

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style; Responses; 1/2 level; Reopening)		
1 level: maybe light 7+HCP, 5(4) cards		
after overcall with 1M: 2NT=4 card support 11+, 3M=PRE, 3 in opp. suit = 4 card support 8-10,		
new suit = F1 Level 1 & 3; CUE=F1; jump in new suit = GF		
2 level: usually good suit, new suit in 3 level F1 reopening: 4 cards more likely		
1NT OVERCALL (2 nd /4 th live; Responses; Reopening)		
2 nd . 15 - 18; responses: system on 4th: 11 - 14 (15): system on		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
weak; vs 1C: 2D = both Majors, 2 NT = 2 lowest unbid suits		
Reopen: 2NT = nat		
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		
1C - 2C = nat; 1D - 2D = both Majors		
1M - 2M = other M + m		
In 3 rd level: asks for stopper		
2M - 3M: asks for stopper, leaping Michaels		
VS. NT (vs. Strong / Weak; Reopening; PH)		
2C=H+S, 2D= one M, 2H=H+m, 2S=S+m		
2NT=good 2suiter or m's		
In 4 th hand: 2D = 1M weak, 2H/S = constructive		
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		
X = take out.(2 nd /4 th), LEB after WK2x, JUMP = interm. , NT is nat		
over WK2: 4C/D = C/D + other M		
over 3C/D: 4C = D/C + M		
VS ARTIFICIAL STRONG OPENINGS		
vs 1C/D: X = T/O, 2D = both Majors, 2NT = minors		
vs 2C/D: X shows suit, 2NT = both m; suit = nat.		
jump = PRE		
OVER OPPONENTS' TAKEOUT DOUBLE		
new suit = non-forcing		
jump raise weak, pass then DBL = t.o.		
XX : 9+ HCP, 2 NT same as without X		

LEADS AND SIGNALS			
OPENING LEADS STYLE			
Suit	Lead	In Partner's Suit	
	1 st / 3 rd / 5 th	1 st / 3 rd / 5 th	
NT	Attitude	1 st / 3 rd / 5 th	
Subseq	Attitude		
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+), A(+)	AK(+) asks attitude	
King	AK, KQ(+)	asks to unlock or count	
Queen	QJ(+)	AQJ(+), KQ(+), QJ9(+)	
Jack	KJ10(+), J10(+), Jx	same	
10	H109(+), 109(+), 10x	same	
9	H98x, 98(+), 9x	same	
Hi-x	even number of cards	same	
Lo-x	odd number of cards	same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1	High = Enc.	count
	2	Hi-Lo = Even	odd = enc.
	3	high = S/P	even = S/P
NT	1	Low = enc.	high = asks for shift
	2		odd=enc.
	3		even = disc.
			or S/P
SIGNALS (including Trumps):			
trump echo = ability to ruff			
reverse Smith vs. NT = high asks for shift			
DOUBLES			
TAKEOUT DOUBLES (Style, Responses; Reopening)			
may be light (if partner is passed)			
SPECIAL; ARTIFICIAL & COMPETITIVE (RE-)DOUBLES			
resp. X			
1x - comp - new suit - X = t.o.			
1x - comp - X - XX = points			
1x - comp - raise - X = neg.			



CATEGORY: Blue
NCBO: AUSTRIA
PLAYERS: Iris GRÜMM Arno LINDERMANN

SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
Blue-Club Style		
strong 1C opening with control responses by steps		
4 card majors		
canapé by opener and responder		
1NT Opening: 15 - 17 HCP maybe semi-balanced		
2 OVER 1 Response: FG unless suit is repeated		
SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
2D: 5+S and 4+H (7- 14 HCP)		
2H: weak 2		
2S: weak 2		
2NT: 5+C and 5+D (6 - 11 HCP)		
3NT: solid minor		
SPECIAL FORCING PASS SEQUENCES		
pass often enc in FG situations		
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
1D denies good 4 card major		
PSYCHICS		
rare		

OPEN	ARTIFICIAL	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	OVER COMPETITION AND PASSED HAND BIDDING
1C	x	0	7H	17+ HCP unbalanced or 18+ HCP balanced or 5 losers	1D = neg., 1H = 6+ HCP<3 contr., 1S/INT/2C/2S/2NT = Controls 2D/H = Transfer, 3C/D/H/S = TRF semisolid 7 card suit 3NT = one solid 7 card suit 4C-4S = TRF semisolid 8 card suit	1C-1D-1H=art.20+HCP => 1S=0-4, 1NT=2suiter 4-6 2C= 4-7nat. or bal., 2D/H/S=4-7 nat.; 1C-1D-1NT => system on	over comp. up to 1S control showing
1D		2	4S	11 - 16 HCP usually no 4 card major possible canapé	1D - 2D = FG for opener, 1D - 3D = mixed 1D - 2NT = both minors 6+HCP new suit in 2 level FG (unless repeated), possible canapé (2+ cards)	1D - 2D - 2H = both m 1D - 2D - 2S = bal, no NT position 1D - 1H/S - 2NT = good 6 card suit	2D = non-forcing
1H/S		4	4 H/S	11 - 16 HCP possible canapé	2NT = fit 10+ HCP, 3H/S less than INV unbalanced Splinter: 4+ controls (not 1S - 4H) new suit F1, possible canapé (2+ cards) 1S - 2H = NF		
1NT			4S	15 (14) - 17 HCP 5+card M / 6+card min poss 5431, 4441 poss	2C = Stayman, 2D/H/NT/3C = Transfer, 2S = both m 3S/H = Transfer (good hand), 3D = optional Stayman 4C/D = H/S	1NT - 2C - 2D - 2H/S = NF 1NT - 2C - 2any - 3C = GF relay 1NT - 2C - 2H/S - 3S/H = setting trumps 1NT - 2C - 2H/S - 4C/D = cue	Rubensohl
2C		5	4S	11 - 16 HCP 6+C(good suit) or 5+C and 4+any 14 - 16 HCP	2D = Relay F1; 2NT = transfer to 3C 2H/S =NF ; 3C = INV; 3DHS= FG 1-suiter	2C - 2D - 2NT = 6+C and 2 stoppers 2C - 2D - 3C = 6+C and 1 stopper	
2D	x	0		5+S and 4+ H 7- 14 HCP 54 10-14, 6-4, 5-5, 7-11	2NT = relay, asks for strength and distribution 3C/D = nat. F1	2D - 2NT => 3C=max.; 3D=min. 5/4; 4C/D=max.544 3H = 5/5 7-10 HCP, 3S = 6/4 5-10; 3NT = 6/4 11-13	
2H		4		weak 2 in H	2NT = relay, asks for strength and distribution		
2S		5		weak 2 in S	2NT = relay, asks for strength and distribution		
2NT	x			5+C and 5+D 6-12 HCP	3C/D= NF; 3H/S = nat. F1		
3C		6		Preempt	New suit = nat, F		
3D		6		Preempt	New suit = nat, F	HIGH LEVEL BIDDING	
3H		6		Preempt	3S=nat. F, 4C/4D = Cue	RKCB: 3/0 - 1/4 - 2 - 2+ values - 2+ void, 6C/D = 1+ void in suit,	
3S		6		Preempt	4C/4D = Cue; 4H=nat.	jump to six in suit = one ace and higher void	
3NT	x			solid minor	4D = relay, asks for singleton		
4C		7		PRE	4H/S = nat.	cuebids: 1st or 2nd round controls	
4D		7		PRE	4H/S = nat.	5NT = Josephine	
4H		7		PRE	4S = Cue	cuebid - X - XX : 1st round control	
4NT						DOPI, ROPI	

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

NV may be light, Reopening may be very light

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

Nat. 15-17, system on

Reop: 10-14, system on

JUMP OVERCALLS (Style; Responses; Unusual NT)

2♦=M (5/5)

Weak two style else

Reopen:

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

Michaels

Jump Cue=ask stopper

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

2♣=M, 2♦=1 M, 2♥/♦=M+m, 2NT=m

4thPos: 2♣=M, 2♦=1M weak, 2♥/♦=NAT, sound

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

T/O

Cue=strong, 1 or 2 suiter (m), leaping Michaels

NT=nat., 15-17, system on

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

1NT=m, 2NT=m, 2♦=Majors over any 1♣ -opening

OVER OPPONENTS' TAKEOUT DOUBLE

Redouble=9+, new suit = n.f.,

LEADS AND SIGNALS**OPENING LEADS STYLE**

	Lead	In Partner's Suit
Suit	3 rd /5 th	Same
NT	4 th possible	3 rd / 5th
Subseq	attitude	
Other:	Smith discards vs NT, Lavinthal	

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKxx	AK
King	KQ, AK	KQ, AKJT
Queen	QJ, Qx	QJ, KQT9
Jack	JT, Jx	JT, HJTx, Jx
10	T9, Tx	T9xx, Tx, HT9x
9	98xx, 9x, H98	9xx, H98
Hi-X	even	even
Lo-X	odd	odd

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	L=E	Count reversed	O=E
Suit 2	count	Suit pref	E=suit pref.
3	Suit pref		
1	L=E	Count reversed	L=E
NT 2	count	Suit pref	E=suit pref.
3			

Signals (including Trumps): high-low = odd

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

May be light

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLSNeg.X → 4♥, Resp.X → 4♥, Comp.X → 3♥, Supp.X,
LightnerX**W B F CONVENTION CARD****CATEGORY: BLUE****NCBO: AUSTRIA****PLAYERS: Sylvia TERRANEO
Kurt FEICHTINGER****SYSTEM SUMMARY****GENERAL APPROACH AND STYLE**

Blue Club (strong club, 4 card Major, Canape-Style by opener)

1NT = 15-17, balanced

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♦ = 5+♦ + 4+♥, 7-15 Hcp

2♥/♦ = 5+, 6-11Hcp

2NT = 5/5 minors, 7-12 Hcp

SPECIAL FORCING PASS SEQUENCES**IMPORTANT NOTES**

1♦-1♥/♦=may be less 4 cards, 1♦--1NT=may have 4card M

1♦-1♥-1♠=5+/4+ minors, 1♦-♥/♦-2♥/♦=3 cards, 4/4+m

After intervention on 1NT-opening Rubinsohl occurs

PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	X	0	6any	Strong 17+ if bal., any dist.	1♦=0-7, 1♥=7+ less 3 controls, Controls by step, 2♦/♥=transfer, 3any=transfer, 3♣/♦/♥/♠=semi-solid-suit by transfer no outside control, 3NT=any solid suit, 4♣/♦/♥/♠=transfer	1♣-1♦-1♥/♠=forcing, 1♣-1♦-2♣=any 4/4/4/1 1♣-1♦-1♥=f. 1 round, either nat. or strong bal. (20+) 1♣-1♥up=game forcing 1♣-1♥/♠-1NT-2♣=Stayman, nat. else 1♣-any positive-2NT-3♣=Baron, nat. else	same
1♦		2	3♣	11-16, longer suit poss. Usually no 4 card M	1♥/1♣=less 4 card poss., 1NT=6-11, 4M poss 2♦=4+ forc., 2NT=m less 12Hcp, 3♦=PRE	1♦-1♥-1♣= 5+/4+m (-2♣=4 th suit-f) 1♦-1♥/♠-1NT-2♣=artif. Relay, 3♣=nf 1♦-2♦: 2♥=5/4+m, 2♣=bal., 2NT=bal.,3♣=5+♣, less 4♦, 3♦=5+, less 4♣,3♥/♠=5+/4+♦, 14-16, 4♣=5/5m, max.	same
1♥		4	3♣	11-16, longer suit poss.	1NT=nat nf, 2♥=6-11, 2NT=11+ Sup., nat else	1♥-2NT-any=artif., 1♥-1♣-1NT-2♣=artif. Relay, 3♣=nf	Same
1♠		4	4♦	11-16, longer suit poss.	1NT=nat nf, 2♣=6-11, 2NT=11+ Sup., nat else	1♥-2NT-any=artif.	Same
INT			3♣	15-17, 5M, 6m poss.	2♣=stayman, 2♦/♥, 2♣=♣ or minors, 2NT=invit, 3♣=transfer, 3♦=5-5 majors, 3♥/♠=♦/♥ 6 cards, forc., 4♣/♦=transfer ♥/♣	1NT-2♣-2any-3♥/♠=short, -3♦=short 1m 1NT-2♣-2any-3♣=distr. Ask 1NT-2♣-2any-2NT=minors 1NT-2♣-2♦/♥-2♣=♣+1m nf.	same
2♣		5	3♣	11-16, 4/5M poss.	2♦=relay; 2♥/♣=nf, 2NT=transfer->3♣, 3♣=constructive	2♣-2NT-3♣: -3♦=5/5M invit, 3♥=5♥/5♦ f., 3♣=5♣/5♦ f., 3NT=5/5M	same
2♦	X	0		8-14, 5+♣/4+♥, distrib.	2NT=relay, 3♥/♣=invit.	2♦-2NT: -3♣=5/4, 10-12Hcp, 3♦=5/4,max. 3♥=5/5, 8-11Hcp, 3♣=6/4, 8-11, 3NT=6/4max	same
2♥		5		6-11, 5+cards	2NT=relay	2♥-2NT-any=artif.; 3♣=any bad, good any single, good ♣-values; -> 3♦=clarify 3♦=values, 3♥=good hand, 3♣=nat.	same
2♠		5		6-11, 5+cards	2NT=relay	2♠-2NT-any=artif.; See 2♥-opening	same
2NT	X			8-12, 5/5m	3♥=relay, 4m=non forc.	2NT-3♥-any=artif.; 3♣=min., 3NT=max 5/5 4♣/♦=6/5/1/1, 4♥/♣=void other M	same
3♣/♦		6		PRE	New suit f.		same
3♥		6		PRE	3♣=nat. f., else cue-bid		same
3♣		6		PRE	4♥=nat., else cue-bid		same
3NT	X			Solid m, 1 st -2 nd no outs. contr.	4♣=pass/correct, 4♦=ask shape		
4♣/♦		7		PRE	4♥/♣=nat		
4♥/♣		7		PRE	Cue-bids		
4NT	X			Artif. Blackwood			
5♣				PRE	Next suit RKCB (0-1, 2, 2+Q, 3, 3+Q)	HIGH LEVEL BIDDING	
5♦				PRE	Next suit RKCB (0-1, 2, 2+Q, 3, 3+Q)	RKCB, Cue-Bid(1 st /2 nd), Splinter, Josefine, Voidwood(0,1,2,3)	
5♥				PRE	Next suit RKCB (0-1, 2, 2+Q, 3, 3+Q)		
5♠				PRE	5NT = RKCB (0-1, 2, 2+Q, 3, 3+Q)		

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)	
1 level maybe light	
NV maybe very light, 4+HCP, 5(4) cards	
2 level sound	
new suit in 1/2 level NF, in 3 level F1	
CUE=F1	
Reopening: X, 2level maybe light	
INT OVERCALL (2nd/4th Live; Responses; Reopening)	
Nat. 15-17, system on	
Reopening: 10-14, system on	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
1♣ - 2♦=Ms (5/5), 1♣ - 2NT = ♦+♣ , 1♦ - 2NT = ♥+♣	
Weak two style else	
Reopening: nat, 6+ cards 11-15 HCP	
Cue=asking for stopper or 2suiser	
DIRECT & JUMP CUE BIDS (Style; Responses; Reopening)	
1♣ - 2♣ = nat., 1♦ - 2♦=Ms (5/5)	
Michaels	
In 3 level: asks for stopper	
Reopening: 1♣ - 2♣ = Ms (5/5), else: same	
VS. NT (vs. Strong/Weak; Reopening;PH)	
2 nd Pos: 2♦=Ms, 2♦=1 M, 2♥/♦=M+m, 2NT=ms or strong 2suiser	
Same when Opp. bid 1m- pass – 1NT	
4thPos: 2♣=M, 2♦=1M weak, 2♥/♦=nat sound	
PH: same	
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)	
X=T/O	
Cue=strong, 1 or 2 suiter (ms), leaping Michaels see1)	
NT=nat., 15-17, system on	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	
1NT=ms, 2NT=ms, 2♦=Majors over any 1♣ -opening	
OVER OPPONENTS' TAKEOUT DOUBLE	
Redouble=9+ HCP, new suit = NF	
2NT same as without X	

LEADS AND SIGNALS					
OPENING LEADS STYLE					
Suit	Lead		In Partner's Suit		
NT	1 th /3 rd /5 th		1 th /3 rd /5 th		
Subseq	att.		1 th /3 rd /5 th		
LEADS					
Lead	Vs. Suit	Vs. NT			
Ace	AKx(+)	AK(+)			
King	AK, KQ(+)	KQ(+), AKJT(+)			
Queen	QJ(+), Qx	QJ(+), KQT(+)			
Jack	KJT(+), JT(+), Jx	QJ98(+), JT(+), HJT(+), Jx			
10	HT9(+), T9(+), Tx	HT9(+), T9(+), Tx			
9	H98x, 98xx, 9x	H98(+), 98(+), 9x			
Hi-X	even	even			
Lo-X	odd	odd			
SIGNALS IN ORDER OF PRIORITY					
	Partner's Lead	Declarer's Lead	Discarding		
1	High=E	Hi-Lo=even	O=E		
Suit 2	count	Suit pref.	E=disc. or suit pref.		
3	Suit pref.				
1	L=E	High=change	L=E or suit pref.		
NT 2	count	Suit pref.	H=disc. or suit pref.		
3					
Signals (including Trumps):					
high-low = even, ability to ruff or S/P					
Smith discards vs NT, Lavinthal					
DOUBLES					
TAKEOUT DOUBLES (Style; Responses; Reopening)					
May be light (if partner is passed hand)					
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS					
Neg.X, Resp.X, Comp.X → 3♥,					
LightnerX					

INTERNATIONAL CONVENTION CARD

CATEGORY: BLUE

NCBO: AUSTRIA

PLAYERS: Franz TERRANEO - Terry WEIGKRICHT

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

blue club

strong 1♣ opening with control responses by steps

4 card majors

canapé style by opener

1NT = 15-17, maybe semibalanced

2 over 1 response = FG unless suit is repeated

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♦ = 5+♠ + 4+♥, 7-14 Hcp

2♥/♠ = 5+, 4-10Hcp

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

1♦-1♥/♠=may be less than 4 cards, 1♦-1NT=may have 4card M

1♦-1♥-1♣=5+/4+ minors, 1♦-♥/♠-2♥/♠=3 cards

PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	Over competition and PASSED HAND BIDDING
1♣	X	0	any	Strong 17+ if bal., any dist.	1♦=0-7, 1♥=7+ less than 3 controls GF, controls by steps, 2♦/♥=TRF weak, 3♣/♦/♥/♠=TRF semisolid 7cards,no outside control, 3NT-any solid 7card suit, 4♣/♦/♥/♠=TRF semisolid 8cards	1♣-1♦-1♥=F1, ♥ or 20+NT by steps 1♣-1♦-1♣=F1 see 2), 1♣-1♦-2♣=any (4441) 1♣-1♦-2NT=♣, 1♣-1♦-3♣=♦ 1♣-1♦-3♦=ms F1 1♣-1♥/-1NT-2♣=STAY, else nat. 1♣-any positive-2NT-3♣=Baron	Over comp. upto 1NT splitted controlshowing
1♦		2	3♣	11-16, possible canapé usually no 4 card M	1♥/1♦=less than 4 card poss., 1NT=6-11, 4M poss 2♦=4+ FG, 2NT=ms less than 12Hcp, 3♦=PRE	1♦-1♥-1♣= 5+/4+m (-2♣=4 th suit-f) 1♦-1♥/-1NT-2♣=artif. Relay, 3♣=nf 1♦-2♦: 2♦=5/4+m, 2♣=bal., 2NT=bal., 3♣=5+♣, less than 4♣, 3♦=5+, less than 4♣, 3♥/♣=5+/4+♦ 14-16, 4♣=5/5ms max.	2♦ = NF
1♥/♠		4	3♣	11-16, possible canapé	1NT=nat. NF, 2♣=bal. or nat. 2♥/♣=5-10, 2NT=fit 10+, SPL	1♥/♣-2NT-any=artif, see3) 1♥-1♣-1NT-2♣=relay, 3♣=nf 1♥-1♣-2NT see 4)	Same
INT			3♣	15-17, 5M, 6m poss.	2♣=stayman, 2♦/2♥/2NT/3♣= TRF, 2♣=ms, 3♦=5-5 majors, 3♥/♣=♦/♥ 6 cards good hand, 4♣/♦=TRF ♥/♣	1NT-2♣-2any-3♥/♣=short,-3♦=short in 1m 1NT-2♣-2any-3♣=relay 1NT-2♣-2♦/♥-2♣=♦+1m nf.	Rubensohl
2♣		5	3♣	11-16, 4/5M poss.	2♦=relay; 2♥/♣=nf, 2NT=transfer->3♣, 3♣=constructive	2♣-2NT-3♣: -3♦=5/5Ms INV, 3♥=5♥/5♦ f., 3♣=5♣/5♦ f., 3NT=5/5Ms	same
2♦	X	0		7-14, 5+♦/4+♥,	2NT=relay, 3♥/♣=INV	2♦-2NT: -3♣=5/4, 10-12Hcp, 3♦=5/4,max. 3♥=5/5,7-11Hcp, 3♣=6/4,7-11, 3NT=6/4max	same
2♥/♣		5		5-10, 5+cards	2NT=relay	2♥/♣-2NT- see5)	same
2NT				20-21, bal, 5M possible	Puppet, Transfers, 3♣=minors, 4♣/♦=slamish in other minor	2NT-4♣/♦-4♥=Transfer 4NT,4♣=BW 2NT-3♣/♥-3♦/♣=supp. (3NT else)	same
3♣/♦		6		PRE	New suit F		same
3♥		6		PRE	3♣=nat. F., else cue-bid		same
3♣		6		PRE	4♥=nat., else cue-bid		same
3NT	X			Solid m, 1 st -2 nd no outs. contr.	4♣=pass/correct, 4♦=asks for singleton		
4♣/♦		7		PRE	4♥/♣=nat.		
4♥/♣		7		PRE	Cue-bids		
4NT	X			specific Blackwood	Agnes		
5♣				PRE	Next suit RKCB (0-1, 2, 2+Q, 3, 3+Q)	HIGH LEVEL BIDDING	
5♦				PRE	Next suit RKCB (0-1, 2, 2+Q, 3, 3+Q)	RKCB: 1/4 - 0/3 - 2 - 2+Q - 2+void - 1+void in suit	
5♥				PRE	Next suit RKCB (0-1, 2, 2+Q, 3, 3+Q)	Cuebids: 1 st or 2 nd round controls, Splinter, Josephine,	
5♠				PRE	5NT = RKCB (0-1, 2, 2+Q, 3, 3+Q)	Voidwood(0,1,2,3), DOP1/ROPI	

Notes: Franz TERRANEO - Terry WEIGKRICHT

1) VS PREEMPTS:

$3\clubsuit \rightarrow 4\clubsuit = \heartsuit + \spadesuit$
 $4\spadesuit = \diamondsuit + M$
 $3\spadesuit \rightarrow 4\clubsuit = \heartsuit + \spadesuit$
 $4\diamondsuit = \clubsuit + M$
 $3\heartsuit \rightarrow 4\clubsuit/\diamondsuit = \clubsuit/\diamondsuit + \spadesuit$
 $4\heartsuit = ms, 4NT = BW$
 $3\spadesuit \rightarrow 4\clubsuit/\diamondsuit = \clubsuit/\diamondsuit + \heartsuit$
 $4\spadesuit = ms, 4NT = BW$

same vs. weak2 and in 4th hand:

$2\clubsuit \rightarrow 4\clubsuit = \heartsuit + \spadesuit$
 $4\diamondsuit = \diamondsuit + M$
 $2\spadesuit \rightarrow 4\clubsuit = \heartsuit + \spadesuit$
 $4\diamondsuit = \clubsuit + M$
 $2\heartsuit \rightarrow 4\clubsuit/\diamondsuit = \clubsuit/\diamondsuit + \spadesuit$
 $4\heartsuit = ms, 4NT = BW$
 $2\spadesuit \rightarrow 4\clubsuit/\diamondsuit = \clubsuit/\diamondsuit + \heartsuit$
 $4\spadesuit = ms, 4NT = BW$

2) $1\clubsuit-1\spadesuit-1\heartsuit \rightarrow$

1NT =0-4, no $4\spadesuit$	$2\clubsuit=5-7$, no $3\spadesuit$ with A/K/Q	$2\spadesuit=5+\heartsuit$	$2\heartsuit=5-7$, $3\spadesuit$ with A/K/Q
$2\spadesuit=0-4$, $4+\clubsuit$	$2NT=5-7$, $4+\clubsuit$, any singleton	$3\clubsuit/\diamondsuit=6+\clubsuit/\diamondsuit$ with A/K, no $3\spadesuit$	
$3\heartsuit=5-7$, $4+\clubsuit$, any void	$3\spadesuit=5-7$, $4+\clubsuit$, no shortness	$3NT=5-7$, KJxxx or better, no shortness	
$4\spadesuit=0-4$, $5+\clubsuit$, no shortness			

3) $1\heartsuit/\clubsuit - 2NT \rightarrow$

$3\clubsuit$ = max. with \clubsuit suit or any singleton \rightarrow $3\spadesuit$ = relay \rightarrow trumps = min. with any singleton \rightarrow 3NT asks for singleton
else: Cue asks for Cues

$3NT = max. with \clubsuit suit$
else = max. with this singleton.

$3\spadesuit$ = max. with \spadesuit suit or minimum \rightarrow $3\heartsuit/\clubsuit = NF$
 $3\spadesuit/\heartsuit = relay$ \rightarrow 3NT = max. with \spadesuit suit
else = Cue with min.

$3\heartsuit$ = good suit (5+)

$3\spadesuit$ = reverse (5+)

3NT = bal. 13-14 HCP

$4\clubsuit/\diamondsuit = 10$ cards good suits

$4\heartsuit/\clubsuit = max 1 ace$

4) $1\heartsuit - 1\spadesuit - 2NT \rightarrow$

$3\clubsuit$ = relay $\Rightarrow 3\spadesuit = 4441$, $3\heartsuit = \heartsuit$ with $3\spadesuit$, $3\spadesuit = 4414$, 3NT = \heartsuit

$3\heartsuit = P/C$

5) $2\heartsuit/\clubsuit - 2NT \rightarrow$

$3\clubsuit$ = any min. or max. with \clubsuit values or any singleton $\rightarrow 3\spadesuit$ = relay $\rightarrow 3\heartsuit/\clubsuit = weak$, 3NT = max. with \clubsuit suit, else = singleton
 $3\spadesuit$ = max with \spadesuit values; $3\heartsuit/\clubsuit = good$; $3\spadesuit/\heartsuit = nat.$

DEFENSIVE AND COMPETITIVE BIDDING

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

Style: NAT

Responses: 1/1 & 2/2 F1

Jump: NAT + Fit, CUE=F

R/O: 7-15HCP

Responses: CUE F1

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

2nd 15-18HCP: STAY, TRF

4th: 10-15HCP: STAY, TRF

JUMP OVERCALLS (Style; Responses; Unusual NT)

NAT WK

Unusual NT: 2 suiter's

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

2 suiter's: Highest & another 5+5+

Responses: 2NT ®

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

VS STR: X=NAT, 2♣=MM (4/3), 2♦=M 5+ cards, 2♥/♠=Mm

VS WK: X = NAT, 2♣ = MM, 2♦ = M 5+cards, 2♥/♠=Mm

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

VS 2♥/♠: 4♣/♦ = 2 suiter's ♣/♦ and M, CUE = mm

VS 2♦ WK ♥/♠: X = 12-15HCP or 19+ BAL, 2♥/♠ = 16-18 S/S ♥/♠

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

VS 1♣ STR: X = STR, 1♦= 5+ cards M, 1♥/♠/NT = 2 suiter's

2X = NAT WK, 2NT = PRE, 3X = NAT S-SOL

OVER OPPONENTS' TAKEOUT DOUBLE

XX: 10HCP+

Truscott (inverted on m)

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3 rd /5th	3 rd /5th
NT	ATT (3 rd /5 th)	3 rd /5th
Subseq	ATT	ATT
Other:	2 nd with xxxx	

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(x)	AK, AKx, AKJx
King	AKxxx	AK(Q)J10(x)
Queen	(K)QJ10(x)	(K)QJ10(x)
Jack	QJ(x),J109(x)	QJ(x),J109(x)
10	J10(x),1098(x)	J10(x),1098(x)
9	(H)9,98x	(H)9,98x
Hi-X	Even	Even
Lo-X	Odd	Odd

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	STD count	STD count	First Italian discard
Suit 2	Small = ENC	S/P	STD count
3	S/P		S/P
1	STD count	STD count	First Italian discard
NT 2	Small = ENC	S/P	STD count
3	S/P		S/P

Signals (including Trumps):

Smith with High cards both sides

S/P

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

X= 12+ except 2 suiter's

Responses: CUE = F1, Jump = 8-10, 1NT = 7-10HCP

R/O: 8+ Responses: CUE = F1

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Spoutnik = Virtually unlimited

Lightner against S

EBL CONVENTION CARD

CATEGORY: Green

NCBO: BELGIUM

PLAYERS: Isabelle Dewasme & Bernard Dehaye

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE: NAT

5(4)cards M, 4(3)cards ♦ except 2 with 15-17HCP 1st & 2nd BAL

1INT: 9-11 1st & 2nd NV

12-14 in 1st & 2nd V/V

13-15 in 4th

15-17 in 1st & 2nd & 3rd V/NV, in 3rd if NV/NV

2♣: STR

2♦: F1 or FG MM

2♥/♠: WK

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♣: FG or 23-24 BAL

2♦: F1 or MM STR

2♥/♠: WK M 6(5)

4♣/♦: SOL ♥/♠

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♣		2	4♥	11-22HCP	Walsh (♥/♠ can mask ♦), 3♣:WK 2♣ F1 (5♣+ 8+HCP) in 1 st & 2 nd V/V, 3 rd NV, 4 th	1♣ 1♦ 1NT can mask 4 cards M 2♣/♦ CB	XX: 10HCP+, PEN oriented
					If 1♣ = STR NT 2NT=both minors		
					2♦ F1 (5♦+ 8+HCP) in 1 st & 2 nd NV & V/V, 3 rd NV, 4 th . If 1♦ = STR NT 2NT=both minors	2♣/♦ CB 1♦ 2♣ 2♦ = can be 4 cards 12 if 1NT=15-17	XX: 10HCP+, PEN oriented
1♦		4(3)	3♠	11-22HCP, 2+ cards if 15-17 BAL 1 st & 2 nd NV	2♦ F1 (5♦+ 8+HCP) in 1 st & 2 nd NV & V/V, 3 rd NV, 4 th . If 1♦ = STR NT 2NT=both minors	2♣/♦ CB 1♦ 2♣ 2♦ = can be 4 cards 12 if 1NT=15-17	XX: 10HCP+, PEN oriented
1♥		5(4)	3♠	10-22 HCP	2M fit 5-10 3 cards, 3M fit 4 cards weak	Over 2NT: 3♣ min with S/S, 3♦ min no S/S	On 3 rd /4 th opening: 2♣ Drury and
					2NT fit FG, 3NT & 4m SPL	3♥ 15-19 no S/S, 3♣ 15-18 with S/S,	Jump: Nat + fit
1♠		5(4)	4♥			3NT 18+ not BAL F to 5M	
INT			3♠	9-17 BAL dependind position	2♣ STAY WK+, 2♣ @, 2♦/♥ TRF 4+cards	2♣/NT @ after STAY	2NT+ TRF, XX= WK 5+X
					4♣= 5+5+ mm, 4♦= 5+5+ MM		2X after X= 4+4+ x
					3x= WK on WKNT, 3x= STR FG		2♣/NT after X= 5+/5+
2♣	X	0		FG or 22-24 BAL	2♦@, 2♥/♠ NAT, 2NT until 3♥= TRF	NAT 4+ cards (2♥ can be BAL FG)	Pass= F1, X= PEN on level 2
					3♣ until 4♦= TRF +1, 4♥/♠= NAT	Jumps= 2 or 3 suiters	X= T/O on level 3
2♦	X	0		STR one suiter	2♥ @ may be NEG, 2♣ NAT	NAT	Pass= F1, X= PEN on level 2
				STR MM or FG ♥/m	2NT until 3♥= TRF		X= T/O on level 3
2♥		6(5)		WK	2NT®, new suit F1		
2♠		6(5)			2NT®, new suit F1		
2NT				(19) 20-22 BAL	3♣PUP, 3♦/♥ TRF, 3♠ mm 4♣=♦, 4♦=♣, 4♥=MM, 4♠=NAT		
3♣		7(6)		PRE Light NV	New suit F1		
3♦		7(6)		PRE Light NV	New suit F1		
3♥		7(6)		PRE Light NV	New suit F1		
3♠		7(6)		PRE Light NV	New suit F1		
3NT	X			Gambling	4♦:F1 ask shortness, NAT		
4♣	X	0		SOL ♥	4♦:F1		
4♦	X	0		SOL ♠	4♥:F1		
4♥				PRE			
4♠				PRE			
4NT				mm			
5♣				PRE		HIGH LEVEL BIDDING	
5♦				PRE		RKCB	
						BW Rosenkranz after relays (1NT opening)	
						Exclusion BW after SPL	
						DOPI after overcalls	

