcall (2ND/4TH; Responses; Reopening)

15-18 hcp 2nd seat and 12-16 hcp 4th seat. Same responses as after opening 1NT for 2nd seat, range enquiry Stayman for 4th seat.

Jump Overcalls (Style; Responses; Unusual NT)

1-Suit: Light jump overcalls, but NOT terrible red vs. green

2-Suit: 2NT = Two lowest suits (5+-5+) weak/strong

Reopen: 11-13 HCP, 6+ card suit

(1♥)-p-(2♥)-2NT=Both m

(1♦)-p-(2♦)-2NT=Two suits (5+-5+)

Direct and Jump Cue Bids (Style; Responses)

Over 1♣: NAT if 2+ (2♦ = 5+-5+ M), 5-5 M if 3+ (2♦ = Weak)

Over 1♦: Both Majors (5+-5+)

Over M: Other Major + m (5+-5+)

Jump cue-bid: Asks for stopper 1♦/1M, ♠+♦ (5+-5+) over 1♣..

VS. NT (vs. Strong/Weak; Reopen: PH)

2♣ = Both Majors

2♦ = ♥ OR ♣, competitive overcall (max 11-ish HCP)

2♥ = ♥, constructive overcall (12-14-ish HCP)

2♠ = ♣, constructive overcall (12-14-ish HCP)

2NT = Both minors OR GF with any 2-suiter

4th seat and after initial pass vs Strong: Meckwell version

vs Weak NT (max 15): Double = Same range+, 2♣ = Both M,

2♦ = One major, max 11-ish HCP, 2M = NAT, 12-14-ish HCP

VS. Preempts (Doubles; Cue bids; Jumps; NT bids)

Take-out DBL

(2x)-DBL => Transfer Lebensohl from 2NT

Pass-(2x)-DBL => Lebensohl

Cue-bid: Asks for stopper

Jump in m: That minor + other Major (5+-5+)

Over 3M: That minor + other Major (5+-5+)

VS. Artificial Strong Openings

vs. strong 1♣: DBL = ♦ OR Both M, 1♦ = ♥ OR ♠+♣, 1♥ = ♣ OR Both m, 1♠ = ♣ OR ♥+♦, 1NT = ♠+♦ OR ♥+♣.

2♣ = At least 5-5 Majors, constructive, 2NT = Both m

vs. strong 2♣: DBL = M (5+-5+), 2NT = m (5+-5+)

Over Opponents' take out double

Rdbl: 9+ HCP, **Of 1m:** Fit-jump in M, jump in the other minor is 9+ with fit for opener. **Of 1M:** Transfers from 1NT, Mini-Splinter. **Of 2M:** Transfers from 2NT.

Leads and Signals

Opening Leads Style

	Lead	In Partner's Suit
Suit	3 rd /5 th	3 rd /5 th
NT	ATT (possible 3 rd /5 th)	3 rd /5 th
Subseq	Attitude	

Leads

Lead	Vs. Suit	Vs. NT
Ace	AKx(x)	AK(x)
King	AK, KQ(x)	KQ(x), AKQ(x), AKJ10(x)
Queen	QJ(x) (J possible lead)	QJ(x), HQJx(x), KQ109(x)
Jack	J10(x), KJ10(x)	J10(x), HJ10(x), QJ98(x)
10	109(x), H109(x)	109(x), H109(x)
9	9x, (H109x own suit)	9x, J98(x), Q98(x), A98(x)
Hi-x	Even number	xx, xxx, xxxx(x), 98x(x)

Signals in order of priority

	Partners lead	Declarer	Discarding
Suit:	Encrg/Disrcg	S/P	Encrg/Disrcg
2 nd	S/P	Count	Count
3 rd	Count		S/P
NT:	Encrg/Disrcg	Smith	Encrg/Disrcg
2 nd	S/P	S/P	Count
3 rd	Count	Count	S/P

Signals (including Trump's):

Hi-Low = Disrcg/Even number, Low-Hi = Encrg/Odd number

Smith (NT): Hi-Low likes the lead from both.

S/P in trumps (could be STD count when ruffing).

Trump Echo when possible ruff.

Doubles

Takeout Doubles (Style; Responses; Reopening)

Light style, also reopenings

Special, Art and Comp Dbl/Rdbl's

Neg., Responsive, Support DBL through 2♥, Competitive DBL
 1♣ - (1♦) - DBL shows 4+♥, 1m - (1♥) - DBL shows 4+♠,
 1m - (1♠) - DBL strongly suggests at least 4♥.
 Lightner doubles vs games and slams.

System Card



Category: Green

NCBO/team:
Norway

Event:
EC 2022

Players

Christian Bakke Boye Brogeland

System Summary

General Approach and Style

Natural (5+♣, 5+♥, 4+♦, 2+♠). Transfer responses to 1♣

Light 3rd hand openings, light lead directing bids/doubles

Light preempts green vs. red

1NT Openings: 15-17 HCP (good14/bad18/5M/6m/single/5422)

2-over-1 Responses: GF

Special bids that may require defence

2vii-0 7 HCP 6c M (may be 5 NV) OR 24+NT OR 4-4-4-1, GF

2♥: Good weak 2, 8-11 HCP, 6vi

2♣: Good weak 2, 8-11 HCP, 6iv

1♣-2vif 6vi 0-9 HCP OR 4-4-4-1, INV+ with short iv

1♣-2vi= 6♣, 0-9 HCP OR 4-4-4-1, INV+ with short vi

1♣-2♣= 5-5 m, 0-9 HCP OR 5-5 m, GF

(1♣) - 3♣= ♣+vi 5+-5+)

Special forcing pass sequences

Important notes that don't fit

After opponents overcall

1♣ - (1♦) - 1♣ = Denies 4♥ and 4♣

1m - (1♥) - 1♣ = Denies 4♣ unless strong with ♦ + ♣

Switch bids at the 2-level when two or three suits are available.

1♣ - (1♦) - 2♣= 4-4 M, 6-11 HCP

1♣ - (1M) - 2♣= 5+♦, 9+ HCP

1♣ - (1♦) - 2♦= 6+♥, INV+, but inverted m if passed originally.

1m - (1♥) - 2♥= 6+♣, INV+, but inverted m if passed originally. 1m - (1♥) - 2♣= Inverted m, but fit-jump if passed originally.

xy-NT/xyz: 2♣= s/o in ♦ OR INV, 2♦=GF, PH: 2♣ xyz, 2♦ NAT

Nilands slinkingar when 1NT opening/dir. overcall is doubled.

Psychics

Can occur

Opening	Art	Min. #	Neg. D. thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	4♠	10-22 HCP, 2+♣ May have 2 cards ♣ and 4 cards ♦ (4-3)-4-2 (can choose). Opens 1♦ with (4-2)-4-3. Can choose 1♣ or 1♦ with 4-4 in the minors.	1♦=4+ ♥, 1♥=4+ ♠, 1♠=No M unless GF ♦ + M, 2♣=INVERTED m [Note 1], 2♦=6♥ 0-9 HCP OR 4-4-4-1, INV+ with short ♠, 2♥=6 ♠, 0-9 HCP OR 4-4-4-1, INV+ with short ♥, 2♦=5-5 m, 0-9 HCP OR 5-5 m GF, 1NT=11-12 HCP, 2NT=13-15 OR 19-20 w/3-3-(3-4), 3♣=5-9 HCP, 3♦=PRE, 3M/4♦=void w/5+♣, 3NT=16-18, 3-3-(3-4)	Accepts TRF with 3 card support (may jump to 2NT with 18-19NT) [Note 2]. Jumps with 4-card and good BAL 12-14 or shape. Reverse [Note 4], INV: 1♣-2♣, 2♦=GF various hands, 2M=NATish, GF, 2NT = 11-14 with 2/3 ♣ Jumps=SPL. 11-14 HCP	TRF at the 1-level 1♣-2♣= 6-9, 5+♣ 1♣-2♦= 9+, 5+♣ 2M = Splinter, 8-11
1♦		4	4♠	10-22 HCP, 4+♦ Opens 1♦ with (4-2)-4-3. Can choose 1♣ or 1♦ with 4-4 in the minors and (4-3)-4-2.	2♦=INVERTED m [Note 1], 2♥=6♥ 0-9 HCP, 2♠=6♦ 0-9 HCP, 2NT=INV, 3♣=4+♦, 6♦ 0-9 HCP, 3♦=PRE not INV vs 18-19 NT, 3M=void, 3NT=13-15 w/3-3-(3-4), 4♣=void	Similar as for 1♣	1♦- 2♦= 6-9, 4+♦ 1♦- 3♣= 9+, 4+♦ 2M = Splinter, 8-11
1♥		5	4♠	10-22 HCP, 5+♥	1NT=6-12 HCP NF, 2m=GF, 2♥=NAT, 2♠= 6♦ 0-9 HCP, 2NT=4+♥ GF, 3♣=3+♥ INV, 3♦= Mixed raise (6-8 HCP), 3♥=PRE, 3♠=Unspecified SHORT 10-12 HCP, 3N=Void in spades, 4L=Void	1♥-2NT, 3x=NAT, not MIN 1♥-2NT, 3x-3♥=Asks for singleton 1♥-2NT, 3x-3♥-3y/4x=Singleton Gazzilli after 1♥-1♠ and 1♥-1NT [Note 3]	1♥-2♣ = 3+♥, 7+-11 1♥-2♠ = Both m 1♥-2NT = 4+♥, INV+ 1♥-3♣ = NAT, INV 1♥-3♦ = Mixed Raise
1♠		5	4♠	10-22 HCP, 5+♠	1NT=6-12 HCP NF, 2m=GF, 2♥=GF, 2♠=NAT 2NT=4+♠ GF, 3♣=3+♠ INV, 3♦= Mixed raise (6-8 HCP), 3♥=NAT INV, 3♠=PRE, 3NT=Unspecified SHORT 10-12 HCP, 1♠-4m/4♥=Void	Similar Jacoby responses as for 1♥ Gazzilli after 1♠-1NT [Note 3]	1♠-2♣ = 3+♠, 7+-11 1♠-2NT = 4+♠, INV+ 1♠-3♣ = NAT, INV 1♠-3♦ = Mixed Raise
1NT			4♠	15-17 HCP (good 14, bad 18) May have 5M, 6m, 5-4-2-2 and singleton [Note 5]	2♣=Stayman, 2♦/2♥=TRF, 2♠=INV OR ♣, 2NT=♦ any OR mm weak, 3♣=Puppet-Stayman, 3♦= 5-5 m GF, 3M=Singleton GF (may have 4♠, denies 4♥), 4♣= S/T 4-3-3-3 or 5-4-2-2, 4♦/4♥=TRF, 4♣=5♣ S/T, 4NT=5♦ S/T	1NT-2♣, 2♦-2♥=pick a M; pass with equal length. 1NT-2♣, 2♦/2♥-2♣=5+♠ INV 1NT-3♣-3♦ (normal response without 5M)	In competition: 1NT-(2x) => Transfer Lebensohl from 2NT
2♣	✓			Strong, HCP (22-23 BAL) OR tricks (8,5+)	2♦=Weak OR waiting, 2M=5+ good suit, 6+ HCP, 2NT=5+♣, 6+ HCP, 3♣=5+♦, 6+HCP, 3♦=5-5 m, 6+ HCP, 3M=Short M (4-1)-4-4, 6+ HCP, 3NT=Solid suit	2♣-2♦, 2M=F1, 3m=GF, 3♥=4♥-5+♦, 3♠=4♠-5+♦, 2♣-2♦-2M-3♣= 2 nd negative, can stop in 3M.	
2♦	✓			0-7 HCP 6cM (may be 5 NV) OR 24+NT OR 4-4-4-1 GF [Note 6]	2♥/2♠=P/C, 2NT=Ask, 3♣/3♦=To play, 3♥=P/C (to 3♠), 3♣=5+-2+ M, ask M length, 4♣=Ask for TRF, 4♦=S/T m(s)	2♦-2NT, 3♣=MIN ♥, 3♦=MIN ♠, 3♥=MAX ♠, 3♣=MAX ♥	
2♥		6		Good weak 2, 6♥, 8-11 HCP, but not solid suit [Note 7]	2♠=F1, 2NT=Ask for shortage/strength/6-4, 3m=GF, 3♥=PRE, 3♠=INV, 4♣=SPL, 4♦=SPL, 4NT=BW (4 aces)	2♥-2NT, 3♣=6-4 hand any side suit, 3♦= Shortage in a m GF, 3♥=MIN, 3♠=Shortage 3NT=MAX no shortage, 2♥-2NT-4♣, 4♦=Void	4 th : 11-13 HCP, 6+♥
2♠		6		Good weak 2, 6♠, 8-11 HCP, but not solid suit [Note 7]	2NT=Ask for shortage/strength/6-4, 3x=GF, 3♣=PRE, 4♣=SPL, 4♦=SPL, 4♥=To play, 4NT=BW (4 aces)	2♠-2NT, 3♣=6-4 hand any side suit, 3♦= Shortage in a m, 3♥=Short, 3♠=MIN, 3NT=MAX no shortage, 2♠-2NT-4♣, 4♦, 4♥=Void	4 th : 11-13 HCP, 6+♠
2NT			4♠	20-21 HCP (good 19, bad 22)	3♣=PuppetSTAY, 3♦/3♥=TRF, 3♠=4+4+ minors 2NT-4♣/4♦/4♥/4♣=Slam try with ♥/♠/♣/♦	2NT-3♣, 3♦=At least one 4M, 3♥=Denies 4/5M, 3♠=5♣, 3NT=5♥	
3x		6		PRE, ACC to VUL	3♣-3♦ asks for 3♥, 3m-3M=NAT GF, but COMP after DBL, 3♦/3M-4♣ and 3♣-4♦= Poor Man's BW, 3M-4♦=Slam try		
3NT	✓			Solid major, no ace outside	4m=Cuebid, 4M=P/C; 4NT=Asks for length	High Level Bidding	
4♣	✓			PRE, ACC to VUL	4♦=Slam try with clubs, 4M=To play, 4NT=RKCB	Roman Key Card Blackwood (RKCB)	
4♦	✓			PRE, ACC to VUL	4M=To play, 4NT=RKCB, 5♣=Slam try with diamonds	Exclusion RKCB, DOPI/ROPI/DEPO	
4♥		6		PRE, ACC to VUL	4♣=To play, 4NT=RKCB, 5m=Cuebid	5NT is frequently pick a slam	
4♠		6		PRE, ACC to VUL	4NT=RKCB, 5m=Cuebid, 5♥=To play	Splinter bids	
4NT	✓			Asks for specific aces	5♣=0 Ace, 5NT=2 Aces, 5♦/5♥/5♣/6♣=That Ace	Cuebids (Italian style), 1 st round control 6-level, last train cuebids	

Notes for Christian Bakke – Boye Brogeland, Norway

Note 1: Inverted minor

1♣ - 2♣ (10+)

- 2♦ = Natural, GF / 13-14 (Bal) with 4+♣/ 18-19 Bal/15+ with shortness ♦/M, GF
- 2M = Natural, GF (no shortage)
- 2NT = 11-14, 2-3 ♣
- 3♣ = 11-12, 4+♣
- 3♦/ ♥/ ♠ = 11-14, Shortness, GF
- 3NT = 18-19, double stopper in all suits

1♣ - 2♣

2♦ - 2♥ = relay

- 2♠ = 13-14 (Bal) with 4+♣
- 2NT = 18-19, 4+♣
- 3♣ = 2245
- 3♦ = 15+, Shortness
- 3M = 15+, Shortness
- 3NT = 18-19, 2-3 ♣, not double stopper in all suits

1♦ - 2♦ (10+)

- 2♥ = Natural, GF / 13-14 (Bal) with 4+♦/ 5-4 minor / 18-19 Bal
- 2♠ = Natural, GF (no shortage)
- 2NT = 11-14
- 3♣ = 11+, Shortness, GF
- 3♦ = 11-12, not suitable to bid 2NT
- 3M = 11-14, Shortness, GF
- 3NT = 18-19, double stopper in all suits

1♦ - 2♦

2♥ - 2♠

- 2NT = 18-19 NOT 3343 (would have opened 1♣)
- 3♣ = 13-14 bal, 4+♦
- 3♦ = 2=4=5=2, GF
- 3M = 15+, Shortness
- 3NT = 2=2=5=4

Bidding a major from the responder after inverted minor shows a singleton, 11-14 if directly instead of using the relay (followed by bidding a major shows a singleton and 15+).

Note 2: Transfers after 2NT rebid

1m - 1y

2NT

- Transfers on 3-level. Jumps to 4-level are Splinter with own suit.
 - Transfer to 3♦ is always accepted
 - Transfer to responder's suit is accepted with 3 cards over 1♦ OR Hx or better over 1♣.
 - 1♣ - 1♥ - 2NT - 3♦: 3♥ is 4 cards, 3♠ is 3 cards OR Hx
 - 1♣ - 1♠ - 2NT - 3♠: Both minors, searching for the best game OR may be stronger

Note 3: Gazzilli

1♥ - 1♠

2♣ = Clubs 11-15 HCP or 16+ HCP unspecified distribution

- 2♦ = 8+ HCP
- 2♥ = Natural, max 7 HCP
- 2♠ = Natural, INV
- 2NT = Natural, INV

1♥ - 1NT

2♣ = Clubs 11-15 HCP or 16+ HCP unspecified distribution

- 2♦ = 8+ HCP
- 2♥ = Natural, max 7 HCP
- 2♠ = Both minors (possibly longer clubs), max 7 HCP
- 2NT = Both minors (longer diamonds), max 7 HCP

1♠ - 1NT

2♣ = Clubs 11-15 HCP or 16+ HCP unspecified distribution

- 2♦ = 8+ HCP
- 2♥ = Natural, max 7 HCP
- 2♠ = Natural, max 7 HCP
- 2NT = Both minors, max 7 HCP
- 3♣ = Natural, max 7 HCP
- 3♦ = Natural, max 7 HCP

1♥ - 1♠

- 2♣ = Clubs 11-15 HCP or 16+ HCP unspecified distribution
- 2♦ = 5-4+, 11-15 HCP
- 2♥ = 12-15 HCP
- 2♠ = 11-14 HCP
- 2NT = 5-5 in hearts and a minor, GF
- 3♣ = 5-5, INV
- 3♦ = 5-5, INV
- 3♥ = Good suit, INV
- 3♠ = Natural, INV
- 3NT = Best hand with spade support (Axxxx in spades may be enough for slam)
- 4♣ = Splinter
- 4♦ = Splinter
- 4♥ = Natural
- 4♠ = 4522

1♥ - 1NT

- 2♠ = Natural, 17+ HCP
- 2NT = 5-5 in hearts and a minor, GF
- 3♣ = 5-5, INV
- 3♦ = 5-5, INV
- 3♥ = Good suit, INV
- 3♠ = Void
- 3NT = Solid hearts, choice of games
- 4♣ = Void
- 4♦ = Void

1♠ - 1NT

- 2NT = 5-5 in spades and another suit, GF
- 3♣ = 5-5, INV
- 3♦ = 5-5, INV
- 3♥ = 5-5, INV
- 3♠ = Good suit, INV
- 3NT = Solid spades, choice of games
- 4♣ = Void
- 4♦ = Void
- 4♥ = Void

Note 4: Reverse

Reverse on 2-level after 1 over 1

After 1 over 1, and opener reverses, *the cheapest bid of 4th suit at the 2-level and 3 in the opener's first suit will be negative*. Rebid of own suit on 2-level is F1, on 3-level GF with a good suit. After rebid of own suit on 2-level, responder may pass 2NT and 3 in opener's first suit, but if responder follows up with 3 in partner's suit, it will be game forcing. If responder supports the second suit, both responder's first suit and the opening suit will be natural (didn't have 4 card in the reverse suit).

1♣ - 1♦ (transfer)

2♦

- 2♥ = 5+♥, F1
- 2♠ = Negative. Normally to stop in 2NT or 3♣
- 2NT = Natural GF, may have some club support
- 3♣ = Club support, GF
- 3♦ = 4+♦, GF
- 3♥ = Natural GF with a good suit (maximum one loser opposite singleton)
- 3♠ = Splinter with diamonds as trump
- 4♣ = Good club support, slammish

Reverse after 1x - 1NT

After 1m - 1NT - 2♥: 2♠ is negative (minimum, asks for 2NT), other bids are GF.

After 1m - 1NT - 2♠: 2NT is GF, other bids are NF.

After 1♥ - 1NT - 2♠: 2NT is GF, other bids are NF.

Note 5: Opening 1NT

Opening 1NT shows 15-17 (good 14/bad 18). May be semi-balanced (if tricky rebid).

1.1 Responses to 1NT

- 2♣: Stayman
- 2♦: Transfer to ♥
- 2♥: Transfer to ♠
- 2♠: Invitational OR ♣
- 2NT: ♦ OR both minors and weak
- 3♣: Puppet-Stayman
- 3♦: Both minors, game forcing
- 3♥: Shortness (may have 4 card ♠)
- 3♠: Shortness (denies 4 card ♥)
- 4♣: Slam try with 2-2-5-4 (5-4 in the minors)
- 4♦: Transfer to 4♥
- 4♥: Transfer to 4♠
- 4♠: Slam try with 3334
- 4NT: Slam try with 3343
- 5NT: Quantitative to 7NT

Note 6: Opening 2♦ Multi

- 0-7 HCP with a 6-card major (may have 5-card especially green vs red) OR a strong NT (24+), GF OR 4-4-4-1, GF

Responses:

- 2♥ = Pass/correct
- 2♠ = Pass/correct (opener bids 3♣ with ♥ and min, 3♦ with ♥ and max)
- 2NT = F1
 - 3♣ = Minimum with ♥ (or 4414) → 3♦ shows game interest
 - 3♦ = Minimum with ♠ (or 4441) → 3♥ shows game interest
 - 3♥ = Maximum with ♠ (or 1444) → 3♠ asks for shortage
 - 3♠ = Maximum with ♥ (or 4144) → 4♣ asks for shortage
 - 3NT = 24-25
 - 4NT = 26-27
- 3♣ = To play (further bidding only with support and max)
- 3♦ = To play (further bidding only with support and max)
- 3♥ = Pass OR correct
- 3♠ = Asks for major length (at least 5-2 in the majors)
- 4♣ = Asks for transfer to opener's major
- 4♦ = Slam try with minor(s)
- 4♥ = Natural, to play
- 4♠ = Natural, to play

If opener is strong:

2♦ - 2♥

2NT	= 24+ HCP, GF
3♣	= 4=4=1=4, GF
3♦	= 4=4=4=1, GF
3♥	= 1=4=4=4, GF
3♠	= 4=1=4=4, GF

2♦ - 2♠

2NT	= 24+ HCP, GF
3♣	= ♥, not maximum OR 4=4=1=4
3♦	= ♥, maximum OR 4=4=4=1
3♥	= 1=4=4=4, GF
3♠	= 4=1=4=4, GF

Note 7: Opening 2M

8-11 HCP with 6-card major, but not a solid suit

Responses:

- 2♠ = Natural, forcing one round (2NT, 3♥ and 3♠ from opener may be passed)
- 2NT = Asks for shortage, strength and side suit
- 3♣ = Natural, GF
- 3♦ = Natural, GF
- 3♥ = Natural, GF (preempt over 2♥)
- 3♠ = Preempt (INV with spades over 2♥)
- 3NT = To play (2NT followed by 3NT gives opener an option to pull to 4M)
- 4♣ = Splinter
- 4♦ = Splinter
- 4M = To play, no forcing pass

2♥ - 2NT

- 3♣ = 6-4 → 3♦ ask → 3♥ = ♣, 3♠ = ♦, 3NT = ♠
- 3♦ = Shortage in a minor → 3♥ ask
- 3♥ = Minimum with no shortage
- 3♠ = Shortage in ♠
- 3NT = Maximum with no shortage
- 4♣ = Void
- 4♦ = Void
- 4♥ = Void in ♠

2♠ - 2NT

- 3♣ = 6-4 → 3♦ ask → 3♥ = ♣, 3♠ = ♦, 3NT = ♥
- 3♦ = Shortage in a minor → 3♥ ask
- 3♥ = Shortage in ♥
- 3♠ = Minimum with no shortage
- 3NT = Maximum with no shortage
- 4♣ = Void
- 4♦ = Void
- 4♥ = Void, not minimum
- 4♠ = Void in ♥, minimum

If opponents DBL 2M, we use transfers from 2NT. Transfer to a minor may be lead directing. Transfer to 3 in the major is a good raise (INV+). RDBL shows interest in penalty doubles OR could be competitive/tactical.

If opponents bid 2♠, system is on, except that 3 in a minor becomes constructive. DBL of overcalls is penalty.

Defensive and Competitive Bidding

Overcalls (Style; Responses; Reopening)

1 - level: 5-17hp

2 - level: Sound

1 NT overcall (2ND/4TH; Responses; Reopening)

1NT = 15-18

Jump Overcalls (Style; Responses; Unusual NT)

2M = 4 card suit and 5+m (normally club) 11-16

2NT=two lowest suits vs 1m (5+-5+), both minor if ♣=2+, 2 highest suits vs 1M opening

3♣ = 2-suiter

Reopen: 11-14 HCP, 6+

Direct and Jump Cue Bids (Style; Responses)

Over 1♣: NAT if 2+ (2♦ = 5+-5+ M), 5-5 M if 3+ (2♦ = Weak)

Over 1♦: Both Majors (5+-5+)

Over M: Other Major + ♣ (5+-5+)

Jump cue-bid: 2-suiter

VS. NT (vs. Strong/Weak; Reopen: PH)

Dbl = equal strength

2♣ = both major

2♦ = 5+ ♥ or ♦

2♥ = 4(5)♥ + 5+minor

2♠ = 4(5)♠ + 5+minor

2NT = both minor or strong 2-suiter

VS. Preempts (Doubles; Cue bids; Jumps; NT bids)

X=t/o

2NT = 15-18

VS. Artificial Strong Openings

vs 1♣: X= majors, 1NT= minors, 2NT55+m

vs 2♣/2♦: X=both M, 2NT=both m

Over Opponents' take out double

XX = 10+hp

System on, some transfers

Leads and Signals

Opening Leads Style

	Lead	In Partner's Suit
Suit	3 rd -5 th	3 rd -5 th
NT	3 rd -5 th	3 rd -5 th
Subseq	Low = enc	

Leads

Lead	Vs. Suit	Vs. NT
Ace	AKx/AKxx(x)	AK/AKx/AKxx(x)
King	AK/KQ/KQJ(x)/KQT(x)	KQ/KQJ(x)/KQT(x)
Queen	AQJ(x)/QJ(x)/QJT(x)	AQJ(x)/QJ(x)/KQ109(x)/KQJ(x)
Jack	HJT(x)/JT(x)	HJT(x)/JT(x)
10	HT9x/AQT(x)/T9x	HT9x/AQT9(x)/T9x(x)
9	KJ98/9/9x	HH98/9x
X	Hxxx/ xxx(x), xx	Hxxx(x)/HT9x, xxx(x)

Signals in order of priority

	Partners lead	Declarer	Discarding
Suit:	Low = enc	Low = 3/5 th	Low = enc
2 nd	Low = 3/5 th	Lavinthal	Low = 3/5 th
3 rd	Lavinthal		Lavinthal
NT:	Low = enc	Smith	Low = enc
2 nd	Low = 3/5 th	Low = 3/5 th	Low = 3/5 th
3 rd	Lavinthal	Lavinthal	Lavinthal

Signals (including Trump's): Smith: high = enc

Doubles

Takeout Doubles (Style; Responses; Reopening)

Light

Special, Art and Comp Dbl/Rdbl's

Support dbl/rdbl



WBF

System
Card



System:

Players

Tor Eivind Grude Geir Helgemo

System Summary

General Approach and Style

Nat, 5533

(14+)15-17NT

Usually sound openings/preempts, but green vs red might be very light

Special bids that may require defence

3♣ overcall is 2-suiter (may be non forcing)

Special forcing pass sequences

Some places

Important notes that don't fit

2-way checkback stayman

Psychics

Rare

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♥	3+♣, 11-22hp	2♣= inverted minor inv+, 2♦=5♥ and 4♣ 4-9hp, 2♥/2♦= 6-card, 3-8 hep, 3♣ = preempt in ♣,		
		3	4♥	3+♦ (4432) 11-22 hp	1♥/1♣/1NT = nat, 2♣ = GF nat, 2♦ = inverted minor inv+, 2♥/2♦= 6-card, 3-8 hp, 2NT = Nat inv, 3♣=nat inv, 3♦ = preempt in ♦		
1♥		5	4♦	5+♥ 11-21hp	2/1 = GF, 2♣=4-8 6♣, 2NT= GF Jacoby, 3♣ = nat inv, 3♦ =nat inv, 3♥ = inv		2♣ = 8-11 3+♥, 2♦= 5♦+2♥
1♦		5	4♦	5+♦ 11-21hp	2/1 = GF, 2NT = GF Jacoby, 3♣ = nat inv, 3♦ = nat inv, 3♥ = nat inv, 3♣ = inv		2♣ = 8-11 3+♦, 2♦= 5♦+2♦
1 NT			4♦	(14)15-17NT (5M/6m/5422, rarely sing)	Stayman/transfer, 2♣ = ask minors or weak ♦, 2NT = 6+♣, 3x=singleton		
2♣	X	0		22-23NT or strong unbalanced	2♦ = waiting bid, 2♥ = 5+♥ 5+hp, 2♣ = 5+♣ + 5+hp		
2♦	X	0		6(5)♦ 5-9HP	2♥/♣ = not forcing, 2NT = Asking short, 3♣ =asking points and suit		
2♥	X	5		6(5)♥ 5-9HP	2♣ = not forcing, 2NT = Asking short, 3♣ =asking points and suit		
2♣	X	5		6(5)♣ 5-9HP	2NT = Asking short, 3♣ =asking points and suit		
2 NT				20-21 bal	Puppet stayman and transfers	Slam Conventions	
3x		6		PRE, ACC to VUL		(Mini)-Splinter Italian Cue-bids Jacoby RKCB (0314) DOPI/ROPI (but xx on 4nt is to play)	
3NT	X			Solid major	4♣=p/c, 4♦=Asks for control		
4♣,♦	X	6		PRE			
4♥,♣	X	6		To play			
4NT				Asking for specific aces	5♣=0, 5♦/♥/♣= that ace, 5NT=2 aces 6♣ = ace of ♣,		

Defensive and Competitive Bidding

Overcalls (Style; Responses; Reopening)

1-level overcalls may be light (especially NV)
 Overcalls at the 2-level are normally sound.
 After an overcall, a new suit at the 1- and 3-level are F1, a new suit at the 2-level are NF. After an overcall, a cuebid does not promise support for partner. Same principles after a reopening.
 After 1M overcall, 2NT in competition is 4+ supp and inv+

1 NT-overcall (2./4.; Answers; Reopening)

15-18 hcp in all hands.
 Same responses as after 1NT-opening.

Jump Overcalls (Style; Responses; Unusual NT)

WJS at the 2-level (After 2+1♦-opening, 2♦ shows M's)
 Constructive jump-shifts at the 3-level (**red** vs **green**) in 2nd hand
 Unusual NT shows 2 lowest with jump

Direct and Jump Cue Bids (Style; Responses)

Cuebid of a minor (3+) shows both majors
 Cuebid of a major shows opposit major + ♠
 Jumpcuebid asks for stopper

VS. NT (vs. Strong/Weak; Reopen: PH)

VS weak NT (12-14 or weaker):

Dbl = takeout
 2♦ = Majors, 2♦ = Multi (13+hcp)
 2♥ = 5c+♥, 8-12 hcp, 2♠ = 5c+♠, 8-12 hcp
 2NT = Both minors or strong 2-suiter, 3m = Constructive

VS strong NT in direct seat (13-15 or stronger):

Dbl = equal strength +
 2♦ = majors, 2♦ = Multi
 2♥/♦ = 4(5)c + longer minor, 2NT = both minors or strong 2-suiter
VS NT after pass or VS strong NT in 4.seat:
 Dbl = one-suiter, 2♦ = ♠ + higher suit, 2♦ = ♦ + M
 2♥ = majors, 2♠ = ♠, 2NT = strong 2-suiter

VS. Preempts (Doubles; Cue bids; Jumps; NT bids)

Generally: Dbl = takeout, 2NT = 15-18
 VS Ekren: Dbl = penaltyinterest, 2♦ = T/O in minors

Leaping Micheals VS 2x, 3♦ og 3♦.

VS. Artificial Strong Openings

VS strong 1♦: Yeslek at 1-level, double = ♦ or both majors

VS strong 2♦: Yeslek at 2-level, double = ♦ or both majors

Over Opponents' take out double

Rdbl = 10+/penalty interest
 Transfers from 1NT after 1M – (dbl)

Leads and Signals

Opening Leads Style

	Lead	In Partner's Suit
Suit	3rd/5th (4th from 6c)	3rd/5th (4th from 6c) 3rd from inner seq
NT	ATT	3rd/5th (3rd from inner seq)
Subseq	Mostly attitude (3rd/5th if not)	

Leads

Card	VS suit	VS NT
Ace	AKx(x)	AK(x)
King	AK/KQ(x)	KQ(x)/KQJ(x)/KQT(x), AKQ(x)
Queen	AQJ(x)/QJ(x)	HQJ(x)/QJ(x)/KQT9(x)
Jack	HJT(x)/JT(x)	HJT(x)/JT(x)
10	HT9x/T9(x)	HT9x/T9x
9	9(x)	H98(x), 9(x)
HI-X	Even number	Xx, XXx, xXXX(x)

Signals in order of priority

	Partners lead	Declarer	Discarding
Suit: 1	HIGH = ENC (on honour lead - low otherwise)	H/L = EVEN	LOW = ENC
2	H/L = EVEN	Lavinthal	H/L = EVEN
3	Lavinthal		
NT: 1	HIGH = ENC (on honour lead - low otherwise)	Smith	LOW = ENC
2	H/L = EVEN	H/L = EVEN	H/L = EVEN
3	Lavinthal	Lavinthal	

Signals (trumps included): Smith: HIGH = likes from both sides, Lavinthal in trumps, H/L = odd if we show length in trumps.

Doubles

Takeout Doubles (Style; Responses; Reopening)

Normal takeout doubles, may be light with good distribution
 Cuebid after TOdbl = F1
 Equal-level-convention.

Special, Art and Comp Dbl/Rdbl's

Neg, responsive doubles, comp, supportdoubles thru 2♥, lead directing doubles – but dbl from overcaller in his suit indicates another lead.
 1♣ - (1♦) - dbl = 4+♥, 1♣ - (1♥) - dbl = 4+♦. Lighter doubles vs game/slam.



Convention card



Category: RED

NBO:
 Norway



System summary

General approach and style

Natural based system with transfers after 1♦. 2-over-1 is GF (a few exceptions) 3rd hand openings may be light.
 1♣ - 2+♦, might be balanced with 2♦3+♦.
 1♥: May be 44M, else 5+♥
 14,5-17 NT (5(6)M,6m, singleton og 5422 are allowed)
 1NT: 1st/2nd/3rd **NVsVUL**: (8)9-12(13)
 2♦, 2♥ og 2♣- openings have different meanings based on VUL.
 Preempts may be very weak NV vs VUL

Special bids that may require defense

1♣ - 1♦/1♥ = Transfer / 1♣ - 1♠ = ♦ or 6-9NT,
 1♣ - 2♦/2♥ = Transfer (weak or strong), 1♣ - 2♣ = 6-9 5+♣
 1NT 1st/2nd/3rd **NVsVUL**: (8)9-12(13)
 2♦ (*Non-vul/all red/red vs green*): Weak Multi 5/6c/weak Multi 6c/8-11 6c♦
 2♥ (*green vs red*): 4+♦ + 4+♥ 3-10 hcp
 2♣ (*green vs red*): 5+♦ + 5+m 7-11 hcp
 1M - 2♦ = Nat F1 or 3-7 hcp with 3(4)c support
 1♥ - 2♣ = any minisplinter, 1♥ - 3m = ♥-raises, 1♣ - 3♣ = minisplinter in a minor, 1♣ - 3♦ = 7-11 4c-supp or 11-12 3c-supp
 Gazilli and some transfers after overcalls/doubles.
 Constructive jump overcalls at the 3-level (**red** vs **green**) in 2nd hand

Special forcing pass sequences

Standard forcing pass sequences.

Important notes that don't fit elsewhere

The suit above the trumpsuit at the 4-level are usually used as BW. If declarer has shown exact distribution we don't give count signals, but play attitude. All hcp-ranges are approximate – we frequently up- and downgrade.

Psychics

Seldom

Opening	Art	Min. #	Neg. X thru.	Description	Aa-Livgard Norway Open Responses	Subsequent Auction	Competative and passed hand bidding
1♣	(x)	2	4♥	2+♦ (may have longer ♦) (8) 11+ hcp Can choose opening when fitting several options.	1♦/1♥ = 4+♥/4+♦, 1♠ = ♦ or 6-9 NT, 1NT = 10-12 hcp, 2♣ = Inv. Minor [NOTE 2], 2♦/♥ = ♥/♦ (3-7 hcp or 15+ hcp) 2♣ = 5+♦ 6-9 hcp, 2NT = 13-15/19-20 hcp, 3♣ = 5+♦ 0-5 hcp 3x = void, 3NT = 16-18 hcp [NOTE 1]	1♣ - 1♦ - 1♥ = 3+♥, 1♣ - 1♠ - 1NT = may have singleton ♦ 1♣ - 1♦ - 2♦ = 4♦, minimum 1♣ - 1♠ - 2♦ = minorbased hand, does not promise extras X-Y-Z/NT, [NOTE 6], 1x - 1y - 2NT = 18-19 bal [NOTE 10]	PH: 1♣ - (1♦) - dbl = 4+♥, 1♣ - (1♦) - 1♠ = 4♣, 4+♥ 5♦/5NT pass - 1♣ - 2♦/♥ = 5♥/♦ + 4♣, inv
1♦		4(3)	4♥	4+♦ (may be 3♦ rarely with 4432) (8) 11+hcp	Natural answers, 1NT = 6-11 hcp, 2M = strong, Inverted minor [NOTE 2], 2NT = 0-5 supp or bal inv, 3♣ = NAT inv, 3♦ = 6-9 hcp ♦-support 3M = void, 3NT = 13-15 bal	1♦ - 2♦ - 3NT = 13-14 hcp X-Y-Z/NT, [NOTE 6]	PH: Pass - 1♦ - 2M = 5cM + 4c+♦ inv
1♥		4	4♦	5+♥ or 4(+♦)4+♥ (8) 11+hcp	2♦ = Nat or bal, 2♦ = nat F1 or 3-7 hcp with ♥-support, 2♥ = 8-11 hcp with 3(4)♥-support, 2♣ = Minisplinter in any suit (not GF-hands) 2NT = 4c-support, GF [NOTE 9], 3♣ = 4c♥ 7-11 hcp, 3♦ = 3c♥ 11-12 hcp, 3♥ = Preemptive, 3♣/4♣/4♦ = void 11+hcp, 3NT = any void 5-10 hcp [NOTE 3]	1♥ - 2♦ - 2♥ = Not inv vs weak raise, 1♥ - 2♦ - 2/3x = Nat inv vs weak raise, 1♥ - 2NT - 3x = nat, not minimum, 1♥ - 1♣/1NT - 2♣ = 15+ or 6+♦ 11-14 hcp, 1♥ - 1♣/1NT - 2♦ = 5(+♦) + 4+♣ 11-14 hcp 1♥ - 2♣ - 2NT = asks, 1♥ - 3♣ - 3♦ = re inv. X-Y-Z/NT, After double - [NOTE 5], Gazilli	PH: 2-way Drury, 2NT = minors Minisplinters COMP: Some switch bids, transfers after dbl
1♠		5	4♥	5+♣ (8) 11+hcp	2♣ = Nat or bal, 2♦ = nat F1 or 3-7 hcp with ♣-support, 2♣ = 8-11 hcp with ♣-support, 2NT = support GF [NOTE 9] 3♣ = Minisplinter in a minor, 3♦ = 4c♣ 7-11 hcp or 3c♣ 11-12 3♥ = Minisplinter, 3♣ = preemptive, 3NT = any void 5-10 hcp 4x = void 11+ hcp [NOTE 4]	1♣ - 2♦ - 2♣ = Not inv vs weak raise, 1♣ - 2♦ - 3x = Nat inv vs weak raise, 1♣ - 2NT - 3x = nat, not min 1♣ - 1NT - 2♣ = 15+ or 6+♣ 11-14 hcp 1♣ - 1NT - 2♣ = 5(+♣) + 4+♣ 11-14 hcp After double - [NOTE 5] [NOTE 6] Gazilli	PH: 2-way Drury, 2NT = minors Minisplinters COMP: Some switch bids, transfers after dbl
1NT		1	4♥	(14) 15-17 hcp 5M,6m, singelton, 5422. 1st/2nd/3rd NVsVUL: (8)-9-12(13) 6m, 5422 (singleton)	2♣ = NF Stayman, 2♦/♥ = Trf, 2♣ = weak d-ton in any suit, 2NT = weak/strong, 1/2 minors, 3♣ = S-ton in a major, 3♦ = Puppet Stayman, 3M = Slamtry 4♣/4♦ = TRF [NOTE 11] 2♣ = NF Stayman, 2♦ = relay, 2M = NF, 2NT = ♣ or GF with 4/5M, 3♣ = Minors NF, 3x = To play, 4x = To play	1NT - 2♣ - 2♦ - 2♥ = normally both majors, weak 1NT - 2♣ - 2♥ - 2NT = GF relay 1NT - 2♦ - 2♥/2♣ = ♦/♥	
2♣	X			Strong unbal 22+ bal	2♦ = Relay, 2M = Nat GF, 2NT = minor, 3m = Nat GF 3M = 4cM + 6c+♦	2♣ - 2♦ - 2♥ = 25+NT or nat 2♣ - 2♦ - 2♣ - 3♣ = Second negative	
2♦	X	5		Green: 5cM, 3-8 hcp (can be 6c favorable) All RED: Multi, 6cM 3-8 RED VS GREEN: 6k♦ 8-11 4th: 9-13 hcp, 6c♦	2♥ = P/C, 2♣ = Nat, NF, 2NT = relay, 3♣ = Nat, NF 3♦ = Inv with ♥, 3♥ = P/C, 3♣ = Inv with ♠ [NOTE 12] 2♥/2♣ = P/C, 2NT = Relay, 3m = NF, 3♥ = P/C, 3♣ = Nat F1 4♣ = Asks for transfer, 4♦ = Asks suit, 2NT = singleton?	2♦ - 2NT: 3♣ = 5c♥, 3♦ = 5c♣, 3♥ = 6c♣, 3♣ = 6c♥	
2♥	X	4		Green vs red: 4+4+Ms, 3-9 hcp Green: 4-10 hcp 6c♥ RED: 8-11 hcp 6c♥ 4th: 9-13 hcp 6c♥	2NT = relay, 3m = NF, 3M = pre 2NT = singelton?, 3♣ = Art F1 2NT = singelton?, 3♣ = Art F1	2♥ - 2NT: 3♣ = min, 3♦ = 5♣/4♣, 3♥ = 5♣/4♥, 3♣ = 5♣/5♥, 3NT = 4♣/4♥ 2♥ - 3♣ - 3♦ = Min, "bad" suit, 2♥ - 3♣ - 3♥ = Min, good suit, 2♥ - 3♣ - 3♣ = Extras, "bad" suit, 2♥ - 3♣ - 3NT = Extras, good suit	
2♣		0		Green vs red: 5♥+5m, 7-11hcp Green: 4-10 hcp 6c♣ RED: 8-11 hcp 6c♣ 4th: 9-13 hcp 6c♣	2NT = relay, 3♣ = P/C, 3♦ = inv in ♥ 2NT = singelton?, 3♣ = Art F1 2NT = singelton?, 3♣ = Art F1	2♣ - 3♣ - 3♦ = Min, "bad" suit, 2♣ - 3♣ - 3♥ = Min, good suit, 2♣ - 3♣ - 3♣ = Extras, "bad" suit, 2♣ - 3♣ - 3NT = Extras, good suit	
2NT		1	4♥	(19) 20 -21 hp 5M, 6m, singelton, 5422	Mod Puppet Stay and transfers 3♣ = minors, 4♣ = slamtry ♥, 4♦ = slamtry ♠ 4♥ = slamtry ♣, 4♣ = slamtry ♦	High Level Bidding	
3x				Preemptive, may be very weak NV vs VUL 4th: 9-13 hcp, 7c suit	3x = F1. 3♣ - 4♦ / 3♦/♥/♦ - 4♣ = BW 3♣ - 3♦ = asks suit quality	BW: Generally, are the suit above the trumpsuit used as 0314-RKCB. If the suit above is used as BW, 4NT is a cuebid in the "missing" suit. 4NT/5♣/5♦/5NT as BW in some cases. If the answer promises 0/3 or 1/4 you'll always raise to slam with 3 or 4 aces. [NOTE 7]	
3NT				Solid minor 3rd/4th: To play	4♣ = P/C, 4♦ = Asks cue, 4M = To play, 4NT = asks suit length	Cuebid – Italian style Last train	
4♣,♦				Green: Preemptive Red: Good 4♥/4♣		DOPI/ROPI/DEPO with disturbance 5NT is frequently pick-a-slam	
4♥,♣				To play			
4NT				Asks specific ace	5♣ = no aces, 5♦/♥/♦ = ace, 5NT = 2 aces, 6♣ = ace		

Supplementary sheets

Terje Aa & Allan Livgård

Note 1 – responses to 1♣

1♦/1♥	= 4+♥/♠ - (4)5+hcp -> Accept transfer with 3c-support or 4c and extras.
1♠	= 4+♦ or 6-9 balanced. 4cM possible if 5+♦ and GF.
1NT	= 10 – 12 balanced, no 4cM.
2♣	= Inverted minor
2♦	= 6c(+)♥, weak or strong. -> Accept = To play vs weak
2♥	= 6c(+)♠, weak or strong. -> Accept = To play vs weak
2♠	= 5+♣, 6-9 hcp -> 2NT = asks shortness
2NT	= 13-15 or 19-20 bal, no 4cM.
3♣	= preemptive
3x	= 5+♣, void GF
3NT	= 16-18 bal, no 4cM.
4x	= To play

Note 2 – inverted minor

1♣ - 2♣:

2♦	= 18-19 bal/shortness with 15+/6c ♣ not minimum/5422 15+ -> 2♥ asks
	2♣ = 5422 15+ or 16+ 6c♣ 2NT = 18-19 bal with 4+♣ 3♣ = 13-15 hcp 6+♣ 3x = shortness, 16+hcp 3NT = 18-19 bal (2)3♣
2♥	= normally 11-14 bal – “no” ♥-stopper
2♠	= normally 11-14 bal – “no” ♠-stopper
2NT	= 11-12 bal – normally stoppers in M
3♣	= minimum, unbalanced
3x	= shortness, (11)13-15 hcp
3NT	= 13-14 bal, normally stoppers in M

1♦ - 2♦

2♥ = 18-19 bal/shortness with 15+/6+♦ not minimum/5422 15+
2♠ asks

2NT = 5422 or 6+♦ 16+hcp
3♣/♥/♠ = shortness, 16+hcp

2♠ = normally 11-14 bal – wants partner to play NT

2NT = 11-12 bal – normally stoppers in M

3♦ = minimum, unbal

3x = shortness, (11)13-15 hcp

3NT = 13-14 bal, normally stoppers in M

Note 3 – responses to 1♥

1♠ = 4+♣, (4)5+hcp

1NT = 5-11 hcp, NF

1♥ - 1♠/1NT

2♣ = Gazilli (11-14 6+♥ or 15+ various hands)

2♣ = Nat or bal, GF except rebid 3♣

2♦ = (2)4-7 hcp with 3(4)c ♥-support – F ->2♥ or 4+♦ GF except rebid 3♦

1♥ - 2♦ - 2♥ = Not inv vs weak alternative

1♥ - 2♦ - 2♣ and up = Normally nat inv vs weak raise

2♥ = 8-11 hcp 3(4+)♥-support

2♣ = 4+♥-supp, any singelton, gametry (not GF-values)
-> 2NT asks

2NT = 4+♥-supp, GF

3♣ = 4+♥, 7-11 hcp, normally no shortness
-> 3♦ invitational

3♦ = 3c♥, 11-12 hcp

3♥ = preemptive

3♣/4♣/4♦ = 4+♥, 11+hcp void (for ♠ it is 5+hcp)

3NT = 4+♥, 5-10 hcp, void in a minor

Note 4 – responses to 1♣

1NT = 5-11 hcp, NF

1♠ - 1NT

2♣ = Gazilli (11-14 6+♣ or 15+ various hands)

2♣ = Nat or bal, GF except rebid 3♣

2♦	= (2)4-7 hcp with 3(4)c ♠-support – F ->2♠ or 4+♦ GF except rebid 3♦
1♠ - 2♦ - 2♥	= Natural, does not promise extras
1♠ - 2♦ - 2♠	= Not inv vs weak alternative
1♠ - 2♦ - 2NT and up	= Normally nat inv vs weak raise
2♥	= 5+♥, GF
2♠	= 8-11 hcp, 3(4)c♠
2NT	= 4+♠-supp, GF
3♣	= 4+♣, shortness in ♣ or ♦, game try (not GF-values)
3♦	= 4+♣ 7-11 hcp (normally no shortness) or 3c♣ 11-12 hcp -> 3♥ = invitational
3♥	= 4+♣, shortness in ♥, game try (not GF-values)
3♠	= preemptive
3NT	= 4+♣, 5-10 hcp, any void
4x	= 4+♣, 11+hcp, void

Note 5 – transfers after double of 1M

We use transfers after 1M in two different cases:

1. After our 1M-opening is doubled
2. After we have overcalled 1M and next opponent doubles

1NT	= ♣ or good raise in M (after opps opening 1♣)
2♣	= ♦ or good raise i M (after opps opening 1♦)
2♦	= ♥ or good raise i M (after opps opening 1♥) or 5-9 ♥-raise with an top honour in ♥
2♥	= 5-9 ♥ raise without top honour in ♥ or 5-9 ♣-raise with an top honour in ♣
2♠	= 5-9 ♣ raise without top honour in ♣

Note 6 – transfer/switch in competition

1♣ - (1♠)	
2♦	= 5+♥, 8+hcp
2♥	= 5+♦, 10+hcp

(1♣) - 1♠	
2♦	= 5+♥, 8+hcp
2♥	= 5+♦, 10+hcp

1♠ - (2♣)	
2♦	= 5+♥, 8+hcp
2♥	= 5+♦, 10 hcp

1♦ - (2♣)	
2♦	= 5+♥, 8+hcp
2♥	= 5+♣, 8+hcp
2♠	= 4+♦, 10+hcp

1♣ - (3♦)
 3♥ = 5+♣, inv+
 3♠ = 5+♥, GF

1♦ - (3♣)
 3♥ = 5+♣, inv+
 3♠ = 5+♥, GF

Note 7 – Blackwood

We frequently use the suit above the trump suit as 5 keycard BW. So if ♣ are trumps, 4♦ are normally BW. But there are several exceptions:

1. If the opponents have bid at the 3- or 4-level
2. After we have bypassed the original BW, 4♣ or 4NT is normally BW
3. After some strong opening, 4/5 ♣/♦ might be used as BW

If the answer is 3 or 4 aces, responder raises to slam after a «sign-off».