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)		
Style: NAT, can be light		
Responses: 2/1 NF, 1/1 & 2/2 F		
INT OVERCALL (2nd/4th Live; Responses; Reopening)		
2 nd & 4 th : 16-18HCP		
Responses: STAY & TRF on minor, TRF on Major		
R/O: 8-11 HCP, INT: 10-14, 2NT: 18-20		
Responses: STAY & TRF on minor, TRF on Major		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
WJO		
R/O: NAT: 11-14		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
CUE: Highest suit & another		
2NT: Lowest 2 suiter's		
Jump CUE: ask for Stopper		
VS. NT (vs. Strong/Weak; Reopening; PH)		
X: PEN, 2♣: MM, 2NT: mm, 2♦: M suit, 2♥/♠: ♥/♦ + minor		
R/O: X: PEN, 2♣: MM, 2NT: mm, NAT		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		
Style: T/O X, NAT		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣		
X: MM, 1♦: mm, 1NT: MM strong		
OVER OPPONENTS' TAKEOUT DOUBLE		
XX: 10HCP+, NAT		

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	Lead	In Partner's Suit
Suit	3 rd /5 th	3 rd /5 th
NT	4 th	3 rd /5 th
Subseq	ATT	ATT
Other: Second from xxxx		
VS Suit: K ask CT, VS NT K ask CT/UB, A ask ATT		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AKx(x)	AK(x)
King	AKxxx(+)	KQJxx, KQJ9, AKJ10(x)
Queen	QJ(x), Qx	QJ9(x), KQ(x)
Jack	(K)J10(x), Jx	(H)J10(x)
10	109(x), 10x	109(x), 10x
9	9x	
Hi-X	Even	
Lo-X	Odd	
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
1	STD count	STD count
Suit 2	Small = ENC	S/P
3	S/P	
1	STD Count	STD Count
NT 2	Small =ENC	S/P
3	S/P	
Discarding		
First Italian Discard		
STD Count		
S/P		
First Italian Discard		
STD Count		
S/P		
Signals (including Trumps):		
REV Count or S/P in Trump Suit		
Smith: Low likes lead from Both		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
Style: can be light if shaped		
Responses: NAT, CUE is strength		
R/O: 8+ on m, 10+ on M		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
Lightner VS S		
XX: H in partner suit		

EBL CONVENTION CARD		
CATEGORY: Green		
NCBO: BELGIUM		
PLAYERS: Isabelle Dewasme & Philippe Caputo		
Valérie Labaere & Philippe Caputo		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
5 cards M, 4 cards ♦ except: 4432		
STR NT		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
3NT: any SOL Suit		
SPECIAL FORCING PASS SEQUENCES		
IMPORTANT NOTES		
Responder: 1♣ (1♦): X=♥, 1♥=♦, 1♣=TRF NT		
1♣ (1♥): X=♦, 1♦=TRF NT		
1♦ (1♥): X=♦, 1♣=TRF NT		
PSYCHICS: Rare		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	11-22 HCP	NAT		
1♦		4	4♥	11-22 HCP	NAT		
1♥		5	4♦	11-22 HCP	NAT, 2NT: Fit FG, SPL, Jumps: NAT Strong	3♥= WK, rest NAT 14+	Truscott after x, CUE INV
							2♣ Drury, Jumps: NAT+FIT
1♠		5	4♦	11-22 HCP	NAT, 2NT: Fit FG, SPL, Jumps: NAT Strong	3♠= WK, rest NAT 14+	Truscott after x, CUE INV
							2♣ Drury, Jumps: NAT+FIT
INT				14-17 HCP BAL	STAY, TRF, 4♣=mm, 4♦= MM		Rubenshol, T/O X
				5M or 6m possible			
2♣	X	0		22-23 HCP BAL	2♦ ® or NAT		X= T/O, rest NA
				SF any suit			
2♦	X	0		24+ HCP	2♥ ® or NAT		X= PEN, rest NAT
				FG any suit			
2♥	(5)6				2NT ®	Suit=H, 4 th level=S/S	X= PEN, rest NAT
2♠	(5)6				2NT ®	Suit=H, 4 th level=S/S	X= PEN, rest NAT
2NT				19-21 HCP BAL	STAY, TRF, 3♠=TRF 3NT, 4♣=mm, 4♦= MM	After 3NT: 3 any suit is S/T	
				5M or 6m possible			
3♣	(6)7			PRE, aggressive NV/V or 3 rd	NAT F1		
3♦	(6)7			PRE, aggressive NV/V or 3 rd	NAT F1		
3♥	(6)7			PRE, aggressive NV/V or 3 rd	NAT F1		
3♠	(6)7			PRE, aggressive NV/V or 3 rd	NAT F1		
3NT	X			SOL Suit	4♣,♦: P/C rest NAT		
4♣	X	0		TRF ♥	4♦=S/T		
4♦	X	0		TRF ♠	4♥=S/T		
4♥	(7)8			PRE			
4♠	(7)8			PRE			
4NT	X			mm FG		HIGH LEVEL BIDDING	
						RKCB: 3041, 5NT: 2 & void, 6x: 1 or 3 & void	
5♣						PAPA: pass = pair	
5♦						Exclusion KCB	
5♥						Josephine	
5♠							

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style; Responses; 1 / 2 Level; Reopening)		
Style : natural, can be light (7+HCP)		
Responses : 2/1 NF if minor, weak jump raises		
Reopening : natural, limited to 12 HCP ; 1NT 9-13, 2NT 17-19		
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		
2 nd . & 4 th position : 16-18 HCP		
Responses : Stayman and Transfers		
Reopening : 1NT 9-13 HCP , 2NT 17-19 HCP		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
Style : natural and weak (3-11 HCP)		
Unusual NT : two lower unbid suits		
1M 3♣ = M' + ♦		
Reopen: NAT 11-13 HCP 6 card. except 1M - - 3♣ both minors		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
Direct Cue-bid : 1♣ - 2♣ Nat ; 1♦ - 2♦ majors ; 1M 2M = M' + ♣		
JUMP Cue -bid : ask for stopper. Except 1♣ 3♣ = ♠ + ♦		
VS. NT (vs. Strong/Weak; Reopening; PH)		
VS Strong NT		
X=5+m,4M or Strong , 2♣ both majors , 2♦ 1 major ,		
2♥/♠ 5 card M + 4+m, 2NT= both minors		
VS Weak		
X = same range , others same as above		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		
Style : T/O double, natural overcalls		
Over weak 2M, cue-bid shows both minors ; 4m = 5M' + 5m		
3m 4m = 5/5 M ; 3♣ 4♦ = 5♥ + 5♦ ; 3♦ 4♣ = 5♥ + 5♣		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣		
X shows opening values and majors ; 1♦ = 4♥ + 5+♦ ; 1M=Nat		
1NT : 6 card ♣ or ♦ ; 2♣ = both Majors ; 2♦ = 1 Major ;		
2♥/♠ 5 card M + 4+m,		
OVER OPPONENTS' TAKEOUT DOUBLE		
Of 1m : Transfers (Except after 1♣ X XX = 10+HCP)		
Of 1M : Natural forcing , XX = 10+HCP		

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	ATT	ATT
Other: lead second from xxxx		
Vs Suit, K asks CT – Vs NT K asks CT/UB ; A asks ATT		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AKx(x) ; AK	AK(x)
King	AKxxx(+); KQ(x)	KQJxx, KQJ9(x), AKJ10(x)
Queen	QJ(x) ; Qx	QJ9(x), KQ(x)
Jack	KJ10(x) ; J10(x)	(H)J10(x)
10	10x, H109(x)	(H)109(x), 109x(x)
9	9x	9x, 9xx, H9x, J98x, Q98x
Hi-X	Sx, xSxx, HxSx	HSx, Sxx , xSxx(x),
Lo-X	xx(xx)S	HxSx, HxxS
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
1	Std count	Std count
Suit 2	Small = Enc	S/P
3	S/P	
1	Std count	Std count
NT 2	Small = Enc	S/P
3	S/P	S/P
Signals (including Trumps): Signals in Trump suit : S/P		
Smith : Low likes the lead from both		
Signals after we bid a suit : ODD = ENC and EVEN = S/P		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
Style : can be light if shaped		
Responses : naturel, cue-bid shows strength		
Reopening : 8+, according to shape		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
Support Doubles: 3 cards in partner's M (not minimum) or any 18 HCP		
Lightner double vs slams		
1NT(weak) Pass 2♣ X = points		

W B F CONVENTION CARD		
CATEGORY: GREEN		
NCBO: Belgium		
PLAYERS: Valerie & Alain Labaere		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
5-card Major, ♦ 4 cards		
1NT : (14+) 15- 17 HCP , tends to be 14-16 in 3 rd chair NV		
2 over 1 responses : 2♣ ART GF except rebid of 3♣		
Others NAT forcing until 2NT		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
2♣ Any GF or weak 2♦ (3-10 HCP)		
2♦ SF with minor or NT 22-23 HCP or weak 2♥ (3-10 HCP)		
2♥ weak with both Majors (3-10 HCP). 4♣/4♥ ; 5♣/4♥ ; 5♣/5♥		
2♠ weak 2 (3-10 HCP), 6♠		
3NT solid minor, usually 7 card, no Ace or King aside		
SPECIAL FORCING PASS SEQUENCES		
IMPORTANT NOTES		
Responder's double :		
1m (1♥) X : 4 cards in ♠ ; 1♠ = 5 cards		
1♣ (1♦) X : 4 cards in ♥ ; 1♥ = 5 cards ; 1♠ = 4(+) cards		
PSYCHICS: rare		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣			4♦	11-23 HCP, 2+ ♣	2♣ : at least Inv raise, 2♦ : 6 card ♥ (0-5 HCP or GF), 2♥ : 6 card ♠ (0-5 HCP or GF) ; 2♠ : 7-10 HCP with ♣ (can be 5♣+4♦) ; 3♣ : weak raise (4-7HCP)	1♣-1♦-1NT : 12-14 maybe 4 card M 3 steps Roudi (2♦ : no Fit M - 2♥ : Fit + min. 2♠ : Fit + max)	Weak jump after overcall Fit showing jumps if passed
		2					
1♦					2♦ : at least Inv raise, 2♥ : 5♦+4♥ (3-9HCP)		Weak jump after overcall
		4	4♦	11-23 HCP, 4+ ♦	2♠ : 7-9 HCP, 4♦, Irregular ; 3♣ : 7-9 HCP, 4♦, Reg 3♦: weak raise (4-7 HCP)		Fit showing jumps if passed
1♥		5	4♦	10-23 HCP	2♣ : Nat or GF with ♥/♠ 2NT: Limit raise	After overcall : 2NT inv + raise . Cue-Bid : always 4 card support and GF	Drury Fit showing jumps
1♠		5	4♥	10-23 HCP	3♣ : 9-10 Fit ; 3♦ , 6-8 Fit ; 3M , 0-5 Fit	SPL in opp's suit ; Gazzili ; 4SF ;	
INT			4♥	15-17 HCP 5M or 6m possible	2♣ : NF Stayman ; 4-way Transfers	After overcall : LEB 1NT 2M 3NT = 5 card M' + no stopper	
2♣	v	0		Any GF or weak 2♦ (3-10 HCP)	2♦ : waiting ; 2♥/♠ = Nat. F1 ; 3♥/♠ = NAT Inv. 2NT : Forcing Relay 15+HCP ; 3♦= P/C	After 2NT : 3♦ : Min , 3♣ Max with S/S 3♥/♠ : Max with H. 3NT: good ♦ or H♣	
2♦	v	0		SF with minor or 22-23 NT or Weak 2♥ (3-10 HCP)	2♥/3♥ : P/C ; 2NT : Forcing Relay (15+HCP) 2♣/3♦/3♣ : Nat F1		
2♥				Weak both Majors (3-10 HCP)	2NT : Forcing Relay	3♣ : Max. 5♦+4♥(31) ;3♦ : Min. 5♦+4♥(31)	
	v	4		(4♥/4♦;5♠/4♥;5♥/5♠;6♦/5♥)	3♥/♠ : To play	3♥ : Max 4♦+4♥ 3♦: Min 5♦+4♥(22)	
					3♣/♦ : Natural, non forcing	3NT: max 5♦+4♥(22) : 4♣/♦ :5/5 with S/S	
2♣		6		Weak 2 (3-10 HCP)	New suit F1 ; 2NT : Forcing Relay		
2NT						2NT 3♣ (Romex)	
			4♦	20-21 HCP	Romex + Transfers	3♦ : no 4 card ♥, may be 4♦ ; 3NT : 4♥ + 4♦	
					3♦ : Transfer for 3NT	3♥ : 4 or 5 card ♥ , 3♦ : 5 card	
3♣		6		PRE, aggressive NV/V	New suit Forcing		
3♦		6		PRE, aggressive NV/V	New suit Forcing		
3♥		6		PRE, aggressive NV/V	New suit Forcing		
3♠		6		PRE, aggressive NV/V			
3NT	v			Solid minor, Gambling	4♣ = P/C ; 4♦=ask for control ; 4♥/♠ = to play		
4♣		7					
4♦		7					
4♥		7					
4♠		7					
4NT				Both minors, 6+ 5+			
						HIGH LEVEL BIDDING	
						RCKB 5 key cards 3041 ; 5NT 2key cards and void ; 6x 1 or 3 key card and void (4130 if ♣ is trump) . 4♦ RKCB when Heart is trump,	
						PAPA (pass = Pair)	
						Exclusion RKCB	
						Josephine	

DEFENSIVE AND COMETITIVE BIDDING				LEADS AND SIGNALS				WBF Convention Card				
OVERCALLS(Style; Responses; 1/2level; Reopening)				OPENING LEADS STYLE								
1 Level = light,(8-15)HCP,5+(4) cards		Lead	In Partner's Suit									
2 Level = VUL - intermediate; NOT VUL - intermediate(light)	Suit	2nd/4th	same	Category:	BLUE							
Responses : New suit = NF	NT	2nd/4th	same	Country:	Bulgaria							
Jump raise = WK	Subseq	2nd/4th	same	Event:	All Events							
Jump shift = SPL				Players:	Miriana Mitovska							
Reopening: = light					Grorgi Karakolev							
1NT OVERCALL (2nd/4th Live; Responses; Reopening)				LEADS				SYSTEM SUMMARY				
Direct seat = (15-18)HCP, System on	Lead	Vs.Suit	Vs. NT	GENERAL APPROACH AND STYLE								
Balancing seat : 1NT = (10-14)HCP, Jump to 2NT = (18-20)HCP, System on	Ace	AK, Ax(+)	AKx, AKJx(+)	Precision club, 1cl = 16+ HCP or any good hand w/ min 14+ HCP, Fopening;								
Could be semi-balanced	King	AKx(+), KQx(+), AKJx(+)	same	1di = 0+ cards,(10-15)HCP no 5M; 1M = 5+ cards,(10-15)HCP; 1M - 1NT= F1								
Sandwich NT = NAT	Queen	QJx(+), KQTx(+)	same + AQJx(+),AQTx	2NT = (20-21)HCP,could be semi-balanced (5M,6m,SGL H); PUP								
1NT(OPPT) - Pass - Pass - DBL = 11 + HCP	Jack	J10x(+), AJTx(+), KJTx(+),Jx	J10x,Jx	2cl = 5+cards w/ 4M or 6+cards, (10-15)HCP								
JUMP OVERCALLS(Style; Responses; Unusual NT)				T				Generally aggressive style; random PRE; Very light Openings,O/C,T/O DBL				
VUL = WK ; NV = very WK	9	H98x(+), H9x	same	1NT Openings: 1NT = (14-16)HCP,could be semi-balanced (5M,SGL H)								
2NT = (5-5)+ ms	Hi-x	xSH, xSx	same	2NT Openings: 2NT = (20-21)HCP,could be semi-balanced (5M,SGL H)								
Balancing seat = WK	Lo-x	xS, HxxS(+), xxxS	same	2 OVER 1 Response FG; COMP 2/1=NF if not TRF or CUE								
Leaping Michaels	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	1cl = STRONG					
1m - 2m = both Ms (if 3+m) or NAT (if m < 3cards)	Suit:1st	HI = ODD	HI = ODD	HI = ODD	1di = 0+ cards,(10-15)HCP no 5M							
1M - 2M = Michaels	2nd	HI = HI Suit	HI = HI Suit	HI = HI Suit	2cl = 5+cards w/ 4M or 6+cards, (10-15)HCP							
1m - 3m = 7+ SOL suit, asking for stopper(if 3+m) or PREEMPT(if m < 3cards)	3rd				2di = 1 & 2 seat = 6+(5)M,(4-9)HCP or FG w/ NT,24+ HCP							
1M - 3M = 7+ SOL suit, asking for stopper	NT: 1st	HI = ODD	REV Smith	REV Smith	= 3 & 4 seat = 5+ cards,(5 - 13) HCP							
VS. NT(vs. Strong/Weak; Reopening;PH)				2nd	HI = HI Suit	HI = ODD	2M = 1 & 2 seat = 5+ M w/ 5(4)+m,(4-10) HCP					
Direct Seat :2cl = both Ms,(4-4)+	3rd		HI = HI Suit	HI = HI Suit	= 3 & 4 seat = 5+ cards,(5 - 13) HCP							
2di = 1M; 2M = 5+M & 4+m; DBL = PEN					3NT = Gambling = 7cards SOL m, w/o outside stopper(A or K)							
Balancing seat :2cl = both Ms,(4-4)+												
2di,He,Sp = NAT, DBL = 11+ HCP												
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)				DOUBLES				SPECIAL FORCING PASS SEQUENCES				
T/O DBL thru 4sp	TAKEOUT DOUBLES(Style;Responses;Reopening)											
LEB 2NT RESP	Thru 4 sp											
4M - 4NT = (5-5)+	Light style											
3M - 4m = (5-5)+ Sp & other suit; 3m - 4om = (5-5)+ He & other minor												
2M - 4m = 5m & 5OM; 2M - 3M = Michaels												
VS. ARTIFICIAL STRONG OPENINGS				SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLE				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE				
vs.1cl(str) >DBL= both Ms, 1NT=ms	SUPP DBL thru 2he											
>2cl=NAT	RESP DBL thru 4di											
1cl - Pass - 1di - DBL = (44)+Ms; 1NT=2suits(55)+,exclusion 55 Ms	COMP DBL											
vs.2cl,di(str) - DBL= both Ms	MAX O/C DBL											
OVER OPPONET'S TAKE OUT DOUBLE				SOS RDBL								
New suit = NF; 1di - DBL = 1M = 4+cards F1	Lightner				Psychics: Rare							
1M - DBL > TRF, 2NT=4+cards SUPP INV+, 3M=WK, Jump shift = SPL	PEN DBL = O/C in FG; after RDBL; after opening 2di,he,sp,PRE,WJO											
> RDBL= implies no fit 10+ HCP and following DBL = PEN												

Miriana Mitovska - Georgi Karakolev (Bulgaria)							
Opening	Artifical	Min.cards	Neg DBI	Description	Responses	Subsequent Auction	Passed Hand Bidding
1cl	YES	0		STR, 16+ HCP	1di = (0-7)HCP; 1M,2m = 5+cards,8+ HCP, FG 1NT = BAL, FG; 2M = 6cards,(0-4)HCP 2NT = (55)+Ms,(5-7)HCP 3x = 4441, singleton, 8+ HCP, FG	1cl - 1di - 2M=5+cards,F1; Following: 3M=STR w/ SUPP; 3cl=NEG or (5-7)HCP w/ cl » after bid 3NT; 2NT=(5-7)HCP BAL; New suit = 5+cards,(5-7)HCP; 4M=3+ SUPP,WK 1cl - 1NT - 2NT=5+cl; 1cl - 1di - 2NT=(22-23)HCP,5M or 6m are possible,PUP STAY 1cl - O/C - DBL(RDBL)=(5-7)HCP any shape or 8+ HCP w/o other bid; Suit or NT = FG	
1di	YES	0	4he	(10-15)HCP, no 5M (11-13)HCP, BAL	1M = 4+cards,F1; 1NT = (7-11)HCP, could be UNBAL 2he = 5+sp&4+he,(3-9)HCP; 2sp=BAL INV or ms WK 2NT= 1m, WK; 3m = 6+m,INV 2m = 4+cards,FG; 3M = 6+cards,WK	1di-1M-1NT-2cl=Chekback; 1di-1he-2sp=any SPL,2NT=(R); 1di-1M-2NT=6+di good hand w/o 3cards in M; 1di-1M-3cl=(55)+m, (14-15)HCP; 1di-1M-3di=6+di good hand w/ 3cards in M 1di - 1sp - 2he = any SPL, 2NT=(R); SUPP DBL	1di - 1M - 1NT - 2cl = NAT
1he		5	4di	5+he, (10-15)HCP Could be 4cards in 3rd seat	1sp = 4+cards; 1NT = F1,(6-12)HCP; 2m = 4+cards,FG 2he = (7-10)HCP w/ 3+ SUPP; 3he = 4+ SUPP,WK 2NT = 9+ HCP w/ 4+ SUPP,INV+ ; 4NT = RKCB 2sp,3m = SPL,INV+ ; 4he = not promising any points	1he - 1NT - 2cl = 1+ cards; 1he - 1NT - 2di = 4+ cards; 1he - 2m - 2he = 6+ cards 1he - DBL - RDBL = 9+ HCP implied no fit; After RDBL every DBL are PEN 1he - DBL > 1NT,2cl = TRF to cl,di; > 2di = 3cards SUPP w/ 8+ HCP; > 1sp = 5+ cards,NF; >2sp = 5+sp,INV; > 2NT=4+ SUPP,INV+	1he - 1NT = NF 1he - 2cl = Drury
1sp		5	4he	5+sp, (10-15)HCP Could be 4cards in 3rd seat	same as above	1sp - 1NT - 2cl = 2+ cards 1sp - DBL - 2he =3cards SUPP w/ 8+ HCP same as above	1sp - 1NT = NF 1sp - 2cl = Drury
1NT			4he	(14-16)HCP, BAL 5M or 6m are possible Could be semi - BAL Could be singleton H	2cl = STAY; 4 TRF 3cl = (54)+ms,PC; 3di =(55)+ms,FG 3M = 3cards,(54)ms,FG; 4m = TRF to 4M; 4M = NAT 4NT = INV,BAL	1NT- O/C - DBL = T/O,points; 1NT - 3Level O/C - DBL = T/O,points TRF Lebensohl 1NT - DBL(PEN;OPPT) - RDBL = 1m; 2di,he = TRF; 2cl = 2suits After TRF to m - New suit = short suit	
2cl		5	4he	5+cl w/ 4M or 6+cl,(10-15)HCP	2di = (R); 2M = 5+cards,NF 2NT = PUP to 3cl = WK w/ fit or any SPL, FG 3cl = 3+ SUPP,INV; 3M = 6+cards,INV; 3di = (55)+ Ms,INV	2cl - 2NT - 3cl - New suit = SPL,FG 2cl - 2di - 2M - 2NT = TRF to 3cl = WK w/ fit or ST 2cl - 2di - 2M - 3cl = INV	
2di	YES	0		6+(5)M, (4-9)HCP or FG w/ BAL hand, 24+HCP	2M = P/C 2NT = (R) ; 3m = NAT,NF 3he = P/C; 4cl = bid your suit TRF; 4di = bid your suit NAT	2di - 2NT - 3cl = Any MAX; 3di = min w/ he; 3he = min w/ sp 2di - 2NT - 3cl - 3di = (R) = 3he is sp, 3sp is he 2di - DBL - RDBL = flight w/ own suit; Pass = 5+ di; All rest = system on	
2M	YES	5		5+M w/ 4+m,(4-9)HCP 5+cards(5-14)HCP > 3 or 4seat	2NT = (R) = INV+; 3cl = P/C 3M = WK; 3di = INV in M	2M - 2NT > 3m = NAT,WK; >3he = cl,STR; >3sp = di,STR 2M - 2NT - 3m - 3M = ST; 2M - DBL > System on; 2M - O/C - DBL = PEN; 2M - DBL - RDBL = points(Following DBL is PEN)	
2NT				(20-21)HCP,BAL 5M or 6m are possible Could be semi - BAL Could be singleton H	3cl = PUP STAY; 3di,he = TRF 3sp = (R) for ms 4m = 6+cards Om,FG; 4NT = INV,BAL	2NT - 3cl > 3di = 1 or 2 4th Ms; 3he = No 4 or 5 Ms; 3sp = 5cards; 3NT = 5 he 2NT - 3sp > 3NT = w/o 4ms; 4cl = 4+cl w/ doubleton di; 4di = 4+di w/ doubleton cl; > 4he = 4+cl w/ 3rd di; 4sp = 4+di w/ 3rd cl; 4NT = (44)ms	
3 in suit		6		WK, PRE Not VUL(1st or 3rd seat) = could be very light	New suit = NAT, FG DBL = PEN	HIGH LEVEL BIDDING	
3NT	YES			Gambling = 7 cards SOL m, w/o outside stopper (A or K)	4cl = P/C; 4di = asking for a singleton; 4M = 6cards 5cl,6cl = P/C; 3NT - 4di - 5m = shortness in other m	Blackwood; CUE - BIDS; Pass forcing; Jump bid in other suit to 5 Level = RKCB w/ void, 1step= 0 A,2step=1 A, 3 = 2 A RKCB = 4130; After RESP > BID MIN Level = asking for Q trump; > 5NT = asking for specials K;	
4in suit		6		WK, PRE	DBL = PEN	> 6x = asking for 3rd control(Q or xx) RKCB > RESP 5NT = Even Keycards + Void RKCB > RESP 6in suit = Odd Keycards + Void Lightner = inquires a non-standard lead	

DEFENSIVE AND COMPETITIVE BIDING OVERCALLS	
1st level: 6-15	
1D: 1M=F1, 1N=NF, 2C=fit, 2M=6 Inv, 2N=R, 3C=55MM Inv+	
1M: 1S=F1, 1N=F1, NS=F1, 2Cue/N/3Cue=3/4/mixed, JS=Inv	
2nd level: 9-16	
(1M)-2m: 2M=F1, 2N=R, JS=6 Inv	
(C/D)-2m: Bid=F1, 2N=R, Cue=Ask 4M	
1NT OVERCALL	
Live: 15-17, Sys on	
Balance: 11-14, Sys on	
JUMP OVERCALLS	
1m: 2D=MM's, 2N=om+H, 2M=PRE, 3om/M=PRE	
1M: 2N=OM+D, JS=PRE	
DIRECT and JUMP CUE	
1C: 2C=Nat, 3C=PRE	
1D: 2D=MM, 3D=6D 13-16	
1M: 2M=OM+C, 3Cue=mm 14+	
Reop 2Cue=FG any hand	
VS.NT	
DBL=PEN, 2C=MM, 2D="1M", 2M=54Mm, 2/3N=mm, 3/4x=PRE	
VS. PREEMPTS	
3m: 4Cue=MM	
3H: 4H=S+m, 4N=mm or D+S or 6S STR	
3S: 4S=H+C, 4N=mm or D+H or 6H STR	
VS. ARTIFICIAL STRONG OPENING	
1C: DBL=MM, 1/2N=mm	
2C/D: DBL=Suit, Cue=MM, 2N=mm	
OVER OPPONENTS DOUBLE	
1C: P=WK or no bid, RD=5-7, Bid=FG, JS=6 cards 5-7	
1D: RD=10+, 2C/D=NAT, NF, 2S=mm Inv, Next=Sys on	
1M: RD=10+, 1S=4+F1, 1N+=TRF, 2M=WK, Next=Sys on	
2C: RD=10+, 2D=NAT NF, Next=Sys on	

LEADS AND SIGNALS OPENING LEADS STYLE		
LEAD		
SUIT	3th/Low-Count style, STD from H	
NT	4th-Attitude style, STD from H	
Smith - REV if bidding is unclear		
Trump lead - S/P or Count or nothing		
LEADS		
	SUIT	NT
ACE	Ax+, AK blank	for ATT
KING	AK+, KQ+, Kx	UnBL or Count
QUEEN	QJ+	for ATT
JACK	J10+, HJ10	J10+, HJ10
10	109+, H109	109+, H109
9	9x	9x, 98x+
SIGNALS IN ORDER OF PRIORITY		
	SUIT	NT
1	Low=Even	Low=Even
2	S/P	S/P
3	Low=Enc	Low=Enc
DOUBLES		
TAKE OUT DOUBLES		
Most low level DBLs are T/O or COMP		
SPECIAL ARTIFICIAL DOUBLES/REDOUBLES		
Lead directing DBL		
Support DBL/RDBL		
RDBL usual is PEN or Short or A		

WBF CONVENTION CARD	
Category	Blue
NCBO	BULGARIA
EVENT	All Events
PLAYERS	Nanev-Nikolova
GENERAL APPROACH AND STYLE	
PRECISION CLUB	
1C=16+/any good hand with tricks	
1D=0+ cards up to 15	
1M=5+ cards up to 15	
2C=5C4M/6+ up to 15	
1N=14-16	
2N=19-20	
SIGNALS THAT MAY REQUIRE DEFENCE	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
2D=6+M 3-10	
2H=MM's 3-10, 54MM or more	
2S=55 Sp+m 3-10	
3N=Gambling	
4N=mm's	
Random PRE 1st pos	
Light openings 1st pos - 9+hcp	
SPECIAL FORCING PASS SEQUENCES	
Hi level in FG: Pass=Forcing, DBL=STOP	
Low level in FG: Pass=No Short, DBL=Short	
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
LEB in COMP bidding	
PSICHICS	
Non convention leads and signals	
light openings in 3rd pos 7+ hcp	

OPENING	ART	min	NEG	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND
1C	Y	0	4H	16+	1D=0-7, 1M=5+M 8+, 1N=11-15 BAL 2m=5+m 8+, 2H=8-10 BAL, 2S=4441 11+ 2N=16+BAL, 3x=4441 8-10, 3N=AKQxxxx	<u>1C-1D</u> 1H=ART, 1S/2m=NAT NF, 1N=17-18, 2H=5H4S NF, 2S=ART FG with S, 2N=21-22, 3C=mm NF 3D=MM FG, 3H=MM Inv, 3S=mm FG	Sys
1D	Y	0	4H	Precision style 10(9)-15	2m=FG, 2H=5S4H WK 2S=Inv "3N"/1m PRE 2N=mm PRE 3m=Inv 3M=PRE, 4m=PRE	<u>1D-1M-1N</u> 2C=ART Any Inv / SOFF m (PUP 2D) 2D=ART FG	<u>1D-1M-1N</u> 2C=5C+ 2D=5D+
1H	No	5	4H	10(9)-15	1N=F1, 2C=2+FG, 2D=5+ FG 2H=8-10, 2S=6S WK, 2N=Any SPL FG 3C=4fit Inv, 3D=mixed, 3H=PRE 3S=7S WK, 3N=SOFF 4m=6m5S, 4H=TP	<u>1H-1S-1N</u> 2C=Any Inv / SOFF m (PUP 2D) 2D=FG	2C=3Fit 9-10
1S	No	5	4H	10(9)-15	2D=5H SOFF+ 2H=5D FG 3H=6H Inv Others=Same 1H	<u>1S-2D</u> 2N=3+H, 3H=4H min, 3N=4H max	2C=3Fit 9-10
1N	No	2	4H	14-16	2C=STAY 2D/H=TRF H/S, 2S/N=TRF C/D 3C=(54)MM Inv, 3D=Ask 5M 3H=55MM Inv, 3S=(54)mm FG 4C/D=TRF H/S, 4M/5m=SOFF 4N=QUANT	<u>1N-2C-2D</u> 2M=MM SOFF, 3M=4M5+OM 4C=MM ST, 4D=MM WK/SF 4M=6M+4OM SOFF <u>1N-2C-2M</u> 3OM=ST M, 3N=SOFF, 4x=SPL, 4S(over H)=Ex	Sys
2C	No	5	4H	6+C/54CM 10(9)-15	2D=R, 2M=5M NF, 2N=ART ask not FG 3C=WK, 3D=55MM Inv+, 3M=Inv 4D=Any SPL with Void, 4M=SOFF	<u>2C-2D</u> 2M=4M, 2N=6C max 3C=6C min, 3D/H/S=6C+4D/H/S FG 3N=7C good, max, FG	
2D	Y	0	2H	1/2seat - 6M 3-9 3/4seat - NAT	2/3/4H=p/c 2S=6S NF, 2NT=R 3m=6m F1, 3S=6S FG 4C=TRF suit, 4D=TRF 6+H, 4S=SOFF	<u>2D-2N</u> 3C=5M 3D/H=6H/S min 3S/N=6H/S FG	Bid=Nat+Fit
2H	Y	4	2S	1/2seat-54MM++,3-9 3/4seat - NAT	2N=R 3m=NF 4m=Nat FG	<u>2H-2N</u> 3C=55 any 2D/H=5H4S/45 min 2C/N=54/45 max	Bid=Nat+Fit
2S	No	5	2N	1/2seat-55 S+m, 3-9 3/4seat - NAT	2N=R, 3/4C=p/c, 3D=5+H, 3H=Inv S 4N=ask m 5m=SOFF	<u>2M-2N</u> 3C/D=min 3H/S=5C/D max	Bid=Nat+Fit
2N	No	2	4H	19-20	3C=PUP STAY 3D/H=TRF H/S 3S=54mm++, FG 4C/D=TRF H/S ST 4H/S=TRF C/D ST	<u>2N-3C</u> 3D=at least one 4M 3H=No M 3S=5S 3N=5H	
3x	No	6	3x	PRE	3C-4D=MM, Others 3x-NewSuit=F1 3x-4N=mini RKCB	HIGH LEVEL BIDING CUE style: 1st&2nd round CTRL LIGHTNER: inquires a non-standard lead RKCB/ExRKCB/min RKCB Jump 5N=Pick up slam	
3NT	Y	7	4S	Gambling	4C=p/c, 5C=p/c		
4C/D	Y	7	4D/H	PRE	4N=mini KCB		
4M	No	7	4M		4S/5m=SOFF, 4N=mini KCB, 5M=ST		

System notes:

“2di=multi” defence
(2di = multi)

dbl- 13-15 bal or strong
2he – 5+ 10-15 (2nd lvl overcall)
2sp- 5+ 10-15 (2nd lvl overcall)
2nt- 16-18 (normal stayman)
3cl/di- nat usually 6- 11-16 (3rd lvl overcall)
3he/sp-14-16 6+ (more than simple overcall less than dbl+suit)
3nt- to play, no interest in majors

(2di)-dbl-(pass=free)

pass- free
2M/3m- nat 5+ cards 5-10 points(free bid)
2nt- nat

(2di)-dbl-(pass=diamonds)

pass-penalty (at least some diamonds)
2M/3m- forced bid could be wk
2nt- nat

(2di)-dbl-(2M=p/c)

dbl-T/o (dbl+suit=GF)
2sp,3m-free bid(5 cards 7-11) NF
2nt- nat
3cue-nat NF (5+ 7-11)
3sp over 2he- 5+ invite
3nt- to play
pass than dbl on 2sp- t/o over spades (promise 4 hearts)

(2di)-pass-(2he)

dbl- t/o hearts or strong (lebensohl)
2sp- nat
2nt- 16-18(standart stayman)
3m- nat
3he- nat (3rd lvl overcall)
3sp- nat 6+ 14-16
pass than dbl on 2sp- t/o over spades (lebensohl)

(2di)-pass-(2he)-pass-(pass)

dbl- T/o (leb)
2sp- balancing overcall 7-11
2nt-14-17 short spade, heart stopper
3m- balancing 7-11 6 cards

(2di)-pass-(2he)-dbl

(2sp)-dbl=penalty based on your T/o dbl

(2di)-pass-(2he)-pass-(2sp)

pass-(pass)

dbl- T/o spades (leb)

2nt- minors balancing

3m- 7-11 6 cards

3he- 7-11 6 cards

(2di)-pass-(3M)-

dbl- T/o

3sp-nat

3nt- nat

pass + dbl= T/O!

4M-nat

(2di)-2he-(pass)

2sp- cue fit good raise + (now 3he is min, others are positive)

2nt- nat

3m- nat GF

3he- wk invite

3sp- splinter

3nt- nat

4m- splinter

(2di)-2sp-(pass)

2nt-nat

3m- nat GF

3he- cue fit limit +

3sp-wk invite

3nt-nat

4m/he-splinter

(2di)-3cl-(pass)

3di-GF nat or try for 3nt with problem in one of the majors

3M- nat GF

3nt- nat

(2di)-3di-(pass)

3M- nat GF, can be 4 cards without stopper in other major

3nt- nat

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style; Responses; 1 / 2 Level; Reopening)		
1lvl = 8-15, 2nd lvl =10-15		
2x= NF!		
Reopening can be weaker		
INT OVERCALL (2nd/4th Live; Responses; Reopening)		
15-18 , system on		
Reopening – 13-16 over 1M, 11-14 over 1m system on		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
preemptive		
Jump to 2NT= lowest suits		
Reopen: 13-16		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
Direct cue = other M + minor , or majors over 1m		
If opening do not promise 3 cards 2cue= nat		
VS. NT (vs. Strong/Weak; Reopening;PH)		
Dbl= points , 2cl= majors, 2di= 1 major, 2M= 5+ with a minor		
Dbl against weak = 13+		
PH – dbl = 8-10 3+3+ MM		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		
Dbl= take out, cue = 2 suiter, jump = constructive, NT= natural		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♦ or 2♣		
Vs 1cl-dbl= majors 4+4+, 1NT= minors		
Vs 2cl-dbl= clubs		
(1cl)-pass(1di)-dbl=majors, 2cl)-pass(2di)-dbl=diamonds		
OVER OPPONENTS' TAKEOUT DOUBLE		
1M-dbl – 1NT = good raise, 2nt= GF with fit, 3cl= mixed, 3di = invite with fit		
1m-dbl-2nt= limit raise		
1cl-(dbl)- 1x= trf		

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	Lead	In Partner's Suit
Suit	4th	same
NT	4th	same
Subseq	same	
Other:		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AK(x)	AK(xx)
King	AKx	Strong
Queen	Qjx, Qx	KQ(xx),QJx
Jack	HJ10, Jx, J10x	HJ10, J10x, Jx
10	H109, 109x, 10x	H109, 109x, 10x
9	9x, H98(x)	9x, 98xx, H98(x)
Hi-X	Xx	Xx
Lo-X	Hxx+	Hxx+
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
1	low=even	low=even
Suit 2	low=enc	SP
3	SP	
1	Low=even	Smith echo low enc
NT 2	Low=enc	low=even
3		SP
Signals (including Trumps): Reverse count and attitude, standard suit preference, reverse smith echo against nt.O/e first discard		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
Can be wk with shape, reopening can be weaker with shape		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
Support dbl and rdbl, lightner		

W B F CONVENTION CARD		
CATEGORY: green		
NCBO: Bulgaria		
PLAYERS: Diana Damianova – Viktor Aronov		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
2/1 GF		
1cl=3+ - transfer responses		
1nt=15-17		
2cl=18-19 NT		
2di=GF		
2nt=20-22		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
2M-aggressive wk2		
3nt- gambling		
4nt-minors		
SPECIAL FORCING PASS SEQUENCES		
2/1, after rdbl showing strength		
IMPORTANT NOTES		
PSYCHICS:Rare		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DIANA DAMIANOVA – VIKTOR ARONOV (BULGARIA)			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	7he	10-21 natural	1di/he= 4+ he/sp, 1sp= NT or diamonds, 1nt= inv 4M possible, 2di=limit raise for clubs	2sp= 5+ sp 4+ he invite	cue=limit or better
					2he= 5+sp4+he – up to 10 HCP	3cl= preemptive, 3M= preemptive, 4cl/di= trf	
1♦		3		3 with 4432 10-21	3cl= limit raise, 2he= 5+sp4+he – up to 10 HCP	2sp= 5+ sp 4+ he invite,3M= preemptive	
					2sp= natural invite, 2NT= 12-15 with fit	3NT= 13-15 balanced with fit	
1♥		5	7he	10-21 natural	3cl= 6-9 with 4 fit, 3di = 10-12 with fit 3+	3sp/4x= splinter 10-14	2cl=drury
					3he=any splinter, other same		
INT			7he	(14)15-17 5M/6m sgl honor	Stayman, 4 transfers, 3cl=puppet,3di= 55minors FG	3M= short 54 minors FG	Transfers after 2x overcall
					4cl- majors 4di/he=trf		
2♣	*	2	7he	18-19 bal , sgl honor/5M/6m	2di= 4+he, 2he= (4)5+sp, 2sp=puppet to 2nt	3nt/4cl= ST cl/di, 4di/he=trf	Transfers after 2x overcall
					3cl=majors, 3di=4sp, 3he/sp =5sp/he bal		
2♦	*		7he	GF	2he=relay,2sp=any 6 card suit, 2nt+ = 2suiters		
2♥	(5)6	No		WK2 3-8 aggressive	2nt=R, new suit= NF		
2♠	(5)6	No		WK2 3-8 aggressive	2nt=R, new suit=NF		
2NT			7he	20-22 bal, sgl honor/5M/6m	3cl= puppet stayman/3di/he= transfer,3sp= minors	3cl-3di= No 5M	
					4cl= majors, 4di/he = Slam try he/sp	3cl-3di-3nt= 44MM	
3♣		6	No	Preempt	4di= Slam try	4NT= RKCB	
3♦		6	No	same	4cl= Slam try		
3♥		6	No	same	4cl= Slam try		
3♠		6	No	same	4cl= Slam try		
3NT	*		No	Gambling	4cl= PC, 4di= ask sgl		
					Not too much outside, nat in 3/4	4NT= ask for 8th card , 5cl= PC	
4♣		(6)7	No	preempt			
4♦		(6)7	No	preempt			
4♥		(6)7	No	Can be stronger in ¾ position	4sp= natural, 4NT= RCKB		
4♠		(6)7	No				
4NT	*		No	Minors 6+5+			HIGH LEVEL BIDDING
5♣				Natural			DOPI/ROPI. RKCB 1403, 5NT= pick a slam,5NT= all aces grand slam try after RKCB
5♦							

System notes:

“2di=multi” defence
(2di = multi)

dbl- 13-15 bal or strong
2he – 5+ 10-15 (2nd lvl overcall)
2sp- 5+ 10-15 (2nd lvl overcall)
2nt- 16-18 (normal stayman)
3cl/di- nat usually 6- 11-16 (3rd lvl overcall)
3he/sp-14-16 6+ (more than simple overcall less than dbl+suit)
3nt- to play, no interest in majors

(2di)-dbl-(pass=free)

pass- free
2M/3m- nat 5+ cards 5-10 points(free bid)
2nt- nat

(2di)-dbl-(pass=diamonds)

pass-penalty (at least some diamonds)
2M/3m- forced bid could be wk
2nt- nat

(2di)-dbl-(2M=p/c)

dbl-T/o (dbl+suit=GF)
2sp,3m-free bid(5 cards 7-11) NF
2nt- nat
3cue-nat NF (5+ 7-11)
3sp over 2he- 5+ invite
3nt- to play
pass than dbl on 2sp- t/o over spades (promise 4 hearts)

(2di)-pass-(2he)

dbl- t/o hearts or strong (lebensohl)
2sp- nat
2nt- 16-18(standart stayman)
3m- nat
3he- nat (3rd lvl overcall)
3sp- nat 6+ 14-16
pass than dbl on 2sp- t/o over spades (lebensohl)

(2di)-pass-(2he)-pass-(pass)

dbl- T/o (leb)
2sp- balancing overcall 7-11
2nt-14-17 short spade, heart stopper
3m- balancing 7-11 6 cards

(2di)-pass-(2he)-dbl

(2sp)-dbl=penalty based on your T/o dbl

(2di)-pass-(2he)-pass-(2sp)

pass-(pass)

dbl- T/o spades (leb)

2nt- minors balancing

3m- 7-11 6 cards

3he- 7-11 6 cards

(2di)-pass-(3M)-

dbl- T/o

3sp-nat

3nt- nat

pass + dbl= T/O!

4M-nat

(2di)-2he-(pass)

2sp- cue fit good raise + (now 3he is min, others are positive)

2nt- nat

3m- nat GF

3he- wk invite

3sp- splinter

3nt- nat

4m- splinter

(2di)-2sp-(pass)

2nt-nat

3m- nat GF

3he- cue fit limit +

3sp-wk invite

3nt-nat

4m/he-splinter

(2di)-3cl-(pass)

3di-GF nat or try for 3nt with problem in one of the majors

3M- nat GF

3nt- nat

(2di)-3di-(pass)

3M- nat GF, can be 4 cards without stopper in other major

3nt- nat

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS		WBF Convention Card		
OVERCALLS (Style, Responses, ½ Level, Reopening)		OPENING LEADS AND SIGNALS				
Style: bridge		Lead	In Partners' suit			
Responses: new suit level 1 is F1, 2nd level is NF constructive		Suit	3 rd /5 th	3 rd /5 th	 Category: Green NCBO: Croatia Event: European National Mixed Team Championships 2019 Players: Tihana Brkljačić & Mate Meštrić	
Jump in p suit is pree		NT	small card shows interest	3 rd /5 th		
Reopening: bridge		Subseq	same	same		
1NT OVERCALL (2nd /4th Live; Responses, Reopening)						
2nd position over: (14)15-18 HCP		LEADS		SYSTEM SUMMARY		
Responses: as over 1NT opening		Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE:	
4th position: 11-15(16) Hcp		Ace	AQK(+); AKJ(+); AK(+); Ax	AQJxx(+); Ax	Natural, 5 c M, 3W2	
Responses: as over 1NT opening		King	AK; KQJ(+); KQ(+); Kx	KQ10x(+); Kx	1♦, 2+cards	
Live: NAT		Queen	AQJ(+); QJx(+); Qx	AQJ(+); QJ9x(+); QJx; Qx	1NT(14)15-17 HCP singlation possible, 5422 (5431), 6322, 7222 possible	
2NT overcall in pass out is nat, strong 17-19 balanced		Jack	J10(+); Jx; KJ10(+)	HJ10(+); J108(+); J10x; Jx		
JUMP OVERCALLS (Style, Responses, Unusual NT)		10	109x; 10x; K109(+); Q109(+)	109x; 10x; H109(+); AQ109		
Style: weak		9	9x, 98(+)	H98(+); 98+; 9x		
Leaping and non-leaping Michaels in many situations		Hi-x	xxxx; xx	xx(+)		
Responses: natural, jump is pree, cue is forcing, new suit is F1		Lo-x	Hxx; xxx, Hxxxx, xxxx	Hxx(+)	2 over 1 Response: GF	
Unusual notrump: jump to 2NT or 4NT is two lowest unbid suits		SIGNALS IN ORDER OF PRIORITY		SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
Reopening: good suit, 11-14Hcp		Partner's Lead	Declarer's Lead	Discarding	Openings:	
NOTE 21		Suit: 1 ST lo is E	SP (Laventhal)	SP, Laventhal	2♣ - GF	
DIRECT and JUMP CUE BIDS (Style, Responses, Reopening)		2 ^N Hi/Lo = Ev	Hi/Lo = Ev (rare)	Hi/Lo = Ev(rare)	2♦ 2♥ 2♠ = W2	
Style: direct cue is Michaels; jump cue is asking for stopper		3 RD SP			3NT=gambling	
When LM is option, direct cue is asking for stopper		NT: 1 ST small is E	SP	lo is E	Two way check back	
Responses: natural		2 ND SP	Hi/Lo = Ev	SP	Gazzili	
Reopening: same		3 RD Hi/Lo = Ev		Hi/Lo = Ev		
VS. NT (vs. Strong / Weak; Reopening; PH)		Signals (including Trump suit): suit preference				
Strong: 2c-Ms, X-points 2d-M, 2H/S-M+m, 2NT - ms				SPECIAL FORCING PASS SEQUENCES		
Dbl – points NOTE 20				high levels - when obvious that opps are stealing the contract		
Weak: same				pass is invitational, dbl is minimum		
Passed Hand & Reopening: same		DOUBLES				
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)		TAKEOUT DOUBLES (Style, Responses, Reopening)		IMPORTANT NOTES THAT DOES NOT FIT ELSEWHERE		
Doubles: T/O		Style: 10+ Hcp & support for unbid suits (specially Ms)		4 th suit forcing, 2-way check back, lebensohl, rubensohl		
Cue bids: primarily asking for stopper		17+ Hcp could be off-shape		NOTE 12-17,22,23		
Jumps: Good hand or Leaping Michaels		Responses: 1 ST level is 0-8, jump is invitational, cue is 11+ Hcp				
NT bids: natural, jump to 4 NT is two suiter: two lowest unbid suits		Reopening: can be lighter				
NOTE 21		NOTE 23				
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES				
X majors, 1nt minors, suits natural		Lightner				
OVER OPPONENTS' TAKE OUT DOUBLE		Lead directing				
level 1 is F1, level 2 is NF		Negative, Optional				

Opening	Artificial	Min.	Neg. Double	Description	Response	Subsequent Auction	Passed Hand Biddinig
1♣	No	2	6♥	11-21 Hcp	2♦=mixed 2♥/♠ /2NT = nat, inv 2♣= inverted, F 3♣, 3♦=pree, 1NT=5-11, 3NT=to play NOTE 1, 12,14,15, 19	1♣(pass)1any (pass) 1♥/♠ =unbalanced 1♣ (any) 1any (any) 1NT p 2 way check back 1♣-2♣ Suit=nat, jump=Spl, 3NT=18-19 bal	
1♦	No	4	6♥	11-21 Hcp	2♣=GF 4+, 2♦=inverted 2♥/♠ /2NT = nat, inv 3♣=mixed, 3♦=pree 1NT=5-11, 3NT=to play NOTE 2, 12-15, 19	same as on 1♣	
1♥	No	5	6♥	11-21 Hcp	1NT=5-11(12); 2any=GF 2♣/3♣/3♦= nat invit 3♣/4♣/4♦= Splinter 2NT=Jacoby; 3♥= pree NOTE 3,12,13,17,18	1♥-2NT -3♣= min 3♦=extras& bal., 3♥/♠/NT=extras & short ♣/♦/♠, 4♣/4♦/4♥=natural; Gazzili 2♣ by opener after 1♣/NT from P	
1♠	No	5	6♥	11-21 Hcp	same as on 1♥ 4♥=Splinter! NOTE 4, 12, 17, 18	same as on 1♥	
1NT	No	-	6♥	(14)15-17 Hcp	2♣ Garbage Stayman (Smolen); Jacoby, SA Texas, quantitative 4NT 2♣ 3 way (bal Inv; ♣/♦ SO; 55ms GF) 2NT=6+♣ inv+ 3♣=6+♦ inv+ 3♦=Ms GF 3♥=31(54) 3♣=13(54) NOTE 5,16		
2♣	Yes	0	6♥	23+ Hcp or 9+ tricks & 16 Hcp	2♦-waiting (Kokish) NOTE 6	2♣-2♦ 2NT=22-24 2♣-2♦ 2♥-2♣ (forced) 2NT=GF bal 3 any = nat ♥GF	
2♦	No	(5)6	-	0-11Hcp	2NT= F1, 2M=NF, 3♣/♥/♠=GF NOTE 7	After 2NT: 3♦= weak any 3NT=max no short, other=shortness	
2♥	No	(5)6	-	0-11 Hcp	2NT= F1, 2S=NF, 3♣/♦/♠=GF NOTE 8	After 2NT: 3♥= weak any 3NT=max no short, other=shortness	
2♠	No	(5)6	-	0-11 Hcp	2NT= F1, 3♣/♦/♥=GF NOTE 9	After 2NT: 3♠= weak any 3NT=max no short, other=shortness	
2NT	No	-	6♥	20 -21 bal	Stayman, Jacoby, SA Texas, quantitative NOTE 10	Accept transfer with fit, else 3NT, after suit=spl No Accept... re-transfers	
3any	No	6	-	0-11 Hcp	natural, new suit is F1		
3NT	Yes	-	-	AKQxxxx in m & max K outside	4♣=P/C; 4♦=asks for singleton /void	3NT-4♦ -4♥= singleton ♥; - 4♣- singleton ♣, 4NT- singleton m, 5♣/♦- no singleton	
4 any	No	7	-	0-11 Hcp	natural	HIGH LEVEL BIDDING	
4NT	yes	-	-	minor two suiter	natural	CUE , SPLINTER , 5Aces RKCB 0314 , QUANTITATIVE 4NT, NS 3NT, 5NT pick a slam or GS try NOTE 11	

TiMe V1.03

5542, 14+ 17- NT, 3W2(5+), 2♣ strong, 2NT 20-21

1♣=> 1 any nat, 2♣ inverted (F to 3♣), 2♦ mixed, 2♥/2♠/2NT nat inv,
3♣ pree, 3♦/3♥/3♠ nat pree, 3NT to play. **NOTE 1**

1♦=> 1 any nat, 2♣(4+) GF, 2♦ inverted (F to 3♦), 2♥/2♠/2NT nat inv,
3♣ mixed, 3♦ pree, 3♥/3♠ nat pree, 3NT to play. **NOTE 2**

1♥=> 1♠/1NT(nf) nat, 2♣(2+)/2♦(5+) GF, 2♥ nat, 2♣ inv, 2NT jacoby,
3♣/3♦ nat inv, 3♥ below inv, 3♠ spl, 3NT to play. 4♣/4♦ spl. **NOTE 3**

1♠=> 1NT nf, 2♣(2+)/2♦(5+)/2♥(5+) GF, 2♣ nat, 2NT jacoby,
3♣/3♦/3♥ nat inv, 3♠ below inv, 3NT to play. 4♣/4♦/4♥ spl. **NOTE 4**

1NT=> 2♣=> garbage stayman (smolen) **NOTE 5**

2♦/2♥=> transfer

2♣=> 3 way: a) bal inv, b) ♣/♦ SO, c) 5+♣ 5+♦ gf (bid 3M to show shr)
(2NT min, 3♣ max by opener)

2NT=> 6+♣ inv+

3♣=> 6+♦ inv+

3♦=> 5+♥ 5+♣ gf

3♥=> 31(45)

3♠=> 13(45)

4♣/4♦=> transfers (♣=>♥, ♦=>♣)

4♥/4♣=> to play

2♣=> 2♦ waiting(kokish), rest nat and good suit **NOTE 6**

2♣-2♦

2NT=> gf bal

3any=> nat and gf ♥

2♣=> 2♦

3♥/3♠ => 5+♦+4♥/♣

2♦=> 2M nf, 2NT ask, 3♣ gf, 3♦ to play, 3M nat gf, 4♣ fit showing, 4M to play
2♦-2NT
3♦=> min, 3♣/3♥/3♠ shr extras, 3NT no shr, max **NOTE 7**

2♥=> 2♠ nf, 2NT ask, 3♣/3♦ gf, 3♥ to play, 3♠ nat gf, 4m fit showing, 4♣ to play
2♥-2NT
3♥=> min, 3♣/3♦/3♠ shr extras, 3NT no shr max **NOTE 8**

2♠=> 2NT ask, 3♣/3♦/3♥ gf, 3♠ to play, 4m fit showing, 4♥ to play
2♠-2NT
3♠=> min, 3♣/3♦/3♥=> shr extras, 3NT no shr max **NOTE 9**

2NT=> 3♣ regular stayman (smolen), 3♦/3♥ transfers (accept=3cM, **NOTE 10**
3NT=2cM, cue= 4cM), 3♠ minor suit stayman, 4♣/4♦ nat slammish.

2NT-3♦/3♥
3♥/3♠=> new suit splinter, 3nt intro cue

2NT-3♦/3♥
3NT=> 4♦/4♥ retransfers, rest nat

2NT-3♦
3NT-4♥=> 4+♦!!!

Conventions:

- 0314 rkcb, DOPI/ROPI **NOTE 11**
- 2waycb whenever 1NT rebid **NOTE 12**
- 2/1 GF: rebid promise 6 cards, 2NT weak bal, 3NT strong bal, 3any doesn't promise extras, jumps=splinters **NOTE 13**
- 1X-1Y-1Z unbal, 1NT rebid can have 4cM **NOTE 14**
- Lebensohl (w2, reverse(only way to signoff)) **NOTE 15**
- Rubensohl (1NT-(2any)) **NOTE 16**
- Gazzili (1M-1NT, 1♥-1♠) **NOTE 17**
- 2NT jacyby (3♣ any min(3♦ ask for shr), 3♦ no shr extra values, 3♥ ♣ shr,
- 3♣ ♦shr, 3NT shr OM, 4any nat. 1M-2NT; 4M undescript T/P) **NOTE 18**
- Inv minors 1m-2m: 2M nat, nonjump om nat, 2NT weak bal, 3NT strong bal, 3m 6+m min, jumps=splinters **NOTE 19**
- Multi landy vs NT(x=penalty) **NOTE 20**
- Leaping, non/leaping michaels (over pree, 1x-(pass)-2x, 1x-(pass)-3x) **NOTE 21**
- Drury **NOTE 22**
- Equal level conversion 2♣->2♦, 3♣->3♦: doesn't show extras **NOTE 23**

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style, Responses, ½ Level, Reopening)	
Style: standard when (semi)balanced; light with shape	
Responses: new suit is F1, jump cue=mixed raise	
Cue =good raise;	
Reopening: similar	
1NT OVERCALL (2nd /4th Live; Responses, Reopening)	
2nd position: (14 ⁺)15-17 (18) balanced hand	
Responses: system on	
4th position: 10-14 Hcp	
JUMP OVERCALLS (Style, Responses, Unusual NT)	
Style: nv: natural Weak, 0-9	
Vul: intermediate [11-14];	
Responses: transfers (2NT and 3 rd level); 2M is natural	
Unusual notrump: jump to 2NT or 4NT is two suiter – two lowest unbid suits	
Reopening: Stronger 10-14 Hcp; (5)6+ cards	
DIRECT and JUMP CUE BIDS (Style, Resp., Reopening)	
Style: Michaels (unlimited); jump cue shows solid suit and asks for stopper (over 1M)	
Responses: Nat.-new suit is F, 3NT is to-play, cue & 2NT F.	
Reopening: Michaels	
VS. NT (vs. Strong / Weak; Reopening; PH)	
Strong & Weak: multi landy	
Dbl is points over weak, 5M4m over strong NT	
Reopening: same; dbl is points	
Passed Hand: same; dbl is 4M5m	
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)	
Doubles: take out	
Cue bids: majors over minor pree; stop ask over major pree	
Jumps: leaping Michaels (5M-5m)	
NT bids: natural / minors	
Non leaping Michaels	
VS. ARTIFICIAL STRONG OPENINGS	
vs artif 1♣: 1♦ - minors, dbl – majors; 1NT - 5-5 M/m	
other bids – natural wide range	
OVER OPPONENTS' TAKE OUT DOUBLE	
natural	

LEADS AND SIGNALS			
OPENING LEADS AND SIGNALS			
Lead In Partners' suit			
Suit	3 rd /low (count)	3 rd /low (count)	
NT	Att	3 rd /low (count)	
Subseq	Att / count	Att / count	
Other:			
L E A D S			
Lead vs. Suit vs. NT			
Ace	AKQ(+); AKJ(+); AK(+); Ax	AKQx+; AKJx+; Ax	
King	AK; KQJ(+); KQ(+); Kx	KQ10x; Kx	
Queen	QJx(+); Qj; Qx	AQJx; QJ9x; QJx; KQT9x	
Jack	J10(+); Jx; KJ10(+)	HJ10x; J108x; J10x; Jx	
10	109x; 10x; K109(+); Q109(+)	H109x; 109x; 10x	
9	98xx, 9x	98xx, 9xx, 9x	
Hi-x	Xx, xXxx, HxXx	xx(+)	
Lo-x	xxX, HxX, xxxxX, HxxxxX	Hx(+)	
SIGNALS IN ORDER OF PRIORITY			
Partner's Lead Declarer's Lead Discarding			
Suit: 1 ST	Enc	Cnt	SP
2 ND	Cnt	SP	
3 RD	SP		
NT: 1 ST	Enc	Cnt	SP
2 ND	Cnt	SP	
3 RD	SP		
UDCA, Cnt – (Hi is Even), SP – Suit preference (natural)			
Enc = (Lo is enc)			
Signals (including Trump suit): suit preference.			
DOUBLES			
TAKEOUT DOUBLES (Style, Responses, Reopening)			
Style: (7+)10+ Hcp & support for unbid suits (especially Ms)			
or very strong			
Responses: natural			
Reopening: same			
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES			
Support double up to 2♥ (Majors only),			
Maximum overcall dbl, Dopi, Ropi			
sometimes dbl is inv to 4M, competitive and cooperative double			

WBF Convention Card	
Category: Green	
NCBO: Croatian Bridge League	
Event: All Events	
Players: Marina Pilipović & Vedran Zorić	
2 over 1	
GENERAL APPROACH AND STYLE:	
Natural system, 2 over 1 GF	
1♣ could be 4432, 1♦ 4+♦	
1NT response over 1M is semi-forcing	
2♦ = both majors	
4 th suit forcing to game	
Gazzilli over 1M-1NT and 1♥-1♠	
1NT opening: (14)15-17 Hep	
2 over 1 Response: GF over 1M	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Openings:	
2♣ = GF strong	
2♦ = both majors	
2♥ and 2♠ = weak two 3-10	
Responses:	
transfers after weak 2M	
SPECIAL FORCING PASS SEQUENCES	
only when it is very clear that hand belongs to us	
after 1NT (X) XX we can't defend 2m undoubled	
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
Psychics: rare	
- with fit	
- on third position	

Opening	Artificial	Min.	Neg. Double	Description	Response	Subsequent Auction	Passed Hand Bidding
1♣	no	2	5♦	[10-22] natural 2cards only when 4432	1♣-2♣ inverted 1♣-2♦/♥/♠ pree	1♣-1X-1Y=unbalanced; 1♣-1♦/♥-1NT=11-14 bal; can have 4♠ 1♣-1X-1NT-2♣ = puppet to 2♦(to play or any inv) 1♣-1X-1NT-2♦ = any GF(not 5-5) 1♣-1X-1NT-2NT = puppet to 3♣(to play or 5-5GF)	
1♦	no	4	5♦	[10-22] Natural	1♦-2♦ inverted	Similar as after 1♣	
1♥	no	5	5♦	[10-22] Natural	1NT=nat/SF; 2♣=GF (bal or clubs); 2♦/♥=5+c GF 2 NT= 4+♥ (inv+); 3♣=4+♥[6-9]; 3♦=3♥[10-12]; 3♠/4♣/4♦= splinter 10-14 hp; 3♥=pree	1♥-1♠/NT-2♣ = gazzilli (4♣ or 16+ any) 1♥-1♠/NT-3m=5-5[14-17] 1♥-1♠/NT-2NT =GF onesuiter 1♥-2NT-3♣ =[10-15]any, (other bids show 16+)	
1♠	no	5	5♦	[10-21]	similar as 1♥,		
1NT	no	-	5♦	[(14)15-17] 5c M possible	2♣=stayman; 2♦/2♥=trf; 2♠=asking for range or ♣ 2NT= ♦; 3♣=puppet stayman; 3♦=5-5 MM inv+		
2♣	yes	0	5♦	GF	2♦=waiting; 2M/3m=HHxxx(x)		
2♦	yes	0	-	[5-4+] majors; 3-10 Hcp	2♥/♠=to play; 2NT=ask; 3♥/♠=pree		
2♥	no	5-6		Weak two; 3-10 Hcp	Transfers; 2♠=♠; 2NT=♣; 3♣=♦ 3♦=inv+♥; 3♥=pree;		
2♠	no	5-6	.	Weak two; 3-10 Hcp	Analogous as over 2♥		
2NT	no	-	-	20-22	3♣=Stayman vulgaris; 3♠=minors		
3♣	no	5	-	Weak three	natural, new suit is F1; 4♦ = RKC		
3♦	no	6	-	Weak three	natural, new suit is F1; 4♣ = optional RKC		
3♥	no	6	-	Weak three	natural, new suit is F1; 4♣ = optional RKC		
3♠	no	6	-	Weak three	natural, new suit is F1; 4♣ = optional RKC		
3NT	yes	-	-	Gambling			
4X	no	6	-		natural	HIGH LEVEL BIDDING	
					RKC 14//30//2noQ//2+Q//even+void//odd+void in suit bid D0P1 & R0P1; 1 st step 2-Q, 2 nd step 2+Q; Exclusion RKC 03-14-2no!-2Q 1st step asks for trump Queen and Kings, 2 nd step for Kings; answers are King or other two Kings, Asking for Q (or xx) in specifit suit		

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style, Responses, ½ Level, Reopening)

Style: 8-15 light style

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. undisciplined

Vul: intermediate 10-16, sound 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); 2NT is ms;

2♦, 2♥ and 2♠ = natural; Dble shows strong hand (15+ Hcp);

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 3♣, general strength over 3♣.