Note 8 – Slam system after relays

In some situations, we will find exact distribution through relays. Our slam system is then like this:

4♣ = relay to 4♦, subsequent bids slam-tries.
 4♦ = relay to 4♥, subsequent bids are sign-off.
 4x/4NT = BW with bid suit as “trumps”/lowest minor

Note 9 – Stenberg

1M – 2NT = GF with 4+-support
 3x = Natural (3+c) – not minimum
 -> 3/4x = Singleton
 -> 3M = asks shortness

 3M = Minimum

 4x = Void

If opponents interfere:

Dbl = Singleton
 Pass = Penalty interest or xx(x)
 3NT = Cuebid in opponent’s suit, slamtry
 Direct cue-bid = Void

Note 10 – transfers after 2NT rebid

1x – 1y
 2NT

 3♣ = transfer to 3♦ - always accepted. May be sign-off in responder’s suit (or ♥) or
 slamtry in ♦

 3♦ = transfer to ♥

 3♥ = transfer to ♠

 3♠ = transfer to ♣

 4x = 5-5, slamtry

Note 11 – responses to 1NT (strong)

2♣	= NF Stayman, does not promise a major
2♦	= Transfer to ♥
2♥	= Transfer to ♠
2♠	= any weak doubleton (may be singleton i ♣/♦) -> 2NT = asks
2NT	= transfer to 3♣, weak with one minor or GF with both
3♣	= Singleton in a major
3♦	= Asks 5 card major
3M	= Slamtry
4♣	= Transfer to ♥
4♦	= Transfer to ♠
4M	= To play
4NT	= Bal slamtry
5NT	= Quantitative to 7NT

Note 12 – responses to 2♦ (NV – 5-6c Multi)

2♥	= P/C
2♠	= Natural – not forcing
2NT	= asks
3♣	= Natural, not forcing
3♦	= Inv+ with own ♥-suit
3♥/4♥	= P/C
3♠	= Inv with own ♠-suit

If 2♦ is doubled – pass suggest to play 2♦, rdbl asks suit. After double – pass – pass, rdbl shows 5+♣.

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)		
Natural style; 5+ cards 7-17 HCP		
Drury with supp, 2D art 13+ HCP no support; NT - limit		
Suit and support jumps		
New suit at 1level is forcing		
INT OVERCALL (2nd/4th Live; Responses; Reopening)		
15-17 natural, system on		
In reopen position: 1NT – 10-14 at level 1		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
1-suit: weak 6+ natural		
2-suits: 2D after 1C or 1D is 55+Majors weak/strong		
Reopen:		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
Michaels Cue-Bid 55+M weak/strong		
Resp: P/C 2NT better, ask for second suit		
Jump cuebids: ask for stopper		
VS. NT (vs. Strong/Weak; Reopening;PH)		
Vs STRONG: x- 4M5m, 2C – Majors, 2D – one major, 2M – 5M+4m		
On reopen: x= T/O, rest the same		
Vs WEAK: x=T/O 13+ rest the same		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		
DBL T/O		
Jumps constructive, NT – limit, lebensohl		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♦ or 2♦		
vs 1C – x=Majors, 1NT minors		
vs 2C – x= C, 2NT = M+m; 3C = minors, 3D = Majors		
OVER OPPONENTS' TAKEOUT DOUBLE		
After 1M – transfers at level 2		

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	Lead	In Partner's Suit
Suit	2dn/4th	2dn/4th
NT	2dn/4th	2dn/4 th ; std in not agree
Subseq	Same, ATT	Same, ATT
Other:		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AK+	AK+
King	AK, KQ, KQ+	Good suit ask for count unblock
Queen	QJ, QJ+	KQ+, QJ+ AQJ+
Jack	J10+, HJ10	J10+, HJ10
10	10x, H109+, H10x	10x, H109+, H10x
9	109x(+), H9x	109x(+), H9x
Hi-X	xS,xSx, xSxx, HSx	xS,xSx, xSxx, HSx
Lo-X	xS, HxxS(+)	HxxS(+)
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
1	L= enc	Lo/hi = E
Suit 2	Lo/hi=O	Count
3	S/P	
1	L= enc	Smith
NT 2	ount	Lo/hi = E
3	Lav	count
Signals (including Trumps): lav, Smith signal against NT		
Reversed Honor leads from lv. 5		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
To doubles 12+ 3+other M or 17+		
Resp= nat, limit, opps suit 4+Minvit or GF		
After opp 1C – X – pass - ? our 1D = 0-6 HCP ANY		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
	Negative	
	Transfers in competitive	
	Responsive	
	Max, invitational	
	Support	
	Lightners, lead directions	

W B F CONVENTION CARD		
	CATEGORY: Red	
	COUNTRY: Poland	
	PLAYERS: K.Kotorowicz- K.Araszkiewicz	
	EVENT: ALL	
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
Polish Club		
1C – F1		
5card Major, 1D 5(4)+ cards		
1NT (14+) 15-17, 5M ok		
Specialized level 2 openings		
2over1 respond GF		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
1C: a) 11-14 bal		
b) 15+ 4+C		
c) 18+ any shape		
2C – precision 10-14 5+C+4M or 6+C		
2D – 5-11 6+M		
2H – 5-11 5+H + 4+m		
2S – 5-11 5+S + 4+m		
2NT – 5-11 55+ minors		
SPECIAL FORCING PASS SEQUENCES		
When we're forced pass means good hand		
IMPORTANT NOTES		
Aggressive style of pre-empt especially when nv vs vul		
PSYCHICS:		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	YES	0	4D	a)12-14 bal b) 15+ nat c) 18+ ANY	1D= 0-6 any shape / 7-11 minor(s) , GF no 4M or 5m, 2H= 9-11 54+minors, 2S = inv to 3NT	Many relays, 1C – 1D – 1M can be 3cards, 1C – 1D – 1NT = 18+	
1♦		4	4D	11-21 5+D(4D441), 11-14 4D+5C	2D = 10+ 4+d, 2H = 54M 5-9, 2S = inv C, 3C = any strong splinter or pree	1D-2D-3D weak	
1♥		5	4D	11-17 5+H	2S,NT =4H inv, 3C= 5-9 4H, 3D = 3H inv or weak GF	1H – 1NT – 2S = GF	2C = drury with support
1♠		5	4D	11-17 5+S	2NT =4S inv, 3C= 5-9 4S, 3D = 3S inv or weak GF, 3H = inv 4S	1S – 1NT – 2C = conv	2C = drury with support
INT		2	3S	15(14+)+17 5M ok	Stayman, transfers, 5431 conv, 3D = ask for 5M		
2♣		5	4D	10-14 5C+4M, 6+C	2D Relay, 2NT relay, 3D = GF D	2C – 2D – 2NT = max, 3C = min	
2♦	YES	0	2S	5-11 6+M	2H/S = P/C, 2NT = Relay	2D – 2NT – 3C = min, 3D = H, 3H = S	
2♥		5	3C	5-11 5H+4m	2NT ask	2H – 2NT: 3m – nat, 3H= C,max 3S= D max	
2♠		5	3C	5-11 5S+4m	2NT ask	2S – 2NT: 3m – nat, 3H= C,max 3S= D max	
2NT	YES	0		5-11 55+minors	3H - ask		
3♣		6(5)+		Pree	3D ask for short		
3♦		6(5)+		Pree	4C ask for short		
3♥		6(5)+		Pree			
3♠		6(5)+		Pree			
3NT					4C p/c, 4D ask		
4♣		7(6)+		Pree			
4♦		7(6)+		Pree			
4♥		7(6)+		Pree			
4♠		7(6)+		Pree			
4NT							
5♣						HIGH LEVEL BIDDING	
5♦						RKCB – 103 with Q and kings	
5♥						Cue-bids economical, 3NT waiting, no short, void priority	
5♠						Splinters	
						5NT RKCB if no space	
						5NT ask for extra values	
						Exclusive RKCB	

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)	
1 st level 6-16 usually 5+ card suit, 2 nd level 10-16 usually sound	
CUE shows INV+ hand after 1♣, INV+ else, NAT if passed hand else	
New suit at 2 nd is CONSTR, jump in new suit is NAT INV	
Jump in OPPS suit shows 4+ SUPP (mixed) in COMP	
Transfers over 2 nd level non-jump overcalls	
INT OVERCALL (2nd / 4th Live; Responses; Reopening)	
2 nd position => 15 – 17 bal,	
4 th position => 11 – 14 bal, if balancing, responses trsf	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
One suiter – 4-10 PRE, NV ws V can be very light	
Reopen: jump new suit CONSTR, 2NT 19-21 BAL	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
Direct CUE – 5+ highest unbid and other, 2 MAJ over MIN opening	
Jump CUE – asking for stop, usually solid 7+ suit somewhere	
VS. NT (vs. Strong / Weak; Reopening; PH)	
Vs Strong : dbl – PEN, 2♣ – 5+4 both maj,	
2♦ - 1 maj, 2♥/♣ - NAT with 4+ min; Reopen : dbl – 3+ 3+ in maj 10+	
2♣ - 4+ 4+ with both maj, 5-9, 2♦ - 1 maj, 2M – maj + min	
Vs Weak (up to 14) : dbl – 13+, 2♣ - 5+ 4+ maj, 2♦ - 1 maj, 2M – maj + min	
Reopen unchanged	
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)	
Dbl is T/O, Lebensohl if possible, CUE is stopper asking, 2/3 NT is NAT	
4 min shows CONSTR 2 suiter, jump 4NT shows min 2 suiter if possible	
Vs Multi : dbl is 13-15 T/O of ♠ or 17+	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	
Vs Polish style – NAT	
Vs Strong – dbl is both MAJ, INT – both MIN, other natural	
OVER OPPONENTS' TAKEOUT DOUBLE	
RD shows 9+, 2NT usually shows SUPP and UNBAL	
In IX – (DBL) – ? we use TRSF	

LEADS AND SIGNALS				
OPENING LEADS STYLE				
Suit	2 nd / 4 th	2 nd / 4 th		
NT	2 nd / 4 th	2 nd / 4 th / NAT if not supp'd		
Subseq	2 nd / 4 th	2 nd / 4 th		
Other :	Low from non-honour doubleton, K asks for UB Rusinow vs 5+ lvl contracts, NAT in pd's unsupp suit vs NT			
LEADS				
Lead	Vs. Suit	Vs. NT		
Ace	AK(x)	AK(x)		
King	AK, KQ(x), AKJ10(x)	AK, KQ(x), AKJ10(x)		
Queen	KQ, QJ(x), KQ10(x)	KQ, QJ(x), KQ10(x)		
Jack	J10, HJ10(x)	J10, HJ10(x)		
10	10x, H109(x)	10x, H109(x)		
9	109(x), H9x	109(x), H9x		
Hi-x	xXx or more (MDU)	xXx or more (MDU)		
Lo-x	xX, HxxX or more	xX, HxxX or more		
SIGNALS IN ORDER OF PRIORITY				
Partner's Lead	Declarer's Lead	Discarding		
I	LOW => EVEN	LOW => EVEN		
Suit 2	LOW => ENC	LOW => ENC		
3	Lavi, S/P	Lavi, S/P		
I	LOW => EVEN	LOW => EVEN		
NT 2	LOW => ENC	LOW => ENC		
3	Lavi, S/P	Lavi, S/P		
Signals (including Trumps):				
Smith Signal vs NT (low both hands encourages), Lavinthal, UD count, S/P in trumps; first trick to pd's HON -> from xx or any 5 card suit xxxx(x), Hxxx, Hxx, xxx				
DOUBLES				
TAKEOUT DOUBLES (Style; Responses; Reopening)				
Might be light with classic shape				
ART negative 1♦ response in (1♣) – DBL – P – ?				
Lebensohl in (2X) – DBL – P – ? slow denies values, applies to reopening also				
Penalty Pass while sitting over the suit dbl'd				
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS				
SUPP dbls and rdbl's up to 2♦, NEG dbls up to 4?				
LIGHTNER vs hi-level, 3NT, and by preempting hand, 2-WAY, OPT vs PRE,				
MAX dbl only when no other possibility				

CONVENTION CARD	
EVENT:	ALL
CATEGORY :	GREEN
NCBO:	POLAND 
PLAYERS:	Rafal JAGNIEWSKI – Wojciech GAWEL
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
1♣ 2+ cards, including 5♦332 in 1 st & 2 nd seat	
1♦ 5+ cards or 4♦441, denies 5332 in 1 st or 2 nd seat	
IM shows 5+ cards, INT response NF, 2♣ ART relay or nat GF	
INT 13+-16, 14+- 17 4 th seat	
Preempts might be undisciplined	
Relay bidding might be applied in one way bidding	
Frequent use of non-PEN doubles	
2/1 responses usually GF	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Responses to 1♣ opening (transfer structure) :	
1♦/1♥/1♣ - transfers, INT – GF relay, 2♣ - inv both min.	
Responses to 1♦ opening : 1♥ NAT or WK w/o 4c MAJ unpassed	
2♦ INV+, 2♦ 6-9 with both maj, 2♣ 6+♣ 9-11, 3♣ ♦ raise, 3♦ mixed	
Responses to IM opening :	
INT NF, 2♣ GF relay or nat, 2♣/NT 6-11 with 4+ card support	
Good/Bad 2NT in COMP by opener (Good shows INV hand)	
NFB and TRSF at 1 st and 2 nd level in COMP might occur	
WJS and Raises in COMP	
Lebensohl in COMP (slow denies)	
2♦ opening MULTI – 1 major weak	
2MAJ openings – weak 2 suiters MAJ+MIN usually 5/5	
SPECIAL FORCING PASS SEQUENCES	
In GF situations, often in V vs NV while game is reached,	
In IX – (DBL) – RD new suit 2 nd level is FIR	
We use PASS/DBL inversion	
IMPORTANT NOTES	
PSYCHICS: In 1♦ – (DBL) – 1M, seldom false CUE	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	Rafal Jagniewski – Wojciech Gawel (Poland Open)			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
I ♣		2	4♥	1. 5+♣ 11-21 2. 11 – 13 any BAL w/o 5c MAJ 3. 17 – 19 any BAL w/o 5c MAJ 4. 4441♦ 11-21 This opening is NF	1♦/♥/♣ – showing 4+ ♥/♣ 0+, hand without majors 0+ INT – GF relay, usually BAL might have 4+ MAJ 5+ MIN 2♣ – GF with 5+♦ 2♦/♥ – 4-9 or ST with 6+ ♥/♣ 2♣ – invitation with 5+4+ min 3♣/♦ – 6+, 9-11	...1♦/♥ – INT is 17 – 19 ...1♦/♥ – 2♦/♣ ♣ + suit bid, NF but CONSTR ...IM – 2♣ is 5+♣, 11-14 ...INT – 2♦ is 11-13 bal type; Trsf accept with 2 or 3 cards, NF usually 11-13 bal type or ♣ Other bids standard	Usually the same
I ♦		4	4♥	1. 5+♦ 11 – 21 w/o 5332 1 st & 2 nd 2. 4♦441 11 – 21	1♦ – nat or 4-11 w/o majors and 4+♦, INT – GF relay, 2♦ – invitation+ with 3+ ♦ 2♦ – 6-9 with 5+♣ and 4+♥ 2♣ – 6+♣, 9-11 3♣ – 0-5 with 4+ SUPP or any splinter 3♦ – mixed raise	...1♦/♣ – transfer responses by opener only vs unpassed resp. other bids mostly natural GF relay might include big SUPP, other long suits, hand suitable for uncovering Pd's shape and range	Usually the same
I ♥ / ♠		5	4♥	1. 5+♥/♣ 11 – 21	INT – NF 2♣ – nat or ART GF relay 2♣ – 6-11, 4 card ♥ support 2NT – 6-11, 4 card ♣ support / INV with 5+5+ min 3♣ – invitation or bad game raise with 3 card support 3♦/♥ – 9-11, 6+♦/♥ All positions might be upgraded	...relay bidding might be introduced 2♣ might include big SUPP, other long suits, hand suitable for uncovering Pd's shape and range	2♣ Drury wit SUPP
I NT			4♥	1. 13*-16 2. 14*-17 4 th seat Including all BAL untypical hands		...2♣ – 2NT/3♣ is bad/good with both majors ...2♣ – 2NT is minimum	Usually the same
2 ♣	X	0	4♥	Any GF hand or 22+ BAL	2♦/♥/♣ - waiting bids		Usually the same
2 ♦	X	0	4♥	5+♦ or ♣, 4 – 10	2♦/♣ – P/C, 2NT – relay, 3/4 ♥ – P/C, 4♣ – TRSF your suit 3♣/♦ – inv/GF both supp, 4♦ – bid your suit	...2NT – 3♣ any minimum, 3♦ max with ♥, 3♦ max with ♣	
2 ♥		5	4♥	5+♥ and 5+ minor, 6 – 10	2NT – P/C in OPP's minor or any GF; else P/C usually		
2 ♠		5		5+♣ and 5+ minor, 6 – 10	2NT – P/C in OPP's minor or any GF; else P/C usually		
HIGH LEVEL BIDDING							
2 NT				1. 20 – 21 2. 21-22 4 th seat Including all BAL untypical hands	3♣ – Puppet; 3♣ – 5+4+ min, GF; 4♣/4♦/♥/♣ – double transfers	Cue-bids, Splinters, RKCB 1430, DOPE if comp, 5NT – Trump Enquiry, relay sequences might result in	
PRE		6		Vs passed partner might be very light Nv vs V might be very light	3 m – 3/4 om is relay	4♦ being ART force to 4♥, Short Suit Cue preference if MAJ agreed, FP when in GF	
3 NT	X			1. 1 st and 2 nd Gambling 2. 3 rd and 4 th S/O	4/5♣ – P/C, 4♦ – relay After 3 rd 4 th opening NAT	situations, usually indicating CUE in OPPT suit, PASS/DBL inverted	

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS				
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE				
light overcalls, very light after partner's pass	Lead	In Partner's Suit			
drury fit, new suit usually F1	Suit	2nd/4th, low from xx	same		
	NT	2nd/4th, low from xx	3rd/5th		
	Subsed	2nd/4th, low from xx		Category:	
	Other:			Country: Poland	
				Event:	
				Players: Piotr Nawrocki - Piotr Wiąkowski	
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY	
15-17, system on after 1m opens, trfs after 1M opens	Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE	
	Ace	AK	AK	Polish Club	
reopen 11-15(16), same as above	King	AK, KQ	AKJ, KQ		
	Queen	QJ	KQ109, QJ, AQJ	OPEN 1♣= 11-13(14) BAL or 15(14)+ NAT or 18(17)+ ANY	
	Jack	HJ10, J10	HJ10, J10	OPEN 2♣= 11-14 6+♦ or 5+♣4♥♦	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	H109, 10x	H109, 10x	OPEN 2♦= mini Multi (WK 2 ♥♦)	
1-Suit: natural, weak	9	H9x	109x	OPEN 2♥♦= 5♥♦5(4)+♦ weak	
2-Suit: 2NT = two lowest	Hi-x	xXx(x), Hxx	xXx(x), Hxx	OPEN 2NT = 20-21	
1♣(*) - 2♦= majors	Lo-x	xX, HxxX(x)	xX, HxxX(x)	1NT Openings: 14-16 1st, 2nd, 3rd NV otherwise 15-17	
Reoper	SIGNALS IN ORDER OF PRIORITY			2 OVER 1 Res GF	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer's Lead	SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
michaels, 2NT response shows values	Suit: 1st	Low = ENC	Low = EVEN		
	2nd	Low = EVEN	S/P	OPEN 1♣= 11-13(14) BAL or 15(14)+ NAT or 18(17)+ ANY	
jump cue asks stopper	3rd	S/P		OPEN 2♦= mini Multi (WK 2 ♥♦)	
	NT: 1st	Low = ENC	smith, Lo ENC		
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	Low = EVEN	Low = EVEn		
vs STR: dbl: 5m4M, 2♣ Ms, 2♦ one M, 2M: 5+ 4+m	3rd	S/P	S/P		
vs WK: dbl: 14(13)+, 2♣ Ms, 2♦ one M, 2M: 5+ 4+m	Signals (including TrSmith echo vs NT				
reopen vs STR: dbl: T/O, 2♣ Ms, 2♦ one M(constr), 2M nat	Lavinthals in trumps				
	DOUBLES				
	TAKEOUT DOUBLES (Style; Responses; Reopening)				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	Standard, may be weaker after partner's pass				
dbl: T/O					
cue asks for stopper or strong two-suiter					
non-forcing leaping michaels					
NT bids natural	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/RE			SPECIAL FORCING PASS SEQUENCES	
(3X) - 4m: two-suiter	most doubles in competition are t/o or value showing				
VS. ARTIFICIAL STRONG OPENINGS	support double & redouble				
vs 1♣ dbl: Ms, 1NT: ms	no-space game try double				
vs 2♣ dbl: ♣ nat overcalls	Lightner double			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
vs 2♦ dbl: 5+♥5+♠ nat overcalls	Nonvulnerable preempts might be very destructive				
OVER OPPONENTS' TAKE OUT DOUBLE					
transfer after 1♣& 1M openings					
natural after 1♦ opening				Psychics	

OPENING BID DESCRIPTIONS							
Opening	Artifid	Min.	Neg	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	X	0		Polish Club	1♦=0-6any or 7-11min(s); 2♥5♠4+♥	1♣1M-2♦ GF relay	
1♣					2♣inv+ bal; 3M=5+♣5+♦ short M	1♣1NT-2♦ GF relay	
1♦		4		Unbalanced	2♦5♣4+♥ 2♣5♣4♦ inv; 3♦=mixed	1♦1M-1NT: any inv+	
1♦					3♣pre ♦or str spl; 3M&4♣WK spl	1♦1NT: F1	
1♥		5			2♣relay; 2♣inv+sh; 2N=inv 3♥3♣inv 4♥3♦mix	1♥1♣NT-2♣Gazilli	2♣ Drury
1♠		5			2♣relay; 2N=inv+sh; 3♣inv 3♣3♦4♣3♥inv♥	1♠1NT-2♣Gazilli	2♣ Drury
1NT					2♣min(s) or ♦ 2N=inv; 3♣inv+♦ 3♦ask 5M	1N-2♣2♦2♣and 1N-2♣2♥2♣range ask	
2♣		5			2♦relay; 2M=nf; 2N=pupp 3♣3♦inv	2♣2♦2NT=6+♣ good hand	
2♦	X				2M=P/C; 2N=relay; 3♣ask trf; 3♦inv M; 3♥P/C	2M-2NT-3♣WK any, 3♦good♥3♥good♦	
2♥		5			2N=relay; 3♦GF ♠3♣inv ♠		
2♠		5			2N=relay; 3♦GF ♥3♦inv ♥		
2NT					3♣pupp to 3♦ 3♦trf ♥3♦ ♠or (4441); 3♦ms		
3♣		6		PRE			
3♦		6		PRE			
3♥		6		PRE			
3♠		6		PRE			
3NT	x						
4♣				PRE			
4♦				PRE			
4♥				PRE			
4♠				PRE			
4NT							

HIGH LEVEL BIDDING

RKCB 1403, cue-bids, splinters

ending call and kc asking after relay sequences

DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			EBL Convention Card 	
OVERCALLS (Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE				
May be very light (5+) if good suit ou good shape		Lead	in Partner's Suit			
Responses: 2/1 constructive NF (8-15); 2NT always supp 4+c		Suit	3rd/5th			
Jump cue: 7-10 4+c; Jump in new suit = Nat GF		NT	Attitude			
		Subseq	Attitude			
		Other:	2nd/4th through declarer			
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY	
2nd/4th live= 15-18		Lead	Vs.Suit	Vs. NT	GENERAL APPROACH AND STYLE	
Responses: Cue-bid Stayman forcing; 2 level sign off		Ace	AKx or Ax (at lvl 5+ deny the K)	Ask for attitude	2 OVER 1 RESPONSES GF	
2NT and over=transfer inv+		King	KQx or AK (AKx at lvl 5+)	Ask for unblock or count	1♣ = 2+ cards	
Reopening: 11-14 may be semi-bal (over 1♠ =12-16)		Queen	QJx	KQx or QJx	1♦ = 4+ cards	
		Jack	JT or KJT	JT/KJT/AJT	1♥ / ♦ = 5+ cards	
JUMP OVERCALLS(Style; Responses; Unusual NT)		10	HT9 or Tx	T9x/QT9/KT9	1ST=(14)15-17 BAL (RED)	
Over 1♣ : 2♣ = ♣ +major, 2♦ =majors, 2♥ = ♦ +♦ , 2♠ = ♥ +♦ , 2nt=m		9	9x	T9xx/9xx/H98	1ST=12-14 ALL GREEN AND 4TH POSITION	
Over 1♦ : 2♦ =majors, 2♥ = ♦ +♣ , 2♠ = ♥ +♣ , 2nt=majors strong		Hi-x	Even	Even	1ST= 10-13 (GREEN VS RED)	
Over 1♥ : 2♥ = ♦ +♣ , 2♠ =minors, 2nt=♦ +♦		Lo-x	Odd	Odd	2♣ = 18-19 BAL	
Over 1♠ : 2♠ = ♥ +♣ , 2nt=♦ +♦ , 3♣ =minors, 3♠ =minors strong		SIGNALS IN ORDER OF PRIORITY				
Responses: First step or 2NT ask for the quality of the hand		Partner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Reopening: System on		Suit:1st	Attitude	Attitude	2♣ = 18-19 BAL	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		2nd	Count	Count	2♦ = ANY GF	
Jump cue: in ♦ or ♥ asks for stopper with solid suit		3rd	Suit preference	Suit preference	2♥ = 6 CARDS. 8-11 HCP (CONSTRUCTIVE)	
(1♣) - 3♣ = Natural preempt		NT: 1st	Attitude	Attitude	2♠ = 6 CARDS. 8-11 HCP (CONSTRUCTIVE)	
VS. NT(vs. Strong/Weak; Reopening; PH)		2nd	Count	Count	TRANSFER RESPONSES OVER 1♣ OPENING	
Over weak or strong No Trump:		3rd	Suit preference	Suit preference	NV: Preempts 3M = 0-7hcp (weaker than 2M)	
2♣ = Majors; 2♦ = 1 Major; 2M=M+m		Signals (including Trumps): Reverse count and attitude			NV vs V: 3x preempt may be wild and with 5 cards (0+hcp)	
Over weak No Trump:		Smith Eco at No Trump (high card likes)				
Dbl= Points; 2NT= 4♥+6m; 3♣=6♣+4♣ ; 3♦=6♦+4♦		Natural suit preference				
Over strong No Trump:		DOUBLES				
Dbl= Strong hand; 2NT= both minors; 3m= pre-empt		TAKEOUT DOUBLES(Style;Responses;Reopening)				
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)		Takeout doubles in almost all situations			SPECIAL FORCING PASS SEQUENCES	
Vs minor: 4♣ =m+M, 4♦ =majors; vs major: 4♣ = ♣ +M, 4♦ = ♦ +M		Responses are natural; 2NT is usually a choice of 2suits			When clear situation, pass ask partner to double and DBL invites strongly to bid	
NT biddings natural, over 2NT 15-17: System on		After 1M/1NT (X) XX: X=Penalty			If pass and reopen, invites partner to play 1 more level	
Over Double, 2NT is LEB		SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
VS. ARTIFICIAL STRONG OPENINGS		Doubles and redoubles usually show cards/points			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
Vs lvl 2 strong oppenings: 2NT/3♣/3♦=2suits, same color/rank/others		At high level, double show good hand and wants partner to bid				
NV vs Str 1♣ : X= 5+♥ , 1♦ =5+♦ , 1♥/1♦/1NT=2suits: color/rank/oth		When 1♣ /♦ openings are overcalled at level 1 or doubled, double and redouble shows exact suits				
2♣=1minor, 2♦=1Major; 2♥/2♣/2NT=2suits same color/rank/others					Psychics:	
NV vs Str 1♣ : X=strong; 1NT=♣ +other,2♦ =Majors,2♥ / ♦ =M+m,2NT=						
OVER OPPONENTS' TAKE OUT DOUBLE						
When Opps DBL 1m opening, transfers from RDBL						
When Opps DBL 1M opening, transfers from 1NT						

Country: Portugal			Paulo Sarmento - João Barbosa				
OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	7♥	11-21 2+♦	1♦=4+♥; 1♥=4+♦; 1♠=4+♦ or bal without majors; 1NT=weak♦; 2♦= GF (balanced or ♦); 2♦=inv with 6+♦ or ♦; 2NT= weak ♦ or ♥/♦ GF 3♦= limit raise (invite the balanced range)	1♣-1♦-1♥=3+♥; 1♣-1♦-1♠= unbal 1♣-1♥-1♦=3+♦ 1♣-1X-2NT= a) Strong ♦ or Strong ♦ + support	IF RHO bids: X or XX = any 15+unbal; TN1=3C support 2NT=any 6-4 IF LHO bids: transfers by responder 1m-(1♥)-1♦ = 8+ with 0-3♦
1♦		4	7♥	11-21 4+♦	1NT= GF (balanced or Club or Diamond support) 2♦/♦= 6 cards limit 3♦= 6 cards limit	1♦-1♥-1♦= 5♦+4♦ 1♦-1M-2M= may often have 3 cards support 1♦-1M-2♦= 11-15 ♦+♦ or any 16+ 1♦-1M-2NT= Strong ♦ or Strong ♦ + support	Same
1♥		5	7♦	11-21 5+♥	1♦= 4+ cards; 1NT= semi forcing 2♦/♦= GF; 2♦=5+♦ & 4+m or 6♦ GF 2NT= limit with 3 or 4 cards or 13-15 bal with 3 cards 3♦= 12-14, 4 cards support GF bal 3♦= 10-15, 4 cards support with singleton 3♥= Mixed raise 3♠= 3 or 4 cards support with 5 good cards in ♠ 3NT/4♦/♦= void in ♠/♦/♦	1♥-1♦-2♦= 5♦+4♦ 11-15 or any 16+ 1♥-1NT-2♦= same as above 1♥-1♦-2NT= 6♥+4m 16+ 1♥-1NT-2NT= same as above 1♥-2♦ = GF with ♦ or bal or fit ♥	Passed hand: 2♦=drury 8+3+c ; 2♦=2 cards 10-11
1♠		5	7♥	11-21 5+♦	3♦= limit with 6+♥ Others as above with one step up	1♣-1NT-2♦=5+♦-4+♦ ; 1♣-1NT-2♦-2♦-2♦=6+♦ 11-14	Same
1 NT				15-17 (12-14 (10-13) Balanced	2♦= Stayman; 2♦=Transfer or special sequence 2♥= Transfer 4+♦; 2♦= Transfer to ♦/♦ or 5-4 m short in ♥ 2NT=limit 5+M or any 544 in M or 6♦ weak 3♦=5♦+5M limit or 5♦+5♦ limit+ or 6♦ weak 3♦= 5-4 minors short in ♦ or 6♦ with singl ♦ 3M= 5M and 5♦ limit	1NT-2♦-2♦-2♦= Ask Min-Max 1NT-2♦-2♦-3♦= XX in a minor 1NT-2♦-2♦-3♦= XX in a Major 1NT-2♦-2♦-2♦ =5♥ and any XX or 4+♥ and 4+♦ GF 1NT-2♦-2♦-3♦ = 5♦ and any XX	After X: XX=strong; pass=not forcing 2x=Natural but 2♦ may XX to start baron Lebensohl: Rubensohl
2♦	X			18-19 Balanced	2♦=4+♥; 2♥=4+♦; 2♦=4+♦ & 5+m or balanced, ask pd to bid 2NT 2NT= FG balanced, ask pd for minors 3♦= 5-4 Majors; 3♦=4-4 Majors; 3M= 5332 OM 4♦/♦= 6 other minor slam try		After X: XX=penalty; 2x=Nat; 2NT/3x=transfers After 2x: X=Takeout; 2NT/3x=transfers
2♦	X			Any GF	2♥= negative no Aces; others= Ace telling		
2♥		6		Weak constructive	2♦= Ask for short; 2NT= Ask for number of ♦		
2♦		6		Weak constructive	2NT= Ask for short; 3♦= Ask for number of ♥		
2 NT				20-22(23) balanced	3♦= Puppet; 3♦= 5+♥; 3♥=5+♦; 3♦= one or both minors 4♦/♦= transfers to ♥/♦ slam try; 4♥/♦= 6+♦/♦	2NT-3♦-3♥= No Majors 2NT-3♦-3♦= 5♦&2♥; 2NT-3♥-3NT=5♥&2♦	
3♦		6(5)		Wild NV vs V			
3♦		6(5)		Wild NV vs V			
3♥		6(5)		Wild NV vs V			
3♦		6(5)		Wild NV vs V			High Level Bidding
3 NT	X			Good opening in 4♥ or 4♦		RCKB 14-30	
4♦		7		Pre-emptive		4♦ RCKB 14-30 in ♥	
4♦		7		Pre-emptive		TURBO for minor	
4♥		7		Pre-emptive		Exclusion RCKB (03-14)	
4♦		7		Pre-emptive		DOP1 (X=0/3; P=1; 2; 2+Q)	
4NT				Minors 6+5+		DEPO (X=even; P=odd)	

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 Level; Reopening)

May be very light if good suit or good shape
 Responses: 1/1 for 4 cards | 2/1 NF | cue=12+ | cue in jump=mixed raise. Responses major overcall: 2NT= 4 cards 10+ | after dbl = trf. Transfer overcall after 1M-2M
 Reopening: DBL=8+ or 15+ any hand | 1X=5 cards 7-14 | 2X=10-14
 2NT=18/19 | 2 cue=majors or major+minor

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

2nd=15-18
 Responses= cue-bid stayman | 2 level s.o. | 2NT and over=trf inv+
 4st=6m4M
 Reopening=10-14
 Responses=TRF | TRF to opps suit is stayman

JUMP OVERCALLS (Style; Responses; Unusual NT)

NAT. Can be very weak
 1♣: 2♦=majors, 2♥=♦+♦, 2♠=♥+♦, 2NT=minors
 1♦: 2♥=♦+♣, 2♣=♥+♣, 2NT=♥+♦
 1♥: 2♠=minors, 2NT=♦+♦ | 1♣: 2NT=♦+♦, 3♣=minors
 Responses=First Step ask for the quality of the hand

Reopen: 3X = 6 cards, 15-17

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

1♣-2♣ (♣+M) 1♦-2♦ (Majors), 1♥-2♥ (♦+♣), 1♣-2♣ (♦+♣)
 3 level=solid minor suit ask defence. 1♣-3♣=both minors strong

VS. NT (vs. Strong/Weak; Reopening; PH)

Against STR/WK: 2♣=4+MM | 2♦=6+M | 2M=5+M4+m
 Against STR: DBL=5m+4M | 2NT=mm | 3X=PRE

Against WK: DBL=Neg | 2NT=4♥6m | 3♣=6♣+4♣ | 3♦=6♦+4♦

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

Leaping Michaels

Responses after DBL: Rubensohl + Lebensohl

2NT=15-17 (system on). Reopening: 2NT=13-15

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

Against 1♣ (NV): DBL=♥ | 1♦=♣ | 1♥/♣/NT/2♥/♣/ST=CRASH
 Against 1♣ (V): 1NT=5♣5M | 2♦=55M | 2M=5♦+M | 2NT=minors
 Against 2♣/♦: 2NT/3♣/♦=CRASH

OVER OPPONENTS' TAKEOUT DOUBLE

1♣: RDL=5♦ | 1X=transfer | 2♣=WK | 2♦=6M | 2♠=5♣5X |
 2NT= 5♣5♦ | 3♣= 5♣5♥ | 3♦=5♦5♥
 1♦: RDL=5♥ | 1♥=5♣ | 1♣=5♣ | 2♣=SUP | 2♦/♥=6M | 2♠=5♣5♣
 2NT=5♥+5♣ | 3♣=LIM+♦ | 3♦=SUP WK
 1M:1NT=♣ | 2♣=♦ | 2♦=♥ | 2M-1=sup | 2M=sup wk | 2NT=sup inv
 3M=wk | 3NT/4m=void
 1♥: 2♣=GF 5♣5m or 6♣ | 3♣=GF sup | 3♦=11-15 Sup one sing
 1♣: 3♣=6♥ 8-11 | 3♦=GF sup | 3♥=11-15 Sup one sing

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	1 st /3 rd /5 th	1 st /3 rd /5 th
NT	Attitude	1 st /3 rd /5 th
Subseq	Attitude	Attitude
Other:		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK(+)	Ask for Attitude
King	KQ(+), AK	Ask for unblock or count
Queen	QJ(+)	QJ(+), KQ(+)
Jack	JT(+), A/KJT(+)	JT(+), A/KJT(+)
10	10(+), HT9(+)	10(+), HT9(+)
9	9(+)	9(+)
Hi-X	Even	Even
Lo-X	Odd	Odd

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Attitude	Low Encourage
Suit 2	Count	Count	Count
3	Preference	Preference	Preference
1	Attitude	Attitude	Low Encourage
NT 2	Count	Count	Count
3	Preference	Preference	Preference

Signals (including Trumps):

Smith Eco at NT (high card likes)

Reverse count and attitude (UDCA)

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

We may make a light takeout double with good shape

Responses = natural

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Doubles and redoubles may usually show cards/points.
 If high level bidding dbl will always show good hand and want partner to bid

DOPING & DOPI

Lead direction

W B F CONVENTION CARD

CATEGORY: Green

NCBO: PORTUGAL

PLAYERS: Miguel LIMA, José PEREIRA DE SOUSA

EVENT: 55th European National Team Championships

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

2/1 GF (except rebid) and 1NT F

1♣=2+ cards / 1♦=4+ cards (unbalanced)

1♥/♦ =5+ cards

1NT=15-17 V; 10-13 NV vs V; 12-14 NV vs NV and 4th

3 level=PRE

NEG DBL thru 6♥

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

1♣ may have 5♦, if balanced hand

2♣ = Any GF or 23+ Bal

2♦= very weak 6 in a major (may have 5 depending position and vuls.) or 18-19 balanced

2♥/♦= 6 cards 10-13 (constructive)

Transfer Responses after double or opponent's intervention to open to level 1

Transfer responses over 1♣ opening

3NT=7/8 cards and tricks in a major

SPECIAL FORCING PASS SEQUENCES

When clear situation pass ask partner to double and DBL invites strongly to Bid

If pass and reopen invites partner to play 1 more level

IMPORTANT NOTES

PSYCHICS: rarely (3rd suit)