Cue bids: support limit+ or asking for stopper

Jumps: vs weak NT 3m = 4H and 6+minor

NT bids: minors, vs weak 4S and 6+ minor

VS. ARTIFICIAL STRONG OPENINGS

vs artif 1♣: dbl = majors, 1♦ minor, 1NT mélange

OVER OPPONENTS' TAKE OUT DOUBLE

Rdbl is strong, jump is PRE, 2NT over 1M is inv+ with 4+ cards support

LEADS AND SIGNALS

OPENING LEADS AND SIGNALS

	Lead	In Partners' suit
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Suit	3 rd / 5 th	3 rd / 5 th
------	-----------------------------------	-----------------------------------

NT	attitude	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
-----	---------------------------	----------------------

King	AK; KQJ(+); KQ(+); Kx	KQJ(+); KQ10x(+); Kx
------	-----------------------	----------------------

Queen	QJx(+); QJ; Qx	AQJx(+); QJ9x(+); QJx; Qx
-------	----------------	---------------------------

Jack	J10(+); Jx; KJ10(+)	HJ10(+); J108(+); J10x; Jx
------	---------------------	----------------------------

10	109x; 10x; K109(+); Q109(+)	H109(+); 109(+); 10x
----	-----------------------------	----------------------

9	9x	H98x; 9x
---	----	----------

Hi-x	Xx, xxXx, HxXx	Xx, xxXx, HxXx
------	----------------	----------------

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

	Partner's Lead	Declarer's Lead	Discarding
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Suit: 1 ST	Enc	C	S
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2 ND	C	S	C
-----------------	---	---	---

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

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

2 ND	C	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

WBF Convention Card



Category: Green

NCBO: Croatian Bridge League

Event: Lisbon - 1st European Mixed Team Championships

Players: Nikica Šver - Goran Borevković

2/1

GENERAL APPROACH AND STYLE:

1♣ natural unbalanced or 11-14 balanced

1♦ natural unbalanced or 18-19 balanced

5 card major

1 NT response over 1M is semiforcing

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

2♦ - weak with both majors (5-4)

Transfers after 1♣

1NT opening: (14) 15-17 Hcp

2 over 1 Response: GF over 1M

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

Openings:

2♣ = strong, asking for aces

2♦ = 5 – 4 M, weak

2♥ and 2♣ - weak two 3-10, 5+

3NT gambling

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

- on third position

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= 5-5 m, up to 8 Hcp 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 2♣ 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♦= strong 16+ Hcp GF; 3♠/4♣/4♦= splinter 8+ hp; 3♥ below invitational	1♥/1♠-2♣-2♦ = natural or 11-14 balanced 1♥/1♠-2♣-2NT = 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♥		
1NT	no	-	-	15-17 Hcp	Stayman; Jacoby, 3♣ Puppet, transfers		
2♣	yes	0		Strong asking for aces 23+Hcp or 9+ tricks	2♦ no aces no 2 K, 2♥ ♠3♣♦= ace in this suit, 2NT=2K or 8+, 3♥ ♠NT=2 aces CRM, 4♣ 3 aces		
2♦	yes	0	-	5-4 M, 6-10 Hcp	2NT = forcing		
2♥	no	5	Comp.	Weak two; 3-10 Hcp	2NT=F1; suit = NF, jump=strong invitational		
2♠	no	5	Comp.	Weak two; 3-10 Hcp	2NT=F1; suit = NF, jump=strong invitational		
2NT	no	-	-	20-22 Hcp balanced	3♣=Puppet, Jacoby, 4m slam try		
3♣/♦/♥/♠	no	6	-	Weak three, 3-10 Hcp	natural, new suit is F1		
3NT	yes	-	-	Gambling	4♦ asking for singlton	4M=singlton, 4NT=singlton m, 5m=7,2,2,2	
4♣	no	6	-		natural	HIGH LEVEL BIDDING	
4♦	no	6	-		natural	CUE, Splinter, fit showing jumps, Key card blackwood (RKCB), Gerber 1NT-4♣	
4♥	no	6	-		natural	After 4NT DOPI (after 4NT(5♣) we don't play DOPI), after 2♣(2x) we show aces (2♦/♥ we ignore overcall, 2♠ dbl = ace in one major, 2NT dbl = 7+ and 3x = ace)	
4NT	yes	-	-	Minors	natural		

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style; Responses; 1 / 2 Level; Reopening)		
8-15 HCP 5+ c. Resp: NS on 1st, 3rd level - F1, Cuebid at least invit with supp.		
INT OVERCALL (2nd/4th Live; Responses; Reopening)		
15-17 HCP balanced Resp: same as after 1NT opening		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
1-Suit: week 6 c. 2-Suit: 2NT- 5-5 lowest, 3♦/2♦(after 1♣) - 5-5 highest + lowest		
Reopen: 10-14 HCP 6 c.		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
5-5 highest Resp: to length, cue - GF + supp. jump cuebid - asking for stopper		
VS. NT (vs. Strong/Weak; Reopening; PH)		
against 14-18 HCP: dbl - 5m+4M or strong, 2♣ - both Ms at least 4-4, 2♦ - multi, 2♥/♣ - 5 c. with 4m, 2NT - both m reopen same against 11 - 14 HCP x-penalty, 2♣ - both Ms at least 4-4, 2♦ - multi, 2♥/♣ - 5 c. with 4m, 2NT - both m		
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)		
dbl - take out, Overall NAT		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣		
OVER OPPONENTS' TAKEOUT DOUBLE		
week raises, rdbl - strong, 1M - F1 4+c., 1M - (dbl) - 2m - NF 1♥/♦ - (dbl) - Jump shift = suit+fit at least 9 cards 1M - dbl - 1NT - better raise to 2M		

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	Lead	In Partner's Suit
Suit	1st - 3rd - 5th	same
NT	2nd - 4th	attitude
Subseq	same	same
Other: from 6 cards 4th		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AKx(+), AKJ10(+), Ax(+)	AKx(+)
King	AKx(+), KQJ/10x(+), KQ109(+), KQx(+)	AKJ(+), KQ109(+)
Queen	KQ, QJx(+)	QJ9x(+)
Jack	QJ, Jx	J10x(+), KQJ(+), HJ10x(+)
10	HJ10x(+), 10x (+)	H109(+), 109x(+)
9	9x, H109x(+)	98x(+), H98(+)
Hi-X	Sx, HxSx, HxxSxx	HxxS, HxxSxx
Lo-X	HxS, HxxS, xxS	HxS, HxxSx, xSxxx
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
1	Hi=DISCRG	Hi/lo=O
Suit 2	Hi/lo=O	
3 S/P		
1	Hi=DISCRG	Hi/lo=O
NT 2	Hi/lo=O	
3		
Signals (including Trumps):		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
10+ with 3c. supp to other suits, 16+ with suit, 19+ balanced		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
1♣ - (1♥) - dbl - without 4♣		
1♣ - (1♦) - dbl - both majors		
1♣ - (1NT) - dbl - penalty		

W B F CONVENTION CARD		
CATEGORY: Red		
NCBO: Czech Republic		
PLAYERS: Karolina KOPECKA – David VOZABAL		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
POLISH CLUB – 5card M prepared 1♣		
1M - 3(4)M - preempts		
Frequent ART COMP 2NT bids		
Frequent non-PEN DBL		
Special fit-showing jumps after M opening		
1NT Openings: 15-17 HCP balanced		
2 OVER 1 Responses: 9-11 with repeated suit, 12+ 5 cards		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
1♣ - 12-14 balanced, 15+ with unbalanced hand with ♠, 18+ anything		
2♣ - 10-14 HCP 6+♣ or 5♣ + 4M		
2♦ - 6 cards major 6-10 HCP		
2♥/♣ - 5M – 5m 6-10 HCP		
2NT - both minors		
3NT - Gambling		
1x - 1y - 1z (NT) - 2♦/♦ - STOP on ♦ or any invitation/GF		
1♣ - 1♦ - 0-8 or 9-11 with unbalanced minor/minors or 12-15 HCP bal.		
1♣ - 1M - 2♦ - 18+ HCP 5♦ or 4+c. supp.		
1♣ - 1♦ - 2♦ - GF		
1♣ - 1M - 2♣ - 2♦ - GF		
LEBENSOHL		
DRURY		
SPECIAL FORCING PASS SEQUENCES		
IMPORTANT NOTES		
PSYCHICS: Rare		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	Vlachova - Vozabal			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	Yes			12-14 HCP bal., 15+ unbal. with ♣	1♣- 0-8, 9-11 on unbal m or ms, 12-15 HCP.bal., 1♥,♣ - 7+ 4c., 1NT - 9-11, 2♣,♦ - GF 5c., 2♥,♣ - weak 6c., 2NT-12+ bal.	1♣ - 1M - 2♦ - 18+ HCP 5♦ or 4+c. supp. 1♣ - 1♦ - 2♦ - GF	
				18+ HCP any distrib.	3♣,♦ - NF 6+c. with 2 top H, 3♥,♣ - NF 7+c. with 2 top H	1♣ - 1M - 2♣ - 2♦ - GF	
1♦	4			12-17 HCP 5♦, 12-14 HCP 5♣+4♦,	1♥,♣ - 7+ 4c., 1NT - 7-11 HCP, 2♣ - 9-11HCP 6+♣, 12+ 4+♦	1♦-1M-2♣ - any 54 in minors	
				12-17 HCP 4441 with 4♦	2♦ - 10+HCP 4+♦, 2♥,♣ - weak 6c., 2NT - 11-12 HCP		
1♥	5			12-17 HCP 5♥	1NT - 5-11 HCP can be 3 c. supp, 2♦ - 4c. supp.+ short invit, 2NT - invit 4c. supp bal or 3c. supp.+ short, 3♣ - 8-11 HCP 4c. supp with shortness, 3♦ -12-14 HCP 4c. supp with shortness,	1♥ - 3♣ - 3♦ - asking - 3♥ - void 1♥ - 3♦ - 3♥ - asking - 3♣ - void	Drury
					3♣ - 12-14 bal. 5-6 control, 3NT - 12-14 bal 3c. supp., 4♣ - 12-14 bal. 4 control, 4♦ - 12-14 bal. 0-3 control		
1♠	5			12-17 HCP 5♣	same as after 1♥, 3♥ - 12-15 HCP shortness	same as after 1♥	Drury
INT				15-17 balanced	STAY, TRSF, 2♣-TRSF to ♦ , 2NT-invit, 3♣ - trsf. to ♦, 3♦ 5-5 Ms, 3♥,♣ - 54 in minors, shortness in M	1NT-2♣-2♦-2♣ - 5♣+4♥ invit 1NT-2♣-2♦3♥,♣ - 54 in M GF, jump in 4c.	
2♣	Yes	5		10-14 HCP 6♣ or 5♣+4M	2♦ - ask, 2♥,♣ - NF, 2NT - invit	2♣-2♦-2♥,♣ - 4c., 2NT - 6♣ max, 3♣ - 6♣ min	
2♦	Yes	0		6 c. major 6-10 HCP	2♥ - week, 2♣-p/c, 2NT-ask,3♣/3♦-invit, 3♥-PRE	2♦-2NT-3♣-max, 3♦-min 6♥, 3♥-min 6♣	
2♥	Yes	5		5♥+5m 6-10 HCP	2♣ - nat F1, 2NT - ask for m, 3♣ - p/c, 3♦ - invit to ♥, 3♥ PRE		
2♠	Yes	5		5♣+5m 6-10 HCP	2NT - ask for m, 3♣ - p/c, 3♦ - invit to ♣, 3♥ - NAT F1, 3♣ PRE		
2NT	Yes			both minors, 6-10 HCP	3m - to play		
3♣	6			1st,2nd place - solid, 3rd undisciplined	NS - F1, 3NT - to play		
3♦	6			1st,2nd place - solid, 3rd undisciplined	NS - F1, 3NT - to play		
3♥	6			PRE: 4332	NS - F1, 3NT - to play		
3♠	6			PRE: 4332	NS - F1, 3NT - to play		
3NT	Yes			solid m, no outside A or K	4♣ - to length, 4♥,♣ - NAT		
4♣	7			PRE: 4332	NS - NAT, 4NT - BW5		
4♦	7			PRE: 4332	NS - NAT, 4NT - BW5		
4♥	7			PRE: 4332			
4♠	7			PRE: 4332			
4NT	Yes			Extreme minors			
5♣	7			PRE: 4332	HIGH LEVEL BIDDING		
5♦	7			PRE: 4332	RKCB - 1430, Splinters, Cue bids		
5♥					WAITING 3NT, Doroszewitz - KQJ		
5♠							

DEFENSIVE AND COMPETITIVE BIDDING

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

After 1♦/♦ openings:

NATURAL, solid on 1st level (5-7 LT), PRE on higher levels, can be only 5 on 2nd level. :

(1m) - 2m = 8-12(14), 7-8 LT, 54+ Majors
 (1m) - 3m = 8-12(14), ~6 LT OR <4 LT, 55+ Majors
 (1m) - 2NT = PRE 6-11 or strong 16+, 6+ other minor;
 (1♦) - 3♦ = 12-15, 6♦; (1♦) - 3♦ = 12-15, 6♦

After 1♥/♣ opening

Dbl: 10+ T/O OR 18+ BAL OR unBAL <4 LT;
 1♦ = 10+, 5♦, 5-7 LT; 2NS = 10+, 5+c., 5-7 LT; 3NS = PRE, 6+c., ~6 LT; 1NT = 15-18 (semi)BAL; 2NT = 5♦5♦+, 6 LT OR <4 LT; 2M = 50M5m, 6 LT OR <4 LT; 3M = ask for stopper;

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

Natural = 15-18 (semi)balanced → system on (natural after dbl., redbl. is SOS)

Reopen NT is 11-14(15) (semi)balanced → responses natural

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

See overcalls

Jump cuebids after Major asks for a stopper

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

Dbl = penalty (points), after opps bid first dbl is T/O

2♣ = both Majors; 2♦/2♥ = Transfers to ♥/♣

2♦ = 4♦5+m; 2NT = minors, 3♦/♦/♥/♣ = Natural

REOPEN = 2♦ = both Majors, rest NATURAL, 2NT = minors

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

X = takeout, Natural, 2M - 4♦ = 50M5♣, 2M - 4♦ = 50M5♦

(2M) - x - pas - 2NT = Rubensohl style (transfers = INV+)

2M - 3M = asking for stopper

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

Vs. 1♣: dbl./1X = 3+c. in other suits; 1NT = both Majors;

2♣ and higher = natural, 2NT = both minors

Vs. 2♦/♦ strong: dbl = both majors; 2NT = both minors, rest Natural

OVER OPPONENTS' TAKEOUT DOUBLE

Transfers up to 2 in opening suit

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	1 st /2 nd /4 th , Xxx and xX	1 st /2 nd /4 th , Xxx and xX
NT	2 nd /4 th	attitude
Subseq	9 and 10 - 0 or 2 higher	9 and 10 - 0 or 2 higher

Other

From AK King if we have outside singleton, King against 5th level contracts

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(...), Ax(...)	AK(...), Ax(...)
King	AK, KQx(...), AK(...) + singl	AKJ(...), KQ10(...)
Queen	QJ(...)	QJ(...), AQJ(...), KQx(...)
Jack	J10(...), Jx(...)	J10(...), Jxx
10	10x(...), HJ10(...)	109x, HJ10(...)
9	9xx, H109(...)	H109(...)
Hi-X	Xxx, xXxx(...), HXX	xXX, xXxx, HXX
Lo-X	xX, HxxXx, xxxXx, HxX	HxxXx, xxxXx

SIGNALS IN ORDER OF PRIORITY

Partner's Lead	Declarer's Lead	Discarding
1 Hi = DISCRG	Hi = odd	Hi = DISCRG
Suit 2 Hi = odd	S/P	Hi = odd
3 S/P		
1 Hi = DISCRG	Hi = odd	Hi = DISCRG
NT 2 Hi = odd	Reverse Smith	Hi = odd
3 S/P		

Signals (including Trumps):

Reverse SMITH (Hi = DISCRG) in NT if applicable; S/P in case count or attitude is not necessary; Count or S/P in trumps if important

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

(1X) - dbl = 11+ T/O OR 18+ BAL OR <4 LT with 5+c.

Natural after PRE openings

(2♦ multi) - dbl = 11+ T/O on ♥ OR 18+ BAL OR <4 LT with 5+c.

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

1♣ - (1♦) - dbl = 4+♦

1m - (1♥/♣) - dbl = 4♣/4+♦

(1X) - pas - (1Y) - dbl = 14+, does not promise 44 in other suits

(1X) - pas - (1Y) - 1NT/2NT = 9-14, 44+/55+ in other suits

W B F CONVENTION CARD

CATEGORY: RED

NBO: CZECH REPUBLIC

EVENT: EUROPEAN MIXED TEAMS CHAMPIONSHIPS



PLAYERS: MILAN MACURA – DANIELA HNATOVA

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Bidding based on LT = Loser Tricks

1♦ = 11-20(23) unBAL ♦ OR BAL (11)12-13(14) / 18-19(21)

1♦ = 11-20(23) unBAL 4+♦

1♥/♣ = 11-20(23) 5+c.

1NT = (14)15-17 may be semiBAL: 5M,6m, 5422, 5m4M31(H)

2♦ = (20)21+ BAL,
 18+ <3 LT (near)solid 6+M,
 21+ <4 LT semiBAL with 5M,
 21+, <3 LT, unBAL with 6+m

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♦ = ♥ 6-11, 7-8 LT, 6+♥ OR 8-12(16) 5+♥5+m ~6 LT OR <4 LT
 OR PRE with 7+♥ 5 LT, max Queen outside, SRT in ♣/♦

2♥ = ♠ 6-11, 7-8 LT, 6+♠ OR 8-12(16) 5+♠5+m ~6 LT OR <4 LT
 OR PRE with 7+♠ 5 LT, max Queen outside, SRT in ♣/♦

2♣ = 3-10, 7-8 LT, 5+♣

2NT = 8-12(16), 5+♦5+♣ ~6 LT OR <4 LT

3♣/♦/♥/♣ = NAT PRE, 6-11, 6+c.

3NT = 8-12(14), 5+♣5+♦ ~6 LT OR <4 LT

4♣/♦ = PRE with solid 7+♥/♣, 5 LT, max King outside, SRT in OM

Bidding after 1♥/♣-1NT and 1♥-1♣ and 1♦-1♥/♣

1NT = 11-14 semiBAL, max 2M; 2♣ = 15+ semiBAL or 11-14 ♦s;

1X-1M-2X = 11-14, 3M

1♥/♣-1NT-2♥/♣ = 11-14, 5M4+♣; 1♥/♣-1NT-2♦/♦ = 6+M, unlim.;

1♥-1NT-2♣ = 18+ 5♥4♣

1♦-1♣-2♥ = NAT reverse, 15+ 5♦4♥

SPECIAL FORCING PASS SEQUENCES

After double on opps NT – pass is forcing up to 2♥

High level bidding in case we invited+ or we are VUL against Non-VUL and we were in game

PSYCHICS

Rare, possible in 1♦-1M or 3rd seat openings

Opening	Artificial	Number of cards	HCP	Neg. dbl	Description LT = Loser Tricks SRT = shortness	Responses Milan Macura – Daniela Hnatova	Subsequent Action	Competitive & Passed Hand Bidding
1♣	X	2 (5)	11-23 11-14 18-20	4♥	a) 11-21(23), unBAL with ♣ b) (11)12-13(14) BAL c) 18-19(21) BAL	1♦/♥ = 3+, transfer 4+M; 1♣ = 6+ BAL OR 6+ minors OR GF+ unBAL with ♦ 1NT = (10)11-12 BAL; 2NT = 13-14, BAL; 3NT = 15-16, BAL; 2♦ = GF, unBAL ♣s OR tactical balanced; 2♦/♥/♦/3♣ = 6c., INV; 3♦/♥/♦ = PRE, 7+c. Two-way checkback after: 1♣ - 1♦/♥ - 1♦/♣	1♣ - 1♦/♥ - 1NT = 18-19(21) BAL 1♣ - 1♦/♥ - 2NT = 15+ 5+♦ 3+M 1♣ - 1♦/♥ - 1♥/♣ = 11-14 BAL OR 11-14 unbal 3M OR 15-16 5♦4M	1♣-(1♦)-dbl = 4+♥ 1♣-(1♦)-1♥ = 4+♦ 1♣-(1♦)-1♣ = TRF Rest = Natural 10+
1♦		4	11-23	4♥	11-20(23), unBAL with ♦s, 4441 or 5+	1♥/♦ = 5+, 4+♥/♦; 1NT = 6-11; 2NT = (11)12-13, BAL; 3NT = 13-15, BAL 2♦ = GF, unBAL ♣s OR tactical BAL OR Slam try ♦; 2♦/♥/♦/3♣ = 6c., INV; 2♦ = 10-15, ♦ fit; 3♦ = PRE (3)6-9, natural; 3♥/♦ = PRE, 7+c.	1♦ - 1M - 1NT = 11-14 (semi)bal 1♦ - 1M - 2♦ = 15+ semiBAL or 6♦ 1♦ - 1M - 2♦ = 5+♦3M NS jump = splinter	1♦-(1♥)-dbl = 4♦; 1♦-(1♥)-1♣ = 5♣ 2X = 10+, 5+c JUMP = NAT, PRE
1♥		5	(9) 11-20 (23)	4♦	(9)11-20(23), 5+♥ If <11 = <6 L OR on 3 rd seat	W/O FIT 1♣ = 5+, 4+♦; 1NT = 5-11(12) no 3♥/4♦; 2♦ = GF asking; 2♦/3♣/♦ = 6c. INV; 3♣ = PRE, 7c. WITH FIT 2♦ = (6)8+, 3+♥; 2♥ = 3-9, 3+♥; 3M / 2NT / 3NT-4♦-♦ = 4+♥ any SRT, 4-9 / 8-12 / 11-14, SRT ♣-♦-♦	Rebids after 1♥-2♦ and 1♣-2♥ 2M = 7 L; 3M = 6 L, no SRT; NS = 6 L and SRT; 2NT = <5 L no SRT; Jump in NS = void, ~5L and 2 suiter hand;	1♥-(1♣)-dbl = 8+ bal w/o stopper or 5+♦; 2♦+ = 10+, 5+c.
1♣		5	(9)11-20	4♦	(9)11-20 (23), 5+♦ If <11 = <6 L OR on 3 rd seat	Similar as after 1♥; 2♦ = GF+, 5+♥		
1NT		-	14-17	4♥	(14)15-17 balanced 5M, 6m, 5422 possible, 5m4M31(H)	2♦ = puppet to 2♦; 2♦ = 44Ms or 5+♥; 2♥ = 5+♦ (6 L if 6332) 2♦ = ♣s; 2NT = ♦s; 3♣ = GF, puppet stayman; 3♦ = 55+ Majors 7 LT or <5 LT; 3♥/♦ = GF, 54+ ms, SRT ♥/♦; 4♣/♦ = >7 LT or <5 LT 6+ ♥/♦, 4♥/♦ = to play	1NT - 2♦ - 2♦ - 2♥ = 4♦; 2♦ = 4♥; 2NT = INV no M; 3♦/♦ = INV 5m4♥; 3♥/♦ = GF, 5m4♦; 4♦ = 6L, 5♣5♥; 1NT - 2♦ - 2♥ - 2♦ = INV + 4+♦ 4+♥	
2♣	X		18+ 21+	4♥	(20)21+ BAL 21+ <4ZZ semiBAL with 5M 18+ <3ZZ (near)solid 6+M 21+, <3ZZ, UNBAL with 6+m	2♦ = GF, A, K or QQ and better; 2♥ = 0-3 HCP; 2♦/3♣/♦/♥ = 3-7, transfer, 6+c. (QJ10, KJ10, KQ, AQJ), max K outside 2NT = 55 Ms, 7-8 LT (not A+K);	2♦ - 2♦ - 2♥/♦ = 21+, 5+c., (semi)BAL; 2NT = 21+ BAL; 3NT = 21-22(23) = BAL, no 4M or 5m 3m = 21+, <3 LT, UNBAL with 6+m 3M = 18+ <3 LT (near)solid M	
2♦	X	(5♥)	6-11 8-12(16)	2♥	6+♥, 6-11, 7-8 LT, 5+♥5+m, 8-12(16) ~6 LT OR <4 LT 7+♥, 11-14(16), 5 LT, SRT in ♦/♦	2♥ = automatic, can be SRT in ♥; 2♣ = 5+♦, NF; 2NT = INV+ ask; 3♣ = GF+, ♥ fit, ask; 3♦ = INV opposite 6c. with ♥ fit; 3♥/4♥ = PRE 3♣ = 6+♦, 6 LT, INV; 4♣/♦ = values + fit		Similar as after 2♣ - 2♦
2♥	X	(5♣)	6-11 8-12(16)	2♣	6+♣, 6-11, 7-8 LT, 5+♣5+m, 8-12(16) ~6 LT OR <4 LT 7+♣, 11-14(16), 5 LT, SRT in ♦/♦	Similar as after 2♦ 3♥ = 6+♥, 6 LT, INV		GF hands after 1 level opening 1♣/♦/♥/♦ - 2♣ After 1M: 2♦ = 15+ (semi)BAL; Other = natural minimum
2♣		5♣	3-10	-	5+♣, 7-8 LT, non-VUL can be 5332, VUL 5♣5m or 6♣	2NT = INV+, asking; REST = natural NF; 4♣/♦ = values + fit		After 1♣: 2♦ = 12-14 BAL OR 11-14 UNBAL; Other = 15+ NAT, unBAL with ♣s; 2NT = 18-20 BAL
2NT	X	5♣5♥	8-12(16)	-	5♣5♥+, 6 LT or <4 LT	3♣ = ♥ fit and asking; 3♦ = ♦ fit and asking; 3M/4M = to play, 3NT = to play		After 1♦: 2♦ = 15+ (semi)BAL; Other = natural minimum;
3♣		6♣	5-11	-	6-7 L, Natural PRE	3♦ = asking for 3c M; 3♥/♦ = NAT, F1		1♣-2♦ = GF+ with 5+♥
3♦		6♦	5-11	-	6-7 L, Natural PRE			2♥ = 15+ w/o fit OR <5 LT with fit Other = 11-14 w/o fit, NAT
3♥		6♥	5-11	-	6-7 L, Natural PRE	Shortness showing conventions – also on lower levels		3♥ = 11-14, 6 LT with fit, no SRT
3♣		6♣	5-11	-	6-7 L, Natural PRE	Serious 3NT = shows extras w/o SRT after 3M fit showing		3♣ = 13-16; 6+ near solid ♦, 6 LT
3NT	X	5♣5♦	8-12(16)	-	5♣5♦+, 6 LT or <4 LT	Exclusion BW5.5 – 0, 1, 1+Q, 2, 2+Q		4♥ = 11-14, 7 LT with fit 4♣/♦ = 11-14, 6LT, SRT ♦/♦
4♣	X	(7♥)	11-14(16)	-	7+♥ with AKQ or 8♦ AKJ, 5 LT, no other A, SRT in ♦	RKCB 1430, 4NT – 5NT = 3KC + Q; NS after BW5.5 asks for Q = return to trumps w/o Q, rest is showing extras and Q		
4♦	X	(7♦)	11-14(16)	-	7+♦ with AKQ or 8♦ AKJ, 5 LT, no other A, SRT in ♥	Values asking after RKCB – nothing, Q, K, KQ; 5NT after BW response is general grand slam try		
4♥		7♥	-	-	PRE on ♥s 3221 rule of Losers	Cuebids usually show extras and are not mandatory (1 st /2 nd /rarely 3 rd round control)		
4♣		7♣	-	-	PRE on ♣s 3221 rule of Losers			

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+, MAX DBL, SCRAMBLING 2NT

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

2nd position: 15-18 bal
Responses: as over NT OPEN

4th position: 1NT: (11)12-16, does not promise a stopper

Responses: same as above

JUMP OVERCALLS (Style, Responses, Unusual NT)

1 suiter: 5-card possible, except (1♦/♥/♠)-3♣ shows two-suiter

2 suiter: 2NT = two lowest suits, Ghestem any strength

Reopening: INTERMEDIATE jumps (12-15, depends on shape)

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

Vs. NAT 1x: Gesthem

Resp: cue = inv+ with support for M, 2NT asking for extras

Jump cue = asking for stopp, (Ms only),(1♦=0-2+)-2♦ = NAT, (1♦=0-2+)-3♦ = ♥+♣ (55+)

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

2♣ = 44+♥/♣, 2♦ = 5+♥, 2♥ = 5+♣, 2♣/3♣ = 6+♣♦ wide range, 2NT = minors, 3♥/♣ = PRE

Vs. 13-15 or less or nat 1NT overcall – dbl is for penalty

Vs. 14-16 or more–dbl is 5+m (usually+4M); bids depend on vul

Reopening and by PH: same, dbl= 10+ hcp

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

DBL is T/O,(WK 2♦):4♣+M,4♦=♥+♣,(WK 2M):4m=OM+m

(3m)-4m=♥+♣, (3m)-4om= Om+M, (3M)-4m=OM+sm,

LEB after (WK2x)-DBL-(P)

VS. ARTIFICIAL STRONG OPENINGS

vs any non-natural 1♣: (also against strong 2m openings):

1x = NAT could be very light or LD, 1NT = minors

OVER OPPONENTS' TAKE OUT DOUBLE

System ON

After 1M (X/1♣) ... we play transfers

LEADS AND SIGNALS		
OPENING LEADS AND SIGNALS		
Lead	In Partners' suit	
Suit	3rd/5th from Hxx(...)	same
NT	3rd/5th, top from nothing	same
Subseq	same	same
Other:	K from AK 5-level or higher, K may be led from AK when intending to shift to a singleton, though not mandatory, H vs. NT (and Sometimes vs. Suit) asks for unblock lower one or CT	
LEADS		
Lead	vs. Suit	vs. NT
Ace	AKx(...), Ax(...)	AK(...), Ax(...)
King	AK, KQx(...), AKJ(...)	KQ(...), AKJ(...)
Queen	KQ, QJx(...), KQT(...)	QJ(...), KQT(...)
Jack	QJ, JTx(...), QJ9(x), AQJ(x)	JT(...), QJ9(...), AQJ(...)
10	Txx(...), HJ10x(...)	Tx, Txx(...), HJ10x(...)
9	9xx(...), H109x(...)	9x, 9xx(...), H109x(...)
Hi - x	HxxSxx, SSx(...)	HxxSxx, Sx, SSx(...)
Lo - x	HxS, HxxxS, xS	HxS, HxxxS
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
Suit: 1 ST	Hi = DISC	S/P or CT
2 ND	S/P when shift	Hi = EVEN
3 RD	obvious	
NT: 1 ST	Sx, xxS, HxS, xSxx,	S/P or CT
2 ND	HxSx, xxxxS, HxxxS	Hi = EVEN
3 RD	Hi = DISC	
Signals (including Trumps): when we are known to hold at least 5 cards or with SRT in dummy or declarer's hand then we play S/P		
Trump: Hi-Lo is S/P , Smith vs. NT, LOW enc by both		
DOUBLES		
TAKEOUT DOUBLES (Style, Responses, Reopening)		
Style: 10+ with 3c. Supp to other suits, 17+ with suit, 19+bal		
In competitive auction can be very light		
Over RDBL: Jump is PRE, pass is more than 1 place to play		
SCRAMBLING 2NT		
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES		
Frequent comp. dbls, tend to pass at 2+level when bal		
1♣ (1♦/♥) dbl = transfer to ♥/♣ rest = system on		

WBF Convention Card



Category: Green

NBO (Country): Czech Republic

Event:

Players: Lucie Kohutová – Martin Scháňka

Buddy

Version 1/28/2019

SYSTEM SUMMARY

2/1 GF 5-card M, 1♦=2+ may be any BAL hand incl. any other 5-cd suit transfers responses over 1♣, many transfer bids in competitive auction

GENERAL APPROACH AND STYLE:

1♦/♥/♠ opening usually UNBAL

Open light (10+), ART resp, TRF resp to 1♣, NAT weak 2♣-opening

2♦/♥ opening = transfer to ♥/♣ , 6M 8-11 or 5M5+m 9-13(14)

2♣ = 23+ balanced or any GF

aggressive COMP style

Frequent non-PEN DBL

INT = 14-16 HCP, 15-17 3rd VUL + 4th, Odd shapes OK

2 over 1 response: GF (1M - 2♣ can be only 2 cards)

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

Ghestem:

1♣-2♣=5♣5♥+, 1♣-2♦=5♣5♦+, 1♣-2NT=5♥5♦+

1♦-2♦=5♣5♥+, 1♦-2NT=5♥5♣+, 1♦-3♣=5♣5♣+

1♥-2♥=5♣5♣+, 1♥-2NT=5♣5♣+, 1♥-3♣=5♣5♦+

1♣-2♣=5♥5♣+, 1♣-2NT=5♦5♣+, 1♣-3♣=5♥5♦+

Often Scrambling 2NT and Transfers (in competition)

1♥-1♣ = 5-14 hcp 0-4 card ♣; 1♥-1NT 5+hcp 5+♣ F1

SPECIAL FORCING PASS SEQUENCES

After GF and after penalty dbl or redbl pass is forcing up to 2♥

IMPORTANT NOTES THAT DOESN'T FIT ELSEWHERE

PSYCHICS

Sometimes , NT opening in 3rd seat esp. NV vs. VUL with any hand

Opening	Artificial	Min.	Neg. Double	Description	Response	Subsequent Auction
1♣		2	5♦	(10)11-23 nat, 11-14 or 17+-19 bal	1♦/♥ =4+hcp 4+c ♥/♠, 1♣=6+hcp bal or 54+ms mixed or 5+♦ GF, 1NT=11-12, 2♣ = GF 4+cd, 2♦/♥/♠/NT=3-7hcp 6+c or GF ♥/♠/♣/♦, 3♣/♦=8-11 6♣+/, 3M=12-14 54+ms srt M, 4♣/♦=♥/♠	1♣ - 1M-1 - 1M:2-3cM up to 15hcp 1♣ - 1M-1 - 1M: 2♣/♦ art.
1♦		5(4)	5♣	99% UNBAL except 3 rd , 4 cards only if 4♦ (441)	1M=nat, 1NT=5-10 hcp, 2♥=6-9 5♣4(5)♥, 2♦=8-11 6+c ♣, 2m=GF 4+cd, 3♣= inv w/ ♦ supp, 3♦= PRE, 3M= splinter	1♦ - 1M – 1NT: 2♣ art. GF
1♥		5	5♦	(10)11-23 HCP nat 5+♥	1♣=5-11 hcp 0-4♣, 1NT=5+ hcp 5+♣, 2♣=GF 2+c, 2♣+=inv+ ♥ supp.	2-way DRURY(supp for M and maximum passed hand)
1♠		5	5♦	(10)11-23 HCP nat 5+♠	1NT=5-11 hcp, 2♣=GF 2+cd, 2NT+=inv+ ♠ supp.	1M-2M-2M+1 ask for extras 1M-2M-2M+2...=nat srt. (2NT=♠)
1NT			4♦	14-16HCP, 3 rd VUL+4 th 15-17 can be semi bal (5M, 6m, 5422), FREQ up/downgrade, 44 majors often open 1♣ instead of 1NT	2♣=ask for Ms, 2♦=5♥+ or slamish any 4441,2♥=5♣+,2♣=bal inv+ or ♣, 2NT=ask for weak 2-cd, 3♣=6+ ♦ ,3♦=55+ Ms inv+,3M= 54+ms srt M, 4♣/♦=♥/♠	
2♣	Yes			23+ balanced or any GF	2♦=waiting,2♥/♣=5+c, 3+ctrl,2NT=any 1-suiter	2♣-2♦-2♥=Kokish:PUP to 2♣
2♦	Yes			8-11 HCP 6+♥ or 9-13(14) 5♥5+m 3 rd NONVUL vs. VUL NAT 5+♦ 3-12 HCP	2♣=inv+ 5+♣, 2NT=inv+ ask, 3♣=GF 3+♥, 3♦=inv 3+♥	
2♥	Yes			8-11 HCP 6+♠ or 9-13(14) 5♣5+m 3 rd NONVUL vs. VUL NAT 5+♥ 3-12 HCP	2NT=inv+ ask, 3♣=GF 3+♠, 3♦= inv+ 5+♥ ,3♥= inv 3+♠	
2♠		5		3-11 HCP depends on vulnerabilities 5+♣	2NT=inv+ ask, NS nat SOF	
2NT				20-22 can be semi bal (5M, 6m, 5422)	3♣=ask for Ms,, 3♦/♥=5+♥/♣, 3♣=minors, 4♣/♦=♥/♠, 4♥/♣=♣/♦	
3♣				3-9(10) very light 1 st NV vs VUL, 4M possible, wide range in 3 rd , same for all PRE	new suit NF,4♣ PUP to 4♦, then 4 new = NAT slam try, 4♦ = optional KCB, applies over all 3-lvl preempts	RDBL asks partner to double with shortness over all PRE
3♦						
3♥						
3♠						
3NT	Yes			1 st 2 nd seat Namyats, 3,5 to 4,5 losers 7+♥/♣, 3 rd 4 th to play based on long solid minor and stoppers outside	After 1 st 2 nd seat:4♣=opener bids 4♦/♥=♥/♣, 4♦=opener bids M directly, 4♥=shows AK-A, 4♣=shows even more controls, 4NT=RKC kickback	
4♣		6		NAT PRE	4♥/♣/NT = to play, 4♦ = RKC kickback	
4♦		6		NAT PRE	4♥/♣/NT = to play, 5♣= RKC kickback	
4♥/♣		6		NAT PRE	4 or 5x = non-cue (4NT after 4♥ =♣), 4♣/ NT=RKC kickback	
					HIGH LEVEL BIDDING	
					EKCB, RKC kickback 1430, OKCB after 3-level preempt, msBW, cuebids, splinters, LTTC, suit-asking bids, 5M jump in comp asks for cue at opp suit, 5NT trump ask	

DEFENSIVE AND COMPETITIVE BIDDING				LEADS & SIGNALS				SYSTEM CARD			
OVERCALLS(STYLE; RESPONSES 1/2-LEVEL; REOPENING)				OPENING LEAD STYLE							
Aggressive style (maybe only 4 card on 1 level).				LEAD	IN PARTNERS SUIT						
Cue = 10+	SUIT	ATT(4th.)		1.3.5 highest, except 2.							
After (1x) – 1M – (P) - :	NT	ATT(4th.)		from 4 card.				EVENT	Mixed EM Lissabon 2019		
1NT = 14+ unknown	SUBSEQ	Same							Denmark		
2♣ = Invit with max 2M	THROUGH DECLARER	Same(2nd)						PLAYERS	Marlene Henneberg (DEN-35490)- Jens Ove Henneberg (DEN-10391)		
2♦/♥ = Transfer or 10+ 3 card support	OTHER: MUD										
OVERCALL 1UT (2./4. ; RESPONSES; REOPENING)				LEADS				SYSTEM SUMMARY			
1 NT = 4M og 5+m, (8)9-15 hp . Reply:	LEAD	VS. SUIT		VS: NT		GENERAL APPROACH AND STYLE					
2NT=Invit ask, cue=search for unknown color	ACE	EKx(x..),Ex		EKx(x..),Ex		Relay Precision					
1 NT i 4th. Pos.=10-13. Reply= Two Way Staymann	KING	KD(x..), EK, Kx		KD(x..), EKBT(x..),EK, Kx		1♣ = 17+HCP (CAN BE WEAKER IF UNBALANCED)					
Sandwich position=15-18NT. Reply = Two Way Staymann	QUEEN	DB(x..)		DB(x..), KDT9(x..)		1 NT=14-16 HCP					
	JACK	BT(x..),KBT(x..)		BT(x..),		1♦ = 11-13 bal. or 4+♦ and 10-16 HCP (Maybe Minor Canapé)					
JUMP OVERCALLS (STYLE; RESPONSES; UNUSUAL NT)				10	T9(x..)		Tx, HBTx(x..),H(H)T9x(x..)		5 card major (1♥ can be 4-4-1-4), 10-16HCP		
1 Suit = PRE	9	9x, 98x(x..)		9x, T9x(x..)		2♣ 6+♣ or 5+♣ and 4+ M, 11-16HCP					
2 NT = 2 lowest	Hi-X	xx(x..)		xx(x..)		1♦-1NT 7-11HCP, denies 4 Card M					
4m after 1M, 2M, 3M= Leaping Michaels.	Lo-X	H(H)xx(x..)		H(H)xx(x..)		1ma-1NT Artificial GF					
REOPENING: 2NT=18-19, jump call = good hand with 6+ Suit	SIGNALS IN ORDER OF PRIORITY				SPECIAL BIDS THAT MAY REQUIRE DEFENCE						
DIRECT AND JUMP CUEBIDS (STYLE;RESPONSES;REOPEN)											
Michaels Cuebid. 1m-2m = 4-5 i M,(8) 9-15HP		PARTNERS LEAD	DECLARERS LEAD	DISCARDING	1♣-1♦=0-7HP						
1M-2M = 5-5 in OM + m. 9-15HP. 3♣=p/c	SUIT	1	LO= ENCR	LO=EVEN	1♣-1♥=Natural 5+♥ GF or 14+HCP BAL						
2NT ask for min/max. 2♦ after 1♣-2♣= Bid longest or best M		2	LO=EVEN		1♣-2♥=(54)m, GF						
Jump Cue = Stop ask		3	LAVINTHAL		1♣-2♦/2NT=(4-4-4-1) type, GF						
VS. NT (STRONG/WEAK;REOPENING; PASSED HAND)				NT	1	LO= ENCR	SMITH	LO=EVEN	1♦-1♥ = 4+♥ or artificial GF		
2♣=both M,		2	LO=EVEN	LO=EVEN	LAVINTHAL	1♦-1♣/2m=Max 12(13)HCP					
2NT=1) both m (8)9-15 or 2) strong 2 suited		3				2♦ opening= 6+♦, 10-13 HCP, normally one suited					
D=Penalty	SIGNALS INKL. TRUMPS				2 NT opening=(55)+ m, 8-12HCP						
Jump call to 3=Pre, 3 m constructive if vul.	Trumps Hi/Lo = Trump interest				1M-2♣=Unknown invit with max.2 in openers M						
VS. PREEMPTS (DOUBLES; CUEBIDS; JUMPS; NT)				Smith (High = Encr)	1M-2♦/2♥ : Transfer, max. invit.						
D = Take out	Low/high = Even, High/Low=Odd				1 NT in defence = 4M and 5+m, (8)9-15 HCP (4th hand=Natural)						
Crowhurst	Lavinthal										
Leaping Michaels											
DOUBLES											
Lebensohl	TAKE OUT DOUBLE (STYLE; RESPONSES; REOPENING)				SPECIAL FORCING PASS SEQUENCES						
VS ARTIFICIAL STRONG OPENINGS				May be light with classic shape. Cuebid=F1	1♣- Positive response =GF, (bid)-pass= F.						
VS. 1♣	1 NT = 8-11 with stopper.				1♣ - (1x) – P = F						
1NT=♣ suit	Jump to 2=5 card, 4-7 P				1NT-(D)-p = Require RD						
2♣=both M	Jump to 3 = 5 card 8-10 P				IMPORTANT NOTES THAT DONT FIT ELSEWHERE						
2NT=both m	SPECIEL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUINES				Count of HCP can vary according to total assessment of the hand.						
OVER OPPONENTS TAKE OUT DOUBLE				Response and competitive doubles							
RD=10+.	Neg. Double thru 4 ♥										
After 1M = Offensive system	Invit doubles				PSYCHICS						
After 1♦= 1M = Natural, Transfer bid over 1M	After 1♣ opening and positive answer; Double = Penalty				Rarely						
	Double from opener is 3 card support after 1♦- P - 1M – OVERCALL										

DESCRIPTION OF OPENING BIDS							
OPENING	ARTIFICIAL?	MINIMUM NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE AND PASSED HAND BIDDING
1♣	X	0		17+ HCP (CAN BE WEAKER IF UNBALANCED)	1♦=0-7, 1♥: Natural GF or 14+ bal, 1NT= 8-13HCP , 1♠, 2♣, 2♦; Natural GF.	Relay or natural	Same
					2♥=54/45 in minor GF, 2♠, 2NT=4441		
					3x=HHxxxxx , 3NT= Solid minor		
1♦	X	2	4♥	11-13 bal or 4+ ♦ 10-16 HCP (can be longer ♣)	1NT=7-11. 2 M = Invit with 6 card 1♦-1♥= 4+♥ or unknown GF, 1♠ or 2m	After rebid 1 NT: 1 NT system Transfer after intervention.	1♦ - 1♥=Natural after pass 1♦ - (1♥) 1♠ = 4+♠, 1♦-(1♥)-D
					= max 12(13HP) 3 M= Single, 3m=PRE		Minors, 1♦-1♠-2♠=5+-5+ in minors
1♥		(4)5	4♦	10-16	1NT=GF, 2 ♣=Invit max.2♥, 2♦=3♥ 10-12	Romex trialbids	1♥-1NT= Natural after pre pass
				4 card if 4-4-1-4	2NT=4+♥ 8-12, 3♣=5-5 m Invit, 3♦= PRE	Relay after 1♥-1 NT	
1♠		5	4♥	10-16	1NT=GF, 2 ♣=Invit , 2♦=5+♥ , 2♥=3♠ 10-	Romex trialbids	1♠-1NT= Natural after pass
					2NT=4+♣ 8-12, 3♣=5-5 m Invit,3♦/♥=PRE	Relay after 1♠-1 NT	Jacoll Stenberg after (2m)/(2♥)
1ut			4♥	14-16 in 1/2 pos., 15-16 in 3/4 pos.	Two way Staymann. Relay ask after 2♦		Transfer after intervention.
				Can be 5422 type with 5-4 i m	2M=signoff		D of natural bid =T/O
				Blank H(Rarely)	2NT=Ask for low double, 3m=Invit with 6+		4m after (M)=Leaping Michaels
					3M = single, 4m=SA Texas		
2♣		5	4♥	11-16	2♦=relay, invit+	Relay after 2♣-2♦	
				6+♣ or 5+♣ og 4M	2M=Nonforcing, 3x= Invit with 6 card		
2♦				6+ ♦, 10-13 HCP	2M = Invit +, 2NT = Ask : 3♦=Min.		
					3M=NAT GF, 4♣=Splint		
2♥	6(5)			Weak, 5-9. Normally 6 card.	2NT=Asking. 3♣/3♦=Min.,3♥/3♠=Max.		
2♠	6(5)			Weak, 5-9. Normally 6 card	2NT=Asking. 3♣/3♦=Min.,3♥/3♠=Max.		
2ut	X			5+-5+ in m, (7)8-12HP	3♥=transfer til 3♠		
3♣	6			Preemp., 5-10 HCP, maybe better in 3.4pos.	3 x = Constructive, NF		
3♦	6			Preemp., 5-10 HCP, maybe better in 3.4pos.	3 x = Constructive, NF		
3♥	6			Preemp., 5-10 HCP, maybe better in 3.4pos.	3 x = Constructive, NF, 4 m=cue	HIGH LEVEL BIDDING	
3♠	6			Preemp., 5-10 HCP, maybe better in 3.4pos.	4m=cue, 4♥= To play	Cuebids, 1430 RKCB, Exclusion 1430.	
3ut	X			Solid minor, chance in 3-4 pos.	4+♣=p/c, 4♦=single asking, 4M=To play	After relay bids ; Cœur	
4♣	X	0		Namyats (♥)	4♦=Slam try, 1 Ace	After opps. Double after Ace asking : Double = Even number, pass = Odd number	
4♦	X	0		Namyats (♠)	4♥ = Slam try, 1 Ace	4♣ = Good 4♥ opening, 4♦ = good 4 ♠ opening	
4♥		(6)7			4♣=TP, 4 NT= 1430		
4♠		(6)7			4NT=1430	Leaping Michaels : Jump to 4 x after opps. Opening = 5+ card in x and 5+ card in other Major, or ♥ after Minor opening.	
4ut	X			Both m (min. 6-5)			

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card					
OVERCALLS (Style; Responses; ½ Level; Reopening)		OPENING LEADS STYLE								
Aggressive at 1-level may be 4 card suit →unassuming cuebid; fitbids		Lead	In Partners Suit							
		Suit	4 th from H, 2 nd bad suit	low from odd						
NT		4 th from H, 2 nd bad suit	low from odd		Category:					
Subsequent		Attitude	low from odd		NCBO:	Denmark				
Other :					Event:					
					Players	Camilla Bo Krefeld – Johan Hammelev				
1NT OVERCALL (2 nd / 4 th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY					
2 nd =15-18 → sys on		Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE					
Reopening=11-14 → sys on		Ace	AKx	AK	Acol					
Live =15-18 → 2 opening suit=art		King	KQ, KQx ,Kx, AK	KQ, KQx, Kx, AKJxx	1 st and 2 nd position: Weak NT 11(10)-14 nonvul, 12-14 vul(5422 or 6322 possible)					
		Queen	QJ, QJx, Qx	QJ, QJx, KQ109x, KQJx	15-17 Bal are often opened with 4-card M (suit quality)					
		Jack	J10x, Jx, KJ10	J10x, Jx, KJ10, AJ10	3 rd and 4 th position: 3NT=15(14)-17 (5422 or 6322 possible)					
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	109, 10x, K/Q109	109, 10x, A/K/Q109	Drury after opening 1 of a major					
Weak after vulnerability and position		9	98x, 9x	H98, 9xx, 98x	Often light openings in 3 rd hand					
2NT=two lowest unbid suits		Hi-x	4 th from H, Xx, xXx, xXxx	4 th from H, 2 nd bad suit, Xxx	SPECIAL BIDS THAT MAY REQUIRE DEFENCE					
2NT (reopening)=19-21→sys on		Lo-x	4 th from H, 2 nd bad suit	4 th from H, 2 nd bad suit	2♣=weak with ♦ or 18-19 bal or strong					
SIGNALS IN ORDER OF PRIORITY										
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)			Partners Lead	Declarer's Lead	Discarding	2♦=weak with ♦ or 18-19 bal or strong				
(1M)-2M=5+oM&5+mi→2NT= at least invit		Suit: 1 st	low=enc	low=even	low=even, disc	2♦= Multi; weak major one-suiter or 22-24 bal or strong with ♦				
(1m)-2m=4+/5+ majors→2NT= at least invit		2 nd	low=even	high=odd	high=odd, disc					
(1x)-3x=asking for stopper		3 rd	lavinthal	lavinthal		2♥=nonvul 4+5+/5+4+ Majors, vul 5+5+ Majors.				
VS. NT (vs Strong / Weak ; Reopening; PH)		NT: 1 st	low=enc	low=even, oddball	low=even, disc	2♠=nonvul 5+spades & 4+ minor 4-9, vul. 5+♠+m				
2♣=majors, 2♦=major one-suiter; 2♥/♦=5+&4+minor		2 nd	low=even	high=odd, oddball	high=odd, disc	Michaels Q-bid				
2NT=minors or GF with two-suiter		3 rd	lavinthal	lavinthal						
PH: D=onesuiter, 2x=twosuiter		Signals (Trumph): Eco=looking for ruff								
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT-bids)		DOUBLES			SPECIAL FORCING PASS SEQUENCES					
(2M)-3M=asking for stopper		TAKEOUT DOUBLES (Style; Responses; Reopening)								
(2/3M)-4mi=5+oM&5+mi		May be light with ideal shape			(1nt)-D-(2♣/♦/♥)-P=forcing					
		1x-(1NT)-2x-DBL=invit								
VS. ARTIFICIAL STRONG OPENINGS										
1x=natural; 1nt=♦/♣ or ♣/♥										
2x=one-suiter (x) or 2-suiter x+1/x+2		SPECIAL, ARTIFICIAL AND COMPETITIVE DBL:s / RDBL:s			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE					
		DBL/RDBL in 5 th position=15-17 bal or similar			All point ranges may deviate depending on hand structure, middlecards and position					
OVER OPPONENTS` TAKE OUT DOUBLE		1mi-(1H)-D=4 card spades; Negative doubles through 3 spades								
Ostot, Pas may be 10+ bal., new suit at 1-level=F										

OPENING BID DESCRIPTIONS							
Opening	Tick if Art	Min.	Neg Dbl thru	Description	Responses	Subsequent Auction	Passed Hand Bidding and enemy interference
1♣		3	3♦	11+ May be 3 card if bad 4-card M	Splint 10+, 2♦=4-7, 3♦=pre 1NT=support 8-9, 2NT=support 10+,		
1♦		4	3♦	Natural 11+	Splint 10+, 2♦=4-7, 3♦=pre 2NT=support 10+,	After all 1-level openings: 1x-1y-3x=6+i x og 3 y invit 1x-1y-2NT=good support or max 2y, invit+ 4.FSF, Revised checkback, LFT	
1♥		4	3♦	Natural 11+	3♥=pre; 2nt=4+♥ 9+; 3♣=4+♥ 6-9 3♣=10- unknown void, 3NT/4♣/♦=10+ void..		After 1M-opening in 3 rd and 4 th position: 2♣=support 8+ 2nt=clubs 3new=splint 8-11
1♠		4	3♥	Natural 11+	3♣=pre; 2nt=4+♣ 9+; 3♣=4+♣ 6-9 3NT=10- unknown void, 4/♣/♦/♥=10+ void	1♣-1nt-2♣=art. gameinvit+ or natural	
1nt			3X	1 st and 2 nd position: nonvul=11(10)-14 ; vul=12-14 (5422 or 6322 possible) 3 rd and 4 th position: 15(14)-17 (5422 or 6322 possible)	2♣ = nf Stay, 2♦/♥=trf (normally at least 4-cards) 2♣ = both minors invit+ or bal. invit 2NT = minor one-suiter weak or slamish 3♣/♦ = Natural, inv. 3♥/♣ = pre 4♦ = both majors	1NT-2♣-2♣-2NT = invit with 5+♥ 1NT-2♦= maybe any 5-5 slamish	After enemy interference in 2 nd position q-bid= support 8+ 1x-(1/2Y or DBL)-3x=pre 1x-(DBL)-3y=pre 1M-(DBL)-trf 1x -(DBL)-P=10+ bal. or weak
2♣	✓	0		a) Weak 2 with ♦, b) 18-19 Bal. c) Acol ♣/♥/♦, d) 25-27 NT	2♦ to play if a); 2♥/♣/3♦=to play if b) 2NT at least inv if a)	2♣-2NT-3♣=max weak ♦ 2♣-2NT-3♦=min. weak ♦	
2♦	✓	0		Multi: a) Weak 2 with ♥ or ♠ b) Acol ♦, c) 22-24 Bal.	2♥=relay; 2♣=nat inv; 2NT= at least inv if a) 3♣/♦=nat forcing; 3♥/♣=pre if a)		
2♥	✓	4		nonvul 4+5+/5+4+ M, vul 5+5+ M.	2NT= at least inv, 3♣/♦=nat. nonf; 3♥/♣=pre		
2♠		5		nonvul 5+♣ & 4+♣/♦, 4-9, vul 5+5+	2NT=at least inv, 3♣=P/C, 3♦=♥; 3♥=♦; 3♣=pre		
2nt			3X	20-21 Bal. may be 5 card M	3♣: Staymanish 3♦/♥/♦/4♣/♦/♥/♣=transfer, 4♣=5-5 minors		Lebensohl if enemy doubled in 2M
3♣/♦		6		Pre 2-3½-4½	Major= natural, new minor=cuebid		
3♥/♣		6		Pre 2-3½-4½	Major=natural, minor=cuebid		
3nt	✓			1 st & 2 nd =Solid minor; else gamble			
4♣/♦		7	7	Pre 2-3½-4½	Major= natural, minor=cuebid		
4♥/♣		7		Pre 2-3½-4½	New suit=cuebid		
4ut				Both minors			

SLAM BIDDING

Cuebids italian style. , RKCB1430; Exclusion Blackwood1430; Gerber; Splinterbids; Often quantitative 4NT; DEPO

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS								
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE								
Aggressive style		Lead	In Partner's Suit							
Useful Space Principle	Suit	2 nd – 4 th attitude	same							
	NT	Attitude	Same (3 rd in unsupported suit)	Category:	Strong Club - BLUE					
CUE: F with new suit or STR raise.	Subseq	same		Country:	DENMARK					
	Other:	2 nd and 4 th + Attitude through declarer.)		Event:	EC Mix Lisbon 2019					
		5.th level K asks for count		Players:	Dorthe & Peter Schaltz					
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS				SYSTEM SUMMARY				
15-18 HCP; System as over 1NT opening	Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE						
	Ace	AKx(+);Ax(+)	AK(+);asks attitude	Strong club showing 16+UNBAL any V, or 18+BAL 14+ NV 1. + 2.						
REOPEN: 1NT= 10-14 HCP; 2NT= 18-20 HCP	King	AK; KQx(+);	KQ1098 asks count /unblock	1D=11-14 BAL/semi BAL (14-17 1 st +2 nd NV against V)						
4th LIVE: NAT, 15+-18 BAL	Queen	QJ; QJx(+)	QJx(+);KQxx.	1M=(10)11-15 4+M any. 8()9-13 1 st + 2nd NV. May have longer minor.						
	Jack	J10(x+);KJ10x(+)	J10x(+);HJ10x(+);KQJx	2CD opening= 11-15. 9-13 1 st +2 nd NV 5+ in the opening suit No 4 card Major.						
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	109(x+);H109x(+)	109;109x(+);H109x(+)	2M opening 3-10 (5) 6+ NV. 3-11 V					
1-Suit: PRE (3-12 HP depending on vulnerability and position)	9	9x, H98x	98x, H98(x+)	2NT opening. Any 7+ card suit. Semi strong 8 ½ - 9 ½ tricks						
2-Suit: 2NT=2 lowest suits	Hi-x	Sxx, xSx, HxxSx, xSxx,	DISC	1NT Openings: 15-17 HCP or 10-13 when NV against V 1 st +2 nd pos.						
Wide range possible after pas from partner (3-20 HP)	Lo-x	xS, HxS, HxxS	ENC	Responses 2/1=NAT NF after opening 1M. 1NT at least INV						
Reopen: Constructive	SIGNALS IN ORDER OF PRIORITY				SPECIAL BIDS THAT MAY REQUIRE DEFENCE					
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)			Partners Lead	Declarer's Lead	Discarding	1C-1H/S/NT=0-5 Art. 1C-1D=6+ any. 1C-2C+=minor				
(1m)-2m:H+S,(2D asks) (1H)-2H: 4S-5+mi, (1S)-2S: 5H-5+mi.	Suit:1st	low=ENC	Count/SP: Hi/lo=Odd	low=ENC		1D-1H = Relay. Ask min/max or to play in 1NT				
	2nd	Count	S/P	Count		1D-1S = 4S NF. 1D-1NT=4H NF				
JUMP CUE: NAT /m in direct; else asks for stopper.	3rd	S/P		S/P		1D-2C NF. 1D-2D GF. 1D-2M to play 1D-2NT=GF				
	NT: 1st	ATT/Count: low=ENC/E as above/SP		as above		1M – new suit = NF. 1M – 1NT INV+ any				
VS. NT (vs. Strong / Weak; Reopening; PH)		2nd	Count or S/P	S/P		2C/D openings=11-15. 9-13 1 st + 2 nd . 5+				
2C-MM. 2N=Constructive 3mi overcall. 2D=Multi 6+M stronger than 2M direct	3rd	S/P				2NT opening. Any 7+ card suit. Semi strong 8 ½ - 9 ½ tricks				
DBL = Strength (typically same strength+ as opening)	Signals (including Trumps):									
When reopen a strong NT after having passed, DBL= M-M or mi-mi	Trump: random/count/SP				Drury 2C/D after 3 rd and 4 th hands 1M opening.					
	Smith (high card shows interest)									
DOUBLES										
TAKEOUT DOUBLES (Style; Responses; Reopening)						See OPENINGS.				
VS. PREAMPTS (Doubles; Cue-bids; Jumps; NT bids)		Many take out doubles and support doubles.				Also have a look at our responses to openings. They are often ART				
LEBENSOHL (2N=weak options or strong or special)	High – low doubles in some situations									
DBL and then D shows D+M doesn't promise extra										
SPECIAL FORCING PASS SEQUENCES										
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				1C-overcall → 3D, Pas= 6+				
Double=Majors; NT=minors	Support doubles in some situations: After 1C opening and responders shows or									
Applies vs STR 1C/2C openings	Indicate a suit and 3 rd hand bid a DBL = support. + similar situations.									
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE										
OVER OPPONENTS' TAKE OUT DOUBLE						Opening in 3. hand might be stronger or weaker than 11-15 HCP.				
New suit=NF										
RDBL=strength (10+ HP)										
1M – DBL – 1NT=3 card support at least INV (11+ HP)										
1M – DBL – 2NT 4+M at least INV. 1M-DBL-3C/D Bergen raises (10-12 HP/7-9 HP)										

OPENING BID DESCRIPTIONS							
Opening	Artific	Min.	Neg Db	Description	Responses	Subsequent Auction	Passed Hand Bidding
1C	Y	0		16+any (14+ 1 st -2 nd NV) or	1D=6+HCP any 1H=0-5 BAL or UNBAL. 1S=0-5 4+H. 1NT=0-5 both M.	1C-1D: 1M=14+ 4+M. 1N=18+BAL. 2mi=14-17 5+mi. 2H=GF 5+C. 2S=GF 54+mi 2N+=GF 6-7 D	Same
1C				18+BAL	2C/D=INV NAT 5+ no 4 card M.2H=GF C. 2S=GF both m. 2NT+=GF 6+ D	1C-1D,1M: 1N=GFR. Other=INV. 2C/D=art. 2M=6-7. 2NT=INV+4+fit	
1D	Y	2		11-14 BAL/semi BAL NV against V 1st+2nd=14-17	1H=Relay Art. ask min/max. or to play 1NT (0+HP) 1S=NF 4+S/. 1NT=4H NF 2D=GF. 2NT GF. Other=NAT NF	1D-1H, 1S=min. 1D-1H, 1N=max. 1D-1H, 1x: 2C=NF STAYMAN 2D+ same as after 1NT opening	All NAT NF
1D					4x=SAT (C=H, D=S, H=C, S=D)		
1H	4			(10) 11-15 (8)/ 9-13 1 st +2.nd NV	1S=(3) 4+S NF. 1N=INV+ any. NEW SUIT=NF 2N=INV+ 4+fit 1H-3C Bergen 7-9 1H 3D=Bergen 9-12. 1H-2S=6+ INV.	1H-1S, 1N=5H + no 5mi.	All NAT NF
1H				4+H longer minor possible	1H-PASS may be up to a mild INV! 1H-3S=void mild SI. 1H-3N/4mi=VOID strong SI.	1M-1N = INV+ :2C=art min 2D+=art max	
1H						1M-2N: 3C=GF. 3D=re INV. 3M=min. 3oM=void any. 3N=NAT. 4CDH=void max.	
1S	4			as 1H	as 1H. 1S-3H 6+H INV.		All NAT NF
1NT				15 -17 HCP NV against V 1st+2nd=10-13	2C=NF STAYMAN. 2D=TRF. Does not promise H. 2H=TRF. Does not promise 4+S. 2S=1/2mi or 6MA INV or SI (C=H, D=S, H=C, S=D)	1N-2C, 2X: Any bid is INV except 2H. 1N-2S: 2N=even minor/long D.	SAME
1NT				5M, 6m, 4M5m,any4441OK	2N/3x=INV. 4x=SAT (C=H, D=S, H=C, S=D)	1N-2D, 2H: 2S=5+H GF. 2N=4H GF. 3C=MM. 3D=short m 1N-2H, 2S/=no 4S 2N=5+S GF. 3C=6+S GF. 3DHS=short H/D/C.	
1NT						1N-2H, 2N=4S	
1NT							
2C	5			11-15 hcp / 9-13 hcp 1 st -2 nd NV 5+C no 4+ Major	2D=Weak 1 or 2 M or INV in H. 2H=GF Relay, 2S=NF 5+S, 2NT=NAT INV,	2C-2H, 2S=5/4minor, 2NT=6322/7222, 3C=6331 3D/H/S=7C/+single	All NAT NF
2C					3C=INV 3D/H/S NAT GF		
2D	5			11-15 hcp / 9-13 hcp 1 st -2 nd NV 5+D.no 4+ Major	2H=GF Relay, 2S=NF 5+S, 2NT NAT INV. 3C 5+H INV. 3D=INV 3H/S GF	2D-2H, 2S=5/4 minor, 2NT=6322/7222, 3C=6331 3D/H/S=7D/+single	All NAT NF
2H	5			3-10 (5) 6+H NV. 3-11 V	2/3S =NAT all other = Transfer except support		All NAT NF
2S	5			3-10 (5) 6+S NV. 3-11 V	Transfer except support		
2NT	Y			Any 7+ card suit. Semi strong 8 ½ - 9 ½ tricks	3C=Art weak asks for suit. 3D=Art GF asks for suit. 3M=NAT GF		
3x	6			Preempt, NAT	3C-3D asks 3-card MA. New suit NF N/VUL, F VUL		
3NT	7			Solid minor	4C p/c, 4D=Relay. 4M=to play		
4x				All 4x = PRE, NAT			

HIGH LEVEL BIDDING

4N=1430 RKCB. 4N=SI when minor slam try, except opposite balanced hands. 4N=T/O after minor from us in competitive auctions. Frequently SPL in fit situations. VOIDWOOD 14/30

Many art bids show extra values or good support and not necessary a Cue Bid.

GENERAL SYSTEM APPROACH

1C shows 16+ UNBAL / 14+ 1st – 2nd NV or 18+BAL. After this we bid 1D with any 6+HCP. Now we kind of open again. 1C-1D, 1M shows 4+M unbal 16+HCP. 1C-1D, 1N shows BAL 18+ (GF). 1C-1D, 2mi shows 5+mi no 4M (NF). If Stronger with UNBAL mi we bid 1C-1D, 2H+.

We play 1N as GFR after 1M or 1C-1D, 1M. This means that any GF hand with no fit, bids 1N after 1M.

We tend to be BAL (/54mi/6mi) when opening 1D. After 1D many bids are NF except from 1H asking for strength. And 1D-2D GF.1D-1H is the way to begin a strong sequence.

After 1M everything is NAT NF. (2C 7 2D = Drury after 3rd – 4th hand openings. INV+ any bids 1N. 3rd hand may be stronger/weaker than 9-15 HCP. If we have 4M5mi22 or 5M332 We systematically opens 1M. It may be treated as BAL.