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	2	6♥	11-21. Any balanced hand or 4+	1 level transfer 2♣= GF BAL or ♣ 2♦= 6M limit 2♥= 11-15 5+♣ tricolor 2♠= 6+♣ GF 2NT=5+♣ WK or 6M GF 3♣= limit raise	1♣-1♦-1♥= 3+♥ 1♣-1♦-1♠= UNBAL 1♣-1♦-2♦= Artif. less than 3♥ any 16+ 1♣-1♦-2♠= Artif. 3+♥ any 16+ 1♣-1♦-2NT= strong ♣ or strong ♣+support	1♣-1NT=55M 5-8 1♣-2♣=NAT
1♦		4	6♥	11-21 Unbalanced hand	1NT=GF BAL or ♣/♦ GF 2♥/♦=6 cards limit 2NT=WK ♦ or 6M GF 3♣=6 cards limit 3♦=limit raise	1♦-1♥-1NT=3♥ min 1♦-1♣-2♦= 3♠ min 1♦-1M-2M=may often have 3 cards support 1♦-1M-2♣= 11-15 ♦+♣ or any 16+ 1♦-1M-2OM=3 cards M any 16+ 1♦-1M-2NT= strong ♦ or strong ♦+support M	1♦-1NT=NAT
1♥		5	6♥		1NT= semi forc 2♣/♦=GF except rebid 2♥=3-9 support 2♣= GF 5♣+5m or 6+♣ 2NT= limit 3/4♥ or 12-15 3♥ 3♣= GF 4♥ BAL 3♦= GF 4♥ sing 9-14 3♥= mixed raise 3♣=5♣3♥GF 3NT/4♣/♦= support, void in order 9-13	1♥-1♣-2♣=5♥4♣ 11-15 or any 16+ 1♥-1NT-2♣= same as above 1♥-1♣-2NT= 6♥4m 16+ 1♥-1NT-2NT= same as above	1♥-2♣=9+ support 1♥-2♦= 10/11 2♥ + honour 2♣=4+♥ sing 6/8 2NT/3♣/♦= 4+♥ sing in order 9/11
1♠		5	6♥		1NT= semi forc 2♣/♦=GF except rebid 2♣=3-9 support 2NT= limit 3/4♣ or 12-15 3♣ 3♣=6♥ limit 3♦= GF 4♣ BAL 3♥= GF 4♣ sing 9-14 3♣= mixed raise 3NT/4♣/♦= support, void in order 9-13	1♣-1NT-2♣=6♣ 11-15 or any 16+ 1♣-1NT-2♣=5♣4♣ 13-15 1♣-1NT-2NT= 6♣4m 16+	1♣-2♣=9+ support 1♣-2♦= 10/11 2♥ + honour 2NT=4+♥ sing 6/8 3♣/♦/♥= 4+♥ sing 9/11
1NT			6♥	15-17 V; 10-13 NV vs V; 12-14 NV vs NV and 4 ^a	2♣=Stayman (may not have 4M) 2♦/♥=transfer 2♣=6+♣ or 54m sing. ♥ 2NT=6+♦ 3♣=5♦5M limit or 55m limit+ 3♦=6+♦, sing. ♣ or 54m sing. ♠ 3M=5M5♣ limit 4♣=Gerber 4♦=55M	1NT-2♣-2♦-2♣/1NT-2♣-2♥-2♣/1NT-2♣-2♣-3♣=stayman minors 1NT-2♣-2♣-3♦=5+m 1NT-2♣-2♦-4m=6M4M 1NT-2♦-2♥-2♣ ask with 5♥5X Other major after transfer = ST Minor after stayman/transfer = the other minor Advanced Texas, Smolen	After Dbl: Pass obliges Rdbl (44 along or punitive), 2m=44 alternated After bidding: Lebensohl and Rubensohl
2♣	X	0	6♥	Any GF or 23+ balanced	2♦=relai 2M=5M 2H 8+ 2NT=10-11 3m=6+m 8+	2♣-2♦-3M= 8 tricks 2♣-2♦-4M= 9/10 tricks	
2♦	X	0		Very weak 6(5) in a major or 18-19 balanced	2M=P/C 2NT=Ask 3♣=54M 8-12 3♦=44M 13-15 3♥=44M 8-12 3♣=5♣4♥ 13-15 3NT=5♥4♣ 13-15	After 2NT: 3♣=6♥ min 3♦=6♠ min 3♥=6♦ max 3♣=6♥ max	
2♥		6		6 cards 10-13 (constructive)	2♣=ASK 2NT=5+♣ F1 3♣/♦=5+m GF	After 2♣: 2NT=64 3♣=sing minor 3♦=sing ♠ 3♥/♦=min/max bal 3NT=solid suit 4X=7♥ sing	
2♠		6		6 cards 10-13 (constructive)	2NT=ASK 3♣=5+♥ 3♦=5+♦ GF 3♥=5+♣ GF	After 2NT: 3♣=64 or max bal 3♦=sing minor 3♥=sing ♥ 3♣=min bal 3NT=solid 4X=7♣ sing	
2NT				20-22 Balanced	3♣=Puppet 3♦/♥=Transfer 3♣=minors 4♣/♦=Transfers to ♥/♦ ST 4♥/♦= 6+♣/♦ ST	HIGH LEVEL BIDDING	
3♣	7(6)			7(6) cards, 3-10	3♦=ask major (response reverse) 4♦=Key Card	RKCB 4NT for ♠ and 4♣ for others (4130), Exclusion Blackwood	
3♦	7(6)			7(6) cards, 3-10	4♣=Key Card	Josephine	
3♥/♦	7(6)			7(6) cards, 4-10	4♣=Key Card	5NT Pick a Slam	
3NT	X			7/8 cards and tricks in a major	4♣=ask short 4♦=ST 4♥=p/c	Doping/Redoping/Depo	
4X						In competitive bidding pass is forcing and Dbl is ask to bid	

DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card	
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE				
OVERCALL AT 1 LEVEL 7/17 HCP		Lead	in Partner's Suit		Category i.e. Green / Blue / Red / HUM / Brown Sticker:	
OVERCALL AT 2 LEVEL 11/17 HCP	Suit	3rd/5th	3rd/5th or attitude after raise			
AGGRESSIVE WEAK JUMP AT 2/3/4 LEVEL	NT	Attitude	3rd/5th or attitude after raise		Country:	WORLD
MICHAEL'S CUE BID 1M→2M other M+minor	Subseq	2 nd /4 th thru dec, 3 rd ,5 th thru dummy			Event:	Dias-Palma
1♦ 3+ cards → 2♦ ♦+, 2♦ both majors 55	Other:				Players:	
1♦ 3+ cards → 2♦ majors 55, 3♦=♦+♦ 3♦=♦+♦ stronger						
1♦ 0/2+ cards → 2♦ nat 6+ cards, 2♥= both majors 3♦=both majors stronger			LEADS		SYSTEM SUMMARY	
	Lead	Vs.Suit	Vs. NT		GENERAL APPROACH AND STYLE	
	Ace	A, AKxx, Ax(x)	AKx(x), AKJx, AKQx		5 cards major	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	King	AK, Kx, KQ(x), KQJ	AKQ10, AKJ10, KQJ10(9), KQ109, KQ10x		1♣ opening 2+ can be 5♦332	
2nd = 15/18 bal → system on	Queen	Q, Qx, QJx, QJ10(x)	Q, Qx, QJx, QJ10(x)		Transfer responses over 1♣	
4th = 15/18 bal → system on	Jack	J, Jx, KJ10(x), J10(x), J109(x)	J, Jx, KJ10(x), J10(x), J109(x)		1♦ always unbalanced	
Reopening 1NT = 11/14 → system on	10	10, 10x, Q109(x), K109(x)	10, 10x, Q109(x), K109(x)		1NT 15/17 can have 5 major or 6 minor	
	9	9, 9x,	9, 9x.9xx			
JUMP OVERCALLS(Style; Responses; Unusual NT)	Hi-x	count "even"	attitude		2 OVER 1 Response F1 10+ HCP	
1-Suit: 10-13 when vul weak when NV	Lo-x	count "odd"	attitude		SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
2-Suit: ghestem CUE BID	SIGNALS IN ORDER OF PRIORITY				OPENING BID	
		Partner's Lead	Declarer's Lead	Discarding	2♦ MULTI = weak with 1 Major 3-9 hcp	
JUMP CUE BIDS	Suit: 1st	UDCA	UDCA	UDCA	2♥/♦ = 10/13 with 6 cards	
JUMP CUE BID = 7+♦ o ♦ AKQ(J)10xxx ask stop for 3NT	Suit: 2nd				3NT = running major	
	Suit: 3rd				4♦/♦ = very weak preemptive	
OVERCALL VS. NT(vs. Strong/Weak; Reopening;)	NT: 1st					
DBL = PENALTY (15+/ 14+over weak NT)	NT: 2nd				RESPONSES	
2♦ = Landy 4+4+ majors, 2♦ = multi 6+ ♥/♦ weak	NT: 3rd				Transfer responses over 1♣	
2♥/♦ = contractive	Signals (including Trumps): Lavinthal				1♣ → transfer 1♦ (♥), 1♥ (♣), 1♣ (NT/♦/♦)	
2NT = both minors	Std reaming count, rev smith echo					
3♦/♦ = pree						
REOPENING 4th position = same	DOUBLES					
When they are vul and we are NV= dbl points	TAKEOUT DOUBLES(Style;Responses;Reopening)				SPECIAL FORCING PASS SEQUENCES	
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	STANDARD TAKE OUT DOUBLE				in the competitive bidding, when the opponents bid at 5 level and we are forced:	
DBL = Take Out, 3NT = nat to play	REOPENING DOUBLE 8+				Pass= I want to dbl	
2 or 3♥/♦ → 4♦/4♦ = 5+cards + 5Other M	REDOUBLE = 10+ ANY DISTRIBUTION (USUALLY NOT WITH MAJOR SUPPORT)				Pass and remove the dbl=slam try	
3♦/3♦ → 4♦= 5+cards Other minor + 5M, 4♦= 55 majors					Dbl= I want to bid	
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				Bid=unbal min	
DBL = both majors, other like over 1NT	1♣ → 1♦ OVERCALL →DBL = 4+♥					
OVER OPPONENTS' TAKE OUT DOUBLE	1♣ → 1♥ OVERCALL →DBL = 4/5♦				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
RDBL = 10+ any distribution, usually not with major support	Double from opener is always showing strength				ghesthem TWO SUITER	
New suit at level = TRANSFER RESPONSES over 1♣ and 1M					AGGRESSIVE WEAK JUMP	
1♦/♦→DBL→ jump suit al level 2 weak, passed hand fit show						
1♦/♦→DBL→ Passed hand 2♥ weak 55Majors					Psychics: POSSIBLE	

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	*	2	7♥	any bal 12/14 or 18/19 can be 5♦332, 4441 red singl or unbal with ♣	1♦ = 4+♥, 1♥ = 4+♦, 1♠ = Transfer to 1NT, 1NT = 11/12bal 2♣ = 5+♦ GF, 2♦ = 6+♥ 4-8 or 1444, 2♥ = 6+♦ 4-8 or 4144 3♦ = 6+♣ inv, 3♦ = 6+♦ inv,	1♣ → 1♦ → 1♥ = 2/3 cards ♥ 1♣ → 1♦ → 1NT = 2/3 cards ♥ 18/19 1♣ → 1♦ → 2♦ = multi rever nat or 6+♣ 1♣ → 1♦ → 2NT = 4 ♥ unbal 17+ 1♣ → 1♦ → 3 ♥ = 4 ♥ 18/19 bal.	1♣ → 2♥ = 55 majors weak 1♣ → 2♦ = fit showing 5♦ 4+♣
1♦	4	7♥		11/21 hcp unbal with 5+♦ or 4441 black singleton	1♥, 1♠, 1NT = GF ask; 2♣ = 5/6 NF ; 2♦ = weak support 3+♦ 2♥ = 5/5 maj weak; 2NT = nat; 3♣ = inv ♦, 3♦ = pree	1♦ → 1M → 1NT = any reverse 16+ 1♦ → 1M → 2NT = 4M support 16+ 1♦ → 1NT → 2♣ = 3/4 cards ♣ 11/14	1♦ → 2♥ = 55 majors weak 1♦ → 2♦ = fit showing 5♦ 4+♦
1♥	5	7♦		11/21 5+ cards	1♣, 1NT = nat; 2♣ = 5+♣ F1 or any bal FG; 2♦ = 5+♦ F1; 2♥ = 8-11 3♥; 2♣ = 6+♦ 4-8, 2NT = 10+ with 4+♥ 3♦ = 7/9 with 4♥; 3♦ = 10/12 with 6♦; 3♥ = pree; 3♣ = intermediate void; 3NT = void spade; 4♣/4♦ void	1♥ → 2♣/♦ → 2NT = any 14+ 2NT, 3♣, 3♦ = 4+♦ 9-11 stiff utl	2♣ drury ; 2♣ = 4+♦ 6-8 with a stiff
1♠	5			11/21 5+ cards	same as 1♥	same as 1♥	2♣ drury ; 2NT = 4+♦ 6-8 with a stiff 3♣, 3♦, 3♥ = 4+♦ 9-11 stiff utl
1NT		7♥		15/17 bal, also with 5M 14+/16 or 6 minor 14/15+	2♣ = stayman; 2♦/2♥ = transfer M; 2♣ = 6+♣; 2NT = 6+♦; 3♦ = Muppet stayman; 3♦ = 55 majors inv; 3♥/3♣ splinter 54 4♣(♥)/4♦(♦) game only 4♥(♣)/4♦(♦) = 6+ cards ST	1NT → 2♣ → 2♦ = No maj → 2♥ = 44 1NT → 2♣ → 2♦ → 2♣ = 5♣ inv, 1NT → 2♣ → 2♥ = 4♥ possible 4♦	
2♣	*	0	6	bal 22/23 or 24+; any unbal GF	2♦ = positive 5/6+HCP or 1A; 2♥ = negative; others nat good suit	2♣ → 2♦ → 2♥ forced 2♣ = bal 22/23 or 2♣ → 2♦ → 2NT = 24+ bal	
2♦	*	0	NO	MULTI : weak 6+ ♥/♦ a) 3-9hcp	2♥ = negative P/C; 2♣ = P/C interested in ♥ ; 2NT=F1 inv+; 3♥ =		
2♥	5	NO		10/13 hcp with 6♥	2NT = GF; 3♣ = inv in M or GF in ♣; 3M = pree	2♦ → 2NT → 3♣ = 6/7 with 1M; 3♦ = 4/5 with 1M; 3M = max with OM	
2♣	5	NO		same as 2♥			
2NT		4♥		20/21 bal, can have 5M → same development after 2♣ opening	3♣ = muppet stayman; 3♦/3♥ = transfer M; 3♣ = both minors GF+; 4♣(♥)/4♦(♦)/4♥(♣)/4♦(♦) = 6+ cards ST	2NT → 3♣ → 3♦ = 1 or 2 majors, 3♥ = NO major ; 3♣ = 5 cards, 3NT = 5 cards ♥	
3♣/3♦	6	NO		preemptive: 1st and 2nd seat nv can be very weak			
3♥/3♣	6	NO		preemptive: 1st and 2nd seat nv can be very weak			
3NT	*		NO	Running major			High Level Bidding
4♣/4♦	7	NO		preemptive very weak			4NT RKCB 1430 (with minor trump 4♦)
4♥/4♦	7	NO		preemptive, can be solid in 3rd or 4th position			4NT QUANTITIVE, OVER NT BID OR WITHOUT FIT
4NT	*		NO	both minors weak 6/6			DOPI - DEPO - ROPI
							5NT = JOSEPHINE WITH JUMP
							Exclusion Blackwood → 0,1,2,2+Q
							when opponent double cue bid : Pass = no cue, RDBL = A or void, cue bid or trump = Qx, Kx, or stiff
							Pass forcing at 5th level if we have more strength
							against slam in competition action : pass = 0/1 trick, penalty = 2 tricks, after partners pass : dbl = 1 trick, pass = 0/2

DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			 EBL Convention Card	
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE				
natural, 1/2sp may be very weak (5+hcp)		Lead	in Partner's Suit			
after p overcall, new suit is F1, cuebid shows fit and good hand	Suit	3/5 with H, second from xxx+	count if not fit, attitude with fit			
	NT	3/5 with H, second from xxxx+, higher	count if not fit, attitude with fit			
	Subseq	HI=D			Category i.e. Green / Blue / Red / HUM / Brown Sticker:	
	Other:				Country: Romania	
					Event: Open	
					Players: Daniel Moldovan - Marius Moraru	
INT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY Polish Club modified		
15-17 2nd, sys on	Lead	Vs.Suit	Vs. NT	GENERAL APPROACH AND STYLE		
10-14 reopening	Ace	AKx, Ax(+)	AKx,Ax(+)	5 card major 11-17		
	King	AKx, KQx (+)	Akx, KQx(+)	1d =unbalanced 4+d 11-17		
	Queen	QJx(+)	QJx(+)	1cl= forcing one, may be strong		
	Jack	A(K)J10x, J10x(+)	A(K)J10x, J10x(+)	1NT over 1M semiforcing, 1NT over 1d forcing		
JUMP OVERCALLS(Style; Responses; Unusual NT)	10	A(K,Q)109x, 109x(+)	A(K,Q)109x, 109x(+)	original 2 level openings		
1-Suit: natural, weak	9	9x	9x,98x,98x+	1NT Openings: 15-17, often upgraded with 14		
2-Suit:	Hi-x	even	even	2 OVER 1 Response GF		
	Lo-x	odd	odd	SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
Reopening: 6card suit 5-6 losers	SIGNALS IN ORDER OF PRIORITY					
				2cl opening=15-17, 5+cl 4+any one shortness		
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding	2d opening=weak 6H, NT 20-21 w/o any 5+suit, 5+Sp+5+m, max 4 losers	
direct cuebid = michaels (except on 1cl)	Suit:1st	attitude	count	attitude/lavinthal	2h opening=weak 6Sp, NT 20-21 with any 5+suit, 5+H+5+m, max 4 losers	
jump cuebid = ask for stop	2nd	count	lavinthal	lavinthal	2sp opening=15-17 6+cl no other 4+suit one shortness	
	3rd	lavinthal	attitude	count	2nt opening=5+5+mm maxim 10 or max 4losers	
	NT: 1st	attitude	count	attitude/lavinthal	4cl opening=to play 4h from p's hand preemptive	
VS. NT(vs. Strong/Weak; Reopening;PH)	2nd	count	lavinthal	lavinthal	4d opening=to play 4sp from p's hand preemptive	
vs strong NT: dbl=propose penalty, P stays with: one ace, two kings	3rd	lavinthal	attitude	count	overcall -dbl after 1 cl(if 1 cl not strong)=11-14 bal, 11-14 4+cl, 18+almost any	
2cl=majors, at least 44	Signals (including Trumps):				overcall - 1d after 1cl opening (if 1cl not strong)=11-17 4+d one shortness	
2d=one good major, good hand	odd=E, standard count, lavinthal				overcall -2cl after 1 cl opening (if 1cl not strong)=15-17, 5+cl 4+any one shortness	
2h/sp= natural, 5+ cards, 12+ but weaker than	smith (low=E from both hands)				overcall - 2d after 1cl opening (if 1cl not strong)= any 6M weak	
vs weak NT dbl=takeout	DOUBLES					
reopening : the same, may be weaker	TAKEOUT DOUBLES(Style;Responses;Reopening)					
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)						
leaping michaels (maxim 4 losers)	natural takeout, focused on majors				overcall - 3cl after 1cl opening (if 1cl no strong)=5+5+MM max 4 losers	
dbl= take out till 4h, inclusive	natural+ lebensohl in certain cases				SPECIAL FORCING PASS SEQUENCES	
lebensohl vs 2 weak	natural					
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES					
1cl strong, 2cl strong - dbl = clubs	1cl(not stong) -dbl = 11-14 bal,11-14 4+cl,18+almost any (as we would have opened 1cl)					
1d strong dbl=diamonds	1cl(strong) - dbl = clubs (2cl shows also clubs and some values near clubs)					
	if GF established and slam try, rdbl shows 1st round ctrl					
	if GF and opp bid over us,double denies desire to play (usually at least 2 losers in suit), pa					
OVER OPPONENTS' TAKE OUT DOUBLE	dbl/rdbl support on majors					
after 1cl opening, dbl : rdbl=4+d, 1d=4+h, 1h=4+2sp, 1sp=9+, no	lightner dbl					
rdbl=9+ hcp						
	Psychics: rare					

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1 ♣ ¹	*	0	4h	11-14 bal, 11-14 4+cl, 18+almost any	1d=0-7(8) any or 9-11 5+4+mm one shortness 1h/sp=4+h/sp, 8+hcp 1nt=9-11 bal (no 4M), 3cl/d=inviting 6+cl/d, 3h/sn=GF transfers on 1v 1 after dbl/1d/1h 2cl =GF bal or cl, 2d=GF 5+d, 2h/s=4h/s+5+m GF	2waychkbk, bubrotka	
1 ♦ ²	4	4h		11-17, 4+D, one shortness	1h/sp=4+h/sp natural, INT=F1* 2cl/d=GF natural, 2h=weak 4+h 5+, 2sp=GF 1d fit shortness, 2nt inviting 3cl/d inviting, 3h/sp GF, 3nt to play	1d-1M-2NT= 6+d 3M 15-17 1d-1M-1nt usually M singleton	
1 ♥ / ♣ ³	5	4h		11-17, 5+ H/S	1 sp over 1h= 4+sp natural, 1nt semiforcing, 2/1 natural GF, 2M=7-10 1M-2nt= 11-16 HDP, may be with 3 cards fit 3cl/d=inviting 6+cl/d (no fit), jump in OM=inviting 6+ 1h-3sp splinter 3-4 ctrls singleton, 1h-3nt/4cl/d=splinter void 3/4 ctrls 2cl=garbage stayman, 2d/h=h/sp, 2sp relay, 2nt ask for first uncontrolled suit	after GF we show distribution any strength 1M-2any: 2nt = inv+fit 3, cb=inv or S1 3any-values 3cl=minimal 3d=maximal+shortness 3h=532, 3sp=5422, 3nt=6322/(222) all 15-17	drury (1M dbl, 1H-1sp also 2cl drury) 1M-2any: 2nt = inv+fit 3, cb=inv or S1 1M-2any: 3nt=fit 4+ exactly game values
1 NT ⁴				15-17, very rare may have singleton (usually in 1d)	3cl=d transfer, 3d=55mm GF, 3h=1354GF, 3sp=3154GF, 3nt to play 4cl=55MM ST, 4d/h=h/sp to play, 4sp/nt=keycards cl/d	1Nt-2cl-2d-2sp=distribution relay 1Nt-2d(h)- superaccept	
2 ♣ ⁵	*			5+cl, 4+any, one shortness, 15-17 or equivalent	2d=ask in hearts, 2h=ask in s 2sp=puppett to 2nt, 2nt=puppett to 3cl, 3cl =GF fit and shortness		
2 ♦ ⁶	*			1.weak 6h, 2. NT 20-21 witout any 5c suit 3. 5+sp+5m, max 4 losers	2h=to play if weak h, 2nt = relay 14+		
2 ♥ ⁷	*			1.weak 6sp, 2.NT 20-21 with any 5+ suit, 3.5+h+5+m, max 4 losers	2sp=to play if weak s, 2nt =relay 14+		
2 ♠ ⁸	*			6+cl, one shortness, no other 4+suit, 15-17 or equivalent	2nt=puppett to 3cl, 3cl=ask in h, 3d=ask in s, 3h/s/nt stops for nt 4cl=keycards, 4d/h/sp suit max J cl fit ST		
2 NT	*			5+, 5+ cl+d, weak*** or 4- losers	3cl/d to play, 3h/spGF, 4cl/d keycards, 4nt keycards on both		
3 ♣	6			preemptive, no ext ace if no passing p	new suit=F		
3 ♦	6			preemptive, no ext ace if no passing p	new suit=F		
3 ♥	6			preemptive, no ext ace if no passing p	new suit=F		
3 ♠	6			preemptive, no ext ace if no passing p	new suit=F	High Level Bidding	
3 NT	*			gambling, one minor, 7+cards, no ext stop	4cl=p/c, 4h/s to play, 4d=ST	RKCB, 14/03/2/2+Q, exclusion BW	
4 ♣	*			to play 4h from p's hand, preemptive		Josephine	
4 ♦	*			to play 4sp from p's hand, preemptive		Splinter	
4 ♥				to play, preemptive			
4 ♠				to play, preemptive			
4NT	*			minors, very distributional, preemptive (6-6, rare 6-5)			
5 ♣		7		preemptive			
5 ♦		7		preemptive			
5 ♥				preemptive			
5 ♠				preemptive			
5NT	*			5+m,5+m, 1-1/2 losers			

Description

- 1cl opening may have longer diamonds, extreme shape is 2272. That means that in extreme situations, 4414 distribution with 15-17 is opened with 1NT. But if minimal and the diamond is J or Q, we can open
 - 1cl-dbl-rdbl starts from 0 hcp and shows a clear preference for diamonds (4d and max 2cl) but may be a
 - 1cl-2M shows exactly 4M, 5+ m and GF. 2nt would ask for minor
 - 1cl-3M sets trump and ask for economical cb
 - after opp 1cl opening and double (showing same hand as we would have opened 1cl) - if opp rdbls show so 1H or 1S would show 4+ cards, but may be weaker than 8hcp. If we pass, we have cl and may be passed
 - if we were a passed hand, dbl after 1cl shows normal takeout!
 - 1cl-1nt(opp)-2cl shows majors, at least 44
 - 1cl-1/2 any-pass-pass - dbl may still be 11-14
 - 1cl-pass-1d-pass 1M may be 3*cards + or 18-20 with 5 cards, but passable
 - 1cl-pass-1d-pass 1any -pass: 2nt=5+cl 4+d 9-11, 3cl=5+d 4+cl 9-11, 3d = 5+cl 5+d, 9-11
 - 1cl -3cl/d=inviting 6+cl/d
 - 1cl next by some strong 2nt, we play puppett stayman
-
- 1d - 1M 1nt almost anytime is short in major.
 - 1d - 1M 2M= 3+M. 2NT= relay: 3cl/d 3cards min/max 3h/sp 4cards max
 - 1d - 1M 4d/M=6+d 4M good D/good H
 - 1d - 1H 1NT= usually 3154. 1d - 1sp - 1nt = usually 1453 (may be also 1444)
 - 1d - 1M 2NT=6+d (5 very good) 3M 15-17
 - 1d - 2cl we announce stops on majors first (2H=H stop, 2S=S stop, 2nt= H and S stops)
 - 1d - 2d we announce stops on majors first (2H=H stop, 2S=S stop, 2nt= H and S stops)
 - 1d - 2h = 4+5+sp, destructive
 - 1d - 2sp =4+D GF shortness: 2nt = maximal hand (15-17 or equivalent) -3cl=any singleton (3d relay),
If not maximal: 3cl= 11-14 with any singleton, 3d/h/s = 11-14 void in c
 - 1d - 1NT Forcing may have: 1. weak hand with cl, 2.D fit non forcing, 3. GF with 4 M and 5+cl, 4.inviting
 - 1d - 2NT = inviting balanced with max 3d
 - 1d - 3cl = inviting with 6+cl max 2d
 - 1d - 3d = inviting balanced with 4+d
 - 1d - 3H/S = sets H/S as fit ask cuebids
 - 1d - 3NT = to play
 - 1d - 1nt(opp) - 2cl shows majors, at least 44
 - 1d - 4/5 D - shows long diamonds one shortness preemptive
-
- 1M - overcall till 2M(Michaels): 2nt= 3cards Fit inviting+, cb(or known opp suit if michaels) = 4+ cards fi
 - Drury also on 1H-1S or on 1M dbl. After Drury: 2D = shows opening values minimal, 2M = weakest bid, 1
 - 1M(3rd)- pass or 1S or DBL - 2NT = fit 4+cards and shortness
 - 1M - 1NT semiforcing: 2cl=gazilli (if 15-17 two suiter second suit is 4cards long). After 2cl gazilli 2nt sh
After 2cl gazilli- 2d (showing 8+ any) 2nt = 15-16(bad) balanced (with extrem
3any -15-17 at least 55
 - 1M -1NT - 3M = 6+ good suit 15- (If 15-17 bad 6+ suit we bid 2cl gazilli and may not show strength if p
 - 1H -1S - gazilli as above
 - 1M-2M(not a passing hand)= 8(7)-10 HDP (possible to have 4 cards fit and a bit weaker than 8-10)
With a passing hand, after 1M- 1Nt is natural NF, 2M is natural, 2any (except cl) is natural NF
 - 1M -2NT : 3cl=minimum - 3d ask for shortness: 3h=any singleton 3sp/nt/cl = void on steps (Cl/D/OM) 4
3d=maximal with shortness - 3h relay: 3sp any singleton 3nt/cl/d void (steps responses). Afte
3h = 5332 15-17 3sp=relay: 3nt/cl/d = 2 cards in cl/d/OM
3sp = 5422 15-17 3nt=relay : 4cl/d/h = 4 cards in cl/d/OM
3NT= 6322/7222 15-17: 4cl = relay: 4d=6322 4h=7222
- 1H-pass-1Sp-2any-dbl= support
- 1M - 3cl/d =inviting 6cl/d and no fit usually
-
- 1NT - may have singleton, usually D singleton (4414)
 - we often upgrade our hand (we may open with 14 with 1nt, or bid a 17 NT hand as a 18-19
 - 1NT - 2cl - 2d -2sp=relay: 2nt any 4333 (3cl relay, steps), 3cl=5+cl, 3d=5+d, 3h=2344, 3sp=3244, 3nt
 - 1NT - 2cl - 2d -2NT= inviting, promises at least one 4M
 - 1NT - 2cl - 2M -3NT promises 4 cards OM
 - Smolen with 54 MM
 - 1NT -4cl 5+M+5+M game values

- 1NT - 2d-2h-3sp 5+5+MM Slam try
- 1NT-2h - 2sp-3h 5+5+MM inviting
- 1NT-overcall(2x) - we play lebensohl

-2cl : 2d=relay asking about hearts, 2h relay asking about sp, 2sp puppett to 2nt, 2nt puppett to 3cl, 3cl :
 - 2cl -2d: 2h =H shortness, 2sp =2 hearts, 2nt=3 hearts, 3cl=4hearts, 3d/h/s 65 natural
 - 2cl -2d -2h: 2sp = 55MM inviting, 2nt =relay: 3cl =4045, 3d =3154, 3h=4135, 3sp=H void 4+d, 3nt=sp
 - 2cl-2d-2h: 3cl to play, 3D =55HD inviting, 3H =5H5D GF, 3sp=5h4spGF, 3nt =to play
 - 2cl -2d -2sp:2nt=relay:3cl=1246,3d=4216,3h=0247,3sp=4207
 -2cl -2d -2sp: 3cl/d/h/sp/nt same as 2cl-2s-2h 3cl/d/h/sp
 -2cl -2d - 2NT: 3cl=to play, 3d=relay:3h=1345, 3sp=4315 3nt =0346 or 4306 (4cl =relay)
 -2cl -2d -2NT:3h= to play
 - 2cl -2sp=forces 2NT : 3cl =GF no shortness cl fit,3d =to play, 3h=3352 GF, 3sp/nt =balanced h stop/sp
 - 2cl -2NT= forces 3cl if normal open: 3d= natural GF, 3h = 2(3)3(2)53 GF, 3sp=H+D stop, 3nt=sp+d sto

- 2d - 2h (weak interception): 3cl/d Sp+cl/d 3-4 losers bad suits 3h/sp sp+cl/d 3-4 losers good suits
 4cl/d Sp+cl/d 2-2 1/2 losers bad suits 4h/sp Sp+cl/d 2-2 1/2 losers good
 5cl/d Sp+cl/d 1-1 1/2 losers bad suits 5h/sp Sp+cl/d 1-1 1/2 losers good
- 2d - 2h - 2nt = NT 20-21 no 5 cards suit: 3cl= stayman, 3sp = puppett to 3nt: after 3nt :4cl/d =Slam Try
- 2d -2nt =relay F1(usually 14+): 3cl/d=good/bad H preemptive, 3H/sp = s+cl/d strong

- 2h - 2sp (weak interception): same as above, but after 2nt: 3cl ask 5 card suiter, 3sp puppett to 3nt

- 2sp : 2nt - puppett to 3cl, 3cl=ask in hearts, 3d=ask in sp, 3h =H stop no D stop, 3sp =sp stop no D stop
 4cl=keycards in cl, 4d/h/sp = Cl fit SlamTry no values in d/h/s(max J)
- 2sp-2nt - 3cl(almost forced): 3D= 5+D GF, 3H=D+H stops, 3Sp=D+Sp, 3NT = D stop, 4cl=game invitine
- 2sp -3cl: 3D=H shortness, 3H=2hearts, 3Sp = any singleton 3hearts, 3nt/4cl D void/Sp Void 3hearts
- 2sp -3d: 3h=Sp shortness, 3sp=2spades, 3NT = any singleton 3spades, 4cl/4D D void/H Void 3spades

1 suit opening-overcall- dbl next by new suit is not forcing!
 we play lebensohl in various situations

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style; Responses; 1 / 2 Level; Reopening)		
Light overcalls on 1 level, sound at 2 level		
Jump raise = pre-empt; 1nt & 2nt = nat		
Rubens Advances, else new suit = usually F1		
Jumps below game with fit, x = responsive + tolerance		
attention: (1♣) – 2♣ = nat clubs, 2♦ is majors		
Otherwise Modified Michaels		
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		
2 nd = 15-17, system mainly as over 1NT open		
4 th = 11-14 when 1M open, 10-13 when 1minor open		
After 1m we play system on, after 1M we play cue-bid stayman		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
Weak, weak re-open		
2NT – lowest unbid suits;		
(1M) – 2M = other major + minor ; 1♦ – 2♦ = majors		
(1cl) – 3♣ = ♦ + spades		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
(1♣)-2♣=nat / (1m)-2♦ = ♥+♣		
Else see above		
VS. NT (vs. Strong/Weak; Reopening; PH)		
X= 5m+ 4M vs strong/ pen 15(+) -18p vs WK		
2♣= ♥+♣		
2♦=6M vs strong/ nat vs weak		
2♥/♣= 5M+ 4m vs strong/ nat vs weak		
2NT = minors vs strong/ 19-20p vs weak		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		
Leaping michaels, X = TO, (2M)-3M= long minor, stop ask		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣		
Vs strong 1♣: x=bal ♥+♣; 2♣=nat; 2♦= ♥+♣ unbal 2M weak		
1NT = major and minor 5-5 (also after (1♣)-p-(1♦))		
Vs strong 2♣: 2♦= ♥+♣ unbal; 2NT = minors, else nat pre-empt		
OVER OPPONENTS' TAKEOUT DOUBLE		
After 1M-(x) we play transfers (1NT = clubs)		
on 1♣-(x) we play 2♣/2♦ = nat constructive; 1m – (x) –xx= 11+ pen		
2♥ = FG with ♦; 2♣ = GF, usually with clubs; else SYS ON		

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	Lead	In Partner's Suit
Suit	2/4	1/3/5
NT	2/4	1/3/5
Subseq	2/4	2/4
Other: Top of Seq, KJ10 against suit the J, against 5+ level we lead A for att and K for count		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AK(x)	AK(x)
King	KQ(x)	AKJT etc, KQ(x)
Queen	Qx/QJ(x)	Qx/QJ(x)
Jack	Jx/J10(x)/KJ10(x)	Jx/J10(x)/KJ10(x)
10	10x/109(x)/H109(x)	10x/109(x)/H109(x)
9	9x	H98(x)/HH98x
Hi-X	xXx/xXxx/xXXXXX	xXx/xXxx/xXXXXX
Lo-X	Xx/Hxx(x)	HxX,HxXx,HxxxX
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
1	L-H= enc	Reverse count
Suit 2	L-H= even	Suit pref
3	Suit pref	Reverse count
1	L-H= enc	L-H = odd
NT 2	L-H = even	Suit pref
3	Suit pref	L-H = even
	Smith	
Signals (including Trumps):		
Current count and reverse smith (high from both means I like the lead)		
We play a lot of suit preference, e.g. trump suit pref!		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
Almost every X is TO		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
Support x/xx		
1♣-(1♦)- X = 4+ ♥ 1♥=4+♣ 1♣=no M		
1♣-(1♥)- X = 4/5♣ 1♣=0-3♣		
1♣-(1♣)- X = 4/5♥		

W B F CONVENTION CARD		
CATEGORY: Open		
NCBO: Romania		
PLAYERS: Laurentiu Ploscaru & Ionut Coldea		
EVENT: EBL Madeira Open Teams		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
5 card M / 5♦ (or any 4-4-4-1)/2+♣		
2/1 GF, including 1♣– 2♣GF, only exception 1♦ – 2♦ which is either GF with 5+♥ or 8-10p with 6+♥		
15-17 NT		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
2♦ = multi – a weak 6M or 24-25 bal		
2M = weak 5M and 4+ minor		
1♣ - 2red = transfer wk 6M or GF		
1♣ - 1♠ = can be very weak with diamonds		
1♦ - 2M = 6M, invitational, usually no diamond support		
2♣ = almost GF		
3NT = AKQxxxx in a major and high H in 2 other suits		
SPECIAL FORCING PASS SEQUENCES		
None		
IMPORTANT NOTES		
We play a lot of transfers		
We play very light overcalls when partner is passed hand		
PSYCHICS: rare		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL. THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	7♠	a) 12-14 balanced 2+♣, can have 4♦ b) 18-29 balanced 2+♣, can have 4♦ c) 12+ unbalanced 4+♣	1♦= 4+♥ 5+p, 1♥=4+♠ 5+p, 1NT= bal 10-12hcp, no 4M 1♠ = 0-9p any w.o. 4M OR 5+♦ 10+p 2♣ = GF bal or ♣; 2red = x-fer, 6+M weak or GF 2♠ = invitational with many ♣; 2NT=bal no 4M 15+p	Accepting transfer to major with 3-card support and 11-16p hand	
1♦		4	7♠	5♦ (or 4-4-4-1)	2♣ = GF bal or ♣; 2♦=4+♦ F1; 3♣ = solid club suit 2M = 6M, constructive +, usually no diamond support		
1♥		5		5+ ♥ 11+HCP	1NT= semi-f; 2♣=GF relay bal or clubs; 2NT=GF 4+cards 3♣/3♦= inv with 3/4 - card fit; 3♥=weak 3♠/4♣/4♦ splinters 10-12p; 3NT = better raise to 4♥	1M – 1NT – 2NT = 18+p hand 55 or 64 Gazzilli	Drury
				5+ ♠ 11+HCP	Same as over 1♥, except 3♥ = invitational with 6+♥ and 2♥ = 5+♦ GF; 2♦ = 5+♥ GF or 6+♥ 8-10hcp		Drury
INT			4♠	15-17 bal. 5M rarely possible	2♣= stayman (promises 4M); 2red = transfers, could be 4+cards 2♠= inv w.o 4M or 6+♣ / 2NT= weak minors or 6+♦ / 3♣ asks 5M 3♦= minors GF only / 3M = 3154 / 4♣ = minors slammish		
2♣	X		4♠	almost GF hand, can be 22-23 bal	2♦= GF; 2M = 0 - 3/4p, usually denies support in M 3♣= weak 44 majors at least	2♣-2♦-2NT = 22-23 p 3NT = 26+ p	
2♦	X			Multi: weak 6M with 5-10HCP OR 24-25bal	2/3M=p/c; 2NT= ask strong, 3♣= strong unbal hand; 3♦ = nat F 4♣= bid your major in x-fer; 4♦= bid your major		
2♥		5		Weak 5hearts, 4+m 5-10 HCP	2NT=ask strong; 2♣=NF; 3♣= P/C; 3♦= inv+ with heart fit		
2♠		5		Weak 5spades, 4+m 5-10 HCP	2NT=ask strong; 3♣= P/C; 3♦= inv+ with heart fit		
2NT				20-21 bal	3♣ Puppet Stm; 3♦/♥ transfers 3♣= relay to 3NT, can be SI in m 4♣= pick a major/ 4red=texas to M / 4♣ =54minors quantitative		
3♣		6		Pre-emptive	3♦= relay ask for Major, can be inv to 5♣ or nat ♦ 3M= nat F1, 4♦ = KC		
3♦		6		Pre-emptive	3M= nat F1, 4♣ = KC, jump in other suit = ask for CTRL		
3♥		6		Pre-emptive	4♣ = KC, else Nat		
3♠		6		Pre-emptive	4♣ = KC, else Nat		
3NT				AKQxxxx in M and High Honours in other suits In 1 st /2 nd pos, otherwise to play			
4♣		7		Pre-emptive			
4♦		7		Pre-emptive			
4♥		7		To play			
4♠		7		To play			
4NT		6/5		minors		HIGH LEVEL BIDDING	
5♣		7				RKC blackwood (14/03)	
5♦		7				Mixed cues, Last Train, Serious NT	
5♥/♦						Exclusion (03/14)	
						Optional Blackwood for ♣/♦	

DEFENSIVE AND COMETITIVE BIDDING				LEADS AND SIGNALS				EBL Convention Card 			
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE									
NATURAL		Lead		in Partner's Suit							
RESPONSES - CUE BID FORCING 1 ROUND	Suit	3rd-5th OR 2nd, usually small from X	count								
	NT	2nd-4th or highest from 3 small	count								
	Subseq	standard	standard								
	Other:										
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS						SYSTEM SUMMARY				
OVER 1 MINOR - WEAK IN A MAJOR, SAME AS 2 ♦ OPENING	Lead	Vs.Suit	Vs. NT	GENERAL APPROACH AND STYLE							
OVER 1 MAJOR - EITHER NATURAL (BUT DENIES 4 CARDS IN OTHER - OR IT MAY BE 12+ WITH BOTH MINORS (5-4 AT LEAST))	Ace	AK OR A	AK OR A	SAYC							
	King	KQ OR K	KQ OR K								
* NOTE 1	Queen	STANDARD	STANDARD OR FROM KQ10(XXX)	AFTER OPPONENTS BID OUR FREE BID 2ND LEVEL IS NON FORCING							
1NT REOPENING - 11-14, 2NT REOPENING 15-17	Jack	STANDARD	STANDARD OR FROM JXX								
JUMP OVERCALLS(Style; Responses; Unusual NT)	10	STANDARD	STANDARD OR FROM 10XX								
1-Suit: WEAK - 3-10 points	9	STANDARD	9XX OR 9X OR J(10)9XX(X)	1NT Openings: 15-17							
2-Suit:	Hi-x	EVEN	EVEN OR HIGHEST FROM 3 LOW CARDS	2 OVER 1 Response: FORCING 1 ROUND							
	Lo-x	ODD	ODD	SPECIAL BIDS THAT MAY REQUIRE DEFENCE							
Reopening: NATURAL	SIGNALS IN ORDER OF PRIORITY						2 ♦ - GAME FORCING				
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding	2 ♦ - WEAK ONE MAJOR - 3-10(11) points						
OVER 1MAJOR - CUEBID IS GF - STRONG	Suit:1st	HIGH ENC	COUNT USUALLY	HIGH ENC	2 ♥ / ♦ 13-16 POINTS 6+ ♥ / ♦						
OVER 1MINOR NATURAL - CUEBID IS MICHAELS (BOTH MAJORS)	2nd	COUNT	LAVINTHAL		3NT GAMBLING ANY SUIT						
	3rd	LAVINTHAL			1NT OVERCALL - AFTER 1m - WEAK IN MAJOR, SYS ON 2 ♦ OPENING						
	NT: 1st	HIGH ENC	COUNT USUALLY	HIGH ENC							
VS. NT(vs. Strong/Weak; Reopening;PH)	2nd	COUNT	LAVINTHAL								
2 ♦ BOTH MAJOR USUALLY AT LEAST 5-4	3rd										
2 ♦ NATURAL	Signals (including Trumps):										
2 ♥ NATURAL - 5+ CARDS	NOTHING AGREED										
2 ♦ NATURAL - 5+ CARDS											
2NT - 5+-5 MINORS	DOUBLES										
	TAKEOUT DOUBLES(Style;Responses;Reopening)										
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)	NATURAL										
DOUBLE - TAKE OUT	OVER 1(2) MAJOR 12-17 PROMISES OTHER MAJOR or 18+										
2NT IS NATURAL, 3NT IF JUMPS IS 19+POINTS							SPECIAL FORCING PASS SEQUENCES				
CUEBID IS GF, FIRST ASK FOR NT IF WE HOLD THE SUIT											
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUABLES										
NATURAL	* NOTE 2						IMPORTANT NOTES THAT DON'T FIT ELSEWHERE				
OVER OPPONENTS' TAKE OUT DOUBLE											
NATURAL	Psychics:										

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1 / 2 Level; Reopening)

At 1 level also weak: cue bid asks, new suit F1

At 2 level opening hand

Over 1♣-2♦=5+/5+M;2NT=5+♦/5+♥;3♣=5+♦/5+♠

Over 1♦-2♦=5+/5+M;2NT=5+♣/5+♥;3♦=5+♣/5+♠

Over 1♥-2♥=5+♣/5+♠;2NT=5+♣/5+♦;3♣=5+♦/5+♠

Over 1♠-2♠=5+♣/5+♥;2NT=5+♣/5+♦;3♣=5+♦/5+♥

INT OVERCALL (2nd/4th Live; Responses; Reopening)

Natural so like responses

Reopening only 11/13

JUMP OVERCALLS (Style; Responses; Unusual NT)

Weak at level 2 with 6 cards Majors

at level 3 with 6/7 cards any suits; at level 4 with 8+

Reopen:

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

VS. NT (vs. Strong/Weak; Reopening; PH)

VS NT strong:DBL=6+ m;2♣=2 suits M;2♦=♥;2♥=♠;2♠=4♣+6m;

2NT=2 suits m;3♣=4♥+6♣;3♦=4♥+6♦

VS NT weak NAT

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

Over 2M weak→NAT; DBL other M;2NT=good NT op.

Direct cue bid shows strong 2 suits minor + other M

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

Over op.1♣ strong: DBL directional; others NAT

Over op.2♣ strong:DBL directional; others NAT

OVER OPPONENTS' TAKEOUT DOUBLE

RDBL9+ p.

New suit not F

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	Lo-attitude	Count Lo ODD
NT	IDEM	IDEM
Subseq		
Other:		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	Ax or AKx	AKx
King	KQx or AK or Kx	KQJx or KQTx
Queen	QJx or Qx	QJTx or QJ9 or AQJx
Jack	JTx or Jx or KJTx	JT9x or AJTx or KJTx
10	T9x or Tx	T98x or T97x
9	98x with 9X lead X	987x or 986x
Hi-X	EVEN	IDEM
Lo-X	ODD or ATT	IDEM

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Count Lo ODD	IDEM	DISC (Hi shows
Suit 2	H's lead ODD ENC		Attitude in higher of
3			Others 2 suits)
1	IDEM	IDEM	IDEM
NT 2			
3			

Signals (including Trumps):

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Distributional or strong

Opener's double shows good hand unbalanced but not when reopens

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

NEG DBL 9+p.