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style; Responses; 1 / 2 Level; Reopening)		
Aggressive style (8-16). May be 4 cards at 1-level with HHxx.		
Raises are PRE, cue usually has 3-card support.		
Usually respond with 8HCP		
Jump cue over 1M = mixed, 2NT (over major) = strong raise		
Jump responses are FIT, double jump = splinter.		
New suit F at 1, 3 level and 2 over 2; 2 over 1 = constructive NF		
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		
15-18 2 nd , 17-19 4 th live.		
Responses as to 1NT opening.		
Reopening = 11-14 over m, 11-16 over M		
Responses as to 1NT opening but 2♣ asks range and Ms.		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
Weak (usually 6+ cards)		
2NT = two lowest unbid suits (then cue = game try, jumps PRE)		
Reopen: Intermediate (about 11-15, 6+ cards). 2NT 19-21		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
Cue = 2 highest unbid suits (any strong 2-suiter in 4 th) (wide range)		
Responses: cue FG agreeing major, 2NT = game try		
Jump cue asks stopper		
VS. NT (vs. Strong/Weak; Reopening; PH)		
2♣ both majors, 2♦ one major, 2M suit plus minor, 2NT minors or any strong two-suiter.		
After 2♣, 2♦ asks for longer M. After 2♦, M=P/C.		
Double PEN v weak NT. Dble by passed hand & v strong NT		
= 5m and 4M		
VS.PRE-EMPTS (Doubles; Cue-bids; Jumps; NT Bids)		
X=T/O. Over double of weak 2, 2NT = Lebensohl, 3x = INV.		
NT=NAT, system on (over 2NT), Over 3NT, 4♣ range enquiry, 4♦ weak with M, 4♥/♠ = NAT slam try		
Leaping & Non-leaping Michaels, cue asks stopper v weak 2.		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣		
v 1♣, X=MAJs, 1NT=MINs. Weak jumps. 2NT any two-suiter, usually 6-5 or better. v 1♣-1♦, X=Ms 1NT=ms.		
v 2♣-2♦, X shows diamonds, 2♣-X = clubs		
OVER OPPONENTS' TAKEOUT DOUBLE		
XX = 10+, usually PEN-seeking. 2NT = sound raise to 3+.		
Raises are PRE, jumps are FIT		

LEADS AND SIGNALS			
OPENING LEADS STYLE			
Other: King request count, ace requests attitude during play, and at trick 1 against pre-empts and 5+ level contracts. 6 th best if we have shown 5+.			
LEADS	Lead	In Partnership Suit	
Suit	4 th (2 nd from bad suits)	Same (3 rd /5 th if unsupported)	
NT	4 th (2 nd from bad suits)	Same (3 rd /5 th if unsupported)	
Subseq	Same	Same	
SIGNALS IN ORDER OF PRIORITY	Partner's Lead	Declarer's Lead	Discarding
1	Hi = ENC	Hi = Even	Hi = ENC/Even
Suit 2	Hi = Even	SP	SP
3	SP		
1	Hi = ENC	Hi = E but see below	Hi = ENC/Even
NT 2	Hi = Even	SP	SP
3	SP		
Signals (including Trumps):			
Mostly SP in trumps. Smith Peter on declarer's first lead v NT (H = ENC from both sides), 1 st discard = ATT (then present count)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Emphasis majors, minors unclear. May be weak if shape-suitable.			
Reopening double may be a king weaker.			
After prepared 1♣/1♦ opener, X may be balanced with 3+ in MAJs			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Most low-level doubles are T/O except when we have redoubled to show strength. If we have bid and raised a suit, MAX doubles apply. After a T/O double, responsive doubles apply to 4♦ and usually deny an unbid M (if both are unbid, doubles show none or both).			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: England
PLAYERS: Barry Myers, Sally Brock
EVENT: European Mixed Teams 2019
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Five-card majors (except 3 rd); 1♣ NAT or BAL 15-19; 1♦ 4+ ♦s
2♣ opening = weak 2♦, FG or 23-24 BAL
2♦ opening = weak only Multi, 2♥/♠ = NAT, (7)8-12
Initial actions fairly sound, not all 11 counts opened
1NT (11)12-14 (EXCEPT in 3 rd seat when (14)15-17)
Light 2 over 1s
Wide-range overcalls
Many NEG and COMP doubles, T/O doubles emphasise majors
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣ NAT or BAL outside NT range (1♦=4)
2♣ opening = weak 2♦, FG or 23-24 BAL
2♦ opening = Multi (weaker than 2♥/♠ – can be passed)
2♥/2♠ opening = 'good' weak two ((7)8-12 according to vul/pos)
3NT solid m and nothing 1 st & 2 nd , to play 3 rd & 4 th
Jump shifts: weak (except 1M – 3♣/♦/♥),
Jump in other minor after minor = limit raise
SPECIAL FORCING PASS SEQUENCES
After (1NT) X (2m) pass is F (X is PEN)
If we bid to game constructively, pass is F
IMPORTANT NOTES
In high-level auctions, a new suit is assumed to show a fit for partner and may be only lead-directing.
PSYCHICS:
Almost never, no specific types

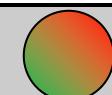
OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	Sally Brock & Barry Myers, NCBO England, European Mixed Teams 2019			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND/COMPETITIVE BIDDING
1♣	Yes	2	4♦	All strong NTs open 1♣ unless other 5-card suit or 4♦. 11+ if unbalanced	Natural, bypass ♦s unless INV. 2♣=FG, 2♦=limit raise, 2♥/♠=weak, 3♣/3♦/♥/♠=PRE	1♣-2♣-2♦ fewer than 4♣, 2NT=4♣s strong NT, others NAT + clubs 1♣-1x-1NT-2♣/♦ = ART checkback 1♣-1x-1NT may have 4-card support	2♣ constructive NF
1♦				Natural 11+ if unbalanced	Natural, limit raises, 2♥/♠=weak, 2NT=FG+fit, 3♣=limit raise, 3♥/♠/4♣=splinter	1♦-1x-1NT-2♣/♦ ART checkback	Fit jumps in competition
1♥		5 (4 in 3 rd)		Natural 11+ if unbalanced	1NT 5-9, 2/1=9+ (up to 11 after 3 rd in hand), 2♠=weak, 2NT FG +fit, 3♣/♦ = 3/4-card limit raise, 1♥-3♠/1♣-3NT = unspecified splinter, double jump = void,	2-way Checkback 1♥-2♥ or 1♣-2♣, step 1 = game try, others=slammy	In competition: Fit jumps 2NT = 4-card limit raise
1♠		5 (4 in 3 rd)	4♦	Natural 11+ if unbalanced	1♣-3♥=weak		Cue = 3-card raise 2-way Drury after 3 rd seat 1M
1NT			4♦	(11)12-14 in 1 st /2 nd /4 th seats May have 6m, 5M or 4M5m May have singleton (14)15-17 in 3 rd seat	2♣ STAY, 2♦/♥/♠/NT=♥/♠/♣/♦ 3♣=5♣4♦, 3♦=5♦4♣, 3M=natural slam try, 4♣ Gerber, 4♦/♥ = ♥/♠	2♣-2♦: 2♥/♠=WEAK, 3♥/♠=5-5 Ms INV/FG. 2♣/NT-3♣/♦ QJx or better New suit FG after TRF, jump auto-SPL	Rubensohl after intervention
2♣	Yes	0		Weak 2♦, 0-9NV, 5-9V, 23+ balanced or any FG (no weak option in 4 th)	2♦= waiting, then 2♥ = Kokish (23-24), 2M = nat INV, 2NT = relay, 3♣=nat, F, 3♦=to play facing weak 2♦	2NT-3♣ = any singleton (3♦ asks), 3♦ = MIN, 3♥/♠ = honour 2♣-2♦-2NT = 25+ (then 3NT= 5-6HCP) 2♣-2♦-3♥/♠=4♥/♠+5♦	
2♦	Yes		2♣	Weak 2♥/♠, 0-8 HCP NV, 5-8 VUL, often 5-card suit NV NAT (10-13) in 4 th	Bids of majors = pass or correct, 2NT relay, 3♣=♦ or ♥, 3♦=♦ or ♠, 4♣ says transfer major, 4♦ says bid major	3♥/3♠=NF, 3♣=MAX + singleton (4♣ asks), 3NT = 2 top honours, others = ♥	
2♥		6		Good weak 2, (7)8-12 HCP Slightly affected by vul and position (10-13 4 th)	New suit = INV, 2NT = relay	2NT: 3♣ = side suit (3♦ asks), 3♦ = singleton (3♥ asks), 3M=MIN, 3OM=extras, 3NT=2 top honours, jump = 6-5	
2♣		6					
2NT			4♦	20-22 balanced May be 19 in 3 rd /4 th	3♣ PUP STAY, 3♦ = ♥, 3♥ = ♠ 3♣ minors, 4♣/♦/♥/♠= ♥/♠/♣/♦	2NT-3♣: 3♦=4M (then bid one not held), 3♥=no MAJ, 3♣/3NT= 5♣/♥	
3♣		6		Natural, PRE, Maybe be 0 HCP NVvVV	3♦ asks for 3-card majors; 3M NF 1 st NVvVul		
3♦		6			3M NF NVvVul 1 st in hand only		
3♥		6			4m=lowest Q		
3♠		6			4m=lowest Q		
3NT	Yes			Solid m, no side A/K 1 st & 2 nd To play 3 rd & 4 th	4♣ P/C, 4♦ asks shortage		
4♣		7		Natural, PRE	4♦ = general try, 4NT = RKCB	HIGH LEVEL BIDDING RKCB (3041). Gerber over 1NT. DOPI. Double jump can be Exclusion Direct forcing raise to 4m = RKCB. Cues usually up the line 4NT is not RKCB when: no suit agreed; a raise of NT; a response to 4SF; in minor-suit auctions (4NT = good, 5m = bad). Some last train	
4♦		7			5♣ = general try, 4NT=RKCB		
4♥		7			5m = lowest Q, 4NT=RKCB		
4♠		7			5m = lowest Q, 4NT=RKCB		
4NT					Asks for specific aces		
5♣ / 5♦					Natural PRE		
5♥ / ♠					Asks for A or K		

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1 / 2 Level; Reopening)
Competitive at 1 level (7-18), Sound at the 2 level. (9-16)
Cue bid = 3 card raise, 2NT=4 card raise
(majors only; or natural after a two level overcall)
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18, 11-14 in 4 th
System on
16-18 after (1Y) P (1Z) 1NT, system on as above
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak dependent on vul
(5-10 vul, 3-9 nv, wide ranging facing a passed hand)
Reopen: Intermediate 12-16, opening values
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels Cue Bids, (1m) 2m = both majors,
(1M) 2M=Major/Minor. Resp: 3C/D = P/C, 2NT stronger enquiry, (3C/D min with that suit, 3H/S maximum with the linked minor)
VS. NT (vs. Strong/Weak; Reopening; PH)
2C = Majors (2D asks, 2NT natural)
2M = 5M / 4+minor (3C/D = P/C, 2NT stronger enquiry)
2D = One major (2M P/C, 3M P/C, 2NT enquiry (3C/D=Min with linked major, 3H/S = Max with OTHER major)
X = Penalties
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = Take out
Cue bid = Majors or Major/Minor, (3C) 4D = D+major
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♦ or 2♣
Vs 1C : X = Majors, 1NT =Minors
OVER OPPONENTS' TAKEOUT DOUBLE
1M X 1NT=clubs, 2C=diamonds, 2D = Hearts 2M-1=good raise
1H X 1S = Minors
1Y X XX =10+

LEADS AND SIGNALS		
OPENING LEADS STYLE		
Suit	Lead	In Partner's Suit
Suit	4 th from hon, 2 nd from bad	3 rd and 5 th
NT	Same	As above
Subseq	Same	As above
Other: Top from xxx in partner's suit if we have raised		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	Ax / AKx asks for attitude	AKx, AKJx, AKxx
King	KQ, KQ10, AK(J),	Asks for unblock or count
Queen	QJ / QJx, QJxx etc	Asks for ATT, KQx / QJ9x
Jack	J10x/J10xx/KJ10	J10x/KJ10/AJ10 (denies Q)
10	109x/Q109/K109 (denies J)	Denies J, may have A/K/Q
9	Shortage	9xx, 9x
Hi-X	Sx, xSx , xSxx, xSxxx	Sx, xSx , xSxx, xSxxx
Lo-X	HxS, HxxS, HxxSx(x)	HxS, HxxS, HxxSx(x)
SIGNALS IN ORDER OF PRIORITY		
1	Partner's Lead	Declarer's Lead
1	High/Low = even	High/low = even
Suit 2	High=discouraging, Low=encouraging	Suit preference
3	Suit preference	
1	High/Low = even	Smith Peter High asks from switch both sides
NT 2	Low=encouraging	High/low = even
3	Suit preference	Suit preference
Signals (including Trumps): Suit preference		
King lead asks for count against suits, for unblock or count against NT		
Ace/queen leads ask for reverse attitude in the first instance		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
Aggressive, Cue bid = GF (inv by passed hand)		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
Support doubles / redoubles		

W B F CONVENTION CARD
CATEGORY: Green
NCBO: England
PLAYERS: Michael Byrne / Fiona Brown
EVENT European Mixed Teams Championship 2019
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 Card Majors, 2/1 GF
1C can be short, (5D/2C bal open 1D, 2C/4D open either)
Strong 1NT Opening (14)15-17
Weak twos in D/H/S
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Bergen raises 1M-3C=limit, 3D=mixed 3M = pre-emptive
Weak twos in diamonds/hearts/spades
Drury (2C=3 card raise 2D=4 card raise)
Fit Jumps in competitive
Michaels Cue Bids
1H X 1S = Minors
1C (1H) 1S = Take out (not 4S)
1M X 1NT/2C/2D/2M-1 = Transfers
Lebensohl (fast) after Weak twos/multi
Rubensohl after 1NT (interference)
2 Way check back (2C forces 2D, 2D GF enquiry)
Serious 3NT after 2/1 auctions
SPECIAL FORCING PASS SEQUENCES
After 1Y X XX, When we have bid game constructively
IMPORTANT NOTES
Wide ranging/potentially weak pre-empts facing a passed hand, could be light on suit and length
3 rd in seat opener could be light
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	Michael Byrne / Fiona Brown, NCBO England, European Mixed Teams 2019			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	✓	2	4S	Could be 2C/4D but not 2C/5D 11+HCP if balanced (NV)	Walsh style, 2C=F1, 3C=pre-emptive 2NT/3NT=Nat, 2D/H/S=Weak	1C-2C-2D = 12-14 bal	Fit Jumps
				1♦	10+ otherwise, 3 rd in seat could be modest values	2D=F1, 3D=Pre=emptive, 2M=weak	
1♥		5	4S	5 card majors 1 st , 2 nd and 4 th , 3 rd in seat opener's choice (may	1NT=5-11 (nf) 2NT=GF 4 trumps, 3C = 4 trumps 9-11, 3D = 4 trumps 7-9, 1M-3M = 4 trumps 3-6	1M-2NT-3C any min, 3D 15+ no shortage, 3H club spl, 3S diamond spl 3NT OM spl	By passed hand: 2C=3 card raise, 2D=4 card raise
				1♠	be 4 cards)	1M-2m and 1S-2H =FG	2NT=mini splinter, 1M-3M=mixed
INT				(14)15-17	Stayman/Transfers, 2S=Clubs, 2NT=Diamonds 3C=5/5m, 3D=5/5m GF, 3M=shortage	1NT-2S-3C=fit 1NT-2NT-3D=fit (New suit shortage gf) 1NT-2D/2H- 3H/S=min, 2NT=max (with 4)	Rubensohl (2NT+ transfers) after an overcall at the 2-level
				2♣	GF or 22-24 Balanced	2D=Negative or waiting, 2M=Natural positive 2NT=Natural, 3m=natural 2/3 top honours	
2♦	5	X		Weak two dependent } on position and }4-10	2M = constructive nf	2Y – 2NT – 3 of new suit is high card feature	
				2♥	vulnerability }	2NT=Asking (for high card feature)	non minimum
2♠	5	X		Can be aggressive	3Y = GF		
				2NT	4S	20-21 Balanced	3C 4-card Stayman, 3D/3H Transfers, 3S=Minors 4C=Hearts, 4D=Spades, 4H = Clubs 4S = D'monds
3♣	6			}Natural Pre-empt depending	4D= RKCB (14 30)		
				3♦	}on position and vulnerability	Other suits nat F1	
3♥	6			}4-9	}4C = RKCB (14 30)		
				3♠	}	}	
3NT	✓	7	x	Solid minor, little else outside	4C=P/C, 4D=Asks for shortage, 4M=Nat 5C/D=PC, 4NT slam try		
				4♣	6	x	}
4♦	6	x		} Natural pre-empt 5-10	Natural 4NT=RKCB		
				4♥	6	x	} Can be aggressive 5-12
4♠	6	x		}			
				4NT	✓		Specific ace ask
5♣				Natural	5C=0, 5D/H/S/6C=that ace, 5NT=two aces, 6D=3	HIGH LEVEL BIDDING	
				5♦			RKCB = 5C = 1 or 4; 5D = 0 or 3, 5H=2 5S=2+Q, 5NT=2 +Void
5♥							RKCB then 5NT asks for specific kings
				5♠			EKCB = 1 st step = 0, 2 nd step = 1, 3 rd step = 2, 4 th step = 2+Q

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card	
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE – see note 10				
5 cards at 1-level; may be up to 19 HCP		Lead	In Partner's Suit		NCBO Logo & Coloured Sticker:	 
RESP: new suit F1 after P; jumps FIT; cue support F1; NT NAT INV	Suit	3rd/LOW; STND/RUS*	3rd/LOW, STND		CATEGORY: 3	February 2019
jump cue: 3-level mixed raise; 4-level SPL; Jump raise PRE	NT	ATT vs game, else 4th (2nd bad suit, top of 3 low) K STR			NCBO: England	EVENTS:
2NT L/R if no cue available	Subseq	ATT (CT) in new suit;			PLAYERS: Graham Osborne	Frances Hinden
4th seat: 2-level new suit NF in competition; 2NT: see [12]		Other: *Rusinow vs NT and when leading own suit vs SUIT				
(1x) – P – (1y) – 2y NAT; Re-opening similar but K lighter		Lead attitude in partner's suit if length is known from auction				
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS [see also note 10]				SYSTEM SUMMARY	
2nd: 15-18; RESP STAYMAN/TRANS; 4th LIVE 16-19 RESP NAT	Lead	Vs. Suit (see * above)	Vs. NT		GENERAL APPROACH AND STYLE	
In Competition 2NT+ transfers; DBL T/O	Ace	AKx(+),AQx(+),Ax(+); REV. ATT			5-card majors; 1♦ NAT, or any (17)18-19(20) BAL, or many 11-14 BAL	
Re-opening: 11-15 (PH 9-11) Responses: 2♦ ART ENQ others NAT	King	AK(+), KQ(+); CT/ REV ATT	STR; UB or CT			
PH shows 5-5 in two unbid suits	Queen	QJ(+); REV. ATT (KQ+*)	KQ9(+),REV. ATT			
	Jack	KJ10(+), J10(+); (QJ+*)	QJ10(+), QJ9, AQJ (+), KQJ(+)			
JUMP OVERCALLS (Style; Responses; Reopen)	10	109(+); KJ10; (J10*)+	(A/K)J10(+), REV. ATT		Pre-empts classical in 2nd or 1st VUL; random 1/3 NV [see note 1]	
WK, Random NV (0+ HCP/5+ cards), RESP 2NT+ TRANS, jumps FIT	9	3rd from even length or 9x	(A/K/Q)10(+), 9x		Double often not PEN even in FP sequences	
2NT (CONSTR+) other M+♦ (over 1M), ♠+other m (over 1m)	Hi-x	3rd/LOW	DISC(game) / Sxx/xSxx (1/2NT)			
RESP: all jumps PRE; new suit NAT NF;	Lo-x	3rd/LOW	ENC (game)/4th best		1NT Opening: (14)15-17 may have 6m or 5♥ (5♦ more common 3rd/4th)	
Reopen: INTERM. 11-15 6+ cards; 2NT NAT 19-21 RESP as open	SIGNALS IN ORDER OF PRIORITY				2 OVER 1 Response: FG/1M 1♦-2♦ F2NT	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
(1m)–2m: 55+ in M any strength WK+;	Suit	1 Lo = ENC	S/P	Lo = ENC		
(1M)–2M: 55+ in OM + ♦, Constructive.+; 2NT INV+ relay		2 Lo = ODD	Lo = ODD	Lo = ODD	Transfer responses to 1♣, may respond with 0 HCP without club length	
RESP: all jumps PRE; DBL PEN; RDBL 1-card pref for higher suit		3 S/P		S/P	1♥ - 1♦ 0-12 HCP, no more than 4 spades unless also 3+ hearts	
(1x)-3x asks 3NT with stop (no FP). (1♦ short) - 3♣ NAT CONSTR	NT	1 Lo = ODD	"SMITH SIGNAL"	Lo = ENC	May have 3 or 4 hearts if very weak or INV	
VS. NT (vs. Strong / Weak; Reopening; PH) [see note 7]		2 Lo = ENC	Lo = ODD	Lo = ODD	1♥ - 1NT 5+ Spades any strength	
Non-PH 2♣=♥+?, 2♦=♦+?, 2M NAT, 3x WK, 2NT good 3m bid		3 S/P	S/P	S/P	We open most balanced 11-counts	
PH: 2♣ = ♥+♠, 2♦ = 1M, 2M = suit bid + a minor	Signals (including Trumps): REVERSE ATTITUDE; REMAINDER					
X PEN of WK NT, 16+ or PEN of STR NT (then 2♣ scramble)		COUNT; SMITH v NT: PETER BY EITHER HAND ENC LEAD vs NT;			Transfers in competition by responder in many auctions	
X of WK NT sets up FP over 2m [STR NT defined as 14+ HCP]		A lot of S/P. REV. ATT on K lead in Bath Coup positions				
PH: DBL = max pass (vs WK NT)/M+m canapé (vs STR 1NT)	Doubles				1♦ – 2NT WK raise (not interested in 3NT opposite 18-19 BAL)	
X of STAY or JTB = vs WK NT shows PEN DBL of opening 1NT					WJS in response to 1m (jump to 2x is NAT, 4-8 HCP, 6 or 7 cards)	
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)					
X t/o LEB FAST[6];(3m)-4m FG MM; 4m-(4NT) NAT; 3NT NAT		10+ HCP Shape-suitable or STR (19+ or equivalent); K less by reopeners			2NT in competition TRF, LEB, SCRAMBLING or GOOD RAISE [12]	
4M-4NT any 2 suits; (2/3M) – 4m FG 55+ in OM and suit bid		Responses: cue forcing to suit agreement; jumps 8-11, 1NT 6-10			FIT-SHOWING BIDS IN COMPETITION [2]	
VS. ART PREEMPTS see [6]		If doubler then cues, step 1 = NEG others 5+ HCP				
VS. ARTIFICIAL STRONG OPENINGS	COMPETITION: [4]				SPECIAL FORCING PASS SEQUENCES	
(1♣) – x/1♦/1NT=CRO others NAT; lowest NT response ART INV+	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				(1NT weak) – PEN DBL forcing to (2m)	
Otherwise DBL = MM, NT shows the minors		Most X T/O before fit found or hand defined (some game-try) [5].			In major suit raise auctions 3NT often sets up a FP, 4M does not.	
Jumps WK; P then bid after 1♣ strong.		In penalty FP auctions below game, DBL as the first action is T/O			Higher-level P only F if we have clearly forced from strength (V or NV)	
General style very aggressive NV (over 1♣ may be 4-4)		DBL of 1♦/1♥ overcall = TRANS. DBL after partner's PRE is PEN			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
OVER OPPONENTS' TAKEOUT DOUBLE		DBL of suit we have bid or implied is PEN except 1♣-(2/3♣)-DBL T/O			1♣ may be short if 18-20 BAL, 11-14 BAL < 4♦ or any 11-12 min	
1M-DBL-RDBL 7+ dblton M or STR; P=WK or 10+ PEN seeking		Action X: by Pre-emptor shows extra offence.			18-19 (or bad 20) BAL opens 1♣ with five (sometimes 6) diamonds	
1M-DBL-1NT/2-level TRANS; other jumps FIT (1♣-x-3♥ PRE RAISE)		RESP DBL show 2 places to play, may not have OM			11-14 BAL may open 1♣ with 4♦ or 5♥ if min or bad suit	
1M-DBL-3M = Mixed; 2M+1 L/R+; 1♥ - x-2NT = PRE RAISE		(2/3x)-DBL-(raise)-DBL shows convertible values			Lead Rusinow in own bid suits against suit contracts	
1m-DBL-RDBL/1x TRANSFERS; 2NT WK raise 0-6		DBL of response to PRE t/o of opener's suit.			PSYCHICS: Rare.	



OPENING	TICK IF-ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	Frances Hinden & Graham Osborne, England, Feb 2019 SUBSEQUENT AUCTION	PASSED HAND / COMPETITIVE BIDDING
1♣	✓	2	4♦	NAT or BAL Open 1♦ (17)18-19(20) BAL 9+ HCP UNBAL, 11+BAL May have 5 bad hearts	1♦ = 4+♥, 1♥=4+♠, 1♠=4+♦ no M unless FG 2♣=10+ 4+♣ F1, 3♣ 6-10 (5)6+♣. 2x = WJS (4-8 HCP, 6 or 7 cards) 2NT 15+ with 4+ ♣ 1NT 5-10 USU. 4♣; 3x FG SPL; 3NT 3334 13-15	1♣-1red-complete = 11-14 SEMI-BAL or MIN any 3-card support. 1♣-1red -1NT=18-20 BAL. 1♣-1♣-1NT=11-14 BAL or 4414 11-16 1♣-2♣-2♦=NAT or MIN BAL now 2♥ FG(R), 2NT/3♣ NAT INV 1NT/complete may have 4 in OM. 2NT STR RAISE after 1red	XFRS after 1♣-(1 red) [11] SWITCH after 1♣-(1/2♣) XFRS after ART overcalls PH 2-level Jumps NF Weak
1♦		4	4♣	NAT 9+ HCP (11+ if BAL). May open 1♣ if min & bad♦ Else 1♦ with 4+ & 12-14 BAL	INVERTED MINOR RAISES (3♦ 6-10) 2M WJS (4-8 HCP 6 or 7 cards) 2NT 0-6 4+♦ 3♣ NF INV. 2♣ F2NT	ART rebids after 1♦-1NT/2m and by responder after 1♦-1M 2♣ then 3♣ FG 1♦ - 1♥-1♣-2♣ = ART weak or FG, 2 other constructive	XFRS after 1♦ - (1♥) [11] SWITCH after 1♦-(1/2♣) PH 2-level Jumps NF FIT
1♥		5	4♣	NAT 9+ HCP (11+ if BAL) May open 1♣ if min bad suit (may be 4-card suit in 3/4)	1♣ F1 ART up to 12 may have 3♥; 2♦ NAT FG 2♣ FG NAT or semi-BAL 1NT 5+ ♠ F1 any strength. 2♣ WJS (4-8 HCP 6 or 7 cards) 3♣ L/R, 3♦ STR SPL 2NT FG RAISE 3♣ WEAK SPL any suit 3NT+ Void	1♥-1♣-1NT = 11-14 BAL or 4+ diamonds or 6+ ♥; 1♥-1♣-2♦ = 45(+) MM WK or STR, 2♥ 45 MM 14-16 (not 4 th) 1♥-1NT-2♣ = NAT, or BAL 11-14/18-19, or good 3-card raise ART continuations over all responses	2♣ = 8+ with 3♦, 2♦ 8+ with 4♥ 2♣ = SPL to 3-level (2NT asks) 3♥ = 6-9; 3m = FIT 2NT FIT in ♠.
1♠		5	4♥	NAT 9+ HCP (11+ if BAL) (may be 4-card suit in 3/4)	1NT up to 12 HCP nearly F; may have 3+ spades 2red NAT FG 5+ cards. 3♥ NAT INV. Other 2NT+ ART with 4♣. 2♣ FG NAT or semi-BAL	ART continuations over all responses (1♣-1NT-2 non-clubs = NAT)	2♣ = 8+ with 3♣, 2♦ 8+ with 4♣ 2NT = SPL to 3-level (3♣ asks) 3♣ = mixed; 3m = FIT
1NT		2	4♥	15-17, may be good 14 (may be 6m or 5♥, 5♣ rare)	2♣ Relay INV+ may be INV with 5CM 2♦ JTB OR 4♥ / 5m FG 2♥ JTB 2♣ ART INV+, 2NT TRF to ♣, 3♣ TRF to ♦ 3♦/♥ FG 3-suiter short in next suit. 3♣ mm FG 4♣ MM no slam interest. 4♦ 5♣ 332 mild SLAM TRY	ART continuations after 2♣, 2♣ and after JTB break 2♦ to step 2 only If JTB doubled complete with 3-cards support+, RDBL NAT see [3]	2NT+ XFER after intervention DBL = TO of NAT bid SYSTEM ON after ART 2♣
2♣	✓			FG or (22)23-24 BAL	2♦ NEG or waiting, 2M NAT FG, 2NT+ TRANS	2♣-2♦-2NT continuations as 2NT opening 2♣-2♦-2♥- Hearts or 25+ BAL FG; 2♣ Relay others TRF 2♣-2♥/♣-2NT bids NAT	DBL = NEG by RESPONDER DBL = BAL by OPENER FP by OPENER 2-suiter
2♦		5		1 st /2 nd WK (sound in 2 nd) [1] 3 rd WK random 4 th 14-16 4=5 majors	2♥/♣ NF INV; 2NT NAT INV; 3♣ STR ENQ 4♣ keycard ask, 3M NAT FG 2M to play others NAT CONSTR.	2♦-3♣-3♦ MIN, 3M MAX+feature, 3NT MAX BAL 2♦-4♣ steps show 0, 1, 1+Q, 2	
2♥/♣		5		1 st /2 nd WK (sound in 2 nd) 3 rd WK random 4 th Intermediate	2NT=ASK SHORTAGE; raises PRE; 2♥-2♣ NF CONSTR; others NAT FG 4♣ key card ask	2M-2NT-3M MIN or no shortage; 3NT = MAX BAL 2M-4♣ steps show 0,1,1+Q,2	2M - (Dbl) - 2NT = lebensohl 2M-(Dbl)-new suit = FIT
2NT				NAT 20-21 (22) HCP 20 HCP may open 1♣ 5422 rare in 1/2 seat	3♣ "PUP STAY" 3♦/3♥ JTB FG 3♣ TRF to 3NT or ♦ S/T; 3NT ♣ S/T 4m SA TEXAS; 4M SS slam try in linked m	3♦+ from responder is FG. Opener completes JTB with fit. Many ART auctions later. 3♣ - 3♦ 1/2 4CMS, 3♥ no M, 3♣ 5 cards, 3NT 5 hearts	2NT-(3♣)-XFERS 2NT-(3♦)-3M shows OM
3 suit	6 (5)			PRE, SOUND 2 nd or 4 th [1] 3M maybe < HCP than 2M	3♣-4♦; 3♦/3M-4♣ KC ask. 3♣-3red = Xfer (complete with no fit); 3♣-3♣ trump ask; 3♦-3M shows OM	HIGH LEVEL BIDDING	
3NT		N/A		Good 4M opening (8.5 – 9 tricks). Stronger 3/4 position	4♣ slam try; 4♦ asks major; 4M slam try shortage in bid suit	Cue bidding (first or second) agreements vary by auction, may bypass 2 nd round control If m agreed 4NT ENC/DISC; jump 4NT NAT	'last train' type bids in some auctions 5NT GRAND SLAM FORCE (5♣ if ♣ agreed) RESP: 6 trump suit 0, 6NT 2, 7♣ 3, lower bids
4 suit	6	N/A		NAT PRE	4m-4NT NAT; 4♣-4NT RKCB; 4m-4M NAT 4♣-4♦ RKCB; 4♥-4♣ to play NV, else RKCB	If ♠ agreed 4NT RKCB. If ♥ agreed 4♣ RKCB if opponents only P/DBL Some m Kickback auctions. Else 4NT RKCB	stronger if room; see also [9] for kickback If cue-bid is doubled, XX shows control 4NT in competition:
4NT		N/A		Specific ace ask	5♣ none, 5♦/♥/♣/6♣ ace of bid suit, 5NT two aces	RESP: 5♣ 1/4, 5♦ 0/3, 5♥ 2, 5♣ 2+Q, 5NT+=void DOPI/ROPI if room else DOPE/ROPE.	Good raise of partner's suit if no cue available RKCB in M as jump or with no intervening bid
						5NT pick a slam where useful	NAT or Two places to play otherwise

<p>[1] POINT COUNT FOR PRE-EMPTS</p> <p>Note we do not adhere strictly to these ranges which are a guide only. Good pips and extra shape may lead to an upgrade. 3 or 4 controls and a 9-count may be opened at the 1-level.</p> <p>Weak Twos: 1/2 NV 3-8; 1/2 V: 5-9, may be a bad 7-card suit. 1 NV may be a 5-card suit.</p> <p>Weak Threes: 1 NV: 0-8, 2 NV 4-9 both may be a 6-card suit; 1/2 Vul classical usu. 7 cards 5-9</p> <p>4-level openings: 1 NV 0-10 may be 6-5 or more, 2 NV 5-10, 1/2 vul classical 7 or 8 cards 8-12</p> <p>3rd seat NV anything goes (0-12, may be a 5-card suit at the 3-level), Vul 5-13</p> <p>4th seat: 9-13 at 2- or 3- level (6 or 7 cards); 4M hoping to make (10-18); 4m unknown</p>	<p>LATER DOUBLES BY OPENING SIDE</p> <p>DBL is T/O EXCEPT in the following situations:</p> <p>We have tried to pass out a contract having both bid; we have explicitly found a fit (except game try doubles); opposite a pre-empt;</p> <p>they bid a suit we have shown (not a short club); after a 2/1 FG or after a forcing major suit raise</p> <p>After a 2/1 FG DBL = PEN; in competition after a FG bid, DBL = extras (1M-2x-3y-3x-DBL)</p> <p>After 1x – (simple overcall) – P – (P) Opener will DBL on all shape-suitable hands</p> <p>After 1M – 2NT – (bid) DBL = shortage in overcaller's suit</p> <p>After an inverted raise DBL = PEN</p>
<p>[2] FIT BIDS: Show 5+ cards in suit bid and 4+ card support for partner, F1 (except by passed hand)</p> <p>4-level fit jumps show playing strength not high cards, no forcing pass. 3-level fit INV.</p> <p>NEW SUIT JUMPS IN COMPETITION are FIT if a non-jump would be forcing EXCEPT all game bids by a non-passed hand and WJS at 2-level after T/O DBL or overcall of 1♣ opening</p> <p>NEW SUIT NON-JUMP IN COMPETITIONS are 3-card FIT when three suits have been bid</p> <p>DBL shows the fourth suit without a fit; also frequently by a passed hand.</p>	<p>LATER DOUBLES BY OVERCALLING SIDE</p> <p>Generally T/O even in unclear situations (e.g. 1♦ – P – (P) – 1♠ - (2♣) – DBL)</p> <p>PEN only if we have tried to pass out a contract or if we DBL a suit we have implied</p> <p>PEN if we DBL a suit we passed earlier except DBL protective up to 3♥ after 1-level opening</p> <p>(e.g. 1♠-P-2♠-P-P-X)</p>
<p>[3] Intervention over our 1NT opening (see also (5))</p> <p>After 2♦/DBL with no anchor suit, system ON - DBL/RDBL replaces systemic 2♦ bid</p> <p>FP after 1NT – P - 2♦ - Action with DBL T/O. After responder's TRANS, DBL = it is our hand</p> <p>After 2m overcall with one anchor major, 2-level cue bid = INV+ in other major.</p> <p>After overcall up to 3♦ responder's bids 2NT to 3♥ are transfers (xfer to cue = 3-suiter)</p>	<p>AFTER WE HAVE PRE-EMPTED</p> <p>DBL shows extra offence by pre-emptor i.e. desire to bid again</p> <p>DBL of a FIT bid = FIT in the other suit. Double of a forcing bid opp a WJO is save-suggesting</p>
<p>[4] AFTER T/O DBL</p> <p>(1x) – DBL – (1y) – 2y NAT NF 5+; DBL PEN 4 cards or STR</p> <p>RESPONSIVE DOUBLES at all levels show 2 (or 3) suits may not have OM</p> <p>DBL by Aggressor: extra values and usually fewer than 4-cards support (e.g. 1♠-x-P-2♥-2♠-DBL)</p> <p>DBL followed by new suit is STR NF. DBL then 3-level jump in new suit is F</p> <p>P of RDBL is USUALLY NAT EXCEPT 1x – DBL – RDBL – P and 1x – P – 1y – DBL – RDBL - P</p>	<p>AFTER THEY HAVE OPENED WITH A PRE-EMPT</p> <p>DBL of a new suit or NT bid by responder is T/O of opener's suit.</p> <p>DBL of a raise after partner has overcalled shows convertible values</p> <p>DBL of a raise after partner has doubled is RESP</p>
<p>[5] DOUBLES in COMPETITION</p> <p>NEGATIVE DOUBLES</p> <p>1m-(1♠)-DBL shows 4♦. 1♣/♦ - 1♦/♥- DBL = 4+ cards in next suit</p> <p>Higher doubles of an overcall may be quite weak if shape-suitable</p> <p>DBL then bid is NF over minimum rebid. DBL unlimited in HCP but can bid NAT F if suitable</p> <p>DBL of a 2-suited overcall shows any unbid major, pass NF</p> <p>SUPPORT DOUBLES over simple 4th hand overcalls after a major-showing response</p> <p>e.g. 1♦ - (P) – 1♥ - (1♠) – DBL shows exactly 3♥;</p>	<p>AFTER WE HAVE OPENED 2♣ STR</p> <p>2♣ STR – (bid) – DBL T/O FG; P PEN or WK; DBL by opener usually BAL suggests defending</p> <p>2♣ STR – (bid) – P – (new suit) – DBL PEN</p> <p>AFTER 1NT OPENING AND OVERCALL</p> <p>1NT – (2♦+ that does NOT promise the suit bid, or 2♣ with an anchor suit) –</p> <p>DBL sets up FP at 2-level then 1st DBL of new suit T/O</p> <p>P then DBL light take-out</p>
<p>DOUBLES OF SPLINTERS</p> <p>Double of an immediate FG splinter NV suggests saving.</p> <p>Otherwise double of a first round 4-level splinter is lead-directing in the lower unbid suit</p> <p>Double of a second round splinter suggests not leading the fourth suit</p> <p>Double of a 2- or 3-level splinter suggests competing in the suit</p>	<p>1NT opener will always re-open with a low doubleton after 1NT-(2x)-P-(P) and often with Hx</p> <p>1NT – (overcall that shows suit bid) – DBL T/O or BAL FG</p> <p>1NT-(P)-2♦-(2♣)-P-(P)-DBL includes all FG hands 2+ spades (2NT LEB by responder, suits FG)</p> <p>LEAD-DIRECTING DOUBLES</p> <p>DBL of a freely bid slam or uncontested 3NT asks for unusual lead usually dummy's first bid suit</p> <p>DBL of 3NT in competition asks for 1) partner's suit 2) own suit 3) dummy's suit</p> <p>Lead-directing DBL of an ART BID followed by DBL of final contract still wants same lead</p> <p>DBL of 1NT – 3NT asks leader to find doubler's major</p> <p>DBL by pre-emptor = don't lead it. Double of slam by pre-emptor's partner asks for pre-empt suit</p> <p>DOUBLES OF ARTIFICIAL BIDS</p> <p>Generally length-showing below game; lead-directing above game but in particular:</p> <p>DBL of an artificial bid by fourth hand is T/O of the suit shown</p> <p>DBL of ♠ cue-bid by 1♠ opener just shows a genuine suit</p> <p>(1NT weak) – P – (2-level response not promising values)-DBL = PEN of 1NT; now DBL T/O</p> <p>DBL of BERGEN RAISE (or similar) T/O of opener's suit e.g. 1♠-P-3♣-X T/O of ♣</p>

<p>[6] DEFENCES To PRE-EMPTS (OTHER THAN DOUBLE – SEE NOTE 5) DEFENCE TO A MULTI 2♦ or similar 2-level opening that does not define a 5+ card suit X 13-16 BAL or STR; LEB applies by partner; later X T/O; 2NT 16-19 NAT by either hand; delayed 2NT 2-suiter; all 2/3 level suits NAT except cue of suit shown by opener passing 2Mx or correcting/competing; delayed suit bids NAT WK; 3NT NAT (usually has a long suit). 4m=2-suiter After 2M/3M overcall, bid of the other major by fourth hand = cue raise DEFENCE TO OPENINGS THAT PROMISE SUIT OPENED (WK 2, LUCAS 2, WK 3 etc) X T/O with LEB over 2♦ or 2M (3NT NAT, CUE FG with stop & 1/2M, 2NT WK or FG no stop) Bids NAT; jump to 4m shows suit bid+OM 55+ FG; 2NT 15-18 BAL (may be light in 4th) CUE asks for a stop for 3NT (often has a long suit) In response to 3NT overcall of WK 2 or 3-level opening: 4♣ ASK (4NT MIN, suit NAT, CUE MAX) 4♦ to sign off in any suit; 4M NAT INV; 4NT NAT; 4M CUE STR S/S</p> <p>DEFENCE TO 2♠/2NT showing ♣+♦ 3M NAT, 3♣ both M longer ♥, 3♦ both M longer ♠; (2♠)-x ♠, 2NT NAT; (2NT)-X BAL; later X T/O</p> <p>DEFENCE TO OTHER OPENINGS THAT PROMISE DIFFERENT SUIT(s) (e.g. 2♦ shows both M) If min suit-length shown is 4 then all suits NAT; if min 5+ CUE OM+m/both M, 55+ X T/O of anchor suit(s); X then X strong T/O; P then X BAL (3 or 4 trumps); 2NT 15-19 NAT</p>	<p>[9] GENERAL AGREEMENTS IN CONSTRUCTIVE AUCTION 4SF FG at 2-level+ (except 1D-1H-1S-2C is artificial), raise of 4th suit extras FG After a reverse at 2-level over 1-level response continuations ART</p> <p>TWO-WAY GAME TRY: after 1M-2M also 1M-3M and after 1M-2m (Drury) by either hand KICKBACK RKCB: After a minor suit is agreed at the 2 level, 4 of that minor is RKCB. After a minor is rebid at the 2 or 3 level, 4 of the next unbid suit up is RKCB. With hearts agreed, 4♠ is RKCB</p> <p>[10] NON-STANDARD LEADS/SIGNALS From Q109(xxx) or K109(xxx) in a suit bid and supported, will make the standard length lead e.g. 9 from Q109xxx (3rd highest). Similarly from KJ10. Also applies to long suits if a length lead is likely to be helpful. When we have raised partner and length in the suit is known, lead attitude (i.e. top from xxx(x)) Against NTs, lead top from 3 low but second from 4 low or 9xx When following suit having shown length (5+ cards) high/low are suit pref, middle encourages Opening a short club does not show length (i.e. no Rusinow)</p>
<p>[7] ASPTRO: 2♣: ♥+any, 2♦: ♠+any, with both M anchor to shorter (or weaker with equal length). RESPONSES TO ASPTRO: step 1 to play opposite 5-card suit; 2♠ NAT NF; 2NT NAT INV 3♣ FG INQ: 3♦ 5M4m, 3♥ both M, 3♠ 4M5♣, 3NT 4M5♦, 4m 65; 3♦ INV 3 cards in anchor suit After X of ASPTRO RDBL shows own suit, P to play opposite 4 cards After a bid over ASPTRO: X of anchor suit PEN, X of other suits T/O, re-opening X T/O</p>	<p>[11] After 1♣ - (1red) TRF at 1-level, including dbl; 2♣ = NAT INV+ values, F2NT; 1♠ t/o without 4 spades Cue = 6+ cards in the next suit up (INV if showing spades); 2♠ = WK After 1♦ - (1♥) – dbl = 4+ spades, 1♠ t/o without spades Completing a transfer to a major in competition at the 1-level shows 3-card support or a bad 4 SWITCH: 1m – (1/2 ♠) – om at minimum level = hearts. Hearts at min level = om. 2♥ not FG. Completing a transfer at the 2- or 3-level is regressive (any hand prepared to play there)</p>
<p>[8] DEFENCE TO CONVENTIONAL OVERCALLS 2-SUITED OVERCALLS (ANY) If there is at least one unshown major, DBL = NEG, no FP; pass then DBL = PEN 2-SUITED OVERCALLS (e.g. cue bid or UNT), BOTH SUITS SPECIFIED If two cues available below 3 of opener's suit: lower FG in 4th suit, upper L/R+, raise WK, 4th suit NF If one cue below 3 of opener's suit: lower cue L/R+, higher cue FG in 4th suit, 4th suit NF, raise WK If no cue below 3 of opener's suit: cue good raise (now FP), new suit FG; in all cases jump cue SPL 2-SUITED OVERCALLS, ONE SUIT SPECIFIED 1♥-(2♥ ♠+m)-2♠ 3-card L/R+, 2NT TRF to ♣, 3♣ TRF to ♦, 3♦ L/R+, 3♥ PRE, 3♠ SPL, 4m FIT 1♠-(2♠ ♥+m)-2NT TRF to ♣, 3♣ TRF to ♦, 3♦ 3-card L/R+, 3♥ L/R+, 3♠ PRE, 4♥ SPL, 4m FIT 1m-(2m MM)-2NT both minors Other auctions CUE good raise, raise WK, new suit F often a transfer, jumps FIT</p>	<p>[12] 2NT in competition: 2NT by opener is weak in ♣ or good elsewhere in 5th position opposite a 1-level response 2NT is LEB after a 2M overcall or opening and DBL/2-level bid by 3rd hand 2NT as response to a T/O x is LEB if bidder's strength is undefined, else shows 2+ places to play (1NT-(2♥)-x-(P)-2NT = NF SCRABLING) 2NT by 3rd hand after 1M opening from opener and overcall is a good 4-card raise 2NT by 4th hand in competition if partner has bid is good raise if no cue below 3 our suit else LEB 2NT by a passed hand is a good raise opposite a major suit overcall 2NT by 4th hand after pass by partner is lowest two suits except 1♠-P-2♠-2NT = any two suits Rubensohl after 1NT – (2suit NAT) – ; and (1x) – 1NT – (2any) DBL T/O usually 2 cards+; 2x NAT WK; 2NT+ transfers LEB also after 4th hand overcall of 1NT e.g. 1NT-(P)-2♦-(2♠)-P-(P)-2NT LEB 3m FG</p>

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style; Responses; 1 / 2 Level; Reopening)		
1.level light (can be 4c suit); 2 level solid		
OBAR BIDS (they bid & raise, then we prebalance)		
Transfers after 1M overcall and they dbl reopening: jump=intermediate		
INT OVERCALL (2nd/4th Live; Responses; Reopening)		
15-17 (14-18) (semi)BAL		
SYSTEM ON		
4 th =11-15(16) over 1M, 10-14 over 1m		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
Pre, not crazy, vul dependent. Treat as opening pre in response		
2NT=minors; Super-unusual 2NT after opp's 1♥-2♥/1♦-2♦		
Reopen: intermediate		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
direct cue = Michaels cue bid - 2NT = relay		
jump cue = asks stopper for 3NT		
reopening = strong		
VS. NT (vs. Strong/Weak; Reopening; PH)		
2♣=majors, 2♦=1 major; 2M=Mm; X=5m4M (cards vs weak NT)		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		
T/O DBL; cue (2M-3M) =asks stopper; Leaping Michaels		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣		
vs 1♣ Mathe (X=majors, 1NT=minors)		
OVER OPPONENTS' TAKEOUT DOUBLE		
1M- (X) - transfers		
1D-X-XX=♥,transfers, 2M=MM,2NT=♦, 3♦=mm		

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	Lead	In Partner's Suit
Suit	1 st /3 rd /5 th	same
NT	4 th	1 st /3 rd /5 th
Subseq	attitude	same
Other: might lead 1 st or 2 nd from bad holding vs NT		
10/9 are 1 st or 3 rd		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AK, AK(+)	same
King	AK(+), any KQ(+)	same
Queen	any KQ(+), QJ(+), Qx	same
Jack	J10(+), Jx	same
10	109(+), HJ10(+), 10x	same
9	9x, 98(+), H109(+)	same
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
Suit 1	odd = ENC	hi/lo = even
2	Even = SP	SP
3		
NT 1	St count	Smith
2	SP	SP
3		
Signals: ATT on A or Q, count on K		
Odd-even (Roman) discards, Smith echo (by the one who made the lead: hi-lo="I led a poor suit"; by her partner: hi-lo="I like your lead")		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
equal level conversion ♣ to ♦		
(2M) - DBL - 2NT = Lebensohl		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDBLS		
Negative, responsive DBL		
support double, game-try (maximal) dbl, Lightner		
1♦-(1♥)-DBL=♦; 1♦-(1♣)-DBL=♥		
DBL to 3NT = lead your suit; if OPPS have bid = lead dummy's 1st suit		
against (1x) - 1♥♦ - (1NT) - DBL = Takeout		

W B F CONVENTION CARD		
CATEGORY: BLUE		
COUNTRY: Estonia		
EVENT:		
PLAYERS: Indrek Kuusk – Pihel Kuusk		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
Precision		
2/1 GF, semi-forcing 1NT		
Judgement allowed in any situation, all points can be adjusted		
Light openings and defensive actions		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
Prec 2♦ opening = 11-15, 3-suiter, short ♦, may have 3-card M		
1♦ opening = 11-15, 2+♦ (or stiff honor)		
1♣ opening = 16+ ART		
3NT = solid minor (AKQxxx, maximum Queen outside)		
1D-2H = 5S+4/5H less than inv		
1D-2S = inv with 5S+4/5H		
1D-3C = minors, less than inv		
nVul 3m-next step = relay (good hand/fit/neither)		
Transfers over dbl (BROMAD)		
SPECIAL FORCING PASS SEQUENCES		
after game balance has been found		
IMPORTANT NOTES		
Frequent upgrades and some downgrades		
All the HCP ranges can be compensated by distribution		
PSYCHICS		
light 3rd seat openings		
INT can be flexible		

OPENING	A R T	CARDS	NEG. X THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	x	0	no	16+ ART, F1	1♦ = 0-7hcp (all patterns), 1♥=8-11 w/o 5c ♣; All points can be adjusted	1♣-1♦-1M = 4+c f1, may have longer minor →2♣/♦ 6/5-7p no fit/ 3c fit, 2oM=5c+3fit 1♣-1♦-2♥=puppet-2♦ and 2♣=puppet to 2NT	1♦ = 0-7hcp Others NAT GF
1♦	x	2	∞	2+, 11-15 stiff honor possible Can be light in 3rd seat	2♥/♦=5♣4+♥ weak/inv 2m = F1 1N = 6-11, 2N = inv 3♣ = mm weak, 3♦ = pre	MTWS (xyz)	No GF 1D-1M-1N-2D=55
1♥	5	∞	11-15 Can be 4 &/or light in 3 rd seat	2/1 GF; 1NT = SemiF, 2♣ = ♣ or BAL	MTWS (xyz)	Jumps & reverses show playing strength	Drury
1♦	5	∞	11-15 hcp, same as after 1♥	2/1 GF; 1NT = SemiF, 2♣ = ♣ or BAL	1H-1S-2NT = 6H MAX + 3S	BART 1S-1N-2C-2D=different good hands	same as after 1♥
INT		∞	14-16 BAL 5M, 6m, 5422 possible Sgl H rare	2♣ = Stayman; 2♦♥=transfer to Majors 2♣ = inv, bal OR trf to ♣; 2NT=trf to ♦ 3♣ = Muppet Stayman (asks 5/4 c M) 3M = (13)(54), 3♦ = minors	1NT - 2♣ - 2♦ - 3♥/♦ = 54/45 majors		
2♣	6	∞	11-15, 6♣ Can be 5 &/or light in 3 rd seat	2♦=(R); 2♥♦=NF; 2NT=puppet to 3♣ 3♣ = puppet to 3♦ (usually shows ♦) 3♦ = 55♥♦ inv+; 3♥♦ INV 6+suit	2♣-2♦-2♥=4card M (2♣ asks, step responses) 2♣ =max unbal; 2NT=bal; 3♣ min unbal 2♣-2♦-3♥♦ = 65		
2♦	0	no	11-15, short D 3415/4315/4414/4405	2NT=(R) inv+ 2M/3C=nf	2♦-2NT-3♣ = min, others max → 4x=3suit (Rodwellian) RKCB		
2♥	6(5)	no	weak-2 vul dependent	2NT=(R), new suit = F1, Raise = pre	4♣=rkcb		
2♣	6(5)	no	same	same	same		
2NT		∞	20-21, same as 1N shapewise	Muppet Stayman; Jacoby, Texas, 3♣=puppet-3N	3S-3N-4m=other m, 4M=short, 4NT=minors balanced		
3♣	7 (6)	no	pre-empt, vul/position dependent (0-10)	3♦=(R) in aggressive position, 4♣=rkcb			
3♦	7 (6)	no	same	3♥=(R) in aggressive position, 4♣=rkcb			
3♥	7 (6)	no	same	4♣=rkcb			
3♣	7 (6)	no	same	4♣=rkcb			
3NT	x		solid m, no outside A/K	Any ♣ = p/c; 4♦ = (R) asks shortness			
4♣	7	no	pre-empt				
4♦	7	no	pre-empt				
4♥/♦	7	no	no special meanings				
4NT	x		both minors				
				HIGH LEVEL BIDDING			
Conventions				splinter; kickback (1403);DKCB; voidwood			
Stayman, Texas/Jacoby transfers, Smolen, Xyz, Modified 2way Stayman, Jacoby 2NT, Inverted minors, BART, Drury				Serious 3NT (in case of major fit), Last Train,			
Lebensohl, BROMAD, mixed raise, Michaels cue, Leaping Michaels, Unusual & Super-unusual 2NT				Cuebids can be 1 st /2 nd round controls			

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 jump

after Drury – 2♦ = <10 hcp, repeating suit = weak opening hand

reopening: NAT, no special differences (may be weaker)

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

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

SYSTEM ON

reopening: 12-14, does not promise stopper, SYSTEM ON

JUMP OVERCALLS (Style; Responses; Unusual NT)

1-suiter: Pre-emptive (0—10(13)hcp depending on VUL/position)

→ 2NT = INV+ relay → answers like after 2M opening

2-suiter: 2NT = two lowest suits

Reopen: based on tricks, somewhat stronger

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

over 1♥♦ = Michaels cue (10+p) - 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 = Dbl=♦+m, 2♦=♦+m, 2♦=♦, 2♦=Majors, 2♦=nat, 2NT=minors

vs WK (lower limit less than 14) = Dbl = 15+, 2♦=Majors, others nat

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=opening strength

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

VS 1♦/♦:CRASH:Dbl=♣♦ or ♦♦, 1♦/NT=Ms or ms, 1NT/2♦=♥♦ or ♦♦

overcall can be aggressive

OVER OPPONENTS' TAKEOUT DOUBLE

RDBL=(10)11+ HCP

1♥/1♦ - (DBL) – transfers, direct raise weak (see suppl. sheet)

1♦ - (DBL) – transfers (see suppl. sheet)

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	1 st /3 rd /5 th	same
NT	4 th or attitude	1 st /3 rd /5 th
Subseq	1 st /3 rd or attitude	same

Other: from AK or KQ both honours are possible

10/9 is 1st/3rd

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK, AK(+), Ax	any AK(+), Ax
King	any AK(+), any KQ(+), Kx	any AK(+), any KQ(+), Kx
Queen	any KQ(+), QJ(+), Qx	any KQ(+), QJ(+), Qx
Jack	J10(+), Jx	J10(+), Jx
10	109(+), HJ10(+), 10x	HJ10(+), 109(+), 10x
9	9x, 98(+), H109(+)	98(+), H109(+)
Hi-X	Xx	Xx, XXx, xXxx(+)
Lo-X	xxX(x), xxxxX, HxX(+)	xxxX(+), 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	(Smith echo)	(hi/lo = even)
3	SP		
NT 1	odd = ENC/even SP	hi/lo = even	odd=ENC/even SP
2	hi/lo = even	(Smith echo)	(hi/lo = even)
3			

Signals: ATT on A or Q, count on K

odd encourages, even = Lavinthal; if only odd or even – small = ENC

SMITH-ECHO (hi-lo from leader disc., from partner enc.)

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 (8-11) with 4+ suit, double jump=INV with 6c suit

We play equal level conversion Reopening: 8+ (with classic shape)

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

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

support DBL thru "2M-1", responder's DBL to cue shows top-honour

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

standard Lightner/lead directional DBLs

against (1♥♦) - (1NT) - DBL = TO

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: European National Mixed Team Championships

PLAYERS: Lauri NABER – Maarja ORAS

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Relay-Precision, nebulous 1♦, 5-card Majors

1NT 14-16, semiBAL possible

2♦ = both Majors 5-10, 2♥/♦ = w2

pre-empts aggressive, especially in green

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

hcp-ranges can always be adjusted due to distributional values or tactical consideration

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

1♦ may be short (void if 4405)

2♦ = 44+ ♥♦, 5-10

3NT = Gambling (max Q outside)

Transfers over low level intervention

2NT is usually Lebensohl in competition

1♥ - 1♠ possibly with less than 4 spades to keep bidding open

1M-3M raise weak, Michaels cue, Leaping Michaels

If our 1NT is doubled for penalty, 2♦=nat or 2 other suits (passed unless doubled)

SPECIAL FORCING PASS SEQUENCES

after GF balance has been found, after our RDBL or PEN dbl

after 1M/NT-2♦, after 2♦-2♦

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

INT opening flexible otherwise rare

Lauri Naber – Maarja Oras (Estonia)

A r t	MIN. NO. OF CARDS	NEG. DBL	DESCRIPTION				RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	x	0	4♥	STR: 17+ if BAL (14) 16+ if UNBAL or 8+ playing tricks	1♦=0-7, 1♥= ♦ or 8-11♥, 1NT=12+♦, 1♠=BAL/4441 2♣/♦=NAT, 2♥=(54)♦+♦, 2♦=55+♦+♦ 2NT-3♥= 8-11, 4441 below singleton 3♠(NT)=any AKQxxx(x) all answers except 1♦ GF	1♣-1♦-1♥=20+ -> 1♣=0-4 -> 2♣=GF 1♣-1♦-2NT=55+ minors, ca 16-20hcp 1♣-1♦-1NT - 1NT sys on after positive answer (except 2♦) +1=relay (any distr.)		Max-responses (9)10 (11)	
1♦	x	0	4♥	11-13 BAL, 11-16 hcp 4414, 4405 or 4+♦ may also be 5♣4M with bad ♣	1♥/♦=F1, 4+, 1NT/2NT NAT, limit 2♣/♦ NAT, GF, 2♥/♦ = 5♣4+♦, 7-9/8-11 hcp 3x=INV, 6+ suit	♣ bids from opener=both minors 1♦-1M-1NT-2♣=checkback if opps interfere, we play transfers (see suppl. sheet)			
1♥	5	4♦	(9)11-16 hcp	1NT=GF relay (any distr.); 1♣=3+♦ F1 2♣=ART, INV; 2NT= distributional INV with supp 3♣/♦=6c suit INV, 2♦/♦ = NAT, NF (0—10(11)hcp) 3♥ = PRE (0—8hcp), 3♣4♣♦ splinter	1♥/♦-1NT-2♣=MAX, 2♦=4+m; 2♥=BAL or 54+Majors 2♣=6+ M, 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 GF relays fit jump			
1♦	5	4♥	(9)11-16 hcp	same principles as after 1♥; 1♣-2♦=NF, 3♥=INV, 6+♦				no GF relays fit jump	
1NT		4♥	14-16 semiBAL possible	2♣ = Stayman, 2♦♥ = TRF, 2♣ =BAL or ♣, 2NT = ♦ or ♦, 3♣♦ = nat, INV 3♥ = 31(54) GF, 3♣ = 13(54) GF 4♣ = asking for aces, 4♦♥ = TRF, 4NT INV	1NT-2♣-2NT = MAX 44 majors ->3♦/♦ = TRF 1NT-2♣-2♦-2♥=(44)+ Majors, weak (<9hcp), 2♣=5♣4♥, INV; 1NT-2♣-2♦-3♥♣=Smolen after TRF new suit = GF, jump = autosplinter				
2♣	5	4♥	11-16hcp 6♦or 5+♣4M min with 6♣4♦/5♣4M with bad ♣ may be opened 1♦	2♦=relay (INV+); 2♥♦=NF (0—10(11)hcp); 2NT=trf to 3♣ (♣ or GF twosuiter) 3♣=nat INV, 3♦♥♣ INV 6+suit	2♣-2♦-2M=4card; 2NT=max 6+♣; 3♣ min 6+♣ 3♦♥♣=max 6+♣4x 2♣-2♦-x -> new suit = nat GF				
2♦	x	0	5-10hcp, 44+ ♦ 4 th hand: natural, 10-13hcp (lower limit depends on vul and pos.)	2NT = relay (INV+), 2/3/4♦/♦ = to play 3♣ = nat NF, 3♦ = 33 Majors, INV 4♣ = make TRF, P!, 4♦ = bid your better M, P!	on 2NT: 3♣=min -> 3♦ asks to bid longer suit 3♦=55+Ms, GF -> 3M agrees suit 3♦♣=max, longer suit; 3NT=max, 44				
2♥	(5)6		(2)5-9hcp, nonVUL 5+, VUL 6c 4 th hand: 10-13	2NT = relay (INV+); raise = random PRE 2♣ NF, otherwise new suit F1	2♥-2NT VUL-> 3♥=min, 3♣♦♦ max short, 3NT max bal 2♥ - 2NT nonVUL ->3♣♦ = min 5/6; 3♥/♦ = max 5/6				
2♣	(5)6		(2)5-9hcp, nonVUL 5+, VUL 6c 4 th hand: 10-13	2NT = relay (INV+); raise = random PRE New suit F1	2♣-2NT VUL-> 3♣=min, 3♣♦♦ max short, 3NT max bal 2♣ - 2NT nonVUL ->3♣♦ = min 5/6; 3♥/♦ = max 5/6				
2NT			7-11hcp, 55+ ♦	3/4/5♣♦=to play, 3♥♣=nat, F					
3♣♦	6		pre-empt (random), 0—10hcp depending on VUL and position	new suit F1 (can be for lead)					
3♥♣	6		same	4♣♦ = 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♣	x	0	♦, 8,5-9,5 tricks	4♦=inv to slam					
4♦	x	0	♣, 8,5-9,5 tricks	4♥=inv to slam					
4♥/♣	7		pre-emptive (7—8 tricks)						
4NT	x		both minors						
			HIGH LEVEL BIDDING	HIGH LEVEL BIDDING	HIGH LEVEL BIDDING				
			SPLINTER; autoSPLINTER,	After finding exact pattern +1 CRASH for aces,	4♦ after finding exact pattern= TRF to 4♥, gamestopper				
			Any lowest 1 st or 2 nd round cue	then +1 CRASH for kings/+2 asks exact location	4♥♣NT5♣♦= INV in suit bid; 4♣ = trf to 4♦,				
			Quantitative 4/5NT after NT-bids	of honours and after that +1 CRASH for kings etc.	preparing to RKCB in suits in order of length				
				DOPI-ROPI, if higher than 5 of our suit - DEPO	RKCB 1403, Exclusion Blackwood				

Supplementary sheet: Transfers in competitive auctions

After 1♦-(dbl):

rdbl 4+♥
1♥ 4+♣
1♠ NTish
1NT ♣
2♣ ♦
2♦♥♣ 6+♥/♣/
2NT minors
3♣♦♥♣ nat, INV
3NT to play
4NT minors

After 1♥-(dbl):

rdbl 11+
1♠ NT
1NT ♣ (may be lead-directing)
2♣ ♦ (may be lead-directing)
2♦ ♥ support, constructive
2♥ ♥ support, lousy (0—8p)
2♠ nat, 6c, NF
2NT INV, 4c support
3♣♦ nat, INV
3♥ pre-emptive

After 1NT-(2♣♦)¹:

dbl penalty in at least one M
2♥ GF in ♣
2♠ GF in ♦
2NT *Lebensohl*
3♣♦ nat, INV
3♥♣ GF, both minors and shortness in that Major
4♦♥ TRF to ♥/♣

After 1NT-(2♣)²: stolen bid, sys on

¹ Promising both Majors.

² Not promising both Majors.

After 1♦-(1♥):

dbl ♪ (4+)
1♠ NT, doesn't promise stopper!
1NT ♣
2♣ ♦
2♦ "trf to opp's suit", i.e GF without 4c ♣
2♥♣ 6+♣/♣/
2NT minors
3♣♦ nat, INV
3♥ INV with ♣
3♠ asking for ♥ stopper, solid minor

After 1♦-(1♠):

dbl take-out (usually guarantees 4c ♥)
1NT nat, with stopper
2nd and 3rd level as after 1♥, only 2♥ is trf to opps' suit (INV+, asking for stopper)
3♣/♦ may be 5+c

After 1♦-(2♣):

dbl take-out
2♦ ♥
2♥ ♣
2♣ ♦
3♣ asking for stopper

After 1♥-(1♠):

dbl take-out
1NT NAT
2♣ ♦ (may be lead-directing)
2♦ ♥ support, constructive
2♥ ♥ support, lousy hand
2♠ INV, 4c support
2NT GF with support
3♣♦ nat, INV
3♥ pre-emptive

After 1♠-(dbl):

Same as after 1♥-(dbl), except:
2♦ ♥
2♥ constructive ♣ raise
2♣ lousy hand with ♣ support
3♥ nat, INV

After 2♣-(dbl):

rdbl 11+
2♦♥♣ nat, NF (0—10hcp depending on VUL)
2NT GF, 55+ other suits
3♣ may be weak
3♦♥♣ INV, 6+

DEFENSIVE AND COMPETITIVE BIDDING

Overcalls

1st level (4)5+ cards, 8-16 HCP → 1/1RESP=F1; 2/1RESP=NF
fit-jumps, OPPT suit=INV to 4M;

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 after 2♣-(2M): 2NT/3♣=♣; 3♣=♦GF

TRF after (1m/Pass)-1♦/Dbl/1NT-(2♣/3♣), (2♣/3♣)-DBL

LEB after 2♦-(2M): 2NT=LEB; 3♣/♦=INV+/NF; 3♥/♣=♥/♣GF

1NT Overcall

VUL15-18, NV14-17, 1/2+STOP→TRFS; TRF to OPPT M=STAY

Reopen: 1NT=11-15, 0+STOP; 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

Over 2♣: 3♣=MM; 4♣=♦+♥

Vs NT

ASPRO: DBL=(14)16+; 2♥♦=6 cards, 8-15;

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

Passed hand: DBL=5+m

Over (1M)-(1NT): direct DBL=t/o; 2M=oM+m; Reopen: 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=t/o of ♠; 2NT=16-19; 4m=♥+m

Vs Artificial Strong Openings

Over 1m, 1♣-1♦: DBL=5-4 MM, 10+; 1NT=5-4 mm

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

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

Over Opponents' Takeout Double

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

Over 1♦: TRF from RDBL=♥;

Over 1M: RDBL=10+HCP, F2M; TRF from 1NT=♣; 3x=fit-jump

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

LEADS AND SIGNALS

Opening Leads Style

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

When count in partner's suit is known: Lo=ENC

Leads

	Vs Suit	Vs NT
Ace	Ax, AK+	Asks ATT
King	KQ+	Asks count or unblock
Queen	QJ+, maybe AKQ	QJ+, KQx+, AQJ+
Jack	JT+	J10+
10	109+, KJ10+	109+, HJ10+
9	KJ9, H109+, 9x	H9x, H109+
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
Suit	1 Lo=ENC (or xx)	Hi=EVEN	S/P
	2 Hi=EVEN		Hi=EVEN
	3 S/P		
NT	1 Lo=ENC	Smith	S/P
	2 Hi=EVEN	Hi=EVEN	Hi=EVEN

Smith: ENC Low from leader, Hi from partner

Italian S/P: odd=ENC, even=Hi/Lo.