EBL CONVENTION CARD

CATEGORY: Red

NCBO: SAN MARINO

PLAYERS: SOGLIA ROBERTO/CAPELLO GIANLUCA

EVENT Open teams

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5 CARDS MAJORS

DIAMONDS 4 CARDS+ / 4♦+4♣ opening 1♦

INT=15/17 NO 5 MAJORS

2 OVER 1 responses FG but not after OPPT overcall

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♥ opening=5+♥/5+m weak

2♠ opening=5+♠/5+other suit weak

3NT opening=7+M solid suit

1♣ or 1♦→2♥=4/5♥/5♣ 5-7p.

1♣ or 1♦→2♠=4/5♥/5♣ 8-10p.

1M→2M=CONST(3cards) 1M→2NT=at least INV(4cards)

1M→3M=PRE

2♣=FG UNBAL or 24+BAL

2♦=6M weak or 1 suit m 18/20 or 18/20 BAL (any 5 cards suit)

4NT opening=8+minor solid suit

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

OPENING	TEST	ARTIFICIA	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	√	2	3♠	BAL 11/14 UNBAL 10+	NAT at 1 level; 2♦=4+♦FG but not after overcall; 2♥=5/7p. 4+♥/5♠; 2♠=8/10p. 4+♥/5♠	1♣-1♦-1♥-1♠=F1; 1♣-1x-3♣=14/16 bad suit; 1♣-1x-2NT=14/16 good suit		
					2NT=NAT INV; 3♣=6+ cards max 7/8p.			
1♦	4	3♠	BAL 11/14 UNBAL 10+	NAT at 1 level; 2♦=4+♦FG but not after overcall 2♥=5/7p. 4+♥/5♠; 2♠=8/10p. 4+♥/5♠;	1♦-1x-3♦=14/16 bad suit; 1♦-1x-2NT=14/16 good suit			
					2NT=NAT INV; 3♦=INV			
1♥		5	3♠	UNBAL 10+ BAL (5-3-3-2 or 5-4-2-2) 11/20	1NT=not F(possible 3 cards fit max 7p.); 2♦F1; 2♦=FG 4+ cards; 2♥=8/10 p. 3 cards; 2NT=at least INV raise 4 cards; 3♥=weak raise 4+cards	after 2♣ resp.new suit or NT FG; 2♥=min. after 2♣ - 2♥-3♣=not F		
1♠		5	3♥	UNBAL 10+ BAL (5-3-3-2 or 5-4-2-2) 11/20	1NT=not F(possible 3 cards fit max 7p.); 2♦F1; 2♦=FG 4+ cards; 2♣=8/10 p. 3 cards; 2NT=at least INV raise 4 cards; 3♣=weak raise 4+cards	after 2♣ resp.new suit or NT FG; 2♣=min. after 2♣ - 2♣-3♣=not F		
INT				15/17 no 5M	2♣STAY; 2♦/2♥/2♠/2NT=TRSF; 3♣=weak 5+♣/5+♦; 3♦=5+♥/5+♠ INV or more;			
2♣	√			24+BAL(possible 5M) Or any FG(ask ½ CTRL)	2♦=0/1; 2♥=2; ecc.	NAT		
2♦	√			6 cards M weak or 6+m 18/20 or 18/20 BAL(any 5 cards suit)	2♥=P/C; 2♣=good raise ♥; 2NT=F1	after 2♥-PASS or 2♣=6 cards weak; 2NT= BAL (same 2NT opening)		
2♥	√	5		5+♥/5+m weak	2NT=ask minor	NAT		
2♣	√	5		5+♠/other 5+ suit weak	2NT=ask 2 nd suit	NAT		
2NT				21/23 BAL (possible 5M)	3♣=ask; 3♦/3♥/3♠ TRSF ♥/♠/NT; 3NT=5♣/4♥	after 3♣-3♦=1 or both 4M; 3♥=5♥; 3♣=5♣; 3NT=no 5M		
3♣/3♦/3♥/3♠		6		PRE	New suit F1			
3NT	√	7		7+M solid suit	4♣=ask under suit; 4♦=ask suit			
4♣/4♦/4♥/4♠		7		PRE				
4NT	√	8		8+minor solid suit				
5♣/5♦		8		PRE		HIGH LEVEL BIDDING		
						Mixed cue bids; when cue is DBL: pass=NO CTRL; RDBL=1 st round CTRL;		
						Other cue bid=2 nd round CTRL	RKCB=4NT	

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)

At 1 level also weak: cue bid asks, new suit F1

At 2 level opening hand

Over 1♣ or 1♦ GHESTEM

Over 1M MICHAELS

INT OVERCALL (2nd/4th Live; Responses; Reopening)

Natural so like responses

Reopening can be only 12/13

JUMP OVERCALLS (Style; Responses; Unusual NT)

Weak at level 2 with 6 cards Majors

at level 3 with 6/7 cards any suits; at level 4 with 8+

Reopen:

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

Over 1♦ opening 3♦ shows 5+♣/5+♠ very strong

VS. NT (vs. Strong/Weak; Reopening; PH)

DOUBLE=4 cards M/4+ minor; 2♣= Majors also 4/4; 2♦=6 cards M

2♥=5♥/minor; 2♦=5♦/minor; 2NT=minors

IDEM vs. weak NT

IDEM 2nd or 4th position

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

Over 2M weak→Double: LEBENSHOL; 4♣/4♦ shows suit +other M
Direct cue bid shows strong 2 suits minor+other M

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

Over op. 1♣ strong: X=3/4♣+another longer suit; 1♦/1♥/1♠ IDEM

1NT=one suit ♣ or 2 suits ♦/♥; 2♣=♦ or ♥/♠; 2♦=♥ or ♠/♣;

2♥=♦ or ♣/♦; 2♦=♦/♦; 2NT=♣/♥

OVER OPPONENTS' TAKEOUT DOUBLE

RDBL from 7/8 p. to FG and then new suit not forcing

New suit not F

Over 1M op.-OPPT DBL-other M shows good raise with 3 cards

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's or declared Suit
Suit	reverse count(LH even)	right count(LH odd)
NT	IDEML	IDEML
Subseq		
Other:		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	Ax or AKx	AKx
King	KQx or AK or Kx	KQJx or KQTx
Queen	QJx or Qx	QJTx or QJ9 or AQJx
Jack	JTx or Jx or KJTx	JT9x or AJTx or KJTx
10	T9x or Tx	T98x or T97x
9	98x with 9X lead X	987x or 986x
Hi-X	ODD but EVEN in my or partner'suit	IDEML
Lo-X	opposite	IDEML

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	REV count	IDEML	IDEML
Suit 2			
3			
1	REV count	IDEML	IDEML
NT 2			
3			

Signals (including Trumps):

When needed odd ENC even DISC

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Distributional or strong

Opener's double shows good hand unbalanced but not when reopens

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

NEG DBL after 1♣ op. and 1♦ overcall denies 4 cards M and the same after 1♣(1♥) DBL no 4♠ because we bid 4 cards suit at 1 level

After 2♦ op. and OPPT DBL→ 2♥=SUPP ♥; RDBL=SUPP ♠

EBL CONVENTION CARD

CATEGORY: Red

NCBO: SAN MARINO

PLAYERS: FOSCHINI LUCA/BAGORDO ALESSANDRO

EVENT Open teams

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5 CARDS MAJORS

DIAMONDS 4 CARDS+ / 4♦+4♣ opening 1♦

INT=15/17 NO 5 MAJORS

2 OVER 1 responses FG also after OPPT overcall

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♣ opening=18/19 or 24+ BAL or any FG

2♦ opening=6 cards M weak or 3 SUITS STR or 22/23 BAL

2♥ opening=5+♥/5+m weak

2♠ opening=5+♠/5+m weak

3NT opening=7+M solid suit

1♣ or 1♦→2♦=weak major

1♣ or 1♦→2♥=4/5♥/5♠ 5-7p.

1♣ or 1♦→2♠=4/5♥/5♠ 8-10p.

1♦→2NT=weak raise

1♦→3♣=invitational raise with stop club

1♦→3♦=invitational no stop club

1M→2M=CONST(3cards) 1M→2NT=INV(4cards)

1M→3M=PRE

1M→2♣(FG)→2♦=no MIN; 2M=MIN; any other STR

1M→2♦=weak raise(3 cards) or NAT

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

PSYCHICS:

OPENING	TEST	ARTIFICIA	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	√	2	4♥	BAL 11/14 UNBAL 10+	NAT at 1 level; 2♦=4+♦FG; 2♦=weak in a M but NAT FG after overcall	1♣-1♦-1♥-1♠=F1; 1♣-1♥ or 1♠-1♦ or 1NT-2♣=checkback F to 2NT		
					2♥=5/7p. 4+♥/5♠; 2♣=8/10p. 4+♥/5♠ 2NT=INV; 3♣=weak	1♣-1♦-2♥ or 1♣-1♥ or 1♠ or 1NT-2♦ strong NAT or 1 suit; 1♣-1M-2NT=UNBAL strong raise		
1♦		4	4♥	BAL 11/14 UNBAL 10+	NAT at 1 level; 2♦=4+♦FG; 2♦=weak in a M also after overcall	1♦-1♥ or 1♠-1♦ or 1NT-2♦= checkback F to 2NT;		
					2♥=5/7p. 4+♥/5♠; 2♣=8/10p. 4+♥/5♠; 2NT=Weak raise; 3♣=INV raise +♣; 3♦=INV no ♣	1♦-1♥ or 1♠-2♦ or 2♥=strong NAT or 1 suit or ♦/♣; 1♦-1NT-2♥=strong NAT or 1 suit; 1♦-1NT-2♣=strong ♦/♣ or ♦/♠; 1♦-1M-2NT=UNBAL strong raise		
1♥		5	4♦	UNBAL 10+ BAL (5-3-3-2 or 5-4-2-2) 11/17	1NT=not F; 2♦FG any hand; 2♦=NAT or weak raise 3 cards; 2♥=8/10 p. 3 cards; 2NT=INV raise 4 cards; 3♥=weak raise 4+cards 4♣ or 4♦=splinter	after 1♥-1♠ or 1NT-2♣=NAT or any strong hand; 2NT=strong 6+♥/4 cards suit; 3♥=6+good suit or 6+15/16p.; 3♦ or 3♦ strong with 5+♣ or ♦ after 2♣ resp. 2♦=not min.; 2♥=min.; any other strong after 2♦ resp. 2♥=if min. pass; 2♣=if min. FG		
1♠		5	4♦	UNBAL 10+ BAL (5-3-3-2 or 5-4-2-2) 11/17	1NT=not F; 2♦FG any hand; 2♦=NAT or weak raise 3 cards; 2♣=8/10 p. 3 cards; 2NT=INV raise 4 cards; 3♣=weak raise 4+cards 4♣ or 4♦=splinter	after 1NT-2♣=NAT or any strong hand 2NT=strong 6+♠/4 cards suit; 3♣=6+good suit or 6+15/16p.; 3♦ or 3♦ strong with 5+♣ or ♦ after 2♣ resp. 2♦=not min.; 2♣=min.; any other strong after 2♦ resp. 2♣=if min. pass; 2♥=if min. FG		
INT				15/17 no 5M	2♣STAY also weak; 2♦/2♥/2♠/2NT=TRSF; 3♣=weak 5+♣/5+♦; 3♦=5+♥/5+♠ INV or more; 3♥ or 3♠=4+/5+minors with SGL; 4♦/4♥ TFSR ♥/♦	after 2♣-2♦=no M; 2♥=4♥ possible 4♠; after 2♣-2♦-2♥=P/C; 2♣=asking; 2NT=INV 5♠/4♥; 3♣=TRSF 3NT; 3NT=5♠/4♥		
2♣	√			18/19 or 24+BAL(possible 5M) Or any FG	2♦=ask; 2♥/2♠=weak 4♥/♠ + another 4 cards suit; 2NT=4+/4+ minors weak	after 2♦-2♥=NAT or relay-2♣-2NT=24+; 2NT=18/19; any other NAT FG		
2♦	√			6 cards M weak or 3 SUITS STR or 22/23 BAL	2♥=P/C; 2♣=ask	after 2♥-PASS or 2♣=6 cards weak; 2NT=22/23 BAL; 3♣/3♦/3♥/3♠=3 suits STR (18/20) with short♦/♥/♠/♣; 3NT/4♣/4♦/4♥=3 suits STR(21+) FG with short♣/♦/♥/♠		
2♥	√	5		5+♥/5+m weak	3♣=P/C; 2NT=ask	after 2NT-3♣=bad 5♥/5♣; 3♦=bad 5♥/5♦; 3♥=bad 6♥/5m; 3♠=good 5♥/5♣; 3NT=good 5♥/5♦		
2♠	√	5		5+♠/5+m weak	3♣=P/C; 2NT=ask	after 2NT-3♣=bad 5♠/5♣; 3♦=bad 5♠/5♦; 3♣=bad 6♠/5m; 3♥=good 5♠/5♣; 3NT=good 5♠/5♦		
2NT				20/21 BAL (possible 5M)	3♣=ask; 3♦/3♥/3♠ TRSF ♥/♠/NT; 3NT=5♠/3♥; 4♣=5♣/5m; 4♦=5♥/5♣	after 3♣-3♦=1 or both 4M; 3♥=no 4M no 5M; 3♣=5♣; 3NT=5♥		
3♣/3♦/3♥/3♠		6		PRE	New suit F1			
3NT	√	7		7+M solid suit	4♣=ask under suit; 4♦=ask suit			
4♣/4♦/4♥/4♠		7		PRE				
5♣/5♦		8	PRE			HIGH LEVEL BIDDING		
					RKCB: 4NT for ♠; 4♣ for ♥; raise ♣ or ♦ at level 4 1 st step 1/4-0/3-2/5 without Q-2/5 with Q-Even+void	Mixed cue bids; when cue is DBL: pass=2 nd round CTRL; RDBL=1 st round CTRL		

Overcalls in level:

Style: STANDARD

Responses: NATURAL

REOPENING: NOT OBBLIGED

In 4° position ! 8/12 HCP

1 NT Overcall (2nd /4th Live; Responses; Reopening):

15/17 HCP

Jump Overcalls (Style; Responses; Unusual NT):

NATURAL

Direct and Jump Cue Bids (Style; Reopen; Responses):

Two suits

VS. NT (vs. Strong / Weak; Reopening; PH):LANDY KIND IN 2° pos.:

! = 16+ HCP 1 point more the minimum of the opponent

2 ♠ = 9+ cards major

2 ♦ / 2 ♥ = transfer for ♥ / ♠

2 ♣ = 4 ♣ + 5°+ Minor on which 2 NT relays

2 NT = 5 / 5 Minor

3 ♠ = 4 ♥ + 5°+ ♠ - 3 ♦ = 4 ♥ + 5°+ ♦

On weak NT:

Same lowest range

VS. PREEMPTS (Doubles; Cue bids; Jump; NT bids):

Standard

Vs. Strong Opening:

Standard

Over Opponents Takeout Double:

NATURAL

<u>Owner Suit</u>	<u>In Partner's Suit</u>
In Suit: Smallest with Honour	In Suit: Smallest with Honour or Lead with Honour
In NT: Smallest with Honour	In NT: Smallest with Honour or Lead with Honour

L E A D S		
Lead	Vs. Suit	Vs. NT
Ace	Highest	Asks count
King	Highest	Asks the best
Queen	Highest	Asks the best (poss. Ace)
Jack	Highest	Asks the best (poss. Honour)
10	Highest	Poss. Honour
9	Highest	Highest
Hi / x	Even	Even
Lo / x	Odd	Odd

Signal in Order of Priority			
	Partner's Lead	Declarers Lead	Discarding
1	Encouraging	Encouraging	Odd
Suit 2	Count	Count	Hi/Lo = Even
3	Suit Preference	Suit Preference	
1	Encouraging	Encouraging	Odd
NT 2	Count	Count	Hi/Lo = Even
3	Suit Preference	Suit Preference	
Signal	(including Trumps):		
	Suit Trumps Lo/Hi = Even		

DOUBLE
<u>Takeout Double (Style; Responses; Reopening):</u>
STANDARD
FOLLOWED FROM SUIT (FREE) = STRONG
<u>Special, Artificial and Competitive Double/Redoubles:</u>
On RKCB overcall: ! = 0 Aces
Pass= 1 Aces
1 Level= 2 Aces



EUROPEAN TEAMS CHAMPIONSHIPS

System Category: GREEN

NCBO: REPUBBLICA DI SAN MARINO

Players: FAZZARDI / PAOLUCCI

SYSTEM SUMMARY

General Approach and Style:

STANDARD

LONG-SHORT

1 NT Opening: 15/17 HCP

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2 ♦ = MULTICOLOR

3 NT = 7 CARDS IN A MINOR as AKQxxxx

Special Forcing Pass Sequences:

Important Notes That Don't Fit Elsewhere:

AFTER OVERCALL OVER 1NT LEBENSHOLD

Psyches: NO

<u>Art.</u>	<u>No. of cards</u>	<u>Reg. Dbl Thru</u>	<u>Description</u>	<u>Responses</u>	<u>Subsequent Auction</u>	<u>Passed Hand Bidding</u>
1	2	Description done	11/21+ HCP natural	NATURAL		
1 ♦	4	4 ♦	11/21+ HCP natural	NATURAL		
1 ♥	4	4 ♦	11/21 HCP	NATURAL		
1 ♣	5	4 ♦	11/21 HCP	NATURAL		
1 NT			15/17 HCP possible 5 cards in a suit	STAYMAN 2♦ Texas for ♥ - 2♥ Texas for ♠ - 4♣ Big Texas for ♥ - 4♦ Big Texas for ♠- 2♠ Texas for ♣ -2NT Texas for ♦		
2 ♣	*	0	Description done FORCING MANCHE or BAL. 24+ HCP	2♦ RELAIS		
2 ♦	*	0	MULTICOLOR	2♥ to play or correct - 2♣ can play 3 or more ♥ 2 NT Asks forcing		
2 ♥	6		6/11 HCP 5+♥ e 5+♦ ♦	2 NT Asks other suit - Others Nat. Forcing		
2 ♣	6		6/11 HCP 5+ ♠ e 5+♦ ♦/♥	2 NT Asks other suit - Others Nat. Forcing		
2 NT			22/23 HCP	BARON 3♦ Texas for ♥ - 3♥ Texas for ♠ 4♣ Big Texas for ♥ - 4♦ Big Texas for ♠		
3 ♣	6/7		PREEMPT	New suit forcing 1 round		
3 ♦	6/7		PREEMPT	New suit forcing 1 round		
3 ♥	6/7		PREEMPT	New suit forcing 1 round		
3 ♣	6/7		PREEMPT	New suit forcing 1 round		
3 NT	*		7° minor as AKQXXXX no other stop	When Weak 4♦ obliged - 4♦ game in your colour - Others Cue o naturals	High Level Bidding: RKCB CUE BIDS DI 1° or 2° ROUND QUANTITATIVE BID JOSEPHINE	
4 ♣	*	0	For 4 ♥ whit 2 aces	New suit nat. or cue 1 round forcing	High Level Bidding: RKCB CUE BIDS DI 1° or 2° ROUND QUANTITATIVE BID JOSEPHINE	
4 ♦	*	0	For 4 ♠ whit 2 aces	New suit nat. or cue 1 round forcing	High Level Bidding: RKCB CUE BIDS DI 1° or 2° ROUND QUANTITATIVE BID JOSEPHINE	
4 ♥	7		To Play	New suit nat. or cue 1 round forcing	High Level Bidding: RKCB CUE BIDS DI 1° or 2° ROUND QUANTITATIVE BID JOSEPHINE	
4 ♣	7		To Play	New suit nat. or cue 1 round forcing	High Level Bidding: RKCB CUE BIDS DI 1° or 2° ROUND QUANTITATIVE BID JOSEPHINE	

Overcalls in level:

Style: STANDARD

Responses: NATURAL

REOPENING: NOT OBLIGED

In 4^o position! 8/12 HCP1 NT Overcall (2nd / 4th Live; Responses; Reopening):

15/17 HCP

Jump Overcalls (Style; Responses; Unusual NT):

NATURAL

Direct and Jump Cue Bids (Style; Reopen; Responses):

Two suits

VS. NT (vs. Strong / Weak; Reopening; PH):LANDY KIND IN 2^o pos.:

!= 16+ HCP 1 point more the minimum of the opponent

2 ♦ = 9+ cards major

2 ♦ / 2 ♥ = transfer for ♥ / ♠

2 ♠ = 4 ♠ + 5^o+ Minor on which 2 NT relays

2 NT = 5 / 5 Minor

3 ♣ = 4 ♥ + 5^o+ ♣ - 3 ♦ = 4 ♥ + 5^o+ ♦On weak NT:

Same lowest range

VS. PREEMPTS (Doubles; Cue bids; Jump; NT bids):

Standard

Vs. Strong Opening:

Standard

Over Opponents Takeout Double:

NATURAL

<u>Owner Suit</u>	<u>In Partner's Suit</u>
In Suit: Smallest with Honour	In Suit: Smallest with Honour or Lead with Honour
In NT: Smallest with Honour	In NT: Smallest with Honour or Lead with Honour

L E A D S			
Lead	Vs. Suit	Vs.	NT
Ace	Highest	Asks count	
King	Highest	Asks the best	
Queen	Highest	Asks the best (poss. Ace)	
Jack	Highest	Asks the best (poss. Honour)	
10	Highest	Poss. Honour	
9	Highest	Highest	
Hi / x	Even	Even	
Lo / x	Odd	Odd	

Signal in Order of Priority			
	Partner's Lead	Declarer's Lead	Discarding
1 Suit 2	Encouraging	Encouraging	Odd
	Count	Count	Hi/Lo = Even
	Suit Preference	Suit Preference	
NT 2	Encouraging	Encouraging	Odd
	Count	Count	Hi/Lo = Even
	Suit Preference	Suit Preference	
Signal (including Trumps): Suit Trumps Lo/Hi = Even			

DOUBLE			
Takeout Double (Style; Responses; Reopening):			
STANDARD FOLLOWED FROM SUIT (FREE) = STRONG			
Special, Artificial and Competitive Double/Redoubles:			
On RKCB overcall: != 0 Aces Pass= 1 Aces 1 Level= 2 Aces			

**EUROPEAN TEAMS CHAMPIONSHIPS**

System Category: GREEN

NCBO: REPUBBLICA DI SAN MARINO

Players: FAZZARDI / PAOLUCCI

SYSTEM SUMMARYGeneral Approach and Style:**STANDARD****LONG-SHORT**1 NT Opening: 15/17 HCP**SPECIAL BIDS THAT MAY REQUIRE DEFENCE**

2 ♦ = MULTICOLOR

3 NT = 7 CARDS IN A MINOR as AKQxxxx

Special Forcing Pass Sequences:Important Notes That Don't Fit Elsewhere:
AFTER OVERCALL OVER 1NT LEBENSHOLDPsyches: NO

<u>Opening</u>	* Art.	Min. No. of cards	Neg. DBL THRU	Description	Responses	<u>Subsequent Auction</u>	Passed Hand Bidding
1 ♦		2	Description done	11/21+ HCP natural	NATURAL		
1 ♦		4	4 ♦	11/21+ HCP natural	NATURAL		
1 ♥		4	4 ♦	11/21 HCP	NATURAL		
1 ♣		5	4 ♦	11/21 HCP	NATURAL		
1 NT				15/17 HCP possible 5 cards in a suit	STAYMAN 2 ♦ Texas for ♥ - 2 ♥ Texas for ♣ - 4 ♦ Big Texas for ♥ - 4 ♦ Big Texas for ♣ - 2 ♣ Texas for ♣ - 2NT Texas for ♦		
2 ♦	*	0	Description done	FORCING MANCHE or BAL. 24+ HCP	2 ♦ RELAIS		
2 ♦	*	0		MULTICOLOR	2 ♥ to play or correct - 2 ♣ can play 3 or more ♥ 2 NT Asks forcing		
2 ♥		6		6/11 HCP 5+♥ e 5+♦/♦	2 NT Asks other suit - Others Nat. Forcing		
2 ♣		6		6/11 HCP 5+ ♣ e 5+♦/♦/♥	2 NT Asks other suit - Others Nat. Forcing		
2 NT				22/23 HCP	BARON 3 ♦ Texas for ♥ - 3 ♥ Texas for ♣ 4 ♦ Big Texas for ♥ - 4 ♦ Big Texas for ♣		
3 ♦		6/7		PREEMPT	New suit forcing 1 round		
3 ♦		6/7		PREEMPT	New suit forcing 1 round		
3 ♥		6/7		PREEMPT	New suit forcing 1 round		
3 ♣		6/7		PREEMPT	New suit forcing 1 round		
3 NT	*			7° minor as AKQxxxx no other stop	When Weak 4 ♦ obliged - 4 ♦ game in your colour - Others Cue o naturals	High Level Bidding: RKCB CUE BIDS DI 1° or 2° ROUND QUANTITATIVE BID JOSEPHINE	
4 ♦	*	0		For 4 ♥ whit 2 aces	New suit nat. or cue 1 round forcing		
4 ♦	*	0		For 4 ♣ whit 2 aces	New suit nat. or cue 1 round forcing		
4 ♥		7		To Play	New suit nat. or cue 1 round forcing		
4 ♣		7		To Play	New suit nat. or cue 1 round forcing		

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			W B F CONVENTION CARD
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LEADS STYLE			
Natural.	Lead	In Partner's Suit		CATEGORY: Green
Cue bid shows good raise, new suit forcing if unpassed, Fit jumps	Suit	4 th & 2 nd	4 th & 2 nd	NCBO: Scotland
Response in new suit is constructive	NT	4 th & 2 nd	4 th & 2 nd	PLAYERS: Alex Adamson & Derek Sanders
Jump raise pre-emptive	Subseq	Original length	Original length	
	Other: 3 rd from 3 small in partner's suit when not raised.			
INT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS			
1NT overcall is always natural by an unpassed hand	Lead	Vs. Suit	Vs. NT	
11-14 in reopening seat – respond as to 1NT opening	Ace	Rev Attitude	Rev Attitude	GENERAL APPROACH AND STYLE
15-17 – respond as to 1NT opening	King	Standard count	Standard count	INT = 11-14 NV, 12-14 V
	Queen	Rev Attitude	Rev Attitude	5 Card Spades
	Jack	Jx, J10, KJ10,	J10, KJ10, AJ10	3 Weak 2s
	10	10x, K109, Q109	10x, A109, K109, Q109	Minor suit first when 4M-4m
	9	9x, 109x	9x, 109x	
	Hi-X	Top of doubleton, 4 th or 2 nd	Top of doubleton, 4 th or 2 nd	
	Lo-X	Top of doubleton, 4 th or 2 nd	Top of doubleton, 4 th or 2 nd	
JUMP OVERCALLS (Style; Responses; Unusual NT)	SIGNALS IN ORDER OF PRIORITY			
Weak (Intermediate in reopening seat)	Partner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Unusual NT	1 Rev Att (AQ)	Normal Count	Rev Att	INT can be 4-4-4-1 with singleton club and non-minimum
Reopen: 2NT = 19-20 balanced	Suit 2	Normal Count	Normal Count	
	3			
	1 Rev Att (AQ)	Normal Count	Rev Att	
	NT 2	Normal Count	Normal Count	
	3			
	Signals (including Trumps): Hi-Lo shows odd in trumps			
	DOUBLES			
VS. NT (vs. Strong/Weak; Reopening; PH)	TAKEOUT DOUBLES (Style; Responses; Reopening)			
Dbl = pens; 2C=Ms, 2D=M, 2M =M+m	Standard			
2NT = Weak with C+D or GF 2 suiter, 3 of a suit is weak				
By passed hand dbl shows a single suited minor				
	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Take out double, (After weak 2 opening and double, immediate 3 level responses strong, through 2NT weak)	1NT-(X)-XX= single suited rescue, including if non-penalty			
Leaping Michaels over a weak 2 only: over 2M, 4m shows 55+ in that suit and the unbid Major, over 2m, 4 of the other minor shows that suit and a Major.	XX by 1NT Opener shows 5+ suit and suggests rescue			
Others natural	XX of sputnik X shows Hx			
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♦ or 2♣	SPECIAL FORCING PASS SEQUENCES			
Dbl = H, 1D = S, 1H/S/NT = 2-suiter, (Colour/Rank/Odd)				
2 level overcalls are weak in the suit or show the two suits above				
OVER OPPONENTS' TAKEOUT DOUBLE	IMPORTANT NOTES			
Redbl = 10+ points, at most 3 card support.				
2NT = good raise; Jumpshift = fit				
	PSYCHICS:			

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4S	10-20	Standard Acol Limit Raises 2NT = 16+ balanced raise. 3NT = 13 - 15 balanced raise. Splinters.	4th suit = G.F. Splinters. Checkback after 1NT/2NT rebid. 4 level rebid in minor = good suit and fit.	Jump Suit = Fit Jump raise = shape rather than values 1S-2NT = 3 card raise, 10-11
1♦		4	4S				
1♥		4	4S	10-20 1H is 5+ unless 15-19 44 in the Majors, or 17+-19 3433	1H-3D/1S-3H= 3card raise 10+ <i>After intervention</i> New suit = forcing. Jump shift = fit showing. Double raise = pre-emptive. Cue bid = unlimited good raise. Jump cue bid = splinter.	After 2NT resp new suit = shortage. After 3NT resp new suit = cue bid. 3NT rebid after 1 or 2 level resp = Just below acol two strength. After a reverse 2NT = relay Rebid suit = Forcing and 5+ cards. All other bids are forcing	
1♠		5	4H	10-20			
INT				11-14 NV 12-14 Vul May have singleton club if 4441 and non-minimum	2C = Stayman; 2D/H = transfers; 2S = Baron; 2NT/3C = Invitational+ C/D; 3D/H = suit above (either INV or slam try); 3S = 5-5 C+D slam try; 4C = 5-5 Majors; 4H/S = to play. After simple overcall: bidding directly at the 3 level is the stronger route, weaker hands go through 2NT. Cue bid = Stayman with a stop After 3 level overcall: dbl = take out	After 2C=2D: 3D/H/S = shortage After 2S: 2NT = minimum; 3 suit = maximum (suits in ascending order)	After simple overcall: bidding directly at the 3 level is the stronger route, weaker hands go through 2NT. Cue bid = Stayman with a stop After 3 level overcall: dbl = take out
2♣	Yes			Very strong	2D = semi-positive; 2H = negative; 2NT = heart positive	2NT rebid = 23-25 bal (nf after 2H)	After overcall: dbl = take out, at least semi-positive; Pass = Neg or trap
2♦♥♣		5		Weak, less than an opening	New suit = strong but NF 2NT = shortage enquiry 3C = High card feature enquiry Jump shift = Acol 2	After an enquiry, rebid suit with a minimum, otherwise show the required feature.	New suit NF New suit NF New suit NF
2NT				20-22 balanced	3C = 5 card enquiry; 3D/H = transfer; 3S = Baron; 4C/D = natural slam try; 4NT = quantitative	3C-3NT = 5 card minor. Now 4C asks: 4D = diamonds, 4H/S = clubs and a cue.	
3♣♦♥♣		6		Pre-empt	New suit forcing by an unpassed hand	New suit by opener = natural	
03NT				Solid minor	4C = Pass or correct, 4D = singleton?		
4♣♦♥♣		7		Pre-empt		HIGH LEVEL BIDDING	
5♣♦		7		Pre-empt		RKCB 5C = 0 or 3, 5D = 1 or 4	
						Exclusion key card	
						DOPI, ROPI	

DEFENSIVE AND COMPETITIVE BIDDING			
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)			
Style: Sound, Good 4 card suit possible at 1 level			
Responses: Change of suit natural or values and a fit, both F1			
Jump raises are barrages			
Re-opening: 'transferred K'			
1NT OVERCALL (2nd/4th Live; Responses; Reopening)			
2 nd position: 15-17 Responses: as over INT opening			
Protective position: 10-13 Responses: as over INT opening			
JUMP OVERCALLS (Style; Responses; Unusual NT)			
Style: Weak at 2 level; Weak at 3 level if NvV.			
Responses: new suit at 3 level = F1, raise not constructive,			
2NT = relay with short response over majors/feature over 2D			
Reopen: Intermediate			
2NT = unusual			
Re-open 2NT: 17-19			
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)			
Cue of m (2D over short (<3) 1C) = 5+5+in Ms Weak or strong			
Cue of M = 5 other M + 5 undisclosed m Weak or strong			
Responses: 2NT shows values			
other bids Pass/Correct			
2C over short club (<3) = Nat			
Jump cue asks for stop			
VS. NT (vs. Strong/Weak; Re-opening; PH)			
2D = single suit M			
2C = majors, 2H/S = 5+ carder + 4+m			
2NT= Weak with m's or GF, 3 of a suit intermediate			
Re-opening - as above			
Passed hand X is TO for m's, 2NT is 2 places to play.			
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)			
X = Take-out.			
Over weak 2Ms:4m = 6+in bid m+other M			
Suit natural NF, 2NT 15-18 balanced			
X= TO – over which 2NT demands 3C then suit bid to play. Other bids show some strength			
Unusual over unusual (lower cue = good raise, higher cue = F other M, 3 of other M = NF natural)			
Over Multi 2D, X = 12-14 bal or 19+, 2H/S = natural, 2NT = 15-18 balanced			
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♦ or 2♦			
Over strong 1C, 1D= 2 touching suits X =C+H; INT = D+S			
Over 1C – P – 1D : 1H= 2 touching suits, X=D+S, 1NT= C+H			
Jump overcalls according to Vul.			
OVER OPPONENTS' TAKEOUT DOUBLE			
Responses may be lighter			
XX = 9+ no primary fit;; 2NT = sound raise to 3M+; raises = pre-emptive, jump in new suit = fit + suit			

LEADS AND SIGNALS			
OPENING LEADS STYLE			
Lead Lead In Partner's Suit			
Suit	4 th and 2 nd from weak suit	4 th and 2 nd from weak suit	
NT	As above	As above	
Subsequent	As above	As above	
Other:	109x(x)	109x(x)	
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx – rev attitude	AKx – rev attitude	
King	Asks for normal count.Hi-Lo = even	Strong, 1) unblock T: 2) normal count Hi - Lo= even	
Queen	QJx – rev attitude	QJx or KQx 1) asks for J: 2) rev attitude	
Jack	Jx, J10, KJ10	J10, KJ10, AJ10	
10	10x, K109, Q109	10x, A109, K109, Q109	
9	109x(x) or 9x	109x(x) or 9x	
Hi-X	Doubleton, 4 th or 2 nd	Doubleton, 4 th or 2 nd	
Lo-X	3 or more	3 or more	
SIGNALS IN ORDER OF PRIORITY			
1	Partner's Lead	Declarer's Lead	Discarding
2	Rev attitude	Hi-Lo = even	First = rev attitude
3	Normal Count		Normal count
4	Suit preference		
5	1 Rev attitude (AQ)	Hi-Lo = Smith	First = rev attitude
6	NT 2	Hi-Lo = even	Normal count
7	3 Unblock on K		
Signals (including Trumps): Smith Peter by both (NT) to encourage			
After trick 1, reverse attitude on partner A/K			
Suit preference when appropriate (e.g. with small trumps)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Style: sound (classic shape or extra strength)			
If our 1NT is overcalled, X shows balance of points. If followed by 2NT, not constructive.			
Responses: natural responses; cue-bid of Opp Suit FG seeking stop in 1 st instance			
Reopening: as above			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative X, responsive X, competitive X thru 4D, action X, Rosencrantz X or XX = support holding Axx+ or Kxx+ for partner's overcall			
W B F CONVENTION CARD			
CATEGORY: GREEN			
NCBO: Scotland			
PLAYERS: Archie Bouverie			
Finlay Marshall 1989			
SYSTEM SUMMARY			
GENERAL APPROACH AND STYLE			
NATURAL ACOL STYLE			
12-14 NT			
4 card Majors,, m before M			
4 multi 2 openers			
2 over 1 F2NT			
4 th suit forcing to game			
Checkback over 1NT and 2NT rebids			
SPECIAL BIDS THAT MAY REQUIRE DEFENCE			
2C = Either 21-22 balanced or Hearts, either weak or FG			
2D = Either 23-24 balanced or Spades, either weak or FG			
2H = Either 25-26 balanced or clubs, either pre-empt or FG. If pre-empt 2 of the top 3 honours will be held.			
2S = Either 27-28 balanced or diamonds, either pre-empt or FG. If pre-empt 2 of top 3 honours will be held.			
2H/S 3 rd or 4 th in hand, weak version is intermediate jump o/call.			
2C/D 4 th in hand, weak version is intermediate jump overcall.			
3NT= solid m, no outside A or K, 1 st or 2 nd .			
SPECIAL FORCING PASS SEQUENCES			
IMPORTANT NOTES			
If an 8+ card M fit identified, then 3NT is a SST.			
PSYCHICS			

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL. THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣ 1♦		4 4	4D 4D	11-20 11-20	2NT = 16+balanced Inverted raises, 3C over 1D=8-9 pts ,splinters	Raise to 3m over Inverted m raise is weak denying a 4 card M.	New suit NF Jump suit = nat + fit
1♥ 1♠		4 4	4D 4H	11-20	2NT/3NT = Jacoby, splinters	Over 2NT: 4M is min, 3X is shortage, 3M is non-min no shortage, 3NT = 15-17; 4X is decent other suit	New suit NF
INT				12-14 balanced	2C = non prom 4 card Stayman 2D/H/S/NT = transfers 3C/D/H/S = 6 cards, invitational with 2 top Hs	If like, Break with M, but no break with m If positive fit, break with m to a feature in a higher suit.	If interference, suit at 2 level to play, nat & FG if at 3 level. UnBid suits via 2NT are natural & invitational Bid suits via 2NT are staymanic, without a stop, Direct cue staymanic with a stop
2♣	Yes	0		21-22 balanced, or H, weak or FG 4 th : not weak,,intermediate	2NT = Enquiry. New suit Natural and F1 Next suit up shows a fit	Over 2NT, if weak, feature if maximum or suit bid at lowest level if minimum. Over next suit up, suit bid at 3 level if weak.	Over 2C or 2D a new suit by responder is natural + a fit.
2♦	Yes	0		23-24 balanced, or S weak or FG. 4 th : not weak, intermediate	2NT = Enquiry. New suit Natural and F1 Next suit up shows a fit	If FG, some other action,	PH: Over 2H/ S Next suit up is F3NT. In competition: Over 2H or 2S, a new suit by responder in natural + a fit.
2♥ 2♠	Yes Yes			25—26 bal, or C, weak or FG 27-28 Bal, or D, weak or FG 3 rd /4 th : Not weak, intermediate.	2NT = Enquiry. New suit Natural and F1 Next suit up shows a fit.	If balanced, NT bid at lowest level.	
2NT				19-20 bal, may have 5M or 6m or singleton H	3C = 5 card Puppet, 3D/H = transfers, 3S = minor 5/5 slam try, 4C/D = other m, mild slam try		
3♣	7			Pre-emptive	New suit = F1		
3♦	7			Pre-emptive	New suit = F1		
3♥	7			Pre-emptive	New suit = F1		
3♠	7			Pre-emptive	New suit = F1		
3NT	Yes			Solid minor	4C = pass/correct, 4D asks for shortage	Over 4D, 5m is that suit, shortage in other m 4NT is no shortage	
4♣	7			Pre-emptive			
4♦	7			Pre-emptive			
4♥	7			Pre-emptive			
4♠	7			Pre-emptive			
4NT	Yes			Ace asking	See High Level Bidding on RHS		HIGH LEVEL BIDDING
5♣	8			Pre-emptive			
5♦	8			Pre-emptive			4NT opening: 5C = 0 A, 5D = DA, 5H = HA, 5S = SA, 5NT = CA, 6C = 2 Aces
5♥	7			Pre-emptive			RKCB – 1/4, 0/3, 2 no TQ, 2 with TQ, 1 with void, 1 with TQ + void, 2 with void
5♠	7			Pre-emptive			If interrupted, x/xx = 1 st step, Pass = 2 nd step, next suit = 3 rd step etc

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)		
Cue bids 3 card support jump cue 5 to 8 4 trumps + 2N at least G inv in overcall suit 4 + cards Change suit constructive Jump shift forcing 1 Overcall can be light		
INT OVERCALL (2nd/4th Live; Responses; Reopening)		
15 to 18 responses as over 1n 11 to 16 2c asks major , range		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
Weak Vul very good suit 2N lowest 2 Reopen: opening bid 2N 18-20		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
Over minor 2 minor both majors if 3 card minor or more wide range Over major 2M is 55 other major and minor wide range wk to strong jump major asks stopper		
VS. NT (vs. Strong/Weak; Reopening; PH)		
V strong x 5m 4 M V weak x pens 2C both majors 2D 1 major		
2M major minor 2N min or strong 2 suits		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		
X takeout over M 4m is 2 suits other M 4N minors Cue strong single minor After a 3M 3N BY us 2 under suit bids by us		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♦ or 2♦		
X both M 1n minors over 1c 2D Multi 2M Major minor		
OVER OPPONENTS' TAKEOUT DOUBLE		
Transfers thru 1n after 1M 3C mixed 5 to 8 4 trumps 2N inv in openers suit		

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	Lead	In Partner's Suit
Suit	4 th 2nd	3 rd 5 th high
NT	As above	As above
Subseq		
Other:		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AK	Asks att
King	KQ , AK count	Unblock or count
Queen	QJ or short	Asks att
Jack	J10 or short	High or interior
10	109 or short	High or interior
9		
Hi-X	Short or bad	Second or 4th
Lo-X	Usually honour	
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
1	ATT	C
		ATT
Suit 2	SP	SP
		C
3	C	
		SP
1	ATT	Smith
NT 2	Count	Count
3	SP	SP
Signals (including Trumps):		
Upside down count and att . many standard suit prefs Smith high at trick may like lead if available by both		
K V 5 level or higher or doubled contracts asks for count A for ATT		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
standard		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
Support xs and rdbls		
Many comp xs		

W B F CONVENTION CARD		
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:		
NCBO: Scotland		
PLAYERS:		
EVENT (Open/Women/Senior/Transnational) Barnet Shenkin- Steve Levinson		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
5 majors 1 st and 2nd		
1C 2 plus		
2 over 1g/f		
2C strong		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
2D Multi		
2H 2S 2 suiter		
3N strong major		
SPECIAL FORCING PASS SEQUENCES		
Weak nt x 2cdh P forcing		
IMPORTANT NOTES		
PSYCHICS rare but very weak 3 rd hand poss.		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	COMPETITIVE & PASSED HAND BIDDING			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	
1♦		2	5S	Nat or weak nt or 18 +	2C g/f 2D limit clubs or inv 2N 2M strong	4c rkc	
					2N forcing to game bal 14 - 16	1C- 1S 2C- 2D GF 2H NF 3 D,H GF nat	After x trans from 1N 2under good M raise
1♦		4	5S	Nat	2D f/1 2N FG bal 12- 16	3M is a shortage over 2n	3C is a mixed raise
					2H either hearts GF or 11 12 inv	4D RKC after 1D	2N is inv raise
1♥		5/4	5S	Nat	1N sf 2c plus g/f 2N GF 4M, 3C inv + M		2C 3 card drury by a passed hand
					3D nat inv 3H mix 5-8 3S any sing 3N VSP 4CD void		2D 4 card drury
1♠		5/4	5H	Nat	3C inv in S ,3D H nat inv 3S mix 3N spl 4 any void		
INT			4H	Could have 5M 6m	2C stayman Trans 2S clubs 2N D3c asks 5 majors	2C then Major fit 3 other major any sing 4C bal try 4D RKC	After interference x takeout inv trans at 3 level 3D invin other M
					4C asks aces 4DH texas		<i>2N forces 3 to play or stayman with stopper 3 Cue stayman no stopper</i>
2♣	X	0	5S	Strong GF after 2H response and above	Controls 2D 0-1 2H 2 2S 3 3C 4 or more 3DHS 1 loser suit suit above 2N a 1 loser suit 3C asks	After suit agreement asking bids in trumps and suits	
					A=2 K=1 control 2N i loser suit any		
Other M2♦	X	0	2S	Wk M 5 -10 4x1 17 - 24	2H p/c 2N asks 3CD Nf 3H pc 4C bid 1 under	4x1 bids suit below sing 3C resp to 2N is m Wk	If 4x1 bids of sing ask range controls
					4H P/C	Good 3D 3H suit above	
2♥	X	5		Acc to Vul 5M 54 m	2N values 3C P/C 3D inv in H 2S n/f 3S inv	After 2N 3c 3d min .3h 3s max with corr minor	
2♠	X	5		5S acc vul 54 m	2N values 3c p/c 3D inv S 3H inv	As above	
2NT				Could have 6 card suit 19 + 21+	3c asks 5 major .3D3H tran.s 3S tr for 3N ,1 or 2 minors	2N – 3C 3N 2 2 or 23 in M 4C aces 4DH texas	
						after trans bid suit 3 + 3N denies 3 2N -3S 1or 2 minors 3N asks	
3♣	5			Acc to vul	4D modified rkc		
3♦	5				4c mod rks		
3♥	5				4C mod rkc		
3♠	5				4c mod rkc		
3NT	X			Strong 4M	4C slam interest 4D 4H bid Major responders choice	Cue bids	
4♣	6						
4♦	6			Pre			

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)

1 level; 5+cards, 7-17HCP. 2 level; (5) 6+cards, (11) 12-17HCP.

Jump raises = weak ; new suit: 1-level=F1R, 2-level=No F

Cue bid = 10+ with FIT of 3+ or any GF.

Cue bid after two Level overcall, looking for stop or 2^o suit.

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

In 2nd 15 - 18 > system on

In 4th 11 - 14 > system on

1♣/♦/♥/♠-pass-pass-2NT = 18-20 > system on

1X-pass-pass- Double... and after 1NT=15-17

1X-pass-pass- Double... and after jump to 2/3NT= 21-22

JUMP OVERCALLS (Style; Responses; Unusual NT)

PRE, new suit =F1, 2NT= INV+

1/2X – (3NT) = to play (based on any minor and stoppers outside)

1♣/♦/♥/♠ – (2NT) = 2 lowest suits 5+/5+

Reopen: More than opening values 13-15

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

Michael's direct ♦/♥/♠ 5+/5+, over ♣ natural

Also in sequences; 1X-p-1NT-2X, 1NT-p-2X^{TRF}-2Y suit of TRF

2M-(3M) = mm 5+/5+, good hand 1m-3m= PRE natural

2♦-(3/4♦) = ♥/♠ 5+/5+ good hand 1M-3M= STOP ASK

VS. NT (vs. Strong/Weak; Reopening;PH)

Vs. Strong NT: Double= m + M. Other the same Vs. weak NT

Vs. Weak NT: Double= Strong,

2♣ =Mayors ; 2NT = minors

2♦= 6 ♥ or ♠ ; 2♥/♠ = M+m

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

Double = T/O or any strong hand; NT are NAT

3NT = to play

Leaping Michael's; 2♥/♠ - (3♥/♠) = mm 5+/5+

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

1♣^{STR} – (Double) =clubs, 1♣ - 2♣ = ♣+♦

1♣^{STR} – (1NT) = ♣+♦ any two suit,

2♣^{STR} – (Double) = clubs; 2♣^{STR} – (2NT) = ♣+♦

OVER OPPONENTS' TAKEOUT DOUBLE

After T/O double our voices at 1 level are unchanged F1,

At 2 level are weak 6-9HCP, 6+ cards; at 2 level with jump = 3-6, 6+

Truscott over 1♥/♠; Reversed Truscott over 1♣/♦

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3 rd - 5 th	3 rd - 5 th
NT	2 nd - 4 th	3 rd - 5 th
Subseq	Low with interest	3 rd - 5 th

K is the strongest lead vs. NT and asks for unblock or count

A and Q ask for encourage vs. NT

Against Slam: A ask for attitude and K for count

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx ⁽⁺⁾	AK ⁽⁺⁾ , AK10 ⁽⁺⁾ , AKJ ⁽⁺⁾
King	KQx ⁽⁺⁾ , AK sec	KQJ ⁽⁺⁾ , KQ109 ⁽⁺⁾ , AKJ10
Queen	QJx ⁽⁺⁾ , Qx	QJ10/9(+), AQJ ⁽⁺⁾ , KQ ⁽⁺⁾
Jack	J10x ⁽⁺⁾ , HJ10x ⁽⁺⁾ , Jx	J10/9 ⁽⁺⁾ , J10x
10	109x ⁽⁺⁾ , H109 ⁽⁺⁾ , 10x	HJ10x ⁽⁺⁾ , 109x, 10x
9	9x, KJ9x	H1098/7 ⁽⁺⁾ , 9x
Hi-X	Sx, Hx, HxSx, xxSx	Sx, Hx, HxxSx, xxxSx
Lo-X	HxS, xxS, HxxxS, xxxxS	HxS, xSx, HxxS, xxxS

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	ATT (High=ENC)	High =EVEN	High =EVEN
Suit 2	CT (High =EVEN)		
3	S/P dummy short		
1	ATT (High=ENC)	High =EVEN	High =EVEN
NT 2	CT (High =EVEN)		
3	S/P		

Signals (including Trumps):

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

T/O Double: 12+ standard shape (8+ re-open) or 17+ any shape (15+ re-open)

Responses; jumps are positive, usually 4+, cue-bid = 10+, standard ranges NT

T/O Double over PRE at any level

T/O Double when opponents support each other directly at any level

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

3 card support Double/Redouble until 2 level-repeat-suit

2♦ Multi - Double = T/O over ♠; pass and then Double = T/O over ♥

2♦ Multi - Suit = natural 5+, 12-17

1♣ -(1♦) - Double = 4♥+4♦ or 5♥+4♦ <11HCP

1♣ -(1♥) - Double = 0-3spades, 1♣ -(1♦) - Double = 4+hearts

Lightner, Negative Double to 4♣, Responsive Double when opponents fit

EBL CONVENTION CARD

CATEGORY: Green



NCBO: SPAIN

PLAYERS: Enrique Basabe - Manuel de la Maza

ESP2811666 - ESP3991048

55th EUROPEAN NATIONAL TEAMS CHAMPIONSHIP

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

1♥/♠ - 5+card (11) 12-22

1♣/♦ - 3+card, 1♣ with 3/3, 1♦ with 4/4 (11) 12-22

INT - Balanced 5M332, 5m422, 6m322 OK (14) 15-17

2NT - Balanced 5M332, 5m422, 6m322 OK (19) 20-22

2♣ Any FG, if balanced 23+ or weak 2♦

2♦ Multi

2♥/♠ 5M + minor (6) 7-10

3♣/♦/♥/♠ Classic PRE 1st/2nd, May be very weak in 3rd

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

4♣/♦ solid suit (%) ♥/♠

3NT Gambling (%) AKQxxxx in one minor (no A/K outside)

Lebensohl

Michael's cue-bid

Leaping Michaels

3rd - 4th suit forcing

1X-1Y- 1ST- 2♣ = Roudi

1X-1Y- 1Z- 2♣ = weak with ♦ or invitative

1X-1Y- 1Z- 2♦ = Forcing Game

Walsh

1X-1♥/♠- 2ST- 3♣ = Check Back

SPECIAL FORCING PASS SEQUENCES

Standard, no special agreements

IMPORTANT NOTES

PSYCHICS: Rare

OPENING	TI CK IF AR TI FI CI AL	MIN . NO. OF CAR DS	NE G.D BL TH RU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♦	(11) 12-22	Jump support stronger than simple rise Respond 1♥/♠ may have longer ♦ if weak hand 1♣ - 2♦/♥/♠ = 12°PH, 6+ 1/2/3NT = 6-10, 11-12, 13-15 1♣ - 3♦/♥/♠ = 3-6PH, 7+	1♣ - p - 1♦ - p - 1NT = May be 4M or both. 1♣ - p - 1♥/♠ - p - 1NT we play Roudi 1♣ - (Double) - 2NT = weak raise 1♣ - (Double/S) - 3m = game try 1♣ - 1X - 1Y we play XYZ	
1♦		3	4♦	(11) 12-22	Same 1♦ - 3♣ = 9-11PH, 6+	1♦ - (Double) - 2NT = weak raise 1♦ - (Double/S) - 3m = game try	
1♥		5	4♦	(11) 12-22	Jump support weaker than simple rise 1NT = Natural; 2NT = invitative 3+ support 1♥/♠ - 3♣/♦/♥ new suit, 6+, game try 1♥ - 3♦= any weak SPL; 1♥-3NT= ♠ SPL	1♥ - p - 2NT - p - 3x = Singleton, Slam try 1♥ - p - 2NT - p - 3NT = ask (18-19 balance)	
1♠		5	4♥	(11) 12-22	Same as over 1♥ 1♠ - 4♣/♦/♥= SPL; 1♠ - 3NT= any mini SPL	Same as over 1♥ 1♠ - 2♥ - 3NT = weak splinter	
INT				(14) 15-17 Balanced 5M332, 5m422, 6m322 - OK	2♣ = STAY; 2♦/♥/♠/NT = TRF 2♠ = Transfer ♣ or 8-9 PH ; 3♦ = 5/5+ ♥+♠ INV 3♥/♠ = shortness with ♣+♦ 5 /4+ 4♣ = 5/5+ ♥+♠ ; 4♦/♥ = TRF 6+cards	Smolen. After major transfer new suit is natural, GF After minor transfer new suit is short, GF	
2♣	X	0		Any FG, or weak with ♦ if balanced 24+	Same as over 2NT opening		
2♦	X	0		Weak ♥ or ♠ ; Strong ♣ or ♦ if balanced 22-23	2NT = Asking Same as over 2NT opening	2♦ - 2NT - 3♣/♦ = weak in ♥/♠ 2♦ - 2NT - 3♥/♠ = good weak in ♠/♥	May be very week in 3rd, Sound in 4th
2♥	X	5		5+/5+ ♥+♦ or 5+/5+ ♥+♣ 6-10	3♥ = Preemptive, 3♣= P/C , 3♦ = Invitative in ♥ 2NT = Asking, 2♠ = Natural, no forcing		May be very week in 3rd, Sound in 4th
2♠	X	5		5+/5+ ♠+♦ or 5+/5+ ♠+♣ 6-10	3♦ = Preemptive, 3♣= P/C , 3♦ = Invitative in ♠ 2NT = Asking, 3♥ =Natural, no forcing		May be very week in 3rd, Sound in 4th
2NT				(19) 20-21 Balanced 5M332, 5m422, 6m322 - OK	3♣ = STAY; 3♦/♥ = TRF 3♠ = ♣+♦ 4♣/♦/♥/♠ = TRF 6+ cards	2NT - 3♦/♥ 3♥/♠ = fit; 3NT = no fit Smolen	
3♣/3♦	(6) 7			PRE (5) 6-10 (1 st /2 nd)	New suit is natural 5+ and FG	After opp's double new suit is NF, L/D	May be very week in 3rd, Sound in 4th
3♥/3♠	(6) 7			PRE (5) 6-10 (1 st /2 nd)	New suit at 4 level = CTRL 3♥-3♦ = NAT 5+ FG	After opp's double new suit is NF, L/D	May be very week in 3rd, Sound in 4th
3NT	X			Gambling AKQxxxx in ♣/♦ No A/K outside	4/5/6♣=P/C; 4M= to play; 4♦= asks for singl. 4NT = asks for extra length	3NT - 4♦ - 4♥/♠ = short = 4NT no short; = 5♣/♦ short in other minor	
4♣	X	(7) 8		Solid 7% card ♥ suit	4♦= asks for lateral Honour		
4♦	X	(7) 8		Solid 7% card ♠ suit	4♥= asks for lateral Honour		
4♥/♠	X	(7) 8		preemptive	New suit Ctrl.		
4NT	X	5-5		5+/5+ ♣+♦			
5♣/♦	(8) 9			preemptive		HIGH LEVEL BIDDING	
						RKCB 03/14+Q, QUE BID Control 1&2, Splinter,	
						Josephine, Super Josephine (jumping to 5NT), Exclusion BW	
						PODI, PORI,	

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style; Responses; 1 / 2 Level; Reopening)		
Natural, preemptive jumps and raises		
1/1 or 2/1 responses not forcing		
jump response in new suit invitational, no fit		
1NT response = 8-12		
cue-bid almost always with support, except 1D-2T- -2D reopening 2/3 pts less than direct action		
INT OVERCALL (2nd/4th Live; Responses; Reopening)		
15+-18 in 2nd pos		
natural responses (no transfer) cuebid=stayman		
jump response inv in major, forcing in minor		
9-13 in 4th pos, same responses		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
1-Suit: weak		
2-Suit:		
Reopen: Intermediate (aprox 14 – 16 H)		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
DIRECT cue = Michaels (1T-2D) 1T-2T = natural		
JUMP cue = natural in minors, asks for stopper in majors		
same in reopening		
VS. NT (vs. Strong/Weak; Reopening;PH)		
DONT vs strong NT [14+H]		
LANDY (transfer overcalls) vs weak NT		
2♦ = majors. 2NT = minors. Other = transfer in all positions		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		
double = take-out		
cuebid = minors over a major, majors over a minor		
jumps = two-suits over weak2 (Leaping Michaels)		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♦ or 2♦		
General style preemptive, double shows the suit bid		
Over 1♦ Double = Majors, 1NT=Minors, 2NT=reds		
OVER OPPONENTS' TAKEOUT DOUBLE		
preemptive raises - 1/1 forcing - 2/1 non-forcing - XX shows two other 4 card suits or forcing hand - 2NT=Truscott over majors, preempt over minors		

LEADS AND SIGNALS		
OPENING LEADS STYLE		
Lead	In Partner's Suit	
Suit	2/4 xxxX xXx xX Hx (H=10+)	2/4 xxxX xXx xX Hx (H=10+)
NT	2/4 xXxx xXx xX Hx (H=10+)	2/4 xxxX xXx xX Hx (H=10+)
Subseq	Count (Reverse)	Count (Reverse)
Other: Vs NT, K asks CT/UB;A asks ATT vs SUIT at 5 level or more A asks for ATT, K asks CT		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AK AKx AKxx Axxx	AKx AKxx AKxxx
King	KQ KQx KQxx	AKJxx KQ10xx KQJxx
Queen	QJ QJx QJxx	QJ9x QJ10x AQJx pos KQx KQxx
Jack	J10 J10x J10xx KJ10x	J109x J108x Jx
10	109 10x 109x 109xx	AJ10xx A109x KJ109 10x
9	H9x	109x(xx) H9x
Hi-X	xXx HXx	xXxx xXx HXX
Lo-X	xX xxxx X HxxX	HxxX HxxXx
SIGNALS IN ORDER OF PRIORITY		
1	Partner's Lead	Declarer's Lead
COUNT (Reverse)	COUNT (Reverse)	COUNT (Reverse)
Suit 2	ATT (Reverse)	LAVINTHAL
3	LAVINTHAL	LAVINTHAL
1	COUNT (Reverse)	COUNT (Reverse)
NT 2	LAVINTHAL	ATT (Reverse)
3		LAVINTHAL
Signals (including Trumps): LOW = EVEN OR ENCOURAGING		
HIGH = ODD OR DISCOURAGING		
LAVINTHAL IN TRUMPS		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
short in X suit		
takeout, support, responsive dbls		
neg double even after 1NT opening		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		

EBL CONVENTION CARD		
CATEGORY:	Brown Sticker	
NCBO:	Spain	
PLAYERS:	Carrasco – Fractman	
EVENT:	Open	
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
5 Card Major / Better Minor		
2/1 Game Forcing		
Inverted Minors		
Special leads and carding (udca)		
1NT Openings: 15-17		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
2♦ = MULTI		
2♥ = weak ♠ +minor or strong ♥		
2♠ = weak ♥ +minor or strong ♠		
3♣ = preempt in ♦ or strong 4441 20+HCP major singl		
3♦ = preempt in a major		
3♥ = 6-5+ in majors <=11HCP		
3♠ = ACOL-style, any solid (maybe also major)		
3N = preempt in ♣		
4♣ = pre-empt		
4♦ = preempt		
4♥ = pre-empt		
4♠ = pre-empt		
4N = minors, 6-6 preemptive		
SPECIAL FORCING PASS SEQUENCES		
after redoubles		
at high level when opps defend		
IMPORTANT NOTES		
PSYCHICS: Rare		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DB THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♠	Better minor	1♦ = Walsh [1] [2], 1M may have longer ♦s, 2♣ = forcing, 2♦ = 6-9HCP 4♠ and 5♥		Same
					2♥ /2♠ = weak (2-7HCP) [3], 2N=bad ♣ preempt or 13-14 balanced, 3♣ = preempt with good ♣, 3♦ /3♥ /3♠ =preempt		
1♦		3	4♠	Better minor	2♦ =forcing, 2♥/2♠=weak, 2NT=preempt with bad ♦ or 13-14 balanced, 3♦ = preempt with good ♦		Same
1♥		5	4♠	Five card major	1NT = forcing [4], 2/1 GF, 3♥ = preempt, 2♥ =8-10[6], 2NT = Jacoby (inv+), 2♠ = art. Raise		1NT = semi-forcing, 2♣ =Drury
1♠		5	4♥	Five card major	1NT = forcing, 2/1 GF, 3♠ =preempt, 2♠ =8-10,2NT=Jacoby (inv+)		1NT = semi-forcing, 2♣ =Drury
INT			3S	15-17 balanced. Some times with 5 card in H rare, more estrange with 5 ♠	STAY, does not promise 4-card M [9], JACOBY TRF[10]		
2♣	Yes	0	3♠	Any game forcing hand	2♦ =negative (could be waiting), other natural		
2♦	Yes	0		Multi [11]	2NT = relay, 2♥,♠ =P/C, 3♥/♠ =preempt (P/C), 4♣ = give suit in transfer		
2♥	Yes	0		Weak ♠ +m or strong ♥ [12]	2N asks, 2♠/3♣ =P/C		
2♠	Yes	0		Weak ♥ +m or strong ♠	2N asks, 3♣ /3♥ =P/C		
2NT				20-22 balanced	PUP STAY [13] ,JACOBY TRF,3♠ =PUP 3NT,3NT=5♠+4♥ not forcing		
3♣	Yes	0		Preempt in ♦ or strong three suit	3♦ =to play		See Notes
3♦	Yes	0		Preempt in a major			See Notes
3♥	Yes	5		6-5+ in Majors	3N asks for void		See Notes
3♠	Yes	0		ACOL-style Any solid			See Notes
3NT	Yes			Preempt in ♣			See Notes
4♣		7		Preempt			
4♦		7		Preempt			
4♥		7		Preempt			
4♠		7		Preempt			
4NT	Yes			Minors			
5♣		8		Preempt			HIGH LEVEL BIDDING
5♦		8		Preempt			4130 RKCB
5♥							Josephine, Splinter
5♠							1M - 4♣ = invitational with the other M

NOTES

[1]

1♣ - 1M may have longer ♦,
1♣ - 1♦ - 1M shows unbalanced hand.
1♣ - 1♦ - 1NT does not deny 4 card M.
1♣ - 1♦ can have 4 card M only if 11+.
1♣ - 1♦ - 1M - 2M forcing

[2]

After 1♣ - 1♦ - 1NT transfer schema is used
After 1♣ - 1♦ - 1NT - 2♣ may be weak with ♦ or other stronger hands.

[3]

With good weak 2 opp. (something like AQJxxx) we bid
1m - 1M and then 2M.

[4]

1M - 1NT - 2m - 2M may be weak (5-7) with 3 trumps or natural with 2 (6-9).
1M - 1NT - 2m may be three cards
1♥ - 1NT - 2♣ may even be two cards if 4-5-2-2
1M - 2M = 8-10

[5]

After 1M - 2NT 3♣ may be min without singl or singl ♣.

[6]

1♥ - 2♥ - 2♠ pup to 2NT then show long suit
1♥ - 2♥ - 3x short suit trial

[7]

4 card support, 9-10 with any singl, 13+ with any void.

[8]

With x - Jxxxx - Kxxx - xxx we bid 1♥ - 4♥
With x - Kxxxx - Axxx - xxx we bid 1♥ - 4♦
1M - 4♣ is good preempt in the other major

[9]

Stayman may be weak:
with short ♣, to pass any response
1NT - 2♣ - 2♦ - 2♥ to play 2♥ or 2♠.
1NT - 2♣ - 2♦/2♠ weak with ♠+m

1NT - 2♣ - 2♦ - 3♦ minor suit Stayman
SMOLEN after 1NT - 2♣ - 2♦

[10]

1NT - 2♦ may not be ♥, it forces 2♥. Then resp passes with weak hand or
1NT - 2♦ - 2♥ - 2♣ forces 2NT to describe then
3♣ = weak with both minors

3♦ = strong with both minors

3♥ = invitational 5♦ 5 ♥

3♠ = 5-4 minors singl ♠

3NT = 5-4 minors singl ♥

[11]

Weak 2M, 23-24 balanced or 4-4-4-1 with m singl 21+.

SUGGESTED DEFENSE: X = balanced 13-15. 2M = short suit take-out

[12]

SUGGESTED DEFENSE

Always assume weak hand

2♥ - 2♠ = takeout of ♠, other natural

[13]

2NT - 3♣ may not have 4 card major.

2NT - 3♠ - 3NT: pass, or

4m = majors with singl m

4M = minors with singl M

[14]

In most competitive situations 2NT is not natural, just desire

to compete to three level (one or two suiter, or support)

showing no interest in game.

[15]

1NT (2♠) 3NT without stopper

[16]

(1NT)...
X = any one-suited hand

2♣ = ♣ + other (usually 4+5+ or 5+4+)

2♦ = ♦ + M

2♥ = ♥ + ♠

2♠ = ♠ without interest

X by partner means interest in competing, no penalty

BROWN STICKER OPENING BID ANNOUNCEMENT FORM

This form is to be completed and sent, by email, to anna@ecats.co.uk in accordance with the Supplemental Conditions of Contest for the event

Names: Carrasco-Fractman

Country: Spain

Event: EU Championships

Opening bid of 3♦ in all seats at

Shows: Acol-style, any solid suit without outside controls.

Detailed Description:

Any 7 or 8 card suit expected to run without loss. Can also be a major suit.

In first or second position no outside controls (A or K), but stopper or half-stopper in other suits are possible.

Responses and Rebids in Uncontested auctions

With what hands will responder pass the opening bid?

Only if responder knows suit is spades and decides not to bid game.

Meanings of other responses and rebids:

3ST = To play

4♣ = Pass or correct

4♦ = Artificial: responder knows opener suit, asks for further distribution

Other: to play if opener suit, pass or correct when bidding 4 of major or minor; after this opening responder never proposes another suit to play.

Competitive Agreements

Responses after opponent's DBL

(including Pass, RDBL and expected follow-ups)

Same as after opponents pass.

Rdbl does not apply

Responses after opponent's overcall:

Seeking to play in openers suit.

Rebids after 4th hand DBLs the response:

Same as without the dbl.

Rebids after 4th hand overcalls:

Opener will normally pass, unless very special hand.

Proposed Defense

It is possible to apply the same defense as after the more usual 3NT opening.

Difference between direct double and pass and double to be agreed (direct double may be take-out or show spades).

3NT bid may show both majors.

BROWN STICKER OPENING BID ANNOUNCEMENT FORM

This form is to be completed and sent, by email, to anna@ecats.co.uk in accordance with the Supplemental Conditions of Contest for the event

Names: Carrasco-Fractman

Country: Spain

Event: EU Championships

Opening bid of 2♥

in all

seats at

Shows: Either weak (5-10) hand with ♠ and minor or strong with ♥

Detailed Description:

When weak it is normally at least 5-5, could be 5-4 in 3rd seat and favourable vul.); reasonable suit quality is required in at least one of the suits (i.e. Axxxx,Kxxxx would not qualify as such an opening).

In the strong variation it is 17+HCP with 6+ cards, but in principle is not game forcing (although opener may decide do bid game anyway after negative response); hand should contain good defensive values as well (i.e. with longer major suit we could open 4♦/♦.

Responses and Rebids in Uncontested auctions

With what hands will responder pass the opening bid?

With long hearts, knowing there is a weak hand opposite (responder can discard from his hand the strong variation).

Meanings of other responses and rebids:

2♠ = to play opposite weak variation .

2ST = artificial inquiry, asks more details.

3♣ = to play 3 of minor opposite weak variation – responder may go on if opener suit is diamonds

3♦,♥ = natural, forcing

3♠ = preemptive, opposite a weak hand

3NT = to play

4♣ = preempt, to play 4 of minor opposite weak variation – responder may go on if opener suit is diamonds

4♥ = natural, to play

4♠ = to play opposite weak variation .

Competitive Agreements

Responses after opponent's DBL (including Pass, RDBL and expected follow-ups)

Suit bids are the same after opponent passes.

Pass would show interest to play 2♥ dbld.

Rdbl shows strong hand, not intend to play.

Responses after opponent's overcall:

Assuming opener has weak hand, bidding spades may be preemptive

Dbls are penalty.

Rebids after 4th hand DBLs the response:

Same as without the dbl.

Rebids after 4th hand overcalls:

Opener passes with weak hand, dbls or bids hearts with strong variation.

Opener may bid minor suit or raise his own spades with unusual hands (extra shape).

Proposed Defense

Assume opener has a weak hand.

2♠ = take-out of spades

Dbl shows hearts, but not long/strong enough to overcall 3hts

Other bids natural, and always assuming opener showed weak hand with spades (i.e like after 2NT intervention).

BROWN STICKER OPENING BID ANNOUNCEMENT FORM

This form is to be completed and sent, by email, to anna@ecats.co.uk in accordance with the Supplemental Conditions of Contest for the event

Names: Carrasco-Fractman

Country: Spain

Event: EU Championships

Opening bid of 2♦ in all seats at

Shows: Either weak (5-10) hand with ♥ and minor or strong with ♠

Detailed Description:

When weak it is normally at least 5-5, could be 5-4 in 3rd seat and favourable vul.); reasonable suit quality is required in at least one of the suits (i.e. Axxxx,Kxxxx would not qualify as such an opening). In the strong variation it is 17+HCP with 6+ cards, but in principle is not game forcing (although opener may decide do bid game anyway after negative response); hand should contain good defensive values as well (i.e. with longer major suit we could open 4♦/♦).

Responses and Rebids in Uncontested auctions

With what hands will responder pass the opening bid?

With long spades, knowing there is a weak hand opposite (responder can discard from his hand the strong variation).

Meanings of other responses and rebids:

2ST = artificial inquiry, asks more details.

3♣ = to play 3 of minor opposite weak variation – responder may go on if opener suit is diamonds

3♦,♣ = natural, forcing

3♥ = to play opposite weak variation .

3NT = to play

4♣ = preempt, to play 4 of minor opposite weak variation – responder may go on if opener suit is diamonds

4♥ = to play opposite weak variation .

4♠ = natural, to play

Competitive Agreements

Responses after opponent's DBL

(including Pass, RDBL and expected follow-ups)

Suit bids are the same after opponent passes.

Pass would show interest to play 2♦ dbl'd.

Rdbl shows strong hand, not intend to play.

Responses after opponent's overcall:

Assuming opener has weak hand, bidding spades may be preemptive

Dbls are penalty.

Rebids after 4th hand DBLs the response:

Same as without the dbl.

Rebids after 4th hand overcalls:

Opener passes with weak hand, dbls or bids spades with strong variation.

Opener may bid minor suit or raise his own hearts with unusual hands (extra shape).

Proposed Defense

Assume opener has a weak hand.

Dlb = opening values, tendency to be balanced

Pass + dbl = take-out

Other bids natural, and always assuming opener showed weak hand with hearts (i.e like after 2NT intervention).

BROWN STICKER OPENING BID ANNOUNCEMENT FORM

This form is to be completed and sent, by email, to anna@ecats.co.uk in accordance with the Supplemental Conditions of Contest for the event

Names: Carrasco-Fractman

Country: Spain

Event: EU Championships

Opening bid of 3♦ in all seats at

Shows: Preempt in a major

Detailed Description:

Equivalent to a standard 3 of a major opening. Normally 7 cards, but in 3rd position could be six cards according to vulnerability.

Responses and Rebids in Uncontested auctions

With what hands will responder pass the opening bid?

Very rare, responder should have long and strong diamonds and misfit with majors.

Meanings of other responses and rebids:

3♥ = Pass or correct

3♠ = Pass or correct

3ST = To play

4♣/4♦ = Control-showing; responder knows opener suit.

4♥ = Pass or correct (if responder wants to play 4♥ on his own cards then bids 3♥ and after that 4♥ over 3♠)

4♠ = To play

Competitive Agreements

Responses after opponent's DBL

(including Pass, RDBL and expected follow-ups)

Same as after opponents pass.

Rdbl does not apply

Responses after opponent's overcall:

Seeking to play in openers suit.

Rebids after 4th hand DBLs the response:

Same as without the dbl.

Rebids after 4th hand overcalls:

Opener will normally pass, unless very special hand.

Proposed Defense

Two possible approaches:

- Dbl shows diamonds, 3 of a major natural, pass and dbl=takeout
- Dbl shows diamonds, 3 of a major = short suit take-out, pass and dbl = balanced hand opening values

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1 / 2 Level; Reopening)

1 level; 5⁺ cards, 7-17^{HCP}, stronger hand must double first

2 level; (5) 6⁺ cards, (11) 12-17^{HCP}, stronger hand must double first

Responses; new suit = NF (except 2/2, 3/2), standard ranges of NT

Splinters, Jump raises = WEAK

Over 1 level overcall: CUE BID = 10⁺^{HCP} with FIT 3⁺ cards or any GF; Jump CUE BID = 12⁺^{HCP} with FIT 4⁺

Over 2 level overcalls: CUE BID = asking for shape

INT OVERCALL (2nd/4th Live; Responses; Reopening)

In 2nd (15) 16 - 18^{HCP} > system on

In 4th (11) 12 - 14^{HCP} > system on

1♣/♦/♥/♠-pass-pass-2NT = 18-20^{HCP} > system on

1X-pass-pass- Double... and after 1NT=15-17^{HCP}

1X-pass-pass- Double... and after jump to 2/3NT= 21-22^{HCP}

JUMP OVERCALLS (Style; Responses; Unusual NT)

PRE, new suit = F1, 2NT= INV+

1/2X - (3NT) = to play (based on any minor and stoppers outside)

1♣/♦/♥/♠ - (2NT) = 2 lowest suits 5⁺/5⁺, 6-10^{(11) HCP} or 17⁺^{HCP}

Reopen: Sound jump 6/7 cards 10-13^{(14) HCP}

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

Michael's direct over ♣/♦/♥/♠ 5^{+/5⁺}, 6-10⁽¹¹⁾ or 17⁺

Also in sequences; 1X-p-1NT-2X, 1NT-p-2X^{TRF}-2Y suit of TRF

2M - (3M) = ♣/♦ 5^{+/5⁺}, good hand 1m-3m= PRE natural

2♦ - (3/4♦) = ♥/♠ 5^{+/5⁺} good hand 1M-3M= STOP ASK

VS. NT (vs. Strong/Weak; Reopening; PH)

1NT^{STR} or WK - (Double) = ♥+♠; suit = natural; 2NT = ♣+♦

2NT^{STR} - (Double) = ♥+♠; suit = natural; 3NT = ♣+♦

Re-open same

1NT^{STR} or WK - double = ♥+♠; suit = natural; 2NT = ♣+♦

VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

Double = T/O or any strong hand; NT are NAT

3NT = to play

Leaping Michael's; 2♥/♠ - (3♥/♠) = mm 5^{+/5⁺}

VS. ARTIFICIAL STRONG OPENINGS - i.e., 1♣ or 2♣

1♣^{STR} - (Double) = ♥+♠; 1♣^{STR} - (2♦) = clubs

1♣^{STR} - (1NT) = ♣+♦

2♣^{STR} - (Double) = clubs; 2♣^{STR} - (2NT) = ♣+♦

OVER OPPONENTS' TAKEOUT DOUBLE

After T/O double our voices at 1 level are unchanged F1,

At 2 level are weak 6-9^{HCP}, 6⁺ cards; at 2 level with jump = 3-6, 6⁺

Truscott over 1♥/♠; Reversed Truscott over 1♣/♦

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3 rd - 5 th	Same
NT	2 nd - 4 th	Same
Subsequent	Low with interest	Same

K is the strongest lead vs. NT and asks for unblock or count

A and Q ask for encourage vs. NT

10 promises 1 high honour and 9 or short suit (2-3 cards) vs. NT

Against Slam: A ask for attitude and K for count

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx ⁽⁺⁾	AK ⁽⁺⁾ , AK10 ⁽⁺⁾ , AKJ ⁽⁺⁾
King	KQx ⁽⁺⁾ , AK sec	KQJ ⁽⁺⁾ , KQ109 ⁽⁺⁾ , AKJ10
Queen	QJx ⁽⁺⁾	QJ109(+), AQJ ⁽⁺⁾ , KQ ⁽⁺⁾
Jack	J10x ⁽⁺⁾ , HJ10x ⁽⁺⁾	J109/8 ⁽⁺⁾ , HJ10 ⁽⁺⁾ , J10x
10	109x ⁽⁺⁾ , H109 ⁽⁺⁾	H109 ⁽⁺⁾ , 109x, 10x
9	9x, KJ9x	1098/7 ⁽⁺⁾ , 9x
Hi-X	Sx, Hx, HxSx, xxSx	Sx, Hx, HxxSx, xxxSx
Lo-X	HxS, xxS, HxxxS, xxxxS	HxS, xSx, HxxS, xxxS

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	CT (High = EVEN)	CT	CT
Suit 2	ATT (High=ENC)		ATT
3			
1	ATT (High=ENC)	Smith's (High=ENC)	High = ENC
NT 2	CT (High = EVEN)		
3			

S/P in trumps; S/P in known length suit

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

T/O Double: 12⁺ standard shape (8⁺ re-open) or 17⁺ any shape (15⁺ re-open)

Responses; jumps are positive, usually 4⁺, cue-bid = 10⁺, standard ranges NT

T/O Double over PRE at any level

T/O Double when opponents support each other directly at any level

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

3 card support Double/Redouble until 2 level-repeat-suit

2♦ Multi - Double = T/O over ♠; pass and then Double = T/O over ♥

2♦ Multi - Suit = natural 5⁺, 12-17^{HCP}

1♣ - (1♦) - Double = 4♥ + 4♠ or 5♥ + 4♠ <11^{HCP}

1♣ - (1♥) - Double = 0-3 spades, 1♣ - (1♠) - Double = 4⁺hearts

Lightner, Negative Double to 4♣, Responsive Double when opponents fit

W B F CONVENTION CARD

SYSTEM CATEGORY: **GREEN**

SPAIN

Andrzej KNAP ESP 2811911 – Ignacio JIMÉNEZ ESP 2811596



SYSTEM SUMMARY

1♥/♠ - 5⁺ card

(11) 12-22^{HCP}

1♣/♦ - 3⁺ card, 1♣ with 3/3, 1♦ with 4/4

(11) 12-22^{HCP}

1NT - Balanced 5M332, 5m422, 6m322 OK

(14) 15-17^{HCP}

2NT - Balanced 5M332, 5m422, 6m322 OK

(19) 20-22^{HCP}

2♣ Any FG, if balanced 23⁺^{HCP}

(5) 6-10^{HCP}

3/4♣/♦/♥/♠ Classic PRE 1st/2nd, May be very weak in 3rd

Sound in 4th

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

1♥/♠ - 2NT* = Game try, fit 3⁺

1♣ - 1♥/♠; 2♣ - 2♦* = ART ASK, FG

1♦ - 1♠; 2♦ - 2♥* = ART ASK, FG

1X-1♥/♠; 1NT-2♣* = Check-back

1X-1♥/♠; 2NT-3♣* = Check-back, FG

1♥/♠-2X; 2♦/♥/♠-2NT* = FG

3NT Gambling (7/8) AKQxxxx in one minor (no A/K outside)

Inverted Drury (3rd) over 1♥/♠

Lebensohl

Michael's CUE BID over 1♣/♦/♥/♠

Leaping Michael over 2♦/♥/♠

SPECIAL FORCING PASS SEQUENCES

(3X 3rdNV) - Double/3Y - (5X) - Pass*

(1NT^{WK}) - Double - (Pass/ Double) - Pass* = F 2NT

PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣/♦		3	4♠	(11) 12-22 ^{HCP}	Jump support stronger than simple rise New suit jump = 12 ⁺ ^{HCP} , 6 ⁺ cards 1/2/3NT = 6-10 ^{HCP} , 11-12 ^{HCP} , 13-15 ^{HCP} 1♣/♦ - 4♣/♦ = transfer ♥/♠ 1♦ - 3♣ = 9-11 ^{HCP} , 6 ⁺ cards 1♣/♦ - 3♥/♠ = 3-6 ^{HCP} , 7 cards	1♣/♦ - (Double) - 2NT = weak raise 1m - (Double/S) - 3m = game try	Reversed Truscott over 1♣/♦
1♥/♠		5	4♠	(11) 12-22 ^{HCP}	Jump support weaker than simple rise 1♥/♠ - 2NT = LIM 3 ⁺ support, GT 1♥/♠ - 2♣ = 2 ⁺ cards, 10 ⁺ ^{HCP} 1♥/♠ - 2♦/♥ = new suit, 5 ⁺ cards, 10 ⁺ ^{HCP} 1♥/♠ - 3♣/♦/♥ new suit, 6 ⁺ , game try 1♥ - 3♠= any weak SPL; 1♥-3NT= ♠ SPL 1♠ - 4♣/♦/♥= SPL; 1♠ - 3NT= any mini SPL	1M - 2M; 3X= NAT game try 1♥ - 2NT*, 3X=shortness, slam try	May be week in 3 rd Inverted Drury (3 rd) p - p - 1M - p 2♣*-p - 2M= weak hand p - p - 1M - p 2NT=clubs 9-10 ^{HCP} Truscott over 1♥/♠
1NT			3♣-4♠	(14) 15-17 ^{HCP} Balanced 5M332, 5m422, 6m322 - OK	2♣ = STAY; 2♦/♥/♠/3♣ = TRF 3♦ = 5/5 ⁺ ♥+♠ INV 3♥/♠ = shortness with ♣+♦ 5 /4 ⁺ GF 4♣ = 5/5 ⁺ ♥+♠ 4♦/♥ = TRF; 6 ⁺ cards	After major transfer new suit is natural, GF After minor transfer new suit is short, GF SMOLEN	After opp's overcalls bid 3♥/♠ sense are changed, TRF on at 4 level, Lebensohl, Direct double at 2 level=Penalty
2♣	*			Any FG, if balanced 23 ⁺ ^{HCP}	2♦= 0-7, any shape; rest NAT, 8 ⁺	2♣-2♦; 2NT... system on	
2♦	(5)	6	No	PRE (5) 6-10 ^{HCP} (1st/2nd)	New suit = 1RF; 2NT = ask for shortness		May be very week in 3 rd , Sound in 4th
2♥/♠	(5)	6	No	PRE (5) 6-10 ^{HCP} (1st/2nd)	New suit = 1RF; 2NT = INV with fit		May be very week in 3 rd , Sound in 4th
2NT			No	(19) 20-22 ^{HCP} Balanced 5M332, 5m422, 6m322 - OK	3♣ = STAY; 3♦/♥ = TRF 3♠ = ♣+♦ 4♣/♦/♥/♠ = TRF 6 ⁺ cards	2NT - 3♦/♥ 3♥/♠ = fit; 3NT = no fit SMOLEN	
3♣/♦	(6)	7	No	PRE (5) 6-10 ^{HCP} (1st/2nd)	New suit is natural 5 ⁺ and FG	After opp's double new suit is NF, L/D	May be very week in 3 rd , Sound in 4th
3♥/♠	(6)	7	No	PRE (6) 6-10 ^{HCP} (1st/2nd)	New suit at 4 level = CTRL 3♥-3♠ = NAT 5 ⁺ FG	After opp's double new suit is NF, L/D	May be very week in 3 rd , Sound in 4th
3NT	*		No	Gambling AKQxxxx in ♣/♦ No A/K outside	4/5/6♣=P/C; 4M= to play; 4♦= asks for singl. 4NT = asks for extra length	4♦= asks for shortness; 4♥/♠ short 4NT no short; 5♣/♦ short in other minor	
4♣/♦	(7)	8	No	PRE	4M natural NF		
4♥/♠	(7)	8	No	PRE	New suit = CTRL		
4NT	*		No	6 ⁺ /5 ⁺ ♣+♦			
5♣/♦	(8)	9	No	PRE		HIGH LEVEL BIDDING	
						RKCB 03/14+Q, QUE BID Control 1&2, Splinter, Josephine, Super Josephine (jumping to 5NT), Exclusion BW PODI, PORI, PODE	

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS				WBF and SBF Convention Card							
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE											
Sound style. 1-level can be 6-16		Lead	In Partner's Suit									
2-level 11-16	Suit	1-3-5	1-3-5									
	NT	ATT	1-3-5		Category:	Green						
	Subsequent	Alw. 3-5 in partners suit			NCBO:	Sweden						
	Other :	2/4 with ATT through declarer in unplayed suits			Event:							
		K ask for count at the 5-level and vs preemts			Players:	Simon Hult Peter Bertheau						
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY							
15-18 in reopening pos 11-16 (2NT after Stayman 15-16)	Lead	Vs. Suit	Vs. NT		GENERAL APPROACH AND STYLE							
	Ace	AKQ+ AK+ Ax	AKx+ Ax+		3+ card minors, sound openings (11-12 bal can be passed)							
	King	KQJ, KQ10, KDx+	Strong suit		5-card majors, sound openings if balanced							
	Queen	QJ10, QJ9, QJx+	KQx, QJx+		3rd seat can be weaker							
	Jack	KJ10, J109, J10x	AJ10, KJ10, J10+		15-17 (5-c M and 6-c m possible)							
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	H109, 109+ 10x	H109, 109x 10x		2C 18-19 bal/GF C/H/S							
Pre sound style may be weak non-vul against vul	9	KJ9, 9x+	98x, 9x+		2D Multi weak M/22-24 bal/GF D							
	Hi-x	Xx	xXxx, Xxx, Xx		2M Weak M/m							
	Lo-x	xxX, xxxxX	HxX, HxxX, HxxxX		2NT 20-21							
Reopen 11-13 6+ suit	SIGNALS IN ORDER OF PRIORITY				SPECIAL BIDS THAT MAY REQUIRE DEFENCE							
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding								
1m-2m both majors	Suit: 1 st	Low=enc	Low=even	Low=enc	2D Multi							
1M-2M (oM+C), 1M-2NT (oM+D),	2 nd	Low=even	SP	Low=even								
1M-3C both m nf, 1M-3M both m f	3 rd	SP		SP								
VS. NT (vs. Strong/Weak; Reopening; Passed Hand)	NT: 1 st	Low=enc	Low=even									
Dble=PEN	2 nd	Low=even	SP									
2C both M	3 rd	SP										
2D one M	Signals (Trumps): High-low can be	that we want a ruff										
2M M/m	Suit preference											
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT-bids)	DOUBLES				SPECIAL FORCING PASS SEQUENCES							
2M-4m (5oM+m) also 3M-4m	TAKE-OUT DOUBLES (Style; Responses; Reopening)				When forced to game Forcing pass							
3m-4D Both M 3mi-4C omi+M	T/O doubles may be light with distribution											
2D+3D MM, 2D-4C C+H, 2D-4D C+S												
VS. ARTIFICIAL STRONG OPENINGS												
Dble both M												
NT both m	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE							
	No supp doubles											
OVER OPPONENTS' TAKE-OUT DOUBLE												
Rdbl 10+, 1M-(Dble)-transfer												

OPENING BID DESCRIPTIONS							
Opening	Tick if Art	Min No Cards	Neg Dbl Thru	Description	Responses	Subsequent Auction	Passed Hand Bidding Oppenents bid
1♣		3		If 3 (4333)(3433)(4423) 11-23	1D= 3+, 1M=4+ 1NT=NF 2C=GF, 2D=Multi, 2H=Bal inv, 2S=inv 5+C 2NT=Nat GF 3C=pre 3X=short 5+C PaG	1C-(1X)-1NT-(2C= inv any (2D=GF) (3m=5+m inv)	
1♦		3		If 3 (4432) 11-23	1M=4+, 1NT=NF, 2C=GF C or D, 2D=Multi, 2H=Bal inv 2S=mixed raise 2 2NT=Nat GF 3C=inv 5+D, 3D=pre 3M=short 5+D PaG	Same as above 1D-1M; 2C 6D or 16+ 1D-1M; 2D 11-16 5D 4C	
1♥		5		11+, (may be light 3-seat)	1S=4+ 1NT=sf 2C=3+GF 2D=GF 2H=8-11 2S=Weak 6+, 2NT=10+ 4+H, 3C=Mixed, 3H=pre	1H-1S; 1NT and 1H-1NT; 2C H+C or 16+	Drury 2C= 3-c supp 8-11 2D= 4-c supp 8-11
1♠		5		11+, (may be light 3-seat)	1NT=sf 2C=3+GF 2D=GF 2H=GF 2S=8-11 2NT=10+ 4+S, 3C=7-9 4+S, 3D/H=6+inv, 3S=pre	1S-1NT; 2C S+C or 16+	Drury 2C= 3-c supp 8-11 2D= 4-c supp 8-11
1NT				15-17 5-c M, 6-c m possible	2C=stayman, 2D/H=Trf, 2S=6+C 2NT=6+D 3C=puppet, 3D=5-5m, 3M=short, 4C=H 4D=S		
2♣				18-19 Bal/Any GF	2D= Relay (other bids NF vs 18-19) 2NT=both m weak		
2♦				One Major weak/ 22-24 bal/ GF 5+D	New suit F1, 2NT=asking	2D-(2NT)-3C= any min 3D=Max H, 3H=Max S	
2♥		5		5+M 4+m(5-5 if vul) 5-10	2N=ask inv+ 3C=p/c 3D=M supp inv+	2H-(2NT)-3m=min 3H=6-5, 3S=C 3N=D	
2♠		5		5+M 4+m(5-5 if vul) 5-10	2N=ask inv+ 3C=p/c 3D=M supp inv+	As above	
2NT				20-21 (5-cM, 6-c m possible)	3C=Muppet stayman, 3D=5+H, 3H=5+S 3S=Minors, 4C=6+H slamtry 4D=6+S slamtry	2N-(3C)-3D= one/both M 3H no M, 3S 5, 3N= 5+H	
3♣	6(7)						
3♦	6(7)						
3♥	6(7)						
3♠	6(7)						
3NT				Running Major			
4♣							
4♦							
4♥							
4♠							
4NT							
5♣							
5♦							
5♥							
5♠							
5NT							
HIGH LEVEL BIDDING							
1430, Forcing pass when we forced to game.							

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF and SBF Convention Card			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE						
Aggressive on 1-level. Sound on 2-level. New suit NAT F1.		Lead		In P suit				
RESP to 1♦ O/C over 1m: 2♣=5+♥, 2♦=good raise,		Suit	3rd/LOW	3rd/LOW				
TRF RESP after (1x) 1M (DBL/1♦ TRF) from 1NT to 2M-1		NT	1st/2nd/4th [see supp sheets B1]	3rd/LOW	Category:	Blue		
2NT over 1M always 4+SUPP INV+ unless bid over a pass out seat 1M. JUMP CUE=mixed raise.		Subseq.	2nd/4th through declarer (see other)	3rd/LOW	NCBO:	Sweden		
		Other:	After a suit has been touched (played or discarded), we lead 3rd/LOW through declarer		Event:	ETC Open Madeira 2022		
					Players:	Marion Michelsen – Per-Ola Cullin		
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY			
(1m) 1NT=15-18 SYS ON		Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE			
(1M) 1NT=15-18 2♣=F2♦ to play or 4oM		Ace	AKx(+)	AK(+)	Strong ♣ a lá Johan Ebenius and Daniel Auby			
R/O 11-14 over 1m and 11-16 over 1M		King	AK, KQ(+), [AKx(+), see B2]	KQ(+), AKJ10(+)[AK(+), see B2]	1♣ any 16+ (17+BAL) w/ highly ART RESP, nebulous 1+♦,			
(1x) p (1y) 1NT=16-18 NAT RESP, 2y=CUE		Queen	Qx, QJ(+)	Qx, QJ(+), KQ109(+)	1M 5+ (semi-F 1NT), Precision style 2♣, 2♦ Multi (no strong option), 2M 6+ 10-13, 2NT 5-5 minors 8-13. Aggressive wide			
(1Polish♣) p (1M) 1NT=5+♣ 4oM		Jack	Jx, J10(+)	Jx, A/KJ10(+), J10(+)	ranging 1-level O/C. Sound 2-level O/C. Preempts could be			
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	A/KJ10(+), 109(+), 10x	H109(+), 109(+), 10x	garbage @ favorable. Very light R/O DBL w/ right shape.			
WJO or wide range 2-suited [see supp sheets D1]		9	HT9(+), A/KJ9(+), 9x	H98(+), H9x, 9(+)	1NT=15-16 VUL and 14-16 NV w/ frequent upgrades, but			
		Hi-x	Sx, xxSxxx, HxSxxx	Sx, SSx, SSxx(+), HSx(+)[B1]	not w/o a good reason.			
		Lo-x	xxS(x), xxxxS, HxS(x), HxxxS	xxxS, HxS, HxxS(+)[B1]	SPECIAL BIDS THAT MAY REQUIRE DEFENCE			
Reopen: 2NT=19-21		SIGNALS IN ORDER OF PRIORITY						
DIRECT AND JUMP CUE (Style; Resp., reopening)		Partner's Lead		Declarer's Lead	Discarding		1M-2♣= ART GF	
[See supp sheets D1]		Suit: 1 st	Low=ENC*	Low-High=Even	2♦= Multi, 5-9 HCP w/ either M			
		2 nd	Low-high=Even*	S/P**	2M= 10-13 HCP 6(7)M			
		3 rd	S/P		2NT= 8-13 HCP 5-5+ mm			
VS. NT (vs. Strong/Weak; Reopening; Passed Hand)		NT: 1 st	As above *	Smith (High=like)	1♠-2♥ and 1♥-2♦ shows approx. 8-14 HCP w/ SUPP			
2♣=MM, could be (43)-5-1, 2♦=6(5)M or strong 5M-5m		2 nd		S/P	1♠-2♦= 3-14 HCP 5+♥ (if only 5, RESP will not pass 2♥)			
2M=5+M 4+mi (vs strong) or constructive 6M (vs weak).		3 rd		Low-High=E				
Passed hand: DBL=MM, 2m=m+M, 2M=NAT;		* Special rules apply to trick 1 on A/K lead [STD or S/P, see supp sheets B3]						
@ favorable DBL=MAX, 2♣=MM, 2♦=♦+M, 2M=NAT		** In the trump suit, S/P is 1 st priority						
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT-bids)		DOUBLES			SPECIAL FORCING PASS SEQUENCES			
2NT=15-18, DBL=T/O, (2♦/♥/♠)-DBL-(pass/2M)-LEB		TAKE-OUT DOUBLES (Style; Responses; Reopening)			1X (DBL) RD = F2X (FG if 1♣)			
(2m) 3m=MM, (2/3M) 4m=5+m and 5+oM NF		Light on ideal shape. Aggressive when balancing or R/O. Off shape OK			1♣ (4NT+); 1♣ (1♥) pass=F1			
(2M) 3M=mm, (3m) 4♣=M+om 4♦=MM		if 16+ (14+ 4 th seat over 1X). Converting ♣ to ♦ does not show extra values. ADV CUE is FG over 1♦, otherwise F1. ADV DBL is RESP.						
VS. ARTIFICIAL STRONG OPENINGS					(3X) – DBL – (5X): FP @ favorable			
On strong hands we usually pass at first		ADV non jump 2NT is never NAT, ADV 3♥ over their 2♦ is always INV.			1NT-(DBL)-RD and 1NT-(2X ART)-DBL = F2NT			
DBL=MM NT=mm		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE			
		SUPP DBL and RD, not mandatory. INV DBL when there is no other INV bid.			In relay bidding we use ZZ-points and not HCP.			
OVER OPPONENTS' TAKE-OUT DOUBLE		DBL of OPPT SUPP showing ART bid is T/O unless FG.			A=3 zz, K=2 zz, Q=1 zz, SING K=1 zz, SING Q=0			
RD sets forcing pass to 2M, TRF over 1M – (X)		(1X) – 1M – (DBL) – RD=10+, normally 2 card SUPP.			Psychics: Happens but pretty rare [see supp sheets G1]			

OPENING BID DESCRIPTIONS							
Opening	Tic k if Art	Min No Car ds	Neg Dbl Thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	X	-	4♦	17+BAL/16+ UNBAL any distribution, UNBAL 15 w/ 11ZZ is opened 1♣. ZZ: A=3zz K=2zz Q=1zz J=0zz	1♦=0-4ZZ (maybe FG strength), 1♥=ART 5+ZZ no SPL, 1♠=as 2♣- w/ 5-7ZZ, 1NT=5+ZZ w/ 5+♥ w/o SPL or 5+♠ w/ SPL, 2♣=8+ZZ w/ 5+♦ any SPL or (4441) w/ 4♦, 2♦=8+ZZ w/ 5+♥ any SPL, 2♥=8+ZZ w/ 5+♠ two suiter w/o void or 4414, 2♣+=8+ZZ w/5c+♣ any SPL	1♣-1♦; 1♥=16-19 5+♥ or 20+ any 1♣-1♥; 1NT+= same as 1♣-1NT+ by RESP but 9-13ZZ. Else 1 step by opener is ASK and 2+ steps NAT WK or wild distribution.	RESP may FG w/ 4ZZ.
1♦	X	1	4♦	a) 11-13 BAL (NV) (11)-14 BAL (VUL) b) 10-15 UNBAL w/ 5+♦ or (xx)45 c) 10-16 any 4441	2m=NAT FG, 2M=4-8(9) 6M, 3m=NAT G/T, 3M=NAT PRE	1♦-2m; 2M (BAL w/ 4M)	2m=NAT NF 2♥=5+♣, 4+♥, less than G/T
1♥		5	4♦	10-15 (5-10 ZZ) 5+ suit	2♣=ART FG ASK, 2♦=Good Raise+ (8-14-ish), 2♣=5-9 6♦, 2NT=FG 10-15-ish w/ any SPL, 3m=NAT G/T, 3♥=WK	1♥- 1♦; 2NT=G/T+ w/ SUPP	2♣=Drury 2♦=NAT NF 2♣=G/T w/ 4+SUPP, any SPL 2NT=G/T w/ 4+SUPP w/o SPL 3m=SPL w/ 4+SUPP, 7-9
1♣		5	4♥	10-15 (5-10 ZZ) 5+ suit	2♣=FG relay, 2♦=6+♥ S/O or 5+♥ G/T+, 2♥=Good Raise+ (8-14-ish), 2NT=FG 10-15-ish w/ any SPL, 3m=NAT G/T, 3♥=WK but constructive 4+♣-raise.	1♣-2♦: 2♥= may be 0♥ 1♣-1NT-2NT: good 6♦4m	2♣=Drury 2♦/♥=NAT NF 2NT=G/T w/ 4+SUPP, any SPL 3X= SPL w/ 4+SUPP, 7-9
1NT		-	4♥	NV=14-16 VUL=15-16 5M(332) within range normally always opened 1NT. Frequent upgrades, but not as frequent as most.	Stayman. 4-way TRF. 2♣ a) Range ASK b) 6+♣ any strength or c) WK 55mm. 3♣=ASK 5M 3♦=FG w/ both m, 3M=SPL w/ 3oM F4m, 4♣=55MM, 4red=TRF		
2♣	X	5	4♦	10-15(16) 6♣ or 5♣+4M	2♦=ART G/T+ ASK, 2M=NAT NF, 2NT=G/T+ w/ ♣ SUPP 3♦♥♦=NAT FG w/ good 6+ suit		
2♦	X	-	-	WK (4)5-9 w/ one M RESP expects 6 card M, but 5 cards M is allowed	2NT=F1, 4♣=Asks opener to TRF to her suit, 4♦=Asks opener to bid her suit, 4♥=P/C	2M-2NT; 3♣=any MAX, 3♦=MIN w/♥, 3♥=MIN w/♣	
2♥		6	-	10-13 6+ suit	2NT=G/T+, normally w/ 2+ SUPP		
2♦		6	-	10-13 6+ suit	As above		
2NT	X	-	-	8-13 5(+)-5(+) minors	3♥=FG ask, 3♣=NAT FG, 4m=WK NV, constructive VUL		
3♣		6	-	Weak VUL: Solid style Favourable: Very aggressive, particularly 3 rd seat.	3♦=Puppet to 3♥ 4♦= Optional Keycard	3♣-3♦; 3♥- 3♣=FG w/ 5, 3NT=Suggestion, 4♣=G/T	
3♦		6	-	As above	4♣= Optional Keycard		
3♥		6	-	As above	4♣= ART S/T w/ SUPP, 4♦= RKCB		
3♣		6	-	As above	4♣= Optional Keycard, 4♦=Choice of 4♥/4♦		
3NT	X	-	-	1 st /2 nd Solid Major 3 rd /4 th To play			
4♣		6	-	Weak	4♦= Optional Keycard		
4♦		6	-	Weak	5♣=Good raise		
4♥		6	-	Weak (We try very hard to open 4♥ on as many hands as reasonably possible)	5m=asks for control in m		
4♦		6	-	Weak			
HIGH LEVEL BIDDING							
RKCB 1430, 3♣/NT-serious, 1 st and 2 nd round controls are bid up the line. Voidwood (03/14) if jump to five level uncontested.							

Supplementary sheets

A) Conventions used

N/A

B) Leads and signals

B1 General principles when leading against NT

Against NT we lead 1st/2nd/4th according to the following principles. From an honor, the normal lead is 4th highest (3rd from Hxx). However, we can also lead 2nd from honors depending on the rest of the hand. Holding for example ♠A872 and ♥AJxx on lead, the ♠8 could be lead. From small cards, the normal lead is 1st or 2nd. However, according to the same principles as above, we can lead 4th from a bad suit if we have no particular interest in getting a shift or if we judge that it's more important to disguise our holding to declarer. In other words we play a sort of attitude, but not regarding the holding in the suit lead, but rather regarding our preference to have the suit continued by partner.

B2 Leading the K from AKx(+)

The normal lead from AKx(+) is the A for ATT. These are the exceptions:

- 1) When the opponents open 3NT, the A asks ATT for the K and the K asks ATT for the Q.
- 2) When the opponents are on the 5-level or when declarer has shown 10 cards in two suits in the bidding, the K asks for count.
- 3) When we have an undisclosed shortness in our hand, we can lead the K from AK to let partner know that our shift is a singleton. However, rule 2 takes precedence.

B3 Signaling at trick 1 on an A or K lead

On the A or K lead we play standard signals to trick 1 (low=discouraging or odd).

However, there are four exceptions to this rule.

- 1) If partner of the leader has shown a) five or more cards in the suit lead OR b) declarer is known to be short in the suit, we play:

middle=encouraging (neutral in a 1 b-situation)

low=S/P low

high=S/P high.

If, in a 1 b) situation, you only have two cards to chose from, high is S/P high or neutral, low is S/P low.

- 2) If dummy in a suit contract is short in the suit lead and they are not known to have 9+ trumps, we play standard ATT.

3) If dummy in a suit contract is short in the suit lead and they are known to have 9+ trumps, we play:

middle=encouraging/neutral

low=S/P low

high=S/P high

4) If dummy has a doubleton or a singleton, and there is an obvious shift, then we give a binary signal according to standard ATT; low=I can stand the obvious shift, high=I cannot stand the obvious shift. Rule 4 takes precedence to rule 2 and 3.

C) Bids that may require defense

N/A

D) Defensive and competitive bidding

D1 Showing 2-suiters

(1♣ 3+ or 4432)

2♣ ♠+♥

2◊ ♠+◊ NF

2M NAT weak

2NT ♥+◊

3♣ ♠+◊ NF

(1♣ 2+ including all balanced hands)

2♣ NAT

2◊ ♠+♥

2M NAT weak

2NT ♥+◊

3♣ NAT weak

(1♣ balanced or 16+)

2♣ NAT

2◊ ♠+♥

2M NAT weak

2NT ◊+♣

3♣ NAT weak

(1◊ 3+)

2◊ ♠+♥

2M NAT weak

2NT ♥+♣

3♣ NAT weak white against red, otherwise ♠+♣ NF

3◊ ♠+♣

(1◊ NAT or balanced)

2◊ NAT

2♥ ♠+♥ NF

2♠ NAT weak

2NT ♥+♣

3♣ NAT weak

3◊ ♠+♥

(1◊ either minor or balanced)

2◊ NAT

2♥ ♠+♥ NF

2♠ NAT weak

2NT ◇+♣

3♣ NAT weak

3◊ ♠+♥

(1♥)

2♥ ♠+♣

2♠ NAT weak

2NT ♠+◇

3♣ NAT weak white against red, otherwise ◇+♣ NF

3◊ NAT weak

3◇ ◇+♣

(1♠)

2♠ ♥+♣

2NT ♥+◇

3♣ NAT weak white against red, otherwise ◇+♣ NF

3◊ NAT weak

3◇ NAT weak

3♠ ◇+♣

E) Doubles

N/A

F) Back of card

N/A

G) Other

G1 Psychics

We do not psych often but it comes up every now and then. We have no agreement about when or how we psyche or not (i.e. no standardized positions). However the times it has happened it has usually been a fairly low gamble psych from our side. Usually we had somewhere to run, either long support for one of partner's suits or a long suit of our own.

H) Prepared defenses

N/A

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS				 SVENSK BRIDGE					
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE				SBF, WBF and EBL Convention Card					
Aggressive at 1-level, (4)5+ suit Responses: new suit F1 2♣ = good raise; 2♦ = 5+H; 2M-1 = good hand, no fit 2NT = 4+ supp and 10+; Jump cue = about 6-9 4+ supp; Jump to new suit = fit-jump		Suit	Lead	In Partner's Suit							
		NT	Attitude	3/5 or Attitude							
Subsequent		3/5 with attitude through dummy or in partner's suit 2/4 with attitude through declarer (not in partner's suit) * = Preemptive hand is declarer in shown suit				Category:	Green				
		Other:				NCBO:	Sweden				
		K ask for count against 5+level or preemptive declarer				Event:	All				
Sound on 2-level, (5)6+suit Responses: new suit F1; 2NT = nat NF; Jumps = fit-jump						Players:	Mikael Rimstedt – Ola Rimstedt				
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)		LEADS				SYSTEM SUMMARY					
15-18 sys on		Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE						
4 th live 15-18 sys on		Ace	AKQ+ AKx+ Ax	AKx+ Ax	Generally sound openings, preempts may be (very) light						
Reopen: 11-14 (♣/♦) sys on or 11-16 (♥/♠) sys off		King	KQJ+ KQT+ KQ+ AK	KQ+ Kx AKQx+	1♣ = 12-14 / 13-16 / 15-17 bal or nat						
JUMP OVERCALLS (Style; Responses; Unusual NT)		Queen	QJT+ QJ9+ QJ+	KQJx+ QJ+ Qx KQT9+	1♦ = 11+ 4+♦ unbal / semi-bal (can be bal 3 rd /4 th seat)						
Weak 6+ suit - (1♣ neb) 2♦ = 5/5M; (1♦ neb) 2♥/3♦ = 5/5M (1M) – 3♣ = 5/5 minors NF; (1M) – 3M = 5/5 minors strong		Jack	JT9+ JT+	HJT+ JTx+ Jx	1M = 11+ 5+M						
10		10	HJT Tx	HJT+ T9x Tx	1NT = 10-12(14) or 12-14 or 15-17 (depends on vul / pos)						
2NT: vs 1♣/♦ = two lowest; vs 1♥/♠ = two highest		9	HH9+ KJ9+ 9x	H98+ or discouraging	2♣ = Any FG or weak 5+♦ 5-10						
Reopen: 2M 6+M 10-13; 2NT 19-21 bal sys on		Hi-x	Xx xxXXXX	Xx XXXx XXXx H9XX HxxxXX	2♦ = (17)18-19 bal						
DIRECT AND JUMP CUE BIDS (Style; Responses)		Lo-x	xxX xxXx xxxxX	Hxx H9xx HHxx H9xxx	2M = Weak 5+M 5-10						
(1M) – 2M = 5-5 oM+♣		SIGNALS IN ORDER OF PRIORITY				2NT = 20-21					
(1m) – 2m = 5-5 M's			Partner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENCE					
(2M) – 3M = ♣+♦		Suit: 1 st	Low = enc	Low = even	Low = enc	1NT opening = 10-12 / 12-14 / 15-17 depending on vul / pos					
(1m neb) – 2m = nat		2 nd	Low = even	Suit-pref	Low = even	2♣ opening = Any FG or weak 5+♦ 5-10					
VS. NT (vs. Strong/Weak; Reopening; Passed Hand)		3 rd	Suit-pref		Suit-pref	2♦ opening = (17)18-19 bal					
Dbl = strong; 2♣ = ♥+♣; 2♦ = a) (5)6+M b) strong 5M+5m; 2M = 5M 4+m; 2NT = ♣+♦; (Vs weak; 2NT/3m = 4M 5+m)		NT: 1 st	Low = enc	Low = even	Low = enc	1♣ - 2♦ = 6+M invitational					
By PH or 4th: dbl=6+♣/♦ or ♥+♣; 2m = m+higher; 2M = nat		2 nd	Low = even	Suit-pref	Low = even	1♣ - 2♥ = 5+♦ 4♦ less than invitational					
(3m) – 4♣ = 5-5 om+M; 4♦ = 5-5M		3 rd	Suit-pref		Suit-pref	1♦ - 2♥ = 5+♣ 4♥ less than invitational					
2♦ multi: dbl=13-15 bal/17+; 2NT=16-19; 4m = 5-5 m+♦		DOUBLES				SPECIAL FORCING PASS SEQUENCES					
VS. ARTIFICIAL STRONG OPENINGS		TAKE-OUT DOUBLES (Style; Responses; Reopening)				In game force situations					
Vs strong 1♣: dbl = good hand; 1X = Nat 1NT = ♣+♦ or ♥+♣; 2X = X or next two suits		May be light with good distribution				After we dbl or rdbl for strength					
Vs strong 2♣/♦: dbl = ♥+♣; 2X = nat; 2NT = ♣+♦		Dbl is most of the time take-out				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE					
OVER OPPONENTS' TAKE-OUT DOUBLE		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				Psychics: Occasionally					
TRF after 1M – (dbl) starts with 1NT showing 5+suit		Support r/dbls on the 1-level (Except 1♣ - 1♦ and 1♥ - 1♠)				Not strict about hc ranges					
Rdbl = strength		Invitational doubles when no other bid available				3rd hand openings may be light					
		Non-lead directing dbls when a) bid the suit naturally b) supported the suit				Often transfers in competition (See examples below);					
						1♣ (dbl/1♦) 1♦/dbl = 4+♥, 1♥ = 4+♣; 1m (1♥) dbl = 4+♣					
						1♣ (1♣) 2♣/♦/♥ = 5+♦/♥/♣; 1♦ (1♣) 2♣ = 5+♦; 2♥ = 5+♣					

OPENING BID DESCRIPTIONS					Mikael Rimstedt & Ola Rimstedt – Sweden		
Opening	Tick if Art	Min No Cards	Neg Dbl Thru	Description	Responses	Subsequent Auction	
1♣	X	2	4♠	a) (11)12-14 / 13-16 / 15-17 bal b) 11-23 nat	1♦ = (3)4+♦, NOT 4♥/♣; 1M = 4+M F; 1NT = Nat INV; 2♣ = 5+♣ NF; 2♦ = 6+M INV opp bal; 2♥ = 5+♥ 4♣ NF; 2♣ = 6+♣ FG; 2NT = 5/4 m's less than inv; 3♣ = 6+♣ INV; 3♦/♥ = 6+♦/♣ a) preemptive b) FG solid suit; 3♠ = TRF to 3NT; 4m = good 4M bid, 4M = bad 4M bid	1♣-1♦: 1M nat unbal; 1NT = 12-14 bal; 2NT = 6+♣ 16+ 1♣-1M: 1♣ = Nat unbal F1; 1NT = 12-14 bal; 2♣ = 5+♣ 11-15; 2♦ = Art 16+ not 3M; 2oM = Art 16+ w/ 3+M; 2M = 3-4M; 2NT = 6+♣ 16-18; 3♣ = Solid suit 13-15	
1♦		4	4♠	a) 5+♦ 11-23 (not 5♦(332)) b) 4♦(441) 11-23 1st/2nd always unbal / semi-bal 3rd/4th may be balanced	1M = 4+M F1; 1NT = FG bal or ♣ or ♦; 2♣ = 5+♣ 4-11; 2♦ = 3+♦ 0-9; 2♥ = 5+♣ 4♥ 3-8; 2♠ = 6+♣ INV; 2NT = Nat 11-13; 3♣ = 4+♦ 9-12; 3♦ = 4+♦ 0-8; 3M = void SPL; 4m = good 4M bid; 4M = bad 4M bid	1♦-1♥: 1♣=4+♣ F1; 1NT=3♥ 11-13; 2♣ = 4+♣ 11-15 / 16+ any 2♦=6+♦not3♥; 2♥=good 3♥/bad 4♥; 2♦=Art 16+w/ 3+♥ 2NT = 6+♦ 16+; 3♣ = 5/5 14-16; 3♦ = Solid suit 13-15 1♦-1♣: 1NT = 6+♦ or 4♥ 11-15; 2♣ = 4+♣ 11-15 / 16+ any 2♦=3♣ 11-13; 2♥=Art 16+w/ 3+♣; 2♦=good 3♣/bad 4♣ 2NT = 6+♦ 16+; 3♣ = 5/5 14-16; 3♦ = Solid suit 13-15	
1♥		5	4♠	5+♥ (10)11-23	1♣ = 4+♣ F1; 1NT = Nat nf; 2♣ = FG bal or ♣ or ♥; 2♦ = FG 5+♦ unbal; 2♥ = normal raise; 2♠ = FG 6+♣ or 5/5 ♣+m; 2NT=3+♥ INV+; 3m=Nat INV; 3♥=3-7; 3♣=any void	1M-1X: 2♣ = 4+♣ 11-14 or 15+ any; 2NT = 6+M 4m 15+; 3m = 5/5 14-16; 3♥ = 5/5 13-15; 3M=6+M mild inv 1M-2♣: Artifical responses	
1♠		5	4♥	Same as above	Same as above (2♥ = 5+♥ FG)	Same as above	
1NT	X		4♠	10-12(14) NV / V 1st/2 nd /(3 rd) 12-14 NV 1st/2nd/3rd 15-17 V and 4th	2♣ = Stayman; 2♦ = 5+M INV+; 2M/3m NF; 2NT = FG m's 2♦/♥ = 5+♥/♣; 2♣ = range ask or ♣; 2NT = 5+♦; 3♣ = ask 5M 3♦ = 5-5M inv+; 3♥/♣ = 6+♣/♦ short ♦/♣; 4♣/♦ = TRF 4♥/♣	1NT-2♣: 2♦ = no 4M; 2M = 4+M 1NT-2♣/2NT: 3♣/♦ = min/max 1NT-3♣: 3♦ = no 5♥/♣; 3♥/♣ = 5♥/♣; 3NT 5♥ 4♣	
2♣	X	0		a) Weak (5)6+♦ (See 2M) b) 22+ bal c) Any FG	2♦ = P/C; 2M = Nat F1; 2NT = INV+ relay; 3♣ = Nat F1; 3♦ = P/C; 3M = good 6+M forcing	2♣-2♦: 2♥ = 5+♥ or 24+ bal; 2♣ = 5+♣; 2NT = 22-23 bal 3♣ = 5+♣ 4X; 3♦ = 5+♦ 4+♣ or 6+♦; 3M = 5+♦ 4M	
2♦	X	2	4♠	18-19 bal 17-19 NV vs V 1st/2nd	2♥ = ♣ or one-suiter S/T; 2♣ = ♥ or NT or 6+m short om; 2NT = ♣ or ♥ or bal S/T w/o M; 3♣ = Stayman; 3♦ = 5+♣ 4♥, 3M = short M w/ both m or one m; 3NT = 5-5M forcing;	2♦-2♥: 2♣ = 2-3♣; 2NT = 4♣ 2♦-3♣: 3♦ = one or both M; 3♥ = 3♥ not 4♣; 3NT = not 3♥/4♣ 2♦-3NT: 4♣ = sets ♥; 4♦ = sets ♣; 4♥ = 2-2M	
2♥		5		White: 5+♥ 5-10 Red: 6+♥ 5-10	2♣ = 5+♣ F1; 2NT = INV+ asking; 3♣ = 5+♦ or to play 3♣; 3♦ = 5+♣; 3♥ = PRE; 3♠ = 6+♣ FG; 4♣ = opt. RKC	2M-2NT (White): 3♣ = 5M; 3♦ = 6M not the worst 3M+ = Same as below	
2♣		5		White: 5+♣ 5-10 Red: 6+♣ 5-10	2NT = INV+ asking; 3♣ = 5+♦ or to play 3♥; 3♦ = 5+♥ INV+; 3♥ = 5+♣; 3♣ = PRE; 4♣ = opt. RKC, 4♦ = pick-a-M	2M-2NT (Red): 3♣ = max; 3♦ = medium; 3M = the worst 3oM = nat; 3NT = good suit, no spl; 4X = void	
2NT			4♣	20-21 bal	3♣ = puppet; 3♦/3♥ = TRF; 3♣ = ♣+♦; 4♣/♦/♥/♣ = 6+♥/♣/♦/♣	2NT-3♣: 3♦=one or both M; 3♥=no M; 3♣ = 5+♣; 3NT = 5+♥	
3X	(5)6			Preemptive, v light NV vs V	3♣-3♦ = pupp to 3♥; 3♦-3♥ = pupp to 3♣; 3M-4♦ = pick-a-M		
3NT	X			1 st /2 nd solid M, no A/K	4♣ = ask short; 4♦ = ask length; 4M = P/C	HIGH LEVEL BIDDING	
4♣	6			Preemptive	4♦ = pick-a-major or S/T in ♣; 4M = to play; 4NT = to play	1430 (5NT = odd + void, 6X = even + void), opt-RKC 01122	
4♦	6			Preemptive	4M = to play; 4NT = to play; 5♣ = S/T in ♦	Non-srs 3♣/3NT/4m, last train, voidwood 0314, DOPI, DEPO	
4♥	6			Preemptive	4♣ = to play; 4NT = RKC	Cue bids up the line 1 st or 2 nd	
4♠	6			Preemptive	4NT = RKC	If not RKC 1430, 4NT 2-places to play and 5NT pick a slam	
4NT	X			Specific ace asking	5♣ = no Ace; 5♦/♥/♣ = that Ace; 5NT=♣ Ace; 6X = X+1	When FP, pass and pull is S/T	

DEFENSIVE AND COMPETITIVE BIDDING

Overcalls (style, responses, 1/2 level, reopening)

Natural, sound on 2-level, light on 1-level, 5(4)+cards, 8+PC, then:

- a) 2♣ is a cue bid w/o support (might have after 1♣ opening)
- b) 2 of their suit is a cue bid with support
- c) New suit on a 1 level is constructive, but not forcing

INT Overcall (2nd/4th live, responses, reopening)

2nd INT = 15-18PC (system ON)

- 4th: a) 15-17PC after 1♣, might be little weaker after 1♦
 b) 12-16PC after 1♥/♦

Jump overcalls (style, responses, unusual NT)

Direct – weak

Reopen – constructive

[1x] – 2NT = two lowest

Direct and jump cue bids (style, response, reopen)

[1♣/♦] – 2♦ shows 5+♥, 5+♠

[1♥] – 2♥ shows 5+♠, 5+♣/♦

[1♠] – 2♠ shows 5+♥, 5+♣/♦

Versus 1NT (strong and weak)

a) strong: x = 5+m or 4+♥, 4+♠, 2♣ = 4+♣, 4+M

2♦ = 4+♦, 4+M, 2♥/♦ = nat, 5+♥/♦

2NT = minors or any strong, very constructive two-suiter

Reopen – the same

b) weak: x = 13+PC, 2♣ = 4+♥, 4+♠, 2♦ = 6(5)+♥/♦,
 2♥/♦ = 5+♥/♦, 4+m

Reopen before pass – the same

Reopen after pass – same as after strong 1NT opening

Versus preempts (doubles, cue-bids, jumps, NT bids)

Jumps are constructive, 2/3NT is natural, x is takeout below 4♠

x over 4♠ or higher opening = points, rather pass then bid

Versus artificial, strong openings – 1♣ or 2♣

Versus 1♣ 16+PC: x = ♣+♠, or ♦+♥, 1♦ = ♣+♦, or ♥+♠, 1♥/♦
 are natural (and then 1NT is a cue bid), 1NT = ♣+♥, or ♦+♠

Versus 1♣ polish or 2+: 2♦ shows 5+♥, 5+♠

Over opponent's takeout double

A lot of transfers after 1♣, 1♥, and 1♠ openings

Natural over other openings

LEADS AND SIGNALS

Opening leads style: 2nd/4th

	Lead	In Partner's Suit
Suit	2/4	2/4
NT	2/4	2/4 (3/5)*
Subseq	2/4	2/4

Other: *in unsupported partner's suit we lead: 3/5, Xx, xxX, etc.

Versus NT contract king is a strong lead, asking either for unblock or a count

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK+	Asks for an attitude
King	AK, KQ(+), K(x)	Strong
Queen	QJ(+); Q(x)	Asks for an attitude
Jack	J10(+), AJ10(+), KJ10(+)	Same
10	10x, H10x, H109(+)	Same
9	H9x, 109+	Pretty same, (maybe J98x)
Hi-X	HXX, HXXx(+), xXX+	Same
Low-X	xX, HxxX	Pretty same (maybe 10xxX)

Signals in order of priority:

	Partner's Lead	Declarer's Lead	Discarding
1	LOW = ENC	LOW = EVEN	S/P (standard)
Suit 2	LOW = EVEN	S/P (standard)	LOW = EVEN
3	S/P (standard)		
1	LOW = ENC	LOW = EVEN	S/P (standard)
NT 2	LOW = EVEN	S/P (standard)	LOW = EVEN
3	S/P (standard)		

Signals (including Trumps): S/P in trumps

Smith's Echo: LOW = ENC

DOUBLES

Takeout doubles (style, responses, reopening)

Double = 11+PC (after Partner's pass, may be weaker with a good shape)

Special, artificial, and competitive doubles and redoubles

1♣ – [1♦] – x = 4+♥, (7)+PC 1♦ – [1♥] – x = 4+♠, (7)+PC

1♣ – [1♥] – x = 4+♠, (7)+PC

We play support, lighter, responsive, and card-showing doubles.

We do SOS, card-showing, and 1st class control redoubles.

1NT [pass] 2♦/♥ [x] Both redoubles show a good hand with 3+♥/♦

xx

2NT [pass] 3♦/♥ [x]

xx

WBF CONVENTION CARD

EVENT: 2022 Bermuda Bowl Qualification

PLAYERS: Piotr Gawryś - Michał Klukowski

SYSTEM SUMMARY

General approach and style:

POLISH CLUB

1♣ opening shows:

- a) 11-14PC, BAL or nat (4414, rarely 3415/4315)
- a) 15+PC, 5(4)+♣ (4 only if 4414)
- b) 18+PC, any shape

Then 1♦ shows one of those three types of hands:

- a) 0-6PC, any shape
- b) 7-10(11)PC, both minors
- c) 16+PC, BAL, neither 5 card minor, nor 4 card major

1NT = 15-17PC, BAL (little off-shape like 5M, 6m, 5431 possible)

2♣ = 11-14PC, 5+♣, 4M, or 6+♣

2♦ = 3-10PC, 6+♥/♦

2♥/♦ = 3-10PC, 5+♥/♦, 5(4)+m

A lot of transfers in competition, especially after our openings and preempts

Special bids that may require defence

As above

Special forcing pass sequences

When we are in a GF situation

Important notes

Psychics: rarely

Opening	Art	No of cards	Neg dbl up to				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	X	0	4♥	11–14PC BAL, or 4441♦, 15+PC, 5(4)+♣, 18+PC, ANY	1♦ = 0–6PC ANY, 7–11PC minor(s), or 16+PC, BAL	1♣ – 1♦ – 1♥/♠ = NF, 3+, 12–14PC BAL, or strong 1♣ – 1♦ – 1NT = 18–19PC, BAL	
					1♥/♠ = 4+♥/♠ 7+PC, 1NT = 7–10PC, no 4cdM, 2♣/2♦ = 5+GF, 2♥ = 5+♠, 4+♥, less than inv, 2♠ = GF, BAL, 3♣/♦ = 6+♣/♦, inv, 3♥ = 12–16PC, 4144, 3♣ = AKDxxxx in minor	1♣ – 1♦ – 2NT = 21–23PC, BAL 1♣ – 1♥/♠ – 2♦ = GF, Relay, 18+PC, 3+♥/♠ 1♣ – 1♦/♥/♠ – 2♣ = 5+♣, 15+PC 1♣ – 1♥/♠ – 2♣ – 2♦ = GF, artificial	
1♦		4(+)	4♥	11–17PC, 5+♦, or any 4♦441, 11–15PC, 4♦ 5♣	1NT = NF, nat, 2♣ = GF, nat, 2♦ = 10+PC, 4+♦, no 4M, 2♥ = 5+♠, 4+♥, less than inv, 2♣ = 5+♣, 4+♥, inv 3♣ = weak with ♦, or any strong splinter 3♦ = mixed raise	Double checkback	
1♥		5(+)	4♣	11–17PC, 5+♥	1NT = NF, 2♣ = F1, semi nat, 2♦ = F1, nat, 2♣ = NF, weak, 2NT = GF, 4+♥, 3♣ = at least mixed raise, 3+♥, unbalanced, 3♦ = inv, 3+♥, balanced 3♣ = minisplinter, 3NT = ♠ short, 4♣/♦ = ♣/♦ short	Double checkback	Drury (2♦ shows interests)
1♠		5(+)	4♥	11–17PC, 5+♠	1NT = NF, 2♣ = F1, semi nat, 2♦ = F1, nat, 2NT = GF, 4+♣, 3♣ = inv, 3+♣, unbalanced 3♦ = inv, 3+♣, balanced, 3♥ = nat, slamish 3NT = minisplinter, 4♣/♦/♥ = ♣/♦/♥ short	Double checkback	Drury (2♦ shows interests)
1NT			4♥	14+–17PC, can be little bit off-shape (5M, 6m, 54, stiff)	2♣ = stayman, 2♦ = transfer to ♣, or inv, BAL, 2NT = transfer to ♦ or weak with both minors, 3♣/♦ = shortness, 3♥/♠ = shortness, min 5+4+♣♦, 4♣ = 5+♥ 5+♠, game or slam in a hand, 4♦/♥ = transfer to ♥/♠	1NT – 2♣ – 2♦ – 2♥ = NF, 4+♥, 4+♣, 3415, or 1444, 8–9PC 1NT – 2♣ – 2♥/♠ – 3♣ = GF, Relay 1NT – 2♣ – 2♥/♠ – 3♦/♥ = at least ♥/♠ game try	
2♣	X	5(+)	4♥	11–14PC, 5+♣ 4M, or 6+♣	2♦ = relay, 2♥/♠ = NF, nat, 2NT = puppet to 3♣, 3♣ = inv to 3NT, 3♦ = inv, nat, 3♥/♠ = inv, nat	2♣ – 2NT – 3♣ – pass = preemptive, 3♦ = inv+, 5♥, 5♣, 3♥/♠ = GF, 5+♥/♠ 5+♦, 3NT = inv to 6NT, based on clubs	2NT = invitational to 3NT 3♣ = normal raise
2♦	X	0		3–10PC, 6+♥/♦ on a 3rd hand might be 5+♥/♦	2♥/♦ – pass/correct, 2NT – relay, 3♣ - 5+♥/♦, GF, 3♦ - ♦ or ♦, GF, 3♥ - pass/correct, 4♣ - bid a transfer to your long suit, 4♦ - show your long suit naturally, 4♥/♦ - to play	2♦ – 2♣ – 2NT – 3♣ = GF, nat 2♦ – 2♥ – 2♣ – 3♦ = inv, nat 2♦ – 2NT – 3♣ = any min 2♦ – 2NT – 3♦/♥ = max with ♥/♦	
2♥	X	5(+)		3–10PC, 5+♥ and 5(4)+♣/♦	2♣ = NF, nat, 2NT = Relay, 3♣ = pass/correct, 3♦ = inv to 4♥, better than through 2NT, 3♣ = GF		
2♠	X	5(+)		3–10PC, 5+♠ and 5(4)+♣/♦	2NT = Relay, 3♣ = pass/correct, 3♦ = inv to 4♣, better than through 2NT, 3♥ = nat, NF, but constructive		
2NT			4♥	19+–21PC	3♣ = puppet stayman, 3♦/♥ = transfers, 3♣ = minors, 4♣ = 5+♦, shows slam interests, 4♦/♥ = transfer to ♥/♦	2NT – 3♣ – 3♦ = at least one 4M, 3♥ = no4M, 3♣/NT = 5♣/♥	
3♣		6(+)		PRE, wide range NV	3♦/♥/♠ = GF (F1), nat, 4♦ = Optional KeyCard		
3♦		6(+)		PRE, wide range NV	3♥/♠ = GF (F1), 4♣ = Optional KeyCard		
3♥		6(+)		PRE, wide range NV	3♣ = GF, 4♣ = Optional KeyCard		
3♣		6(+)		PRE, wide range NV	4♣ = Optional Keycard		
3NT	X			1 st /2 nd = Gambling, or 7M222 3 rd /4 th = just to play	4♦ = asks for shortness, then 4♥/♦ = either 7♥/♦222, or short with a minor	3NT – 4♦ – 5♣/♦ = suit and short in the other minor	
4♣		6(+)		PRE, wide range NV	4♦ = Blackwood, 4NT to play		
4♦		6(+)		PRE, wide range NV	4NT = Blackwood	HIGH LEVEL BIDDING	
4♥		6(+)		PRE, wide range NV	4NT = Blackwood	Blackwood (usually 1–0–2), cue bids, splinters	
4♣		6(+)		PRE, wide range NV	4NT = Blackwood	Exclusion Blackwood (0–1–2),	
4NT	X			Good hand on ♣ and ♦ (6–6)	5♥ = Blackwood on ♣, 5♣ = Blackwood on ♦	PEDO (pass = even, double = odd)	

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)		
Light overcalls on 1 level		
(1♣)-1♠-(p)- 2♣=♥/2♦=fit/2♥=♦		
(1♦)-1♠-(p)- 2♣=♥/2♦=fit/2♥=♣		
(1♥)-1♠-(p)- 2♣=♦/2♦=fit/2♥=♣		
(1♦)-1♥-(p)- 2♣=fit/2♦=♦		
(1♦)-1♥-(p)- 2♣=fit/2♦=♣		
INT OVERCALL (2nd/4th Live; Responses; Reopening)		
2 nd = 4(other)M + 5+(other)m, not after 3 rd seat opening		
4 th = 10-14 after 1m/ 12-16 after 1M		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
weak		
(1♣)-2NT = ♦+♥/(1♦)-2NT = ♣+♥/(1♥)-2NT = ♣+♦/(1♠)-2NT = ♣+♦		
Reopen: weak		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
(1♣)-2♣=nat /(1♣)-2♦=♥+♣/(1♦)-2♦=♥+♣/(1♥)-2♥=♦+♣/		
(1♠)-2♦=♦+♥/((1♦)-3♦=♣+♣/(1♥)-3♥=♣+♣/ (1♠)-3♣=♣+♦		
VS. NT (vs. Strong/Weak; Reopening; PH)		
X= pen with passed hand 5m + 4M		
2♣= ♥+♣		
2♦=4S + 6+m		
2♥/♠= nat		
2NT = 4♥ + 6m		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		
Leaping michaels, X = TO, (2M)-3M=5otherM+5D		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣		
Vs strong 1♣: x= ♥+♣ 1NT=♣+♦ (also after (1♣)-p-(1♦))		
OVER OPPONENTS' TAKEOUT DOUBLE		
After 1M-(x) we play transfers		

LEADS AND SIGNALS		
OPENING LEADS STYLE		
Suit	Lead	In Partner's Suit
Suit	1/3/5	1/3/5
NT	Attitude	1/3/5
Subseq	2/4	2/4
Other: KJ10 against suit the J, against 5+ level we lead rusinow but not in pd suit, through decl we play second from 10 or higher		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AK(x)	AK(x)
King	AK/KQ(x)	KQ(x)
Queen	Qx/QJ(x)	Qx/QJ(x)/KQJx
Jack	Jx/J10(x)/KJ10(x)	Jx/J10(x)/KJ10(x)
10	10x/109(x)/H109(x)	10x/109(x)/H109(x)
9	9x	9x 9xx
Hi-X	xx	xxX/xXxx/xxXxx
Lo-X	xxX/xxXx/xxxxX	HxX,HxxX,HxxxX
SIGNALS IN ORDER OF PRIORITY		
1	Partner's Lead	Declarer's Lead
1 L-H= enc	Suit preference	L-H= enc
Suit 2	Suit preference	L-H = even
3	L-H = even	Suit preference
1	L-H= enc	Suit preference
NT 2	Suit preference	L-H = even
3	L-H = even	Suit preference
Signals (including Trumps):		
Current count and standard smith (high from both means I like the lead)		
We play a lot of suitpreference (standard)!Always standard on A or K		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
Almost every X is TO		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
Support x/xx		
1♣-(1♦)- X = 4/5 ♥ 1♥=4/5♣ 1♣=no M		
1♣-(1♥)- X=4/5♣ 1♣=0-3♣		

W B F CONVENTION CARD		
CATEGORY: Open		
NCBO: Madeira 2022		
PLAYERS: Sjoert Brink & Bas Drijver		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
5 card M/5♦ (or any 4-4-4-1)/2+♣		
2/1 GF but 1♣-2♦ = 8+HCP 5+♥ and 1♦-2♣ = relay could be inv ♦/NT		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
1 st seat fav. 1NT = 9-12 NV 12-14 V 15-17 3e seat fav 9-14		
1NT overcall 4(other)M + 5+(other)m, not after 3 rd seat opening		
1m-2♦ = wk 6M		
1♣-2♦ = 8+ 5+♥		
1♣-2♥ = GF 6+♦		
2♣ = any GF		
3NT = strong 4♥/♣ opening		
SPECIAL FORCING PASS SEQUENCES		
None		
IMPORTANT NOTES		
We play a lot of transfers in competition		
PSYCHICS: rare		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	7♠	a) 12-14 balanced 2+♣ b) 18-20 balanced 2+♣ c) 12+ unbalanced 4+♣	1♦=0-6 HCP any/8-11 HCP, 4+♦ no major/12+ HCP, 5+♦ possible 4 major/0-10 4-4M/ Bal hands used as relay 1♥/♠= nat possible 4+♦/INT = 6-10 bal/ 2♣= inverted minors/2♦ = wk♥ or ♠/2♥/♠= invitational ♥/♠	1♣-1♦-1♥= any 12-14 bal or ♣+♥ unbal/1♣-1♦-1♠=♣+♠ unbal/1♣-1♦-1NT = any 18-20 bal (5♦ pos)/1♣-1♥-1NT 4♠ pos	
1♦		4	7♠	5♦ (or 4-4-4-1)	2♣=relay invite+/2♦=wk ♥ or ♠/2♥/♠= invitational ♥/♠ 2NT=0-6 ♦		
1♥		5		5+ ♥ 10+HCP	1NT= nf/2♣=GF relay/2NT=inv+ ♥/3♣=mixed/3♦=GF short somewhere/3♥=weak/3♠=6-8some void/3NT/4♣/4♦ void ♠/♣/♦/8-11	1M-1NT- 2♣ = any 15-17 or 5M 4+♣= 12-14 2NT = any GF no 5-5 unbal	Drury 2-way
1♠		5		5+ ♠ 10+HCP	Same as over 1♥, except 2♦=8+♥ 2♥=GF 6+♦ 3♥=weak 3NT=6-8 some void		Drury 2-way
INT			4♠	15-17 bal. 5M possible Vul 1 st favourable 9-12 bal. NV 12-14 3e seat fav 9-14	2♣ stayman (doesn't promises 4M)/transfers could be 4+ 2♠ invite NT or minors or wk♦ 2NT asks wk xx 3♣ asks 5M 3♦ 4414 or 4441 3♥ 4144 3♣ 1444	transferlebensohl	
					2♣=any invite/2♦=any GF rest=to play after 9-12	X to/ rest tp	
2♣	X	4♠		Any GF hand	2♦=relay suit is 5 card with 2/3 AKQ	2♣-2♦-2M 4+ could be	
						Longer ♣/♦	
2♦	5			Weak 5+ 3-10 HCP	2♥=relay 2♣/3♣=nf 2NT= asking		
2♥	5			Weak 5+ 3-10 HCP	2NT=asking 2♣/3♣/♦=nf nat		
2♠	5			Weak 5+ 3-10 HCP	2NT=asking 3♣/♦/♥ =nf nat		
2NT				20-22 bal	3♣ asks distribution 3♦/♥ transfers 3♣=SI minors 4♣/♦/♥/♠=♥/♠/♣/♦		
3♣	6			Pre-emptive	3♦=relay to 3♥ (wk ♥ or gf ♠ or doubt 3NT or both M)/3♥ GF /3♣ nf/4♣ nf/4♦=SI♣		
3♦	6			Pre-emptive	3M= NF 4♣=inv+♦		
3♥	6			Pre-emptive	3♣ = nf 4♣ any SI ♥; 4♦ COG		
3♠	6			Pre-emptive	4♣ any SI ♠; 4♦ COG 4♥ to play		
3NT				Strong 4M opening	4♣=SI 4♦= little SI 4♥/♠ P/C		
4♣	7			Pre-emptive			
4♦	7			Pre-emptive			
4♥	7			To play			
4♠	7			To play			
4NT	6/5			minors		HIGH LEVEL BIDDING	
5♣	7					RKC blackwood (14/03)	
5♦	7					Mixed cues, Last Train, Serious NT	
5♥/♦						Exclusion (03/14)	
						Optional Blackwood for ♣/♦	

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)

1level: 8 – 18, can be GOOD 4-card suit

Responses: All 1/3NT bids = nat; 1-1/2-2 F1, 2/1 NF, TRF advances

Jump Q=4+ fit, 6+ – 9, mixed

Jumps in a new suit = natural + fit, F1

Balancing: natural, Jump suit = 12+ – 15, 6+ suit; Q = Michaels

INT OVERCALL (2nd/4th Live; Responses; Reopening)

(1x)-1NT=16–18, Syson/m, TRF/M. If Xed: XX=SOS, 2m/M=NAT

(1x)-P-(1y)-1NT= 16 - 18; BPH = unbid suits

Balancing: 1NT = 10+ – 14

(2♥/♦)-P-(P) – 2NT = 14 – 16. TRF, Q = Stayman

JUMP OVERCALLS (Style; Responses; Unusual NT)

Preemptive

2NT shows the two lowest unbid suits

(1♣)-2♦ = 5♥ + 5♦

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

(1♣/♦) – 2♦= majors // 3♣ = NAT

(1♥/♦) – 2♥/♦ = SOM + ♣ // 3♣ = 2 suiter Exclusion

(1M) – 3M = Asks for stopper

(1♣/♦) – P – (1♦/♥/♦) – 2♦/♥/♦ = NAT; 2♣/♦NT = unbid suits.

VS. NT (vs. Strong/Weak; Reopening; PH)

vs. Any MULTI-LANDY, X=4M/5+m

vs. WK: X=top range;

(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)– Same as in direct seat

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

vs.2♦ Multi: X =usually 13 -15 no M or STR 18+; 2NT=16-18

vs.2♥/♦ wk: X = TO (lebensohl); 2NT=16-18;

Leaping Michaels: (2♦/♥/♦) – 4♣/♦ = 5+♣/♦ + 5-card major, F1

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

vs.STR 1♣ = X = M's, 1NT =m's

OVER OPPONENTS' TAKEOUT DOUBLE

1♣ (X) TRF, 1♦ (X) NAT

1♥/♦–(X)–2♥/♦ = CONST; 1♥/♦–(X)–1NT bis 2♦/♦= TRF (1 under WK or STR), 2NT = fit 11+

XX = 10+ any distr.

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3 rd / 5 th	3 rd / 5 th
NT	2 nd /4 th	3 rd / 5 th
Subseq	Same	Same

Other:

LEADS

Lead	Vs. Suit	Vs. NT
Ace	Ax+, AK+	AKx+, Axx
King	AK, Kx, KQ(+)	AKJT+ or KQT9+
Queen	Qx, QJ(+)	KQ(+), QJ(x), Qx
Jack	Jx, J10(+)	Jx, J10(+)
10	10x, 109x or H109x	109x or H109x
9	9x, KJ9(x)	9xx 9x
Hi-X	Usually doubleton	2 nd highest from xXxx+
Lo-X	xxX, xxXx, xxxxX, xxxxXx	HxxX+

SIGNALS IN ORDER OF PRIORITY – STD count and attitude

	Partner's Lead	Declarer's Lead	Discarding
1	Low = odd	Suit preference	Suit preference
Suit 2	High = E	Low = odd	Count
3	Suit preference		High = E
1	Low = odd	Suit preference	Suit preference
NT 2	High = E (over A/Q)	Low = odd	Count
3	Suit preference		High = E

STD carding, High E in NT over A & Q leads

S/P in trump suit, K ask count vs PRE or 5+ level contracts

We try to give the signal partner needs most

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

8+ HCP if (5440), 10+HCP if 4441, (17)18+ with a single suiter.

RESPONSES: 1NT=7-10; Q = F until NT or raise a suit

(1♥/♦) – Pass – (3♣/♦ Bergen) – X = TO vs. ♥/♦; PH PEN

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Most doubles of part-scores are for takeout

1♥/♦ – (P) – 1NT – (2x) – X = TO

(1x) – 1y – (Suit/Raise/1NT) – X = other suit(s) + tolerance for partner's suit

Responsive doubles though 7♥ over raises

(1♥/♦)–P–(1NT) –X = TO. If opener bids again X = penalty.

W B F CONVENTION CARD

CATEGORY: Green

NCBO: Switzerland

PLAYERS: Pierre Zimmermann

Fernando Piedra

June 2022 ♠♥♦♣

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5-card majors, Better minor

2♣ = GF or BAL 22+, 2♦ = Multi, 2♥/♦ = WK 2 suiter

2NT = 20–21

1M 2♣ ART GF

1NT 15 – 17 (may have 5M/6m or a singleton)

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

1♣–(P/X/1♦)–1♦/♥ = 4+ ♥/♦; 1♣ = no 4M

2♦ = Multi

2M = 2 suiter with m WK

(1m) P (1NT) ? = like vs 1NT opening but X is good hand

3NT Gambling

Unusual vs. unusual: 1♥/♦–(2NT)–3♣ = OM GF, 3♦ Fit INV;

3M NF, 3NT Fit GF; 4m SPL

(1♣/♦)–2♦=majors; (1♥/♦)–2♥/♦=5OM+5m

(1♣/♦)–1♥/♦–(P/X)– 3♣/♦ = Fit GF

(1♣) 2♣ 11-15 5/4 M's

Many TRF sequences in contested auction and

in 4th seat contested bidding

(1♥) 2♥=5♣/5♣ – (1♥) 3♣ = 5♣/5♦

(1♣) 2♣= 5♥/5♣ – (1♣) 3♣ = 5♥/5♦

SPECIAL FORCING PASS SEQUENCES

Very often in competitive bidding (red against green) pass is forcing

IMPORTANT NOTES

PSYCHICS: We may open very light in 3rd position

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	7♥	11+-21	1♦/♥=4+♥/♠; 1♠=no M; 2♦=♦ GF; 2♦=♣ INV+ 1NT=8-10; 2♥/♠ = 5♦/4+♥ WK/INV 2NT=11-12, 3♣ PRE 3♦♥=TRF INV 3♣=TRF 7+♦	1♣-1x-1y:2♣=wk in ♦ or inv; 2♦=GF 2NT+ = TRF	
1♦		3	7♥	11+-21	Inverted minors, 1NT 6-10, 3♣= mixed or GF + s/s 2♥/♠ = 5♦/♥ WK/INV, 3M SPL	Double check back	
1♥		5	7♥	11+-21, 1 st and 2 nd 5+ ♥	1NT=NAT; 2♣=GF NAT or BAL or FIT; 2♥=6-10; 2♣= WK; 2NT= INV+, 3m INV, 3♥ PRE	After 2/1 2M=catchcall; 2NT ask shape	Drury 2NT= fit + shortness
				3 rd seat can be 4-card suit			
1♣		5	7♥	As above	As above		As above
INT			7♥	15-17	2♣=Sty; 2♦/♥/♠=TRF, 3♣=♦ WK or STR 3♦ = INV	2♣:+2♥=WK both M 44+	
				May have 5M / 6m or any	3M = 9+HCP (13)(54); 4♣ M's 4♦/♥ = TRF	2♣:+2♦=INV 5♣	
				Semi-BAL (singleton)		1NT – (X/2♣): System on, X=Stayman	
2♣	✓	0		GF or BAL 22+	2♦= relay, Others NAT Positive 2H, 2NT 5♣5♦ 8+ 3M 7+ no 2H	2♣ 2♦ 2♥ Kokish 2♣ 2♦ 3M = 4M/5+♦	
2♦	✓	0		4–10, 6(5) ♥/♠	2♥/2♣/3♦ = P/C; 2NT = Ask; 3m ART INV 3♣=INV; 4♣/♦ = TRF / Bid your suit.	2♦-2NT-?: 3♣ any min 3♦/♥ max ♥/♠ 3NT max semi solid	2♦-(X)-XX=Bid your suit 2M=NAT 6+
							2♦-(X)-Pass=♦
2♥		5		4–10, WK + m - nv 5/4 V 5/5	2NT ask	3m = NAT min, 3♥/♠ = ♣/♦ max	
2♣		5		As above	As above	As above	
2NT				BAL 20–21	3♣ = St.; 3♦/♥/♠/4♣=TRF, 4♦ M's	2NT – 3♦/♥ - 3♥/♠ = FIT	
				May have 5M or 6m	4♥/♠ = 5♣ / 4♦ - 5♦ / 4♣	2NT 3♣ 3NT 4♣=m NAT, 4♦=6♣4♦ 4M=5♦5♣ and shortness	
3♣/♦		(6)7		4–10, Preempt			Lead directing bids
3♥/♠		(6)7		As above			
3NT	✓			Gambling, solid ♣/♦	4♣ = P/C; 4♦ = ? shortness; 4♥/♠ = to play		
4♣/♦		(7)8		4–10, Preempt			
4♥/♠		7+		Preempt, in 3 rd /4 th = to play			
4NT	✓			11+ cards in minors			
5♣/♦		8		Preempt			HIGH LEVEL BIDDING
5♥/♠		8		11 tricks hand.			
							4NT = RKCB 30/41/2 without Q/2+Q; we give also directly Kings if it's possible
							Cue = 1 st or 2 nd round control. Last train
							5NT usually asks to pick a slam
							4♣ may be TRF to RKCB
							If opps interfere over RKCB & we can play in 5 of our suit = DOPI (X=0, P=1);
							If we can't play in 5 of our suit = DEPO (X = even, P = odd); ROPI

DEFANSİF VE KOMPETİTİF DEKLERELELER

OVERCALL(Stil; Cevaplar; 1/2 seviyesi; 4.pozisyon)

6-16 HCP Cue :F1

Yeni Renk: NF

1NT OVERCALL(2./4. Canlı; cevaplar; 4.pozisyon)

2Nd LANDY MULTY

4.TH Lanndy

SIÇRAMALI OVERCALLLAR (Stil; Unusual NT)

2.nd weak , max 10 HCP

4th middle hand , 6+ suit

DİREKT VE SIÇRAMALI CUE-BID STİLİ

Asking stoppper

NT'YE KARŞI (Kuvvetli ve Zayıf NT'ye)

2.den ceza

4.den 10-15 HCP

PRE-EMPTİVE AÇIŞLARA' KARŞI (konturlar;NT ler)

DBL: T/O, LEB

ARTİFİSYEL KUVVETLİ AÇIŞLARA KARŞI

RAKİBİN APEL KONTURU ÜZERİNE

XX: 9+HCP 1 dia x xx trx H

ATAKLAR VE SINYALLER

lead

	elead	Partner suit
Koz	3..5.	same
NT	2nd or 4th	3th or 5
Sonra		
Başka:	udca roma discard	

ATAKLAR

Atak	Koza	NT'ye
As	AK(+), Ax	Aynı
Rua	KQ(+)	KQ10(+), AKJ(+)
Dam	QJ(+),Qx	QJ10(+),Qx
Vale	J10(+), KJ10(+)	Aynı
10	109(+), H109(+)	Aynı
9	H98(+),98x,9x	Aynı
Büyük	Sx, xxxSx,	Aynı
Küçük	XxS, xxxSx	Aynı

ÖNCELİK SIRASINA GÖRE SINYALLER

	Ortağın Atağına	Dekleranın	Discards
KOZ 1.	udca	udca	roma
2.	Pref.		
3.	Sayı		
NT 1.	Büyük apel	Büyük apel	Direkt
2.	Pref.		
3.	Sayı		

Koza verilen sinyaller ve diğerleri:

KONTURLAR

APEL KONTURLARI (Stil; Cevaplar; 4. Poz.)

Klasik dağılımla 10+HCP

Cue:FG

x

ÖZEL,ARTİFİSYEL,VE KOMPETİTİF KONTURLAR

TÜRKİYE BRİÇ FEDERASYONU



KONVASİYON KARTI

Kategori: Yeşil-natürel

Bölge: TBF STANDART KONVANSİYON

Turnuva: KARTI

Oyuncular: BÜLENT ASLAN ÖMER CELAL UMUR

SİSTEM ÖZETİ

GENEL YAKLAŞIM VE STİL

5'li M

½ GAME for

2D MULTY 2H AND 2SP 55 WITH MINOR

1NT Açısı: 14+-17

1'e 2 Cevap: F1

DEFANS GEREKTİREN ÖZEL KONUŞMALAR

2♥,♠: WEAK 55

2♦: MULTY IF STRONG 20-21 BALANCED

3NT: Gamling, CLOSED MINOR

Lebensohl:

ÖZEL FORSİNG PASS SEKANLARI

DİĞER ÖZEL ANLAŞMALAR

OVER 1CL TRX 1 DİA AFTER OVERCALL TRX

PSİŞİKLER

RARELY

AÇILIŞ	Artifisyal ise İsaretlevin	Min. Kart Sayısı	Neg. Kontur Sayısı:	TANIMLAMA	CEVAPLAR	SONRAKİ GELİŞMELER	PASTAN GELEN ELLERE GÖRE DEĞİŞİMLER
1♣/♦		2	-	11-22 HCP	Trx over 1cl 1 dia if opps bids trx		
1♥/♠		5	-	11-22 HCP Daha uzun minör olabilir	Splinter:11-15 2♣:GF, kısa olabilir 4. renk : GF		
1NT		-	-	14+-17 HCP balanced	2♣: Stayman 2♦/♥: Jacoby 2♠: Trefle cl or limit ask 2nt: trx D or weak minors 3♣: puppet 3H/S sing with minors Gf 4♦/♥: Texas transfer 4NT: Kantitatif 4♣: majors		
2♣	✓	-	-	23+ HCP / 8,5 löveli el	2♥:0-3 HCP 2x: 8+ HCP, 5+i renk 2NT: 8+ HCP, 5+ kör		
2♦	✓	10	-	Multy or 20-21 2nt	2NT: F1, rôle		
2♥	6	-		Weak 55	2nt: asking limit	3cl 55 min with cl 3D min dia	3h:max with cl 3S max with D
2♠	6	-		Weak 55	Renk tekrarı minimum el		
2NT		-	-	18-19 HCP balanced can be 5 card major	3♣: Full Puppet 3♦/♥: Jacoby 3♠: trx to 3 NT 4♣: majors		
3♣	6/7	-		Nat weak	New suit :F1		
3♦	6/7	-		Nat weak	Yeni renk:F1		
3♥	6/7	-		Nat weak	Yeni renk:F1		
3♠	6/7	-		Nat weak	Yeni renk:F1		
3NT	7	-		Closed minör	4♣:P/C		
4♣	8+			Nat weak		ŞLEM KONUŞMALARI VE KONVANSİYONLARI	
4♦	8+			Nat weak		RKCB(14-03)	
						Pass = even keycard double or redouble : odd keycard	

1NT DEVELOPMENTS (15-17 HCP)

Stayman, 4-Suit transfer 2sp limit asking or trx CL 2nt trx D or weak minors 3C= puppet asking 5 card M, 3D= Strong 5-5 m, 3M=(54)m & SingletonM

Smolen, 4C= majors 4d: H , 4H=S,

System ; over Dbl => System on

over 2C (Nat.or Capp) => System on

over 2C/2D(Majors) => Pass= Weak or penalty, Dbl= Cooperative, 2D/3C/3D=Weak
2H= C Inv.+, 2S= D Inv.+, 2NT= minors competitive,
3H/3S= (5+/4+) m& Spl.

over 2D(Multi) => Dbl=xfer H, 2H=xfer S, 2S=xfer C, 2Nt=xfer D

3C= Stayman, 3M= Spl., Pass and Dbl= Negative

over 2M (Nat or M+m) = Lebensohl

2NT DEVELOPMENTS (20-21 HCP)

Stayman, 3S= trx 3nt 3nt 5S 4H 4C= majors . 4dia=Trx H 4H=TRX S

3NT GAMBLING

4C = Pass or Correct , 4D= Ask Sngl

1CLUB OPENING (2+)

Xfer responses, after x-y-z => 2C= xfer to 2D for INV hands and 2D for GF hands
2NT= xfer to 3C for 5-5 GF hands or to play 3C

2C = Inverted GF, 2D= C Inv 2H= 4-7 5S 4+ H , 2 S=.8-11 5S 4+H ,
2NT= 10-12 HCP, 3NT= 13-15 HCP

Xfer responses after DBL, (note= RDBL 10+)

1 DIAMOND OPENING (4+)

Same as 1C opening,

2C= GF, 2D= Inv. raise GF, 2H= Majors weak 5SP 4+ h , 2S= majors 8-11 5S 4+h
3C= Inv. raise in D

Xfer responses after DBL, (note= RDBL shows H)

MAJOR OPENINGS

5 card Major, 2NT= 3/4 card raise INV, 3m= 6+ GI nat., 3H after 1S= 6+H GI
3S after 1H and 3NT after 1 S= 8-11 HCP & any SPL,
Standart SPL bids, 3NT after 1H =SPL S, 4H after 1S= SPL H
1NT= Semi Forcing, includes 3 card M raises with balanced hand

1H 1NT

2NT 18+ 3C=> ask, 3D=5-4 D, 3H=6+H , 3S=5H -4sp , 3NT=5h 4C

2S 15+ 5H/4S

1h 1 NT
3C 18+ 5+H/5+C
3D 18+ 5+H/5+D
3H 14+17 6+H
3S 12-15 + 6H/5S
3NT 16-19 6H/5SP

1S 1 NT
3C 18+ 5+S/5+C
3D 18+ 5+S/5+D
3H 18+ 5+S/5+H
3S 14+-17 6+S
3NT Closed spades happy for 3nt

after DBL
xfer responses
2NT = 3 or 4 card raise INV +

after overcall
Cuebid= 3-4 card raise GF
2NT = 3-4 card raise GI+
3NT= to play
weak jump shift, SPL at 4 level

After pass, 2C=Drury, 2NT= 4card raise GI with sing
After 1 NT overcall= Reverse dbl, 2C= C+OM, 2D= D+OM

2CLUB OPENING

2 D= Waiting
2H= Negative 0-3 points
2S= Spades positive 2NT= H positive

2C 2D
2NT 22-23HCP => Puppet Stayman,

2C 2D
2H 2S (ask)
2NT 24+ HCP

2DIAMOND = MULTI

2NT= Ask 3C= H min, 3D= S min, 3H= S max 3S= H max
3C = xfer 3 D then 3 H and 3 S GF nat.
3D = GI in openers M

3H = P/C
3S = GI S
4C = Ask to xfer M
4D= Bid your M

2HEARTS / 2 SPADES= 5/5 M&m weak

2NT= Ask 3C and 3D= Nat weak, 3H = C max, 3S= D max
3C= P/C
3D= xfer 3 H, GI+ in H
3H= GI in S after 2S opening

OTHERS

Weak Jump shifts
Weak Jump overcall
Negative, Responsive Doubles through 4 D
Support Dbl and Rdbl through 2 H
Maximal Dbl
After Suit overcall= New suit F1, Cue= Supp. 2NT after M o/c= 4card raise GI+, Jump
cue=Mix raise
After 1NT overcall= System on
After Opponents 1 NT Opening= Landy Multy 1th seat 4th seat 2cl majors others naturel
Roman Key Card = 1403
After opps opening= Two suit overcalls= Cue= Highest 2 suits, 3C= High and Low
, 2NT= Lowest
After Reverse = if reverse is with 2D= 2OM is weak
If reverse is with 2H= 2NT is weak

Xfer bids after 2NT rebid
Serious 3NT after M supports

3&5 against suit and 4th against NT

Upside down and Roma discard

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)

5 - 17 HCP, Cuebids: F1.

Jump fit: pre-emptive, to 1 level overcalls New suit: NF (6-16)

To 1 level overcalls : 2x qbid : support and 10 + points

: 3x : 4 card supp + 8-10

: 2nt : 4 card supp + inv.

: 3y: 9-11 natural inv.

: 1nt: 8-14

INT OVERCALL (2nd/4th Live; Responses; Reopening)

(14+) 15-17 HCP, responses same as 1nt opening

4th position: 10 - 14 HCP for minors, 2♣ : range ask, transfers

10 - 14 HCP for majors, 2♣ : range ask, transfers

2nt: 18-19

JUMP OVERCALLS (Style; Responses; Unusual NT)

2♥, 2♠ : weak –(unless red vs white and after partner pass)

1♣ - 2♣ : natural - 1♣ & 1♦ - 2♦ -- Majors

1 x - 4 ♣ : good hands with ♥ s; 1 x - 4 ♦ : ♣ s.

Reopen: 2x : 11-14 points, 6 - card suit – 3x : 11-14 points 7 card suit

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

Micheal's cuebid

Jump cuebid asks for stopper

VS. NT (vs. Strong/Weak; Reopening; PH)

2♣ majors, 2♦ a weak major, 2♥ – 2♠ natural

DBL : penalty 15+ (include 4M and 5+ minor 13 + points)

2NT : CL or CL+Other, 3NT: 6-5 Minors, 3CL: D or D+Other

3D : H (good hand), 3H: SP (good hand), 3SP: 6-5 Majors

2 suited hand could be strong

4th position: 13+ (for passed hand dbl = 4-5 ♣ and 9 -11 points)

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

DBL: T/O, LEBENSOHL on doubles against weak two openings

3x Cue bid : asking for stopper.

After 2nt lebenshol : 3x: GF

No Lebenshol after reopening DBL

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣ or 2NT

Similar as INT overcalls

1 and 2 level overcalls are natural, (except 2NT)

DBL : CL

OVER OPPONENTS' TAKEOUT DOUBLE

XX: 10+ HCP (with no supp.)

2NT: invite+

After 1Major DBL → 2x: Transfer, 3x= close to invitation

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3 rd / 5 th	3 rd / 5 th
NT	2 nd / 4 th	3 rd / 5 th
Subseq	Attitude	Attitude

Other: Smith echo low encouning.(Nt)

Smith echo suit preference to trump, if possible(Suit)

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK(+), Ax	Same
King	KQ(+)	KQ10(+), AKJ(+)
Queen	QJ(+), Qx	QJ10(+), KQ(+)
Jack	J10(+), Jx	Same
10	H109(+), 109, 10x	Same
9	9x,	9x, 9xx
Hi-X	Sx, xxxxS,	Sx, HxxSx, Hxx
Lo-X	xxS, xxxxS	Xxx, xXxx

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Hi/Lo: E	Discarding
1	Hi: Count		Hi : Encouraging
Suit 2	Hi/lo: E		
3	K wants count		
1	A&D wants encou.	Hi/lo: E	
NT 2	Hi:Count		Low: discouraging.
	K wants Deblock		
	A&D wants encou.		
3	Hi/lo:E		

Signals Trumps: suit preference if possible

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

DOUBLES TAKEOUT DOUBLES (Style; Responses; Reopening) 10 + HCP with usual distribution

Cuebid: FG

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

NEG dbl thru 6 hearts

After 1♣ and 1♦ opening if overcalls at 1 level for dbl see next page.

2nt and strong 2♣ opening dbls : majors from 2nd and 4th places.

CONVENTION CARD



PLAYERS : ENVER KOKSOY

BORA BELGU

MP NO : 340308

340210

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5 card MAJOR, weak 2 openings, 2/1

1NT: 15-17, 2NT: 20-21

1M / 2♣ : GF 0 + ♣, 1♥ / 2♦ : GF, 1♠ / 2♥ : ♦ s, GF

1CL -2CL GF (with 5 card supp.)

1D – 2CL Any GF (inc. 4 card Major)

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♥, 2♠: weak, 6cards (8-10) except (red vs white)

3 NT : gambling solid minor

2♣ : Any Strong

2♦: Multi (1 long Major) (limits changes on vul or nonvul)

1 M – 2NT : some support hands, 6 - 14 points

1 M – 3 NT : support 8-10 no sing.

1 M – 3x natural 9-11 invitation

1 M – 4 M: blockative

Opps 2NT and strong 2♣ --- dbl : CL

1♣, 1♦ opening – to 3♣, 3♦, 3♥ overcalls : 3♣ Non forcing.

2♥ , 2♠ overcalls (weak or normal) : 3♣, 3♦, 3♥ Non-forcing

Drury only with 2♣ for 3rd and 4th place.

Support Dbl and Support Rdbl

SPECIAL FORCING PASS SEQUENCES

1 x – DBL – RDBL – forcing up to 2♣

IMPORTANT NOTES

PSYCHICS: rarely

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DB L THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1 ♣		3	6 ♥	(10) 12 - 22 HCP	2-way cb ,inverted minor	1♣ - 1♦ (could have 2 cards) 1♣ - 1♦ - 1♥/: 1 ♠ /1 NT natural	
1 ♦		3	6 ♥	(10) 12 - 22 HCP	2-way cb, 2CL: Any GF (no 5 card major)		
1 ♥		5	6 ♥	(10) 12 - 22 HCP	Splinter: 11-13, 2NT:support 6-14 (3-4 supp.)		drury
				May have rarely longer minor	1nt semi-forcing (0-7 with fit, 5-11 without fit) 2CL: Any Gf, 2SP&3X: invitation, 2D: natural GF	1H -2CL 2D&SP: nat, 2NT: CL	
1 ♠		5	6 ♥	(10) 12 - 22 HCP	Splinter: 11-13. 2NT:support 6-14 (3-4 supp.)	1sp -2CL 2D&H: nat, 2NT: CL	drury
				May have rarely longer minor	Same as 1♥		
1 NT		-	-	(14)15-17 BAL or Semibal.	2♣ : Stayman, 2♦ / ♥ : JACOBY xfers		
					2♠: ♣ 2NT:D 4♣ / ♦: SA texas xfer, 4♥/4♠: to play, 4NT: QUANT		
2 ♦	✓	-		Multi- 1 long major	3cl: 5+H GF, 3D 5+SP GF	After 3cl – 3H means 2-3 H	
				Limits change	2NT asks suit and strength	After 3dl – 3SPmeans 2-3 SP	
2 ♥	6 (5)	-		Weak (8-10) hcp	2sp : asks sing, 2NT&3x : tx	Opp vul vs nonvul- 0-8 points	
2 ♠	6 (5)	-		Weak (8-10) hcp	2NT: asks sing, 3x: tx	Opp vul vs nonvul- 0-8 points	
2NT		-	-	20 - 21 HCP BAL.	3♣: stayman 3♦ / 3♥ : JACOBY XFER		
3 ♣					4♣/4♦ = slam inv. 4♥/4♠: slam with cl/d 4nt : quantitative. 5♣,5♦ : to play weak		
3 ♦	6-7	-		Preemptive	4d: slam interest	Except we are on vul. And opponents non vul 3♣,3♦ openings can be aggressive.	4nt: asking for Aces.
3 ♥	6-7	-		Preemptive	4cl: slam intrest		
3 ♠	6-7	-		Preemptive	4x: asking control on this suit		4nt: asking for Aces 4nt: asking for Aces
	6-7	-		Preemptive	4x: asking control on this suit		4nt: asking for Aces 4nt: asking for Aces
3 NT	✓			Solid Minor	4♣:P/C 4♦: relay, want to play slam.		4nt: asking for Aces 4nt: asking for Aces
4 ♣							
4 ♦	✓	7-9		weak			
4 ♥	✓	7-9		weak			
4 ♠	6			Preemptive to play		HIGH LEVEL BIDDING	
4 NT	✓			2 losers hand	Asking specific aces	RKCB (14 - 03)	
5 ♣	7			Preemptive to play			
5 ♦	7			Preemptive to play		depo, repo, dopi, robi	
						Responses to Exclusion : 0, 1, 2 1+1 , 2, 2+1	

SUPPLEMENTARY

page 1

1M – 2NT (8-11 balanced, support) Sequences:

1M – 2M (7 – 10 points support) Sequences:	1x - 1M 2M - ?
<p>1♥ - 2♥ 2♠= any try bid hand 2N= asking range or shortness 3♣= 4+card slamish 3♦= 4+card slamish 3♥= block</p> <p>1♥ - 2♥ 2♠ - 3♣= showing features 3♦= showing features 3♥= sp features</p> <p>1♥ - 2♥ 2N - 3♣= ♣ accept 3♦= ♦ accept 3♥= ♠ accept</p>	<p>1♠ - 2♠ 2N= any try bid hand 3♣= 4+card slamish 3♦= 4+card slamish 3♥= 4+card slamish 3♠= block</p> <p>1♠ - 2♠ 2N – 3♣= showing features 3♦= showing features 3♥= showing features 3♠= general features-min</p> <p>1♠ - 2♠ 3♣ - 3♦ showing features- no CL supp. 3♥= showing features- no CL supp. 3♠= max supp. No CL supp</p>
	<p>1♣ - 1♥ 2♥ - 2♠= any try bid hand - 2N= asking range or shortness - 3♣= 4+card slamish - 3♦= 4+card slamish - 3♥= block</p> <p>1♣ - 1♥ 2♥ - 2N 3♣= showing features 3♦= showing features 3♥= no shortness, min. 3NT= balanced points, max 4♥= no shortness, max. 4x: sing.</p> <p>1♣ - 1♠ 2♠ - 2N= any try bid hand - 4+card slamish - 4+card slamish - 4+card slamish - 3♠: block</p>

SUPPLEMENTARY

page 2

1♥ → 2 NT	1♠ → 2 NT	1♠ / 1♥ → 1N
<p>1♥-2NT 3♣= asks 3♦= Natural slamish 3♥= Natural slamish 3♠= splinter 4♣/4♦= Splinter</p> <p>1♥ - 2NT 3♣ - 3♦= 7-9 HCP, + Cards 3♥= 10-12 HCP, 3 cards. 3♠= 10-12 HCP, 4 cards. 3NT= 12-14 HCP, 4333 4x : 8-10 sing.</p> <p>1♥ - 2N 3♣ - 3♦ 3sp, 4x : singleton</p> <p>1♥ - 2N 3♦ - 3♥= good hand for slam, trump is ♥ 3♠= features 3N= balanced, other suit points 4♣= 4+♦, supp 4♦= 4+♦, good supp. 4♥= worse hand.</p>	<p>1♠ - 2N 3♣= Relay (may be 4+♣ reverse) 3♦= Natural slamish 3♥= Natural slamish 3♠= stop 4♣/4♦/4♥ = Splinter</p> <p>1♠ - 2N 3♣- 3♦= 7-9 HCP, + Cards 3♥= 10-12 HCP, 4 cards. 3♠= 10-12 HCP, 3 cards. 3NT= 12-14 HCP, 4333 4x : 8-10 sing.</p> <p>1♠ - 2N 3♣ - 3♦ 3sp, 4x : singleton</p> <p>1♠ - 2N 3♥ - 3♠= good hand for slam, trump is ♥ 3N= balanced, minor points 4♣= 4+♥, supp 4♦= 4+♥, good supp. 4♥= worse hand.</p>	<p>1♠ - 1N 2X =4+CARD (rarely 3) 4x= self splinter (with 8.5-9 tricks) 3NT= 6-7 Cards SP with 18-19 HCP (no 3 cards H)</p>

1♥ → 2♣		1♠ → 2♣
<p>2♣= 0+ Cl any GF</p> <p>2♦ = natural 4+D 2♥ = balanced hands, or 13- (6331 or 6322) 2♠ = natural 4+SP 2NT= 4+Cl 3♣ = 5♥ 5♣, 13-15 HCP 3♦ = 5♥ 5♦, 13-15 HCP 3♥ = solid H 16+ HCP (semisolid) 3NT= solid H 13-15 HCP (semisolid) 4♥ = solid H 13- HCP (semisolid)</p> <p>1♥ - 2♣ 2♥ - 2NT (2♠) relay</p> <p>3♣ = sing Cl, 6331 3♦ = sing D, 6331 3♥ = 6-3-2-2 3♠ = sing SP, 6331 3NT = 5-3-3-2</p> <p>1♥ - 2♣ 2♦ - 2NT (2♠) relay, asks fragmant (relay could be changed on stoppers) 3♦ = 5-5 10-12 HCP</p> <p>Same as other suit rebids.</p>	<p>1♥ - 1♠ 1N= 12-14 2♣= natural 2♦= natural 2♥=natural 2♠= 3/4 ♠ fit 2N= 18-19 balanced or semi balanced 3♣= 5♥ 4♣+, GF 3♦= 5♥ 4♦+, GF 3♥= 6-7♥, 15-17 HCP , 3♠= natural 3N= 6cards♥ , 18+HCP 4♣/4♦= Splinter 16-19 HCP</p>	<p>2♣= 0+ Cl any GF</p> <p>2♦ = natural 4+D 2♥ = natural 4+H 2♠ = balanced hands, or 13- (6331 or 6322) 2NT= 4+Cl 3♣ = 5♠ 5♣, 13-15 HCP 3♦ = 5♠ 5♦, 13-15 HCP 3♥ = 5♠ 5♥, 13-15 HCP 3♠ = solid SP 16+ HCP (semisolid) 3NT= solid SP 13-15 HCP (semisolid) 4♠= solid SP 13- HCP (semisolid)</p> <p>1♠ - 2♣ 2♠ - 2NT relay</p> <p>3♣ = sing Cl, 6331 3♦ = sing D, 6331 3♥ = sing H, 6331 3♠ = 6-3-2-2 3NT = 5-3-3-2</p> <p>1♠ - 2♣ 2♦ - 2NT (2♥) relay, asks fragmant (relay could be changed on stoppers)</p> <p>1♠ - 2♣ 2♦ - 2NT (2♠) relay, asks fragmant (relay could be changed on stoppers) 3♦ = 5-5 10-12 HCP</p> <p>Same as other suit rebids.</p>

1♥ - 1NT

2NT- 3♣ = (5+CL and 5+Other Suit) -8-10 HCP or D weak hand – TX to D

3D - 3♥ = 5 D – H supp.

3NT – 5 CL + 5 D

1♥ - 1NT

2NT- 3♥ = to play

4♥ = to play

1♥ - 1NT

3♣ - 3♦/3♥ = features. (asks other suit for NT)

4♣ = 4+ ♣ support

4♦ = 4+ ♣ good support

Same as other fragmants.

1♥ - 1NT

2♥ - 2♠ = minors (55-65)

2NT = tx to Cl

3CL = tx to D

3D = tx to H with showing SP features

1♠- 1NT

2 ♥- 2NT = tx to Cl

3CL = tx to D

3D = tx to H

3H = min supp.

3Sp,4X = splinter with 5 card supp.

4H= good support

1♠ - 1NT

2NT- 3♣ = (5+CL and 5+Other Suit) -8-10 HCP or D weak hand – TX to D

3D - 3♥ = 5 D – 5CL

3NT – 5 CL + 5 D

1♠ - 1NT

2NT- 3♠ = to play

4♠ = to play

1♠ - 1NT

2NT- 3♦ = ♥S

1♠ - 1NT

3♣ - 3♦/3♥ = features. (asks other suit for NT)

4♣ = 4+ ♣ support

4♦ = 4+ ♣ good support

Same as other fragmants.

1♠- 1NT

2♠ - 2NT = tx to Cl

3CL = tx to D

3D = tx to H

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)

5-17 HCP, Cuebids: F1.

Jump fit: pre-emptive, to 1 level overcalls New suit: NF

To 1 level overcalls : 2♣ : support and 10+ points (except 1♦)
: 2♦ : no support and opening hand.

2x- 2♥,2♠ - pass - 3♣: support and 10 + points

3♦ : no support and 10+ points

INT OVERCALL (2nd/4th Live; Responses; Reopening)

(14+) 15-17 HCP, responses same as 1nt opening

4th position: 10 - 14 HCP for minors, 2♣ : range ask, transfers
10 - 17 HCP for majors, 2♣ : range ask, transfers

JUMP OVERCALLS (Style; Responses; Unusual NT)

2♥, 2♠ : weak

1♣ - 2♦ : asking for ♣ stopper

1 x - 4♣ : good ♥ s; 1 x - 4♦ : good ♦ s.

Reopen: 12-15 points, 6 - card suit

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

Micheal's cuebid (1M - 3♣: other M and ♦s, 1M - 2M: OM + ♣

Jump cuebid asks for stopper

1♣ - 3♣ : ♣ + ♦

1♦ - 3♣ : ♣ + ♣

VS. NT (vs. Strong/Weak; Reopening;PH)

2♣ majors, 2♦ a weak major, 2♥ - 2♣ natural (opening hand)

DBL : penalty (include 4M and 5+ minor 13 + points)

2NT : 2-suiter strong

4th position: same (for passed hand dbl = 4-5 ♣ and 9 -11 points)

2♣ majors: can be very weak!! 2♦ asking : 2♥weak

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

DBL: T/O, LEBENSOHL on doubles against weak two openings

3x Cue bid : asking for stopper.

After 2nt lebenshol : 3♦ : 16-17 any medium hands.

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

Only we are on non-vulnerable 1♣ - 1♦ : ♦ s or nothing.

1nt : ♣ overcall.

2♣ : majors. To 2♣ and 2NT openings DBL : majors

OVER OPPONENTS' TAKEOUT DOUBLE

XX: 10+ HCP

2NT: invite+

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3 rd / 5 th	3 rd / 5 th
NT	2 nd / 4 th	3 rd / 5 th
Subseq	Attitude	Attitude

Other: Smith echo low encoruing.(Nt)

Smith echo hi encoruing.(Suit)

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK(+), Ax	Same
King	KQ(+)	KQ10(+), AKJ(+)
Queen	QJ(+), Qx	QJ10(+), KQ(+)
Jack	J10(+), Jx	Same
10	H109(+), 109, 10x	Same
9	H98(+), 9x, 109x(+)	H98(+), 9x, 109x(+)
Hi-X	Sx, xxxxS,	Sx, HxxSx, Hxx
Lo-X	xxS, xxxxS	xXx, xXXXX

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Hi: ENCRG	Hi/Lo: E	Hi : discouraging.
Suit 2	Hi/lo: E		
3			
1			
NT 2	Lo:ENCRG	Hi/lo: E	Hi: discouraging.
3	Hi/lo:E		

Signals (including Trumps):

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

10 + HCP with usual distribution

Cuebid: FG

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

NEG dbl thru 6 hearts

After 1♣ and 1♦ opening if overcalls at 1 level for dbl see next page.

2nt and strong 2♣ opening dbls : majors from 2nd and 4th places.

CONVENTION CARD



PLAYERS : DOĞAN ÜZÜM ÖMER KIZILOK

MP NO : 060056 260111

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5 card MAJOR, weak 2 openings, 2/1

1NT: 15-17, 2NT: 20-22

1M / 2♣ : GF 2 + ♣, 1♥ / 2♦ : GF, 1♠ / 2♥ : ♦ s, GF

1♣ / 2♦ : ♥ s 5 + HCP

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♥, 2♠: weak, 6cards

3 NT : gambling solid minor

2♣ : 18 - 19 balanced

2♦: artificial GF

1 M – 3 NT : support, 7 - 9 points with any sing.

Opps 2NT and strong 2♣ --- dbl : majors. (2nd and 4th)

1♣ , 1♦ opening--to 3♣,3♦,3♥overcalls : 3♣ Non forcing.

2♥, 2♣ overcalls(weak or normal): 3♣, 3♦, 3♥ Non-forcing

Drury only with 2♣ for 3rd and 4th place.

Support Dbl and Support Pass.

1♣ - 1♦, 1♥, 1♠ (♦) : transfers. 1nt: natural

1♦,1♥,1♠ - 2♣ - 2♦: hearts, 2♦or2♠: other minor.5+points

1♥ - 2♦- 2♣: ♣s, 1♥ - 2♦ - 3♣ : ♣s 5+points

1♦-2♣-3♣ : singleton ♣FG (may be 4 major)

SPECIAL FORCING PASS SEQUENCES

1 x – DBL – RDBL – forcing up to 2♣

IMPORTANT NOTES

PSYCHICS:rarely

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	6♥	(10) 12-22 HCP	2-way cb, xyz,inverted minor 1♣ - 2♦one major . 0-5 points	1♣-1♦-dbl : 4+ ♥s. 1 level is transfer. 1♣-1♦-1♥:4+ ♣s, 1♣-1♦-1♠ : no 4cards M	1♣ - 1♦, 1♥, 1♠ (♦) : transfers. 1nt: natural
1♦		3	6♥	(10) 12-22 HCP	2-way cb, xyz,inverted minors	1♦-1♥- dbl: 4+♦s, 1♣ : no 4cards ♣.	
1♥		5	6♥	(10)12-22 HCP	Splinter:10-12		
				May have longer minor	1nt semi-forcing (0-7 with fit, 5-11 without fit)	Gazilli	
1♠		5	6♥	(10)12-22 HCP	Splinter:10-12. 1♠-3♥ : splinter.	1♠-2♦:hearts 5+ points. 1♠-2♥:diamonds GF	
				May have longer minor	1nt semi-forcing (0-7 with fit, 5-11 without fit)	Gazilli	
1 NT		-	-	15-17 BAL	2♣:Stayman, 2♦/♥: JACOBY xfers 2♣: either ♣s or balanced invite, 4♣/♦: SA texas xfer, 4♥/4♣: to play, 4NT: QUANT	2NT: Minors weak or, Majors 5-5 8 – 11 points or, 4441 GF hands.	
2♣	✓	-	-	18-19 balanced	2♦,2♥: xfer, 2♣ relay for 2nt	Others same with 1nt opening.	
2♦	✓	-		Artificial,GF any hand.(instead of 2♣ opening)	2♥ : waiting, 2♣: 2 nd neg 2nt, 3♣, 3♦, 3♥ = all transfers, 8+ points		
2♥	6 (5)	-		Weak (5-11) hcp	2NT: F1, asking, new suit NF	Rebidding the suit shows minimum	
2♠	6 (5)	-		Weak(5-11) hcp	2NT: F1, asking, new suit NF	Rebidding the suit shows minimum	
2NT		-	-	20-22 HCP BAL.	3♣:stayman 3♦/3♥:JACOBY XFER 4♣: ♦, 4 ♦=♥s, 4♥= ♠s, 4♣=♣s 4nt : quantitative. 5♣,5♦ : to play weak	5NT : say your long color. 4+ (same 1nt opening) 6NT : invitation for grand slam.(same 1nt opening)	
3♣	6	-		Preemptive	3♦: asking range.	Except we are on vul. And opponents non vul 3♣,3♦ openings can be aggressive.	4nt: asking for Aces.
3♦	6	-		Preemptive	3♥ : asking range. 3♠ response 3cards ♥		
3♥	6	-		Preemptive	New suit F1		4nt: asking for Aces
3♠	6	-		Preemptive	New suit F1		4nt: asking for Aces
3NT	✓			Solid Minor	4♣:P/C 4 ♦: relay, want to play slam.		
4♣	✓	6		Good 4♥ opener	4 ♦: relay, want to play slam if has extras.		
4♦	✓	6		Good 4♣ opener	4 ♥: relay, want to play slam if has extras.		
4♥		6		Preemptive to play		HIGH LEVEL BIDDING	
4♠		6		Preemptive to play		RKCB (14 - 03)	
4NT	✓			Minors			
5♣		7		Preemptive to play		PERI (pass even rdbl 1), PEDI (pass even dbl 1)	
5♦		7		Preemptive to play		Responses to Exclusion : 0, 1, 2 , 2 + Q, 3	

SUPPLEMENTARY

<p>1M → 1N → 2♣</p> <p>1♥ - 1N 2♣= a) Nat 3+♣, 12-15 HCP b) 16+ any hand, except 5-5 and 6M-4m(18+HCP) 2N= 5♥5m-18+ HCP or 6♥4m - 18+ HCP 3♣= 5♥5♣, 15-17 HCP 3♦= 5♥5♦, 15-17 HCP 3♥= 6♥, 15-17 HCP</p> <p>1♥ - 1N 2♣- 2♦= 8-11 HCP (without 3cards ♥) - 2♠= 3cards 5-7 sing ♥ - 2N= minors sing ♥ - 3♣= 6+♣, 5-7 HCP - 3♦= 6+♦, 5-7 HCP</p>	<p>1♥ - 1♠ 1N= 12-14 2♣= 6♥ or 16+ HCP any hand 2♦=15- 2♥= 5♥4+♣, 16- HCP 2♠= 3/4♠ fit 2N=6 - 4 or 5-5, GF 3♣=5♥5♣, 15-17 HCP 3♦=5♥5♦, 15-17 HCP 3♥=6♥, 15-17 HCP , no 3 cards ♠ 3♠=natural 3N= 4cards♠, 18+HCP 4♣/4♦=Splinter</p>	<p>1♠- 1N 2♣-2♥= 4+♥, 5-7 HCP - 2N=Minors, 5-7 HCP, shortness ♠, no 4 cards - 3♣= 6♣, 7 - HCP, shortness ♠</p> <p>1♥ - 1N 2♣- 2♦= 8-11 HCP 2♥= relay</p> <p>1♠- 1N 2♣- 2♦ 2♥- 2♠ =4+ ♥ - 2N = 4+♣4+♦ - 3♣= 6♣ - 3♦= 6♦ - 3♥= 5♣ - 3♠ = 5♦ - 3N = 5♥332</p>

1♠→2♦

1♠- 2♦= ♥ s (6+♥ 6+HCP or 5+♥ 10+HCP)
 2♥= Signoff
 2♠=Signoff
 2N=GF (16+HCP) 2+♥
 3♣/♦= Natural reverse
 3♥=♥ invitation
 3♠= ♠ invitation
 3N= 6+♠ s GF
 4♣/♦= Splinter

INT SEQUENCES

1N - 2♣=stayman 2♦= 5+♥ 2♥= 5+♠ 2♠= a) asking range b) 6+♣ 2N= a) minors weak5+5+ b) 1444 / 4144, GF c) 5+♥-5+♠ GF (8-11) 3♣= 6+♦ 3♦=5♣+5+♦ GF 3♥=3154 / 3145, 9+HCP, GF 3♠=1354 / 1345, 9+HCp, GF 3N= to play 10-14 HCP 4♣= 6+♥ 4♦= 6+♠ 4♥= to play 4♠=to play 4N= 3334 / 3343, 15-16 HCP 1N- 2♠ 2N- 3♠=Minor stayman - 3N= 44 minor, 15-16 HCP	OVERCALL ON OPPONENT'S 1NT 1N - X= penalty (include 4M and longer minor 14+ points hands) - 2♣=Majors - 2♦=one major weak. - 2♥=Natürl, opening hand - 2♠= Natürl, opening hand - 2N=two suited strong. (3♣ p/c) - 3♣=6+♣4♠ - 3♦=6+♦ 4♠ - 3♥=Preemptive - 3♠=Preemptive 1♣ - 1N- 2♣= Majors 1♦ - 1N-P-P 2♣= good hand majors (16+ 4-3majors) 2♦=Minimum hand, majors 1♦ - 1N- 2NT (special invitation + hands) -P 3♣=relay	WEAK 2 MAJOR OPENINGS 2♥-2♠= non- forcing - 2N=relay, invitation+ - 3♣=non- forcing - 3♦=non- forcing - 3♥=to play - 3♠=♠ s, GF - 3N=to play - 4♣= natural forcing - 4♦= natural forcing 2M- 2N 3♣=any shortness 3♦=balanced, 8-10 3M=worse hand, good suit. 3 OM= 6-4 3N=AKJ, AQJ etc. Balanced 8-10 2M- 2N 3♣ - 3♦= Relay 3♥= OM short 3♠=♦ short 3N= ♣ short
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2♣ (18-19 BALANCED)	2♣ (18-19 BALANCED)	2♣ (18-19 BALANCED)
<p>2♣ - 2♦=♥ xfer - 2♥= ♠ xfer - 2♠= 2N' xfer - 2N= Minors weak - 3♣= 6+♦ xfer - 3♦= Minors, GF - 3♥= ♥ short, 31(54), GF - 3♠= ♠ short, 13(54), GF - 3N= to play - 4♣= ♥ xfer - 4♦= ♠xfer - 4♥= to play - 4♠= to play</p> <p>2♣- 2♠ 2N - 3♣= Stm 3♦= 6+♣,♦ or ♠ short! 3♥= 6+♣,♥ short 3♣= Minor stm 3N= to play 4♣= 6+♣ balanced</p> <p>2♣- 2♠ 2N- 3♠ 3N- 4♥=Natural 4♥, 1444/04(54)</p> <p>2♣- 2♠ 2N- 3♠ 3N- 4♣=Natural 4♣, 4144/40(54)</p> <p>2♣- 3♣ 3♦- 3♥ = 6+♦, ♥ short 3♣= 6+♦, ♠ shortness 3N= 6+♦, ♣shortness 4♣= 6+♦, ♣shortness 4♦= 6+♦, balanced</p>	<p>2♣ - 2♦ 2♥= 2/3♥ - 2N= a) 2-3 HCP 6♥ , b) balanced slamish 6♥</p> <p>3♣= 5♥4+♣ 3♦= 5♥4+♦ 3♥= 5+♥, F1(bid 3nt with 2 cards ♥) 3♣= splinter 4♣= splinter 4♦= splinter</p> <p>2♣ - 2♥ 2♣= 2/3♠ - 2N= a) 2-3 HCP 6'l1 ♠ b) balanced slamish 6'l1</p> <p>3♣= 5♣4+♣ 3♦= 5♣4+♦ 3♥= 5♣ 5♥, GF 3♣= 5+♣, F1, (bid 3nt with 2 cards) 4♣= splinter 4♦= splinter 4♥= splinter</p> <p>2♣ - 2♠ 2N - 3♣= Stm 3♦= no 4M</p> <p>3♥= 5♣4♥ 3♣=5♥4♣ 3N= to play</p>	<p>2♣ - 2♦ 2♥= 4M 5m 2N (relay) - 3♣=♣ - 3♦= ♦+♥ - 3♥= ♦+♠, short ♥ - 3♣=♦+♣, short ♣ - 3N=♣+♠, short ♦</p> <p>2♣ - 2♠ 2N - 3♣=♣ 3♦(relay) - 3♥= ♣+♥, short ♠ - 3♣=♣+♥, short ♦ - 3N=♣+ ♠, short ♥</p> <p>2♣ - 2♦ 2♥ - 2♠ 2NT - 3♦=♦+♥ 3♥ (relay) - 3♣= ♠ short - 3N=♣ short</p>

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)		
Sound 2 over 1		
Fit jumps		
UCB, usually a 3-card raise		
2NT good raise after M overcall, with four cards		
Cue is higher two suits.		
Jump to 2NT the two lowest suits (5+-5+) any strength		
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		
15-17(18), responses as after opening 1NT		
Reopening: 11-14 over 1m, responses as over opening 1NT		
Reopening: 11-16 over 1M, 2♦ is range ask		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
1-suited: about 5-9, usually 6-cards; usually 7 at three level VUL		
2NT lowest two unbid suits any strength but 19-21 BAL in 4th		
Reopen: Intermediate – six card suit; about 12-15		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
1x-3x asks for stop for NT showing any solid suit other than x		
VS. NT (vs. Strong/Weak; Reopening; PH)		
2♣ is 4♥ and longer other or 5+ ♥ about 9+ then 2NT asks		
2♦ is 4♦ and longer other or 5+ ♦ about 9+ then 2NT asks		
2♥ is 5♥ and 4+ m; then 2NT asks		
2NT is game-forcing two-suited or <10 with minors		
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)		
DBL is T/O with 2NT puppet to 3C. 4m = 5m 5oM F in theory		
Vs WK 3 DBL is T/O 4m 5m 5oM F, 3NT to play then 4♣ is Baron and 4♦ is transfer to M, 4M & 5m are slam tries		
Vs 4 level openings x shows values		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♦ or 2♦		
Vs strong 1♦ vs Polish 1♦ or similar, P then DBL is 15-17		
DBL is ♥, 1♦ is ♣ DBL is 12-14 or 18+, 1♦ is one M		
1♥, 1♦, 1NT is two suited (CRO); 2 any is one or six of bid suit		
OVER OPPONENTS' TAKEOUT DOUBLE		
RDBL is 9+; new suit is F1; jump in new suit is FIT;		
Jump raise is about 2-5, 4-cards; 2NT is good raise		

LEADS AND SIGNALS		
OPENING LEADS STYLE		
Suit	Lead	In Partner's Suit
Suit	A,2,4	Low from xxx
NT	Strong K,10,9	Low from xxx
Subseq	A,2,4	Low from xxx
Other: K asks for CT, A or Q asks for ATT		
Vs NT Q may be from weak KQ holding		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AK(x...)	AK(x...)
King	AK(x...) or KQ(J)(...)	KQJxx, KQ10xx, AKQxx , AKJxx
Queen	QJ(x...), Qx	QJ(10), KQx(...), KQJx
Jack	J10(x...), Jx	J10(9...)
10	109(x...), 10x	A(or K)J10(x...) or 109(x...)
9	98(x...), 9x	A,K or Q109(x...) or 98(x...). 9x
Hi-X	(x)x, x(x)x, x(x)xx	(x)x, x(x)x, x(x)xx
Lo-X	Hx(x), Hxx(x)	Hx(x), Hxx(x)
SIGNALS IN ORDER OF PRIORITY		
1	Partner's Lead	Declarer's Lead
Suit 2	HELD	HELO
	HELO	HELD
3	S/P	S/P
1	HELD	HELO
NT 2	HELO	S/P
3	S/P	S/P
Signals (including Trumps): Smith Peters, Ace attitude, King Count		
Trump Hi-lo shows interest in ruff or suit preference. Smith by both sides in NT (High by leader is switch; high by partner of leader is continue).		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
Takeout to 4♥ Higher doubles show values.		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
Game try DBLs		
Co-operative DBLs		
Rosenkrantz RDBLs showing Hx in partner's suit		
RDBL of 3NT shows doubt		
Redouble of 1NT shows a five-card suit by either opener or responder		

W B F CONVENTION CARD		
CATEGORY: Green		
NCBO: Wales 2018		
COMPETITION: S Camrose 2022		
PLAYERS: Paul Lamford, Gary Jones		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
Acol with weak twos in ♦, ♥ and ♠ but Acol twos in 4 th		
4 card majors		
Generally open lower of two 4 card suits		
2 over 1 responses 9+, F1R		
1NT opening 12-14. Sometimes upgraded.		
Doubles up to 4♥ are takeout unless we have pre-empted		
Drury 2♣ over 1M in 3 rd or 4 th position. Then 2♦ is MIN		
After 1M in comp. sequences 2NT is INV with four card support and jump cue is mixed 4-card raise about 6-8		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
SPECIAL FORCING PASS SEQUENCES		
(1NT)-DBL-(2♣ or 2♦)-PASS is F. after 2M pass is NF		
If we bid a VUL game and NV oppo bid on, then pass is F		
IMPORTANT NOTES		
After 1NT rebid then 2♣ is puppet to 2♦, subsequent bids inv, 2♦ is GF checkback.		
After 1NT-2♣(NT)-3♣(3♦) shows fit; 3x shows suit		
After 1NT-2♣(NT)-2NT(♣) denies fit; then 3x shows suit		
2NT is usually two places to play in balancing auctions		
Good-Bad 2NT in competitive situations		
1NT-p-4♣ is asking for aces		
1NT-p-4♦ is 5♣+5♥, game only		
1x-p-2y-p-3NT = 5x+4y, 15-19 hcp		
1x-1M-p-2NT = 4 card raise about 9-11		
1x-2m-p-2NT = natural NF about 10-12		
1m-p-1M-p-2M-p-2NT is forcing and asking		
1x-(2x)-higher cue = UCB		
1x-(2x)-lower cue = 5 other + tolerance for x		
3x-3NT-p-4♣ is Baron, 4♦ is Flint (transfer to hearts).		
4♥,4♣,5♣,5♦ are slam tries		
PSYCHICS: Rare		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♣	Natural 10+	2♣ is 9+, 2NT is 16+ BAL, splinters. 2M = NF	4♣ is RKCB after 1♣-p-2♣ & similar	
		4	4♦	Natural 10+	2♦ is 9+, 2NT is 16+ BAL, splinters, 2M = NF	4♦ is RKCB after 1♦-p-2♦ & similar	
1♥		4	4♥	Natural 10+	2NT is fit, FG; splinters (3NT is 1♠); 3m = INV		
					3♠ is fit + any void, 3NT asks		
1♠		4	3♠	Natural 10+	2NT is fit, FG; splinters; 3NT is fit + any void, 4♣ asks; 3m = INV	1♣-1NT-3♣= ART, then 3♦ = 3/5♥. 3♥ = 4♥ 3♣ = 2♥, 3♣ 3NT = not 2♥, not 3♣	
INT			4♥	12-14	2♣ is Stayman (np) then 3m = 5-4 in minors 2♦/♥/♠/NT TFRS. 2♣-2♦-3♥ is 5♥+4♣ INV 2♣-2♦-3♣ is 5♥+4♣ F1	1NT-2♦-2♥-2♣ is Baron, then 2NT is no 5 card suit. Break TFR to M with doubleton. Break minor TFR without fit. After 1NT-2♣-2x then 3♣(♦) is both m, longer ♣(♦)	When 1NT is doubled, redouble is a 5-card suit and bids are that suit and a higher suit. Pass is NF
					3♣, 3♦, 3♥ and 3♠ are singleton or void, 5431, 5440 or 4441, no 5 card major, GF. Must have 4 other M	Opener bids four card major, if not, 3NT with good stop in short suit, otherwise four of lower minor	After 1NT-(P)-2♣-(X)-Pass denies stop, then XX is Stayman
2♣	✓			G/F or 23/24 BAL	2♦ relay; 2♦-2♥-2♣-2NT is 25+ BAL	As 2NT opener. 2♣-2♦-2NT (23-24) same	
2♦		5		5-9 6(5) cards; strong 4th	2NT asks then 3♣= bad bad ... 3♣= good good	If responder bids 3NT and then pulls	
2♥		5		5-9 6(5) cards; strong 4th	2NT asks then 3♣= bad bad ... 3♣= good good	that suggests saving	
2♠		5		5-9 6(5) cards; strong 4th	2NT asks then 3♣= bad bad ... 3♣= good good		
2NT				20-22	3♣ is 5 card Stayman; 3♦/♥ TFRS; 3♣ is minors; two under slam tries. After TFR next suit S-TRY.	After 3♣-3♦ is 4M or only 2♣ Then 3♥ is not 4♥. 3♣ is 4♥ not 4♣. 3M 5. 3NT is 3♣ not 4♥	2NT-3♣-3♦-3NT =4-4 majors game only; 4♣ S-TRY.
3♣		6		About 4-9	New suit forcing		
3♦		6		About 4-9	New suit forcing		
3♥		6		About 4-9	New suit forcing	4♣ asks for shortage, 4♦ is slam try	
3♠		6		About 4-9	New suit forcing	4♣ asks for shortage, 4♦ is slam try	
3NT				Gambling, solid minor	4♣ P/C; 4♦ asks for singleton	After 4♦, 4♥ is 0/1 ♥, 4♣ is 0/1 ♣, 4NT is 7222, 5♣ is 0/1 ♦, 5♦ is 0/1 ♠	
4♣		7		About 4-9			
4♦		7		About 4-9			
4♥		7		About 4-9	Suit bid asks for control in steps		
4♠		7		About 4-9	Suit bid asks for control in steps		
4NT				Bid suit with A	5♣ is none, 5NT is two, 6♣ is A♣		
5♣		8		About 5-11		HIGH LEVEL BIDDING	
5♦		8		About 5-11		Josephine GSF when jump to 5NT	
5♥				Missing AK♥		RKCB 5♣ is 1 or 4, 5♦ is 0 or 3, 5♥ 2 5♣ 2+Q; then 5NT asks for specific kings, six ace RCKB in some sequences	
5♠				Missing AK♣		DOPI, ROPI after interference	
						Exclusion RKCB (0 or 3, 1 or 4, 2, 2+Q)	
						Minorwood with any jump to 4 minor when minor has been bid naturally	
						or when 3NT is pulled to 4 minor or when a forcing 3m is raised to 4m or after 4SF	

DEFENSIVE AND COMPETITIVE BIDDING			WBF CONVENTION CARD		
OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)			CATEGORY : RED		
1 level overcalls can be as weak as 6+ HCP			PAUL DENNING AND RICHARD PLACKETT		
2 level overcalls usually 6 card suit or opening values if Vul.			WALES – OPEN		
In response change of suit F1 by non-passed at 1L, F by non-passed at 2/3L if RHO passes. NF at 2/3L if RHO bids. TFRS after (1X)- 1M -(X). Fit jumps (some jumps SPL) Fit NJ at 3L if passed. Direct raises WK. Jump cue bid in LHO suit at 3 level below our suit = mixed raise.(c6-9 HCP)			SYSTEM SUMMARY		
2N 4+ card INV+ raise after 1M overcall 2N NAT after 1m overcall, and after any 2L overcall if RHO pass			GENERAL APPROACH AND STYLE		
INT OVERCALL (2nd/4th Live; Responses; Reopening)			5 Card Majors. 14-16 NT. Prepared C (2+) with TRF responses		
2 nd 15-18 (responses as per 1NT opener) 10-15 in protective then 2C (R) (1x)-p-(1Y)-1N 17-20 (16-18 over TRF response to 1C showing M) .. then responses as to 1N opener			2C GF or 23-4 Bal 2D 19-20 bal		
In protective seat by passed hand 10-11 balanced			2H/2S WK (Int 4 th) 2NT 21-22 Bal		
In non-protective seat by passed hand unusual			3NT opener strong 4M bid		
JUMP OVERCALLS (Style; Responses ;Unusual NT)			Most 2/1 GF (except 2C over 1H/S ART)		
WK 0-11 HCP 6+ suit – can be aggressive.. 2M can be 5 NV. Strength will vary as to position and vulnerability.			Opening, Responding and Pre-emptive style optionally aggressive		
In response new suit F1 (NF if oppo x or bid) 2N enquiry 3N by passed hand invites save. (1X)-3C-(p)-3D is a puppet to 3H (1X)-3C-(P)-3S is NF			SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
Re-opening: c. 10-13 HCP with 6 card suit. 3H/3S over WK 2 strong NF if jump			1C-1D. 1C-1H 1C-1S TRF 1C-2D MM WK		
Jump 2NT 5+/5 lowest 2 other suits (19-21 in protective)			1C-2H/2S/3D/3H/3S/4D 1D-2H 1D-2S and 1H-2S are Wk		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen			1m-2m INV+ 4+ card raise 1M-3D INV 4+ card raise or min bal raise to game. 1M-3C and 1D-3D c5-9 HCP 4+Raise 1D-2N 1H-3H and 1S-3S 4+ card PRE raises		
1m -2m = 5+/5+ MM In response 2N R 3C inv in H 3D inv in S 4C GF in H 1M-2M= 5+/5+ oM + m. In response 2N R Cue BID GF in M 3D inv in M 3C/4C/4D P/C 4N Bid m 5C/5D NAT			1C-1D-2S= nat or 6+C and 3H 1D-1H-2S = nat or 6+D and 3H		
Jump cue asks for stop except 3C/3D over short (2-) 1C/1D natural SJO 4C over 1C and 4D over 1D/2D strong 4M bid. 4H over 1H/2H strong 4S bid 4S over 1S/2S strong mm			1D-1M-1N and 1H-1S-1N 17+ ART any hand without 4+ card support		
VS. NT (vs. Strong/Weak; Reopening;)			1M-2C = GF C or GF BAL or INV with 2-3M.		
2C = MM 2D= H or S			Pass 1M-2C/2D = 3+card INV raise. pass 1M-2NT= 4+ card INV raise		
2H= hearts(5+) +m 2S= spades (5+) + m 2N= both minors or GF 2 suiter. 3C/3D Intermediate (PRE if NT 15-17 or better) 3H/3S PRE			Some TRF continuations after 1H-1N and 1S-1N		
X PEN (either minor if by passed hand)			2NT in competition often conventional		
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)			Against 2 suited overcalls 5+/5 Lower Cue = 4 th Suit INV+ Higher Cue =Raise INV+. Pass then X = PENS		
Doubles take-out .2N/3N natural. 4C/4D over 2M shows 5+/5+ m bid + oM			1C/D- (1S)-2other m = H, 2H=other m		
3D over 2D 5+/5 MM 4C over 2D and 4D over 3C 5+/5+ m bid+ H			2NT over a strong 2C or 2D opening shows MM or mm		
Cue bid over 2H/S asks for stop Cue bid over 3C/3D 5+/5+MM. Cue over 3H/3S 5+/5+ other M+ m GF .4N over 4S opening 2 suited. 4N over 3M or 4H opening mm			Some TRF responses if opponents double 1C, 1D,1H or 1S and if opponents overcall 1C with 1D or 1H		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1C or 2C			If oppo overcall 1N over 1C bids mean same as if oppo opened 1N. After 1D-(1N)- 2C=5S after 1H-(1N)-2C = 5S		
Against precision 1C X= Hearts(4+) plus m. 1D= spades(4+) plus m 1H/1S Nat. 1N=MM 2N=mm Jumps WK 5+suit 0+HCP After bid showing M min NT bid= game try. After 1C-p-1D x is D Same against 2C (all one level higher) except 2N=MM or mm .			Against polish club 1N= MM 2C= Nat. We pass originally with strong balanced hands.		
OVER OPPONENTS' TAKEOUT DOUBLE Some TFR responses after 1C,1D 1H,1S open..2N good raise to 3L+. 2/3L Jumps after 1C WK. After 1D/1H/1S single jumps FIT double jumps below game shortage showing .			SPECIAL FORCING PASS SEQUENCES		
			Pass forcing at red when one hand opens 1st 2nd or 4th in hands, the other shows INV.+ Values, and oppo bid above our game before we have had a chance to accept or turn down the invitation.		
			PSYCHICS: Possible but Rare		

OP	ART	CDS	NEG	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND
1C		2	4S	Balanced 11-13 or Balanced 17-18 or 4+C 8-22 HCP Can have 2C or 5D if 11-13 Balanced Can have 2C if 17-18 Balanced Opening style can be aggressive.	1D 4+H 1H 4+S 1S 4+D 1NT 4+C 6-10 HCP 2C 4+C Inv+ 2D WK 5+/5+ MM , 2H 2S WK 2N NAT INV no 4M 3C/4C PRE 3D/3H/3S/4D WK 4H/S NAT 1D/1H/1S responses can be light in HCP	After 1C-1H 1S= 11-13 BAL or min with 5+C and 2/3S. 1N=17-18 BAL 2S=min with 4S 2N= Good raise to 3+S. After 1C-1S 1N=11-13 Bal 2N=17-18 Bal. After 1C-1H-1S/1N 2C=PUP 2D, WK 5+D or any INV , 2D= GF (R) 2H/2S= WK 2N=PUP 3C WK or GF 5+C	1C-(x) 1D=4+H 1H=4+S 1S=4+D 1C-(1D) x=4+H 1H=4+S 1S=4+C 1C-(1H) x=4S 1S=5+S 1C-(1S) 2D=H 2H=D 1C-(1N) 2C=MM 2D= H or S 2M = 5+M 4+m 2N= mm or GF 2 suiter. Jumps Fit if passed (some SPL).
1D		4/5	4S	5+D unless (4441) shape or occasionally in 3 rd 8-22 HCP Opening style can be aggressive	1H/1S Nat F1 can be light in HCP, 1N 5-11 NF 2C C GF 2D INV+ 4+D, 2H/2S WK. 2N PRE with D 3C Nat INV 3D 4+D 6-9 HCP 4D PRE 3H/3S/4C SPL 4H/4S Nat	1D-1M-1N = 17+ ART 1D-1M-2N = 4+M Inv+ After 1D-1S-1N-2C=PUP 2D=GF(R) 2M=WK After 1D-1M-2M 2N=(R)	Fit jumps (some SPL) After 1S overcall 2C=H 2H=C After 1N overcall 2C=5S
1H		5(4)	4S	5+ card suit except occasionally 4 in 3 rd . 8-22 HCP Opening style can be aggressive	1S 4+S F1 can be light in HCP. 1N 5-12 NF 2C GF C or BAL or INV with 2/3H 2D Nat GF 2S WK. 2N 4+H GF 3C 4+H c5-9 HCP 3D 4+H Inv or 11-12 HCP bal raise to 4H 3H PRE 3S any Void. 3N spade Singleton 4C 4D Singleton 4S NAT	1H-1S-1N = 17+ ART. After 1H-1N 2C/2D TRF 2H= H+C NF 2N=16-18 5H 4+C After 1H-2C 2D= MIN 2H=GF 5H 2N=GF 6+ H 3H=GF 6+H S-SOL+ After 1H-3H 3N= S/T no SS After 1H-2N 3C (R)) 3D/3S = SPL 3H=min no SS 3N= C SPL 4C/4D = VOID 4H= S VOID	Fit Jumps (some SPL) After 1 or 2 level overall 2N 4+ H INV+ CUE= 3H INV+. If passed 2C/2D= 3+H INV (then 2H to play) 2N = 4+H INV 1H-(1N)-2C = 5S
1S		5(4)	4S	5+ card suit except occasionally 4 in 3 rd 8-22 HCP Opening style can be aggressive	1N 5-12 NF 2C GF C or BAL or INV with 2/3S 2D/2H Nat GF.2N 4+S GF 3H Nat Inv 3C 4+S c5-9 HCP 3D 4+S INV or 11-12 HCP bal raise to 4S 3S PRE 3N Any Void 4C/4D/4H Singleton	After 1S-1N 2C/2D/2H TRF 2S=S+C NF. 2N= 16=18 5S 4+C. After 1S-2C 2D=MIN 2S=GF 5S 2N=GF 6+S 3S=GF 6+S S=SOL+ After 1S-3S 3N= Slam try no SS 4C=SPL	Fit Jumps (some SPL) After overall 2N 4+ S INV+ CUE 3S INV+. If passed 2C/2D=3+S INV (then 2S to play) 2N= 4+S INV
1N			4S	14-16 Balanced. Can upgrade or downgrade Hand may include a singleton K or A 1 st 2 nd 4 th . May include any singleton 3 rd . Can have 5 card M or 6 card m.	2C (R) 2D/2H TRF 2S= C or Bal Inv (then 2N min 3C max) 2N= 6+D 3X= SPL (1N-3S guarantees 4H) 4C=MM 4D/4H=TRF 4S= Minor Suit Ask	1N-2C-2D-3H = 5+/5+ MM inv 1N-2C-2D-3S = 5S 4H inv 1N-2C-2H-2S = 4S INV 1N-2C-2H-2N asks for 5 th H or 4S 1N-2S-3C-3D= NAT 1N-2S-3C-3M-SPL	2L except 2C 2N/3C/3D/3H TFR 3S mm 4D/4H TFR 1N-(3C) 3D/H/S Tfr 1N-(3D)- 3H TR 3S 5H GF 1N-(3H)- X= 4 or 5S 3S= no 4S no Stop. 1N-(3S)-X = 4 or 5H. If 1N-(p)-2C-(X) pass= no stop
2C	✓	0	7H	GF Artificial or 23-24 Bal.	2D (R) 2N/3C TFR 3D = 5+5+ MM 3H= 5+5+mm H SPL 3S = 5+5+mm S SPL	2C-2D-2H is hearts or 25+ Bal.(2S asks) 2C-2D-3H/S = 4suit 5+ diamonds 2C-2D-3C-3D = 4M enquiry	1 st DBL by responder 4+ (pass 0-3) Thereafter DBL PEN Pass F 3L Cue by responder SPL 3 suited
2D	✓	2	4S	19-20 Bal. Can upgrade or downgrade can have 5 card M or 6 card m	2H 5+S 2S (R) 2N/3C TFR 3D SPL 3H/3S SPL without 4oM 4C MM 4D/4H TRF 4S Minor suit ask	After 2D-2S-2N-3C= ENQ 3D=5+H 3H/3S = SPL with 4oM. 4C= C SPL 2D-2N-3C-3M = Natural	If 2D X showing D, RD by responder= 5+H After 2L intervention 2N/3C/3D/3H Tfr 3S mm.. DBL T/O by resp. up to 4S T/O by opener at 2/3L Pens at 4L.
2H		5	PEN	1 st -3 rd WK 5+ Suit 0-11. Can be aggressive. 4 th 10-13 6 card suit	2N (R) 2S/3C/3D F1 3S/4C/4D SPL 4S/5C/5D NAT	2H-2N -3C= C SPL or 5H 3D= D SPL 3H= min 6H no C/D SPL 3S= max S SPL 3N=non-min no SS 4C/4D max void.	2N (R) New suit NAT NF after X Fit jumps. Fit Non-Jump if 4m or passed
2S		5	PEN	1 st -3 rd WK 5+ Suit 0-11. Can be aggressive 4 th 10-13 6 card suit	2N (R) 4C/4D/4H SPL 5C/5D NAT 3C/3D/3H F1	2S-2N 3C= C SPL or 5S 3D=D SPL 3H=H SPL 3S= min no SPL 3N= non-min no SS 4L void.	2N (R) New Suit Nat NF after X. Fit Jumps.Fit Non-Jump if 4m or Passed.
2NT			4S	21-22 BAL. Can upgrade or downgrade	3C (R) 3D/3H TFR 3S= mm 4C = H S/T 4D= S S/T 4H= C S/T 4S = D S/T	2N-3C-3D = no 4H no 5S 3H= 4+H 3S= 5+S 3N= 44M. 2N-3C-3D-3S= 5+/5+ MM 2N-4C-4D = Last Train 2N-4H 4S= RKCB, 4N= Nat	New suit Nat GF.. X T/O by Non 2N bidder at 3/4 L T/O by 2N bidder at 3L but PEN at 4L
3C		6(5)	PEN	0-11 HCP 6+ suit. Can be aggressive (could be 5 1st + 3rd NV)	3D PUP 3H F1 3S NF 4D RKCB C 4H/4S/5D Nat 3C-3D-3H 3S F3N Choice 4C F4D Nat F4M 5M 3+C		3 suit NF after x. Fit non-jump if Passed. 4D Fit non-jump after 3M
3D		6 (5)	PEN	0-11 HCP 6+ suit. Can be aggressive.(could be 5 1st + 3rd NV)	3M F1 4C any S/T in diamonds 4H/4S/5C Nat		3 suit NF after x. Fit Non-Jump if Passed. 4C Fit non jump after X/3M
3H		6 (5)	PEN	0-11 HCP 6+ suit. Can be aggressive .(could be 5 1 ST and 3 rd NV)	3S F1 4m cue bid 4S/5C/5D NAT		3S NF after x. Fit non-jump if Passed, 4m fit non- jump after X/3S
3S		6 (5)	PEN	0-11 HCP 6+ suit. Can be aggressive (could be 5 1 st and 3 rd NV)	4m cue bid 4H/5C/5D natural		Fit non-jump if passed. 4m fit non jump after X.
3N	✓		PEN	8-9 playing tricks in M.	4C asks to bid suit below M 4D S/T M 4M p/c 5m 2 losers 5M asks for solid suit 6M p/c	3N-4C-4D-/4S/ = RKCB in H 3N-4D-4M- 4S/4N = RKCB in M	4M p/c
4C		6	PEN	Pre-emptive	4D S/T in C 4H/4S NAT 4N RKCB		
4D		6	PEN	Pre-emptive	5C S/T in D 4H/4S Nat 4N RKCB		
4H		6	PEN	Pre-emptive	5m 2 losers in suit 4S NAT		
4S	✓	6	PEN	Pre-emptive	5C/5D/5H 2 losers in suit		
4N		7	PEN	Pre-emptive	5C= None 5N= 2 After intervention pass= none x=Ace		
5m			Pen	Pre-emptive	5M cue 5N GSF		
5M	✓			Bid 6 with A or K of M and 7 with both			
4S						SLAM BIDDING	
4N						After M agreed at 3L with 8+ fit 3N S/T no SS (in comp 3N S/T only where 9+ fit). 4N RKCB (5C 1 or 4 5D 0 or 3 5H 2 or 5 no Trmp Q 5S 2 or 5 Tmp Q 5N+ void showing.	
5m						4m RKCB if 3m forcing 4D RKCB where C agreed 4S RKCB where H agreed. Many jumps above game exclusion RKCB.(0/3 1/4). 5N mostly pick a slam occasionally GSF	
5M						After RKCB 1 st step Q ask 2 nd step specific K ask Other suit= ASK	

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)		
Usually 5+ cards at 1 level and good 5+ cards at 2 level		
Continuations: New suit = NF after 1 level overcall, F1 otherwise		
Cue = value raise (normally exactly 3 cards of M) or very strong		
2NT after 1M = 4-card value raise; jumps & double jumps =suit + fit		
Jump cue = fit + shortage in their suit		
Overcalls can be weaker in reopening position		
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		
15-17 in direct seat, continue as after 1NT opening		
10-14 reopening after major, 11-14 reopening after minor		
continuations as after 1NT opening		
1NT after (1x)-P-(1y) = takeout with preference for higher unbid suit		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
Single jump = weak, 6+ card suit (usually 7+cards vul at 3 level)		
Double jump = pre-empt. Jumps wider range facing a passed hand.		
Continue as after weak opening 2NT=lowest suits 5+5+ weak/strong		
Reopen: good 6+card suit 12-15, 2NT = 18-20 balanced		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
Over 1m, 2m = 5+5+ MM weak or strong		
Over 1M, 2M = 5+ 5+ oM & a minor weak or strong		
Over 1M, 3M = stopper ask; over 1m, 3m = 5+ 5+ om +♦ wk/str		
Over 1m, 4m = strong 4M overcall, 1♦, 4♦ = strong 4♦, then F pass		
VS. NT (vs. Strong/Weak; Reopening; PH)		
2♦ = both majors usually (54)+		
2♦/♦/♣ = natural		
2NT = 5+ 5 minors or 5+ 5+ Mm strong (forcing to 4m)		
Double = penalty if their max is 16 or lower		
Double = 5m + 4M if passed hand or if their max is 17 or higher		
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)		
Double TO to 4♦, values higher Cue of m = MM or strong 2 suits		
Cue of M = other M + minor. Jumps to 4m weak, other jumps strong		
2NT=16-18 (2nd) 14-16 (4th) Jump cue of 4♦ = strong 4♦ overcall		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♦ or 2♦		
Dbl=♦, 1♦=♦, 1♦/♣/NT= 2 suits same colour/rank/odd		
Weak jumps. After our Dbl/1♦, next bid = value raise		
OVER OPPONENTS' TAKEOUT DOUBLE		
Redouble = 9+ seeking penalty – most bids ignore double		
Single raise = weak Jump raise = raise to 2.5		
2NT = raise to 3+ level. Jumps & double jumps = suit shown + fit		

LEADS AND SIGNALS		
OPENING LEADS STYLE		
Suit	Lead	In Partner's Suit
Suit	K for count, 2nd (weak) 4th	3rd & 5th TON from 4 if sup
NT	K unblock, 2nd (weak) 4th	3rd & 5th
Subseq		
Other: 3rd & 5th if leading through declarer; suit pref if leading trumps		
K then switch against suit contract may be to singleton		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AKx AKxx Ax Axx(x)	AKx AKxx AKJx
King	AK AKxxx(x) KQ(x) Kx	KQ109 KQJ9 AKJ10 + (x)
Queen	QJ(x)(x)(x) Qx	QJ(x) KQx(x) Qx AQJx(x)
Jack	J10(x) KJ10(x) Jx AJ10(x)	J10(x) KJ10(x) AJ10(x) Jx
10	A/K/Q109(x) 10x	A/K/Q109(x) 10x
9	109x(x) 9x	109x(x) 9x
Hi-X	xXx Xx	xXx Xx
Lo-X	HxX HxxX HxxXx(x)	HxX HxxX HxxXx(x)
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
1	High= encourage	High = even
Suit 2	High = even	High = high suit
3	High = high suit	High = high suit
1	High= encourage	High T2= asks switch
NT 2	High = even	High = even
3	High = high suit	High = high suit
Signals (including Trumps): in trumps: 1 high= high suit 2 hi-low for ruff		
In suit on K lead: high=even. In NT on K lead unblock or high=even		
In NT if partner leads own suit & dummy wins with J or lower: high=even		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
If minimum, tolerance for unbid major(s) and usually short in suit opened		
If 18+ points, can be balanced or be single suited		
In fourth seat, can be 9+ points		
Cue bid in response by unpassed hand = forcing to suit agreement		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDBLS		
Responsive doubles to 4♦; game try doubles, competitive doubles to 4♦.		
After 1x-P-1y-1z/2w Dbl = 15+, can be 15-17 bal (with no stopper)		
X of slam asks for unusual lead		
Delayed X after opponents bid 3 suits asks partner to lead suit doubled		
Over Multi 2nd seat Dbl =TO, 4m weak; in 4th seat X = 5 of suit or shortage		
Dbl of Stayman/Transfer = either strong (dbl of 1NT) or the suit doubled		

EBL CONVENTION CARD		
CATEGORY: Green		
NCBO: Wales		
PLAYERS: Tony Ratcliff & Julian Pottage		
EVENT (European Teams Championship 2022)		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
Benjamin Acol: 4-card majors, (11) 12-14 1NT, 2M weak		
2NT = 22-23, 2♦ = artificial near game or 20-21/26-27 balanced		
2◊ = artificial game force or 24-25/28-29+ balanced		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
3NT opening = solid minor 7+card suit little outside		
2♦ and 2◊ both strong and artificial		
SPECIAL FORCING PASS SEQUENCES		
Not if we have bid only 1 suit, else at 4 level if only we vul		
& always at 5 level		
After we dbl 1NT for pen, first pass is forcing if partner is short		
IMPORTANT NOTES		
Overcalls can be lead directing		
PSYCHICS: Rare		
DOUBLES CONTINUED		
If we X 1NT for pen, next X by either partner= TO, later X = pen		
If they bid over our transfer, X = max & 3-card support		
If they bid when we are FG, X= extras & no clear direction		
If we stop with fit and they protect,X over = pen, X under =extras		
If oppo open strong or show bal of power, X of art = lead direct		
If oppo bidding weaker, X of art = TO of suit they have shown		
If oppo make cue raise, X by opener = good hand & good suit		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		4	4♥	Natural – rule of 19	1NT=8-10; 2NT =16+ & 3+♣; 3NT=12/15 & 3+♣	1NT 15-17 2NT 18-19 Jump rev = short F1	1♣-(1◊)-X = 4◊, 1♣-(1♥)-X=4♣
				(3 rare)	5+ or 3334 or 4414 2♣= 9+ F1 3♣ = 6-8 3◊/◊/♣ = splinter 4◊/♣ = Nat	After 1♣-2♣: 3♣ is nf, 2x=stopper, 2NT FG	Fit Jumps 5/4 F1, 1/2/3NT nat
1◊		4	4♥	Natural – rule of 19	1NT=6-8; 2NT =16+ & 3+◊; 3NT=12/15 & 3+◊	2NT non-jump=15+ 1◊-2NT-3♣ =Baron	cue = value raise, jump raise = 2.5
				5+ or 3343, (23)44, (14)44	2◊= 9+ F1 3◊= 6-8 3◊/♣/4♣ =splinter 4◊/♣= Nat	1◊-1NT-2♣ F1 & 1◊-1NT-3♣ = 5/5 pre-empt	1◊-(1♥)-X=4♣ and as after 1♣
1♥		4	4◊	Natural – rule of 19	2NT = game with 4◊+ or 16+ with 3◊	3NT over 2m=15-17&4◊ 1◊-3♣-3NT =? void	P-1◊-2NT = 3◊ & as after 1♣
				Can be 4441 or have 4(5)m/4♣	3♣= raise to 4+◊ &any void 3NT=raise with sing ♣	1◊-2N:3♣=enq, 3N=4♣(5,4) 4m=sing 13-14	
1♠		4	4◊	Natural – rule of 19 not 44(32)	2NT = game 4+♣ or 16+ with 3♣, 3NT any void	1♣-3NT-4♣ = asks for void & as after 1◊	P-1♣-2NT = 3♣ & as after 1♣
1NT			3♣	(11)12-14	2♣ =Stay.; 2◊/◊=transfer 2♣=range? 2NT=minor(s)	1NT-2♣-2◊: 2◊= ♦&♣ weak, 2♣ inv 5♣/4◊	2NT pupt 3♣:comp or inv or stop
				Can have weak 5M	3 bids shortage; 4♣ = Gerber	After 1NT-2NT-3♣: 3◊/♣ = sing, 55+minors	If X: XX=1 suit, 2♣/◊/◊= 2suits
2♣	✓	0		20-21/26-27 bal or 8/9 tricks	2◊=relay, 2◊/♣ 5+&2TH +ve, 3♣=7+♣ incl A or K	Jump= 9 PT. 2♣-2◊-2NT then as 2NT opener	Pass by responder = relay
				May be game if 2 suits incl ♥	2NT&3♣/◊/◊=6 cards trans with 2-3 top hons +ve	2♣-2◊-2◊/♣: next bid= neg; suit jump short	Pass/NT=bal, X=◊+other, cue =A
2◊	✓	0		24-25/28-29+ bal or any FG	2◊=relay, 2♣ 5+&2TH +ve, 3♣=7+♣ incl A or K	After 2◊-2◊-2♣: 3♣=neg ;2◊-2◊-2NT as 2N	Pass by responder = relay
					2NT&3♣/◊/◊ 6 cards trans with 2-3 top 3 hons +ve	2◊-2◊-3♣ : 3◊= neg/waiting with 4M; 3M=5	Pass/NT=bal, X = TO cue =A
2◊		6 (5)		Weak two	2♣/3m = nat, inv, NF; 2NT=enq; 3◊=pre-empt	After 2◊-2NT: 3♣/◊=lower, suit poor/good;	After X: new suit rescue sign-off
				Usually 5-9 (8-12 in 4th)	3♣/4m=nat,FG; 4♣/5♣/5◊ EKCB	3◊/♣=upper, suit poor/good; then suit =cue	XX= strong if x T/O, SOS if pen
2♣		6 (5)		Weak two	2NT=enq; 3◊/m nat, inv, NF ; 4◊ NAT	After 2♣-2NT: as 2◊-2NT; then suit = cue	As for 2◊ incl. jump to 4m = fit & jump in OM = fit only after X
				Usually 5-9 (8-12 in 4th)	4m=NAT,FG; 5♣/5◊/5◊ EKCB; 3♣=pre-empt		
2NT				22-23 balanced	3♣=Stay for 5M; 3◊/◊=trans; 3♣=both m;	2N-3♣: 3N=3♣&<4◊; 3◊=4M or <3♣ , then	If 3♣ X: XX=no stop, bid 5-card
				Can have 5M or 6m	4 any: nat, slam try; 5N=F1 Grand try	3◊=<4◊, 3♣=4◊ &<4♣, 3N=4◊&4/5♣ weak	... if opener P/3◊/3◊/XX, puppet
3♣		6/7		Pre-empt	3any nat, F1; 4◊=agree ♣, 4M nat, 5◊/5M EKCB	4NT by pre-emptor after 4◊ = good trumps	
3◊		6/7		Pre-empt	3M nat F1; 4♣=agree ◊, 4M nat; 5♣/5M EKCB	4NT by pre-emptor after 4♣ = good trumps	
3◊		6/7		Pre-empt	3♣ nat F1, 4♣/◊= cue, 4♣ nat; 5♣/◊/♣ EKCB		
3♣		6/7		Pre-empt	4◊ nat, 4♣/◊= cue, 5♣/◊/◊ EKCB		
3NT	✓			Solid minor, little outside	4◊ = enq for sing (then 5m=sing in other m)		
4♣		7		Pre-empt	4◊ = enq for sing, 4◊/♣ = Nat, 4NT = RKCB	HIGH LEVEL BIDDING	
				Pre-empt	4◊/♣ Nat, 4NT= RKCB, 5♣ = need ♣ control **	4NT: RKCB: 5♣ = 1 or 4*; 5◊ = 0 or 3 *; 5◊ = 2 or 5, not Q; 5♣ = 2 or 5, + Q	
				Pre-empt	4NT = RKCB, 4♣/5♣/5◊ = need control here **	* If responder asks and opener has shown 15+ points, 5♣ = 0 or 3; 5◊ = 1 or 4	
				Pre-empt	4NT= RKCB, 5♣/5◊/5◊ = need control here **	5NT= 1 key + useful void (uv); 6♣ = 2 keys + (uv); 6◊ = 3 keys + (uv)	
4NT	✓			Specific ace ask	5♣ = 0 5NT = 2; 5◊/◊/♣/6♣ = cue only ace	After 5♣/ 5◊ reply: relay asks for trump Q then 5 trumps denies (5NT if cheaper)	
5♣		8		Pre-empt		5NT from 4NT bidder is for specific kings then resp shows bid king or the other 2	
				Pre-empt		If opponents bid after RKCB: Dble/ReX= 0 key, Pass = 1 key ie DOPI and RDOPI	
				Asking for A K trumps		Exclusion KCB jump in void above 4 trumps: Step 1=0 keys; then 1; then 2, no Q.	
				Asking for A K trumps		Repeat of void is for kings in the other side-suits (bid king; trump suit: no king)	
					** then 5NT=2 top hon+1st, raise of ask= 1TH+1st other non-sign off = 2nd round control in asked suit	Double RKCB if we have known 8+fit in two suits, both kings count as key cards	
						5NT, no 4NT: GSF (trumps = worst) 6♣=1 of top 3, where room 6◊= A/Kxxxx	
						5NT = pick a slam (5 NT also pick a slam where final trump suit is in doubt)	