We use S/P at trick 1, if 6-card suit is known

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;

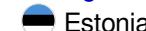
(1NT=WEAK)-(ART bid)-DBL=cards; Lightner DBL

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

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

WBF CONVENTION CARD

CATEGORY Strong club



COUNTRY Estonia

VERSION European Mixed Team Championships 2019

PLAYERS Irene Teinemaa — Hendrik Nigul

SYSTEM SUMMARY

General Approach and Style

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

1NT: 14-16, 2NT: 20-21

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

In competition: 1st level=F1, 2nd level=NF, 3rd level=GF
2/1RESP=GF unless suit rebid

Special Bids That May Require Defence

1♦=(0)1+♦, 11-15

3NT=Gambling (max Q outside)

Special Forcing Pass sequences

After our RDBL or PEN-DBL or we have GF

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♣ A	0	4♥	a) BAL 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♥=20+, F1→1♠=0-4 DBL=5-8/5+/GF takeoutish on 1 st /2 nd /3 rd level	
1♦ A	(0)	1 4♥	a) BAL 11-13 b) UNBAL 11-15 4+♦/441♦4	1♥♦=4+cards, F1; 1NT/2NT=NAT; 2♣♦=4+F1; 2♥♦=5+♦+4+♥, weak/inv; 3♣=5-4 mm, pre; 3♦=6+, pre; 3♥♦=INV	1♦-1M-1X-?: 2♣=PUP to 2♦(INV); 2♦=GF relay; 2NT=♣; 1♦-2M-2NT=ask ♥length	2♦ is still GF
1♥	5	3♠	11-15	2NT=INV+4+SUPP; 3♣=4SUPP mix-raise; 3♦=3SUPP INV 2♣/♦=4+F1; 2♠=GF	After 2NT: 3♣♦=MAX/MED/MIN; 3♠=Hi void;	2♣=Drury →2♦=MIN; Fit-jumps
1♠	5	4♥	11-15	3♥=GF;		
1NT		4♥	14-16, 5M possible	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; 3 rd level=INV	2♣-2♦: 2♥♦=4 cards; 2NT=MAX→3♣=ask shortage; 3♣=MIN→3♦=ask; 2♣-2NT-3♣-3♦=♦+♥GF;	
2♦♥♦♠	(5)	6	[1/2/3] (3)5-10, [4] 10-13	2M=NF; 2NT=Ogust relay	After 2NT VUL: 3♣♦=MIN; 3♣♥=KJxxxx or worse nv: 3♣=5; 3♦=6 MIN; 3♦♠=wo/ 3 in oM	
2NT			20-21	3♣=Puppet Stayman; 3♦=6+minor OR 5-4 minors		
3♣♦♥♦♠	(6)	7	Preempt	new suit: NV=INV, VUL=F1; 4♣=MiniKC (0/1/1Q/2/2Q responses)		
3NT A			AKQxxxx in ♣/♦, no side A/K	4♣=P/C; 4♦=(R); 4NT=asks quality opposite void		
4♣♦♥♦♠			Preempt			
4NT			6-6 minors, slam interest			

High Level Bidding

RkCB 14 30 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
 DBL is PEN from captain only; RDBL is never natural
 Jump to 5th level=Voidwood 0123
 5NT is often pick-a-slam
 After 3NT: 4m=MINRKC→[+1]=MIN; higher=Rkc steps

Additional Notes

VP	Imps for boards				
	1	6	8	10	16
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

DEFENSIVE AND COMPETITIVE BIDDING	
Overcalls(Style, responses, 1/2 level)	
Sound overcalls, about 7-17hcp 1 level, 8-17hcp 2 level 1 level responses forcing and two level responses semiforcing, 2NT limit+ support with jump, cue starting transfers up to 2M, fitjumps, jump cue mixed raise 7-9hcp 4+	
1NT Overcall(2nd, live, reopening)	
About 15 –18hcp sys on. (1x) - (1y) - 1NT 16-18hcp sys on Balancing after 1m 13-16hcp, after 1M 12-15hcp	
Jump overcalls and cuebids	
Weak jumps (4-11hcp)and UNT 2NT(weak 6-11 or strong 16+hcp hand) Michaels cue (1m) - 2m majors (1M)- 2M oM+m 55+ 6-11/16+ hand. Jumpcue asking stopper usually.	
Vs. Pre- empts	
Lebensohl, Leaping Michaels, cue asking stopper 3-level. Ag three level pre- empts 4x could be leaping style.	
Vs. NT	
Dbl 5+m 4M, 2♣ majors, 2♦ multi with M, 2M M+m 2NT minors. Against weak NT(max 29)dbl penalty, else same.	
Vs. strong club or diamond	
Dbl good ♣ or bad ♦ overcall, 1♦ good ♦ or bad ♥, 1♥ good ♥ or bad ♣, 1♣ good ♣ or bad ♣, 1NT minors , 2♣ majors, 2♦ multi, 2M two- suiters. Same against 2♣ Against strong diamond: dbl majors, 1NT minors	
Some defensive bidding	
Rubensohl after NT disturb. 1♣-(1x) transfers, 1♣-(2x 2NT+transfers, 1M-(dbl)-1NT+ transfers, 2NT limit + supp 3M-1 mixed raise, 1M-(1/2x)-3M-1= Mixed raise 7-9hcp with 4+supp ,1♦-(DBL)-2NT= Mixed raise with shape, 7-9hcp , Good-bad 2NT by 1♦♥♠ -opener	

LEADS AND SIGNALS		
Opening lead style		
Suit	Lead	In partner's suit
Suit	3rd– 5th	3rd– 5th
NT	3rd– 5th	3rd– 5th
Subseq	3rd– 5th	3rd– 5th
Other: Against NT King is strong lead asking unblock or count; 4th best possible aga NT if 3rd expensive. Against 5 level+ contracts A asks attitude, K count		
Leads	Suit	NT
A	Ax+, AKx+	AKx+
K	AK, KQx+, Kx	Asks UB, KQ109+ etc
Q	QJx+, QJ10+,AKQ	AQJ+, KQx+, QJx+, QJ
J	J10+	AJ10+,KJ10+,J10+
10	KJ10+, 109x, 10x	K109+, 109x, 10x
9	KJ9, K109, Q109,9x	H9xx, 9xx, KJ9, 9xxxx
x	3rd 5th, high from Xx	3rd 5th, high from Xx
Signals and discards		
Udca + odd/even 1st discard, further discards standard count. Smith echo aga NT contracts. Low card likes the lead		
Count showing only when needed.		
Special doubles		
Support double/Rdbl		
Some lightner doubles		
Advancers double when three suit bidden is takeout with 5+c in 4th suit and 2-3c support (snap)		





SYSTEM CARD

CATEGORY	RED – POLISH CLUB
NCBO/team	Finland
Event:	Lissabon
Mixed	
Players:	Artru Karhulahti Pia Erkkilä

SYSTEM SUMMARY

General aproach and style

- Polish club 3– way
- 5c Majors
- 15-17NT, could be 5M or 6m/9-12 in NV-VUL

Special bids that may require defence

1♣= a) 12-14bal b)15+ 4+♣ c) 18+ any

2♦= Multi 6M weak 5-10hcp

2♥= 55(4)♥+m 5-10hcp

2♠= 55(4)♠+m 5-10hcp

2NT = 55 ♣+♦ 5-10hcp

3NT = 8-9.5 playing tricks in ♥/♠

Some psyches possible with fit

Opening	Artificial	Min cards	Neg x	Description	Responses	Sub Auction	Passed hand bidding
1♣	x	0	4♥	a) 12-14 bal, could be 4414 style b) 15+ 4+♣ c) 18+ any	1♦ = 0-8 or 9-11 minor– oriented or 12+ hcp bal GF, 2NT GF, 2m GF, 2M weak, 2NT GF bal 3m inv good suit, 3M 7c 2/3 top H, 3NT solid	1♣-1♦- = 1M two– way, 1NT 18-20, 2♦GF , 3M 55 Super jumps	Same, but 2♣ is 5+♦ 4♣ 8-10 hcp, 2♦ 55+ MM 7-10 hcp, 2NT 4♦ 5+♣ 8-10hcp.
1♦ 1♦*	4 2	4♥	11-17hcp 4+♦, 4♦5♣ possible 11-17hcp 2+♦, 15-17NT possible	Inv minors, 2♥/♠ 5+♣ 4+♥ 6-9/9-11hcp, 2NT inv Changes: 1M, could be 3M, 2M 4-7hcp Weak	3♣ weak jump, Gawrys rele, XYZ NT 2NT 55mm 4-7hcp		Transfers ag 1M overcalls.
1♥		5	4♦	11-17hcp 5+♥, 5♥6m possible	Semi F NT, 2/1 GF unless rebid, rev Bergen 3♣= weak splinter any, 3NT/4m strong splinter	Rev Bergen 3♣= 11-14hcp 3♥, 3♦ 7-9hcp 4♥, 3M weak ,2NT limit+4sup,1♥-2♣ strong	Two– way Drury, 2NT Mixed, 3m natural 8-10, 3♣/NT Superfit 4/5♥
1♠		5	4♥	11-17hcp 5+♣, 5♣6m possible	Semi F NT, 2/1 GF unless rebid, rev Bergen 3NT = weak splinter any, 4x strong splinter	2NT limit+ sup, 1♣-3♥ inv 6♥	Two– way Drury, 2NT Mixed, 3m natural 8-10, 3♥/NT Superfit 4/5♣ sup
1NT 1NT*				(14)15-17hcp bal, 5M, 6m poss. (9)-12hcp bal,3♣ res.SI w/♦ or M	Stayman, transfers, range– check, 2NT D or minors, puppet stayman, 3♦= minors, 3M (13)(54) style	4♣ hearts, 4♦ spades Rubensohl aga overcalls	Same
2♣		5	4♥	(11)12-14 5♣4M or 6+♣	2♦ rele, 2M NF, 2NT clubs or 55 GF, 3♣ ♦inv+, 3♦ ♥inv+, 3♥ ♠inv+,3♣ 6+♣ 4♥ GF, 4♦ rkcb ♣	Relays after 2♣-2♦-2M	2NT Clubs or 55MM inv, 3c inv, 3x fitjumps
2♦ 2♦*	x	0		Multi, weak 6M 5-10 hcp 0-7hcp 5+M/4th hand 10-13 6+♦	2NT asking, 3♣ some own suit, 3♦ inv with majors, 3M P/C, 4♣ ask to underbid, 4♦ bid suit	4th hand 10-13 6+♦	Same, but 3m nat.
2♥ 2♥*	x	5 6		55+ ♥+m 5-10hcp 8-11p 6+♥/4th hand 10-13 6+♥	2NT asking inv+, 3♣ P/C, 3♦ inv + ♥ support, 4/5♣ P/C, other jumps splinter, 2♣ NF		
2♣ 2♣*	x	5		55+ ♣+m 5-10hcp 8-11p 6+♣/4th hand 10-13 6+♣	2NT asking inv+, 3♣ P/C, 3♦ inv + ♥ , 3♥ inv + ♠ 4/5♣ P/C, other jumps splinter		HIGH LEVEL BIDDING
2NT 2NT*				55+ ♣+♦ 5-10hcp 55+mm 11-14p/4th20-21hcp bal	3♥ asking distribution	4th hand 20-21hcp bal -> Stayman + smolen, transfers, 3♣ minors SI, 4m nat SI	RKCB 1430, Kickback in minors, Cue bids (1st/2nd controls)
3x				6+cards 5-10hcp	4♣ RKCB pre(4♦ after 3♣ opening)		Exclusion Blackwood, Non- Serious 3NT,
3NT	x			8-9.5 playing tricks in ♥/♠	4♣: ask shortness, 4♦: SI about 3 tricks, 4♥: Pass/correct 4♣ : Pass with ♣ , Roman Ask ♥,		5NT often "pick-a-slam", DEPO, DOPI/ROPI,
4x		7					5NT honour asking jump possible
4NT				Ask lowest ace	5♣=0, 5♦-♣= A, 5NT=♣A, 6♣♦= 2A, low no A suit		* 1st-3rd NV-VUL

DEFENSIVE AND COMPETITIVE BIDDING

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

Aggressive to 18+; can be 4 card suit at the one level

New suit = NF; Jump in new suit = INV

CUE-BID = F1R, INV with support or FG

Jump raise = PRE(0-6); JUMP-CUE = Mixed raise (7-11)

Resp DBL -> 4♥

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

15-18, BAL or SEMIBAL -> system on

4th live: good looking 15-18 BAL/SEMIBAL -> system on

Reopen: 11-14, does not require stopper -> CUE-BID = F1R

JUMP OVERCALLS (Style; Responses; Unusual NT)

Weak jump overcalls (3-10) -> new suit F1R; 2NT = ASK

Random PRE jump overcalls (0-15) if partner has passed.

Unusual NT (PRE or strong), lowest unbid suits 55+

Reopen: Intermediate jumps; 2NT = 18-19, system on

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

CUE-BID = highest unbid + another 55+, PRE or strong

(minimum about KQxxx KJxxx x xx)

JUMP-CUE = asks stopper with solid suit, can be weak -> RDBL of 3NTX shows doubt

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

Vs strong NT (low+high >=29) or by PH: REVISED DONT, aggr:

DBL=one m or both M; 2♣=♦+other; 2♦=♦+M; 2♥/♠=NAT

2NT =strong distributional, 3X=PRE

Vs weak NT (low+high <=28): Cappelletti, constructive:

DBL=PEN; 2♣=any 1-suiter; 2♦=♦+♠; 2M=M+m

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

DBL=T/O ->4♥; DBL=cards 4♣ (Lebensohl after (2M)-DBL)

Vs 2M: CUE-BID=asks stopper; 4m=m+unbid M

Vs 3m: CUE-BID=both majors; Vs 3M: CUE-BID=unbid M + m

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

Vs 1♣: DBL=good ♣-overcall or bad ♦-overcall; 1♦=g♦/b♦;

1♥=g♥/b♣; 1♣=g♣/b♣; 1NT=♥+♣; 2♣=♥+♣, strong; 2♦=♦ or ♠

2♥=♥♦ or ♦♣; 2♣=♣♦ or ♦♥; 2NT=♣♦

OVER OPPONENTS' TAKEOUT DOUBLE

RDBL=12+(A) / 7-8(B), penalty seeking

1/1=F1R; 2/1=NF; 1M-(X)-2NT=INV+ with SUPP

Weak jumps (3-8) but 1M-(X)-ART Splinters are on

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	1 st /3 rd /5 th	1 st /3 rd /5 th
Subseq	1 st /3 rd /5 th	1 st /3 rd /5 th

Other: NT: K=strong -> CT/UB; 4th from KJ8x or similar; Q from KQx+
Suit: K from AK bare; K from AKQ if interest in ATT for J

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(+)/AKQ(+)	AK(+)
King	AK AKQx(+)/KQ(+)	Strong holding: KT/UB
Queen	QJ(+)/AKQ(+)	AKQ(+)/QJ(+)/KQ(+): ATT
Jack	Top or rarely KQJ(+)	Top or AQJ(+)/KQJ(+)
10	Top or (A K)J10(+)	Top or (A K)J10(+)
9	Top or 3 rd	Top or 3 rd
Hi-X	1 st /3 rd /5 th SxS SxSx	1 st /3 rd /5 th SxS SxSx
Lo-X	1 st /3 rd /5 th SxS SxSxS(+)	1 st /3 rd /5 th SxS SxSxS(+)

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit 1	Hi = DISCRG	Hi/Lo = O	E = DISCRG + SP
2	Hi/Lo = O	S/P	Hi/Lo = O
3	S/P		
NT 1	Hi = DISCRG	Hi/Lo = O	E = DISCRG + SP
2	Hi/Lo = O	S/P	Hi/Lo = O
3	S/P		

Signals (including Trumps): We show present count, if we show count
Only the 1st discard is Roman (O=ENC, E=SP)

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

May be light (10+) with classic shape; CUE-BID = F to S/A

JUMP-CUE = Asks stopper after (1M) / shows both majors after (1m)

Resp DBL -> 4♥

Reopening can be light (7+); CUE-BID = F to S/A

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Our NEGATIVE DBLs (after 1♦♥♠/2♣) tend to show unbid M(s)

SUPPORT DBL/RDBL when opener can raise 1/1 to 2 level

COMP DBL from 'under' tend to show xx(+)

DBL of Splinter asks lead in the suit below BUT NV vs VUL shows length

Lightner DBL also at the game level

COMP DBL above Negative DBL range (cards, shape less defined)

W B F CONVENTION CARD



CATEGORY: **RED**

NCBO: **FINLAND**

PLAYERS: **Sanna Kitti – Mika Salomaa**

EVENT: **Lisbon Mixed 2019**

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

BART SIMPSON CLUB:

1st/2nd Position: 1♣=15+; 1♦=9-14, 2+ cards; 1M=9-14, 4+ cards

1NT=12-14; 2♣=9-14, 5+ cards; 2♦=3-8, 44/45/54/55 ♥&♠

3rd/4th Position: 1♣=19+; 1♦=12-18, 2+c; 1M=12-18, 4+c

1NT=16-18; 2♣=12-18, 5+ cards; 2♦=3-11, 44/45/54/55 ♥&♠

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

!!! || A = 1st/2nd Position ||| B = 3rd/4th Position || !!!

1♦= (A:9-14) (B:12-18); can be as short as xx if BAL w/o 4cM

2♦= At least 44 majors, preemptive (can be 4432/4423)

3any = can be very weak in 1st/3rd position if NV vs. VUL

3NT = A: preempt in either minor B: to play

4m = Strong preempt in M with solid or semisolid suit

1M - 3 M = PRE

1M(A) -> ART Splinters differentiating singletons and voids

WEAK JUMP RESPONSES

(1x) - p - (1y) - 1NT = T/O with at least 4/5 in the unbid suits

NOTE: All PRE/WEAK hcp ranges very approximate and marked

only because required by organiser; tactical deviations possible

SPECIAL FORCING PASS SEQUENCES

1♣ (4♥+) - pass = F1R promising values

IMPORTANT NOTES

1♦-(1NT): X = PEN, 2♣=1-suiter; 2♦=majors, 2M = M+m

1M-(1NT): X = PEN, 2♣=1-suiter; 2♦=3M&5OM

PSYCHICS:

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style; Responses; 1 / 2 Level; Reopening)		
Aggressive to 18+; can be 4 card suit at the one level		
New suit = NF; Jump in new suit = INV		
CUE-BID = F1R, INV with support or FG		
Jump raise = PRE(0-6); JUMP-CUE = Mixed raise(7-11)		
Resp DBL -> 4♥		
Aggressive to 18+; can be 4 card suit at the one level		
INT OVERCALL (2nd/4th Live; Responses; Reopening)		
15-18, BAL or SEMIBAL -> system on		
4 th live: good looking 15-18 BAL/SEMIBAL -> system on		
Reopen: 11-14, does not require stopper -> CUE-BID = F1R		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
Weak jump overcalls(3-10) -> new suit F1R; 2NT = ASK		
Unusual NT (PRE or strong), lowest unbid suits 55+		
Reopen: Intermediate jumps; 2NT = 18-19, system on		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
CUE-BID = highest unbid + another 55+, PRE or strong		
(minimum about KQxxx KJxxx x xx)		
JUMP-CUE = asks stopper with solid suit, can be weak -> RDBL of 3NTX shows doubt		
VS. NT (vs. Strong/Weak; Reopening; PH)		
Vs strong NT (low+high >=29) or by PH: REVISED DONT, aggr:		
DBL=one m or both M; 2♣=♦+other; 2♦=♦+M; 2♥/♠=NAT		
2NT =strong distributional, 3X=PRE		
Vs weak NT (low+high <=28): Cappelletti, constructive:		
DBL=PEN; 2♣=any 1-suiter; 2♦=♥+♠; 2M=M+m		
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)		
DBL=T/O ->4♥, DBL=cards 4♣ (Lebensohl after (2M)-DBL)		
Vs 2M: CUE-BID=asks stopper; 4m=m+unbid M		
Vs 3m: CUE-BID=both majors; Vs 3M: CUE-BID=unbid M + m		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣		
Vs 1♣: DBL=good ♣-overcall or bad ♦-overcall; 1♦=g♦/b♥;		
1♥=g♥/b♠; 1♠=g♠/b♣; 1NT=♥+♠, 2♣=♥+♣, strong; 2♦=♥ or ♠		
2♥=♥ or ♦; 2♠=♣ or ♦; 2NT=♣♦		
OVER OPPONENTS' TAKEOUT DOUBLE		
RDBL=10+, penalty seeking or INV+ in lower ranking suit		
1/1=F1R; 2/1=NF; 1M-(X)-2NT=INV+ with SUPP -> system on		
Weak jumps but 1M-(X)-ART Splinters are on		

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	1 st /3 rd /5 th	1 st /3 rd /5 th
Subseq	1 st /3 rd /5 th	1 st /3 rd /5 th
Other:	NT: K=strong → CT/UB; 4 th from KJ8x or similar; Q from KQx+	
	Suit: K from AK bare; K from AKQ if interest in ATT for J	
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AKx(+)/AKQ(+)	AK(+)
King	AK AKQx(+)/KQ(+)	Strong holding: KT/UB
Queen	QJ(+)/AKQ(+)	AKQ(+)/QJ(+)/KQ(+): ATT
Jack	Top or rarely KQJ(+)	Top or AQJ(+)/KQJ(+)
10	Top or (A K)J10(+)	Top or (A K)J10(+)
9	Top or 3 rd	Top or 3 rd
Hi-X	1 st /3 rd /5 th SxS SxSx	1 st /3 rd /5 th SxS SxSx
Lo-X	1 st /3 rd /5 th SxS SxSxS(+)	1 st /3 rd /5 th SxS SxSxS(+)
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
1	Hi = DISCRG	Hi/Lo = O
Suit 2	Hi/Lo = O	S/P
3	S/P	
1	Hi = DISCRG	Hi/Lo = O
NT 2	Hi/Lo = O	S/P
3	S/P	
Signals (including Trumps): We show present count, if we show count		
Only the 1 st discard is Roman (O=ENC, E=SP)		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
May be light (10+) with classic shape; CUE-BID = F to S/A		
JUMP-CUE = Asks stopper after (1M) / shows both majors after (1m)		
Resp DBL -> 4♥		
Reopening can be light (7+); CUE-BID = F to S/A		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
Our NEGATIVE DBLs tend to show unbid M(s)		
COMP DBL above Negative DBL range (cards, shape less defined)		
SUPPORT DBL/RDBL when opener can raise 1/1 to 2 level		
COMP X at low (2/3) level when fit has not been established		
DBL of Splinter asks lead in the suit below BUT NV vs VUL shows length		
Lightner DBL also at the game level		

W B F CONVENTION CARD		
CATEGORY:	GREEN	
NCBO:	FINLAND	
PLAYERS:	Raija Tuomi – Pekka Viitasalo	
EVENT:	Lisbon Mixed 2019	
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
2/1 (FEM 2017)		
5 card majors, 15-17 NT, weak twos, 2/1 forcing to game		
NOTE: All PRE/WEAK hcp ranges very approximate and marked only because required by organiser; tactical deviations possible		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
3any = can be very weak in 1 st /3 rd position if NV vs. VUL		
4m = Strong preempt in M with solid or semisolid suit		
1M(A) -> ART Splinters differentiating singletons and voids		
WEAK JUMP RESPONSES at 2-level		
SPECIAL FORCING PASS SEQUENCES		
IMPORTANT NOTES		
1m-(INT): X = PEN, 2♣=1-suiter; 2♦=majors, 2M = M+m		
1M-(INT): X = PEN, 2♣=1-suiter; 2♦=2-3M&5OM		
PSYCHICS:		

Opening	ART	Min.	Neg X	Description	Responses	Subsequent Auction	Comp and Passed Hand
1♣		3	2♠	12+ BAL or 10+ UNBAL We open 1♣ if 4M333	2♣=SUPP, INV+; 3♣=PRE(3-7); 3♦♥♠=Splinter 2♦♥♠=WEAK JUMP RESPONSE (0-7)	1♣-2♣: 2NT=12-14 BAL; 3♣=UNBAL min 1♦-2♦: 2NT=12-14 BAL; 3♦=UNBAL min	CUE=SUPP, INV+
1♦		3	2♠	12+ BAL or 10+ UNBAL Can be 3 iff 4-4-3-2	2♦=SUPP, INV+; 3♦=PRE(3-7); 3♥♠/4♣=Splinter 2♣=FG; 2♦♥♠=WEAK JUMP RESPONSE (0-7)	1♦-2♦: 2NT=12-14 BAL; 3♦=UNBAL min	CUE=SUPP, INV+
1♥		5	2♠	12+ BAL or 10+ UNBAL	1NT = F1R; 2/1=FG; 3♥=PRE(0-7); 3m=NAT INV 2NT = 4+ SUPP, INV+; 3♣=any singleton SPL 3NT=SPL, ♠-void; 4m=SPL, void	1♥-2NT: 3♣=any min -> 3♦=FG, ASK 1♥-2NT: 3♥=1-suiter/♣-suit; 3♦♣=NAT	2♣=DRURY FIT (SUPP & INV) CUE=SUPP, INV+
1♠		5	2♥	12+ BAL or 10+ UNBAL	1NT=F1R; 2/1=FG; 3♣=PRE(0-7); 3m/♥=NAT INV 2NT = 4+ SUPP, INV+; 3NT=any singleton SPL; 4m/♥=void	1♠-2NT: 3♣=any min -> 3♦=FG, ASK 1♠-2NT: 3♣=1-suiter/♣-suit; 3♦♥=NAT	2♣=DRURY FIT (SUPP & INV) CUE=SUPP, INV+
INT	--	3♠		15-17 BAL or SEMIBAL	2♣=Stayman; 2♦♥=transfer; 2♣=♣s 3♣=♦s, weak or FG; 3♦=NAT INV; 3M=Splinter	1NT-2♣-2any: 3m=4+, FG 1NT-2♣-2♦: 3M = 5OM+4M (Smolen)	LEBENSOHL
2♣	↗	--	NO	22-24 BAL or any FG	2♦=negative/waiting; 2M=NAT positive; 2NT=both minors; 3m=NAT positive	2♣-2♦-2♥=puppet to 2♣, NAT or BAL	
2♦		5	NO	Weak two opening:	2NT = ART, INV+ (OGUST), new suit=F1R	2X-2NT: 3♣/3♦=minimum, bad/good suit	
2♥				1 st /3 rd NV vs VUL: random, 5+		2X-2NT: 3♥/3♣=maximum, bad/good suit	
2♠				3 rd random; otherwise sound			
2NT	--	NO		20-21 BAL or SEMIBAL	3♣=Muppet Stayman; 3♦♥=transfer 3♣=both minors; 4X=NAT slam try	2NT-3♣: 3♦=at least one 4cM; 3♥= no 4cM 2NT-3♣: 3♣=5 cards; 3NT = 5 card ♥-suit	
3♣		5	NO	PRE; can be very weak 1/3 nv vs vul	New suit = F1R		
3♦				(Qxxxxx xx xx xxxx) up to 2 nd hand			
3♥				vul vs nv (AKQxxxxx xx xx xx)			
3♠							
3NT	↗	N/A	NO	1 st /2 nd position: solid m, no side A/K 3 rd /4 th position: gambling, to play	4♣/5m/6m/7♣=P/C; 4♦=asks shortness	3NT-4♦: 4M=short; 5m=NAT short om	
4♣	↗	N/A	NO	Strong 4♥: AKQ+/AKJ+/AQJ+	4♦= ART slam try		
4♦	↗	N/A	NO	Strong 4♣: AKQ+/AKJ+/AQJ+	4♥= ART slam try		
4NT	↗	N/A	NO	Specific ace ask	5♣=no aces; ♦♥♠=A; 5NT=♣A; 6♣=2 aces		
5♣		7	NO	PRE			
5♦		7	NO	PRE			
5♥		7	NO	NV vs VUL=PRE / top honour ask			
5♠		7	NO	NV vs VUL=PRE / top honour ask			
HIGH LEVEL BIDDING							
Cue style: 1 st /2 nd round controls; skipping suit denies control							
RKCB: DOPI-ROPI below 4 level of trump suit, DEPO above							
Jump to 5M asks good trumps / shows good trumps / asks control in opponents' suit							
PASS&PULL in forcing auction shows interest to proceed							
Transferable value doubles when we are not in forcing auction; FP only if we are in FG with power / below forced level or opponents are clearly sac'ing							
♣♦♥♠							

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		
4 cards possible at 1-level. 8-17 Hcp. Maybe lighter when non vul. vs. vul.		
<i>Responses</i> : Direct jump raises = preempts. Jumpshift = fit + good suit. New suit F1. Jump cue-bid = fit (4+cards) mixed raise		
2NT : 4+ trumps, invit et +		
<i>Reopening</i> : denies sound opening values. Maybe 4 cards at 1-level.		
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		
<i>In 2nd</i> : 15+-18, balanced <i>Responses</i> : after 1♦/♦, Stayman and Transfers. After 1♥/♦ : Transfers.		
<i>.In 4th</i> : 9-13, balanced. <i>Responses</i> : same as above		
<i>Reopening</i> : 9-13 Hcps, balanced. <i>Responses</i> : same as above		
JUMP OVERCALLS (Style; responses; Unusual NT)		
Level 2 : weak except 1♣ -2♦ = ♠ + ♥		
Level 3 : weak except 1♥/♦ - 3♣ = ♠/♥ + ♦		
2NT = 2 lowest unbid suit		
<i>Reopen</i> : same as above except 2NT : 17-19 balanced		
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		
Direct cue-bids : 1♣-2♣ : natural ; 1♦ - 2♦ : ♥ + ♠		
1♥/♦ - 2♥/♦ : ♠/♥ + ♣		
Jump cue-bids asking for stopper (except 1♣-3♣ : natural)		
<i>Reopening</i> : same, except 1♣ - 2♣ : ♥ + ♠		
VS. NT (vs. Strong / weak; Reopening; PH)		
vs. Strong : 2♣ asking for majors (4+,4+) ⁴		
2♦ = Multi, 2♥/2♠ = ♥/♦ + minor. Dble = 5+minor + 4 Major		
vs. weak : 2♣ asking for majors. Transfers from 2♦ to 3♣.		
2NT : minors. Dble : penalty, 14+, more or less balanced		
<i>Reopening</i> : same		
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		
Take out double , natural, cue-bid = 2 suiter		
Vs weak 2 : cue = minor 2-suiter, 4♣ = ♣+M, 4♦ = ♦+M		
Vs Multi 2♦ : 3♥ = ♠+min 3♣ = minors 4♣/♦ = ♥/♦ + ♥		
VS ARTIFICIAL STRONG OPENINGS		
1♣ (strong) double = ♠ + ♥ (at least 4-4)		
1NT = ♦ + ♣ (at least 5-4)		
jump = weak		
OVER OPPONENTS' TAKEOUT DOUBLE		
1 over 1 forcing 2 over 1 not forcing		
redouble = 10 + HCP		
Jumpshift = fit + suit with passed hand or after a major opening		

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	Lead	In Partner's suit
Suit	3rd-5th	3rd - 5th
NT	4th best	3rd - 5th
Subseq	same as above	
Other : 2 nd best in 4 small cards		
Hxx in NT : the smallest.		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	A K x	A K x
King	K Q x or A K bare	3 honours (maybe A K J x)
Queen	Q J x	Q J 10/9 x or K Q (9) x
Jack	J 10 x or K J 10 x	J 10 (9) x or H J 10 x
10	10 9 x or H 10 9 x	10 9 x or H 10 9 x
9	9 or 9 x	J 9 8 x or 9 x x or 9 x
Hi-x	even number	Bad suit
Lo-x	odd number	4th best
SIGNALS IN ORDER PRIORITY		
	Partner's lead	Declarer's lead
1	H/L = 2	H/L = 2
Suit	High = E	S
2	S	High = E
3		S
NT	H/L = 2	H/L = 2
1	E on As/Queen	S
2		High = E
3		S
Signals (including trumps) :		
Reverse count in trump = ability to ruff or suit preference		
Smith echo in NT, reversed for the one who leads		
TAKE-OUT DOUBLES (Style; Responses; Reopening)		
<i>Take out double</i> : sound, 3-suiter style or 19+ Hcp, any distribution. <i>Responses</i> : natural, only cue-bid is forcing.		
<i>Reopening</i> : double either 3-suiter or 14+Hcp.		
<i>Responses</i> : suit at lowest level ambiguous		
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES		
1♣ -1♦ - dble = 4+ cards in ♥		
1♣ / 1♦ - 1♥ - dble = 4+ cards in ♠		
1♣/1♦ - 1♥ - 1♠ = no 4♣		
1♣-1♦ - 2♦ : 6 hearts weak/strong 3♦ encouraging		
1♣/♦ - 1♥ -2 or 3♥ = same as above with spades		
Opener's double shows 3 cards in partner's major or a strong hand		
Dble of opponent's fits are always T/O		
E	1X-1M-1NT-Dble	: 2 others suits

WBF Convention Card		
CATEGORY :		
NCBO	FRANCE	EVENT : Mixed Team
PLAYERS	CRONIER Bénédicte - CRONIER Philippe	
SYSTEM SUMMARY		
GENERAL, APPROACH AND STYLE		
Natural, 5 cards major		
Best minor (1♣ always 3 cards, 1♦ 3 cards if 4-4-2-3)		
2♦ : Game forcing		
2♣ : strong in any suit		
1NT Opening : 15 - 17, balanced		
2 OVER 1 Response : GF 1NT : semi forcing		
SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
2♥ opening, nvul vs vul weak majors 2-suiter		
3NT: good pre-empt in ♥ or ♠		
<i>Overcalls</i>		
Precised Michael's two suiters		
Landy		
Against 1strong NT opening : Dble= min/maj-		
2♣ = Multi 2♥/2♣ =natural+one minor		
1♣ Pass pass 2♣ = Maiors		
1♣ Pass Pass 2♦ = 6 cards 10/13 HCP		
Rubensohl		
SPECIAL FORCING PASS SEQUENCES		
After 2♦ opening, all passes are forcing.		
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
Frequent ligh opening in 3 rd seat according to vulnerability.		
PSYCHICS : rare		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND OR COMPETITIVE BIDDING
PASS							
1♦		3	4♥	natural 10 - 22 HCP 3 cards if 4-3(3-3) or 4-4-2-3	natural ; with 4/5♦ + 4♥ often 1♥ 2NT = 11HCP jumpshift strong except 2♦ : 5+♦	1♣/♦ - 1♥/1♠ - 1NT-2♣ relay for 2♦ 1♣/♦ - 1♥/1♠ - 3NT = 4 cards in ♥/♦ balanced	New suit with jump= 5cards suit +4 trumps.
1♦		3	4♥	3 cards only if 4-4-3-2	1♣/♦ 1NT 2♣ = ♠ + ♥ 1♣(♦) - 2♣(♦) = Game forcing	Splinters ; 4 th suit forcing	
1♦		3	4♥		1♣(♦) - 3♣(♦) = preempt	1♦-1♥/1♠ - 2♦ - 2♥ forcing artificial	weak jump after overcall
1♥		5	4♦	10/21	natural ; 1NT NF, maybe 11. 2NT = 4 cards support, GF. Splinters	1♥ - 1♠ - 1NT 2♣ = Relay for 2♦ 1♥ - 1♠ - 3NT natural; Splinters	1SA : 6-11 2♣ = Drury
					3NT 4+ trumps, balanced, 11-14 HCP	1♥/♦ - 2x - 2♥/♦ - 3♥/♦ : forcing	1NT = 6 - 11
1♣		5	4♦	10/21	raise at 4 level = preempt jumpshift = natural, strong except 3♦ : 3cards,	1♥/♦ - 3♥/♦ - 3SA : asking for control 1♥/♦ - 2♥/♦ - 2SA : trial bid any hand ,forcing	Passed hand : jump in a new suit shows 5 cards in the suit
1SA		3♣		15 - 17 balanced	2♣ = Stayman 4 steps	1NT 2♣ - 2♦ - 3♥/♦ = 5♣/♦ + 4♥/♦	and 4 cards in opening bid
				Usually no 5 cards major ^e	2♦/♥/♦/3♣ = Transfer 4♣/♦ = ♠ + ♥	1NT 2♣ - 2♥/♦ - 3♥/♦ : not forcing	
				6m322 possible		1NT 2♣ - 2SA - 4♣/♦ : Transfer for 4♥/♦	Transfer from 2NT after overcall
				5422 possible		1NT 2♣/3♣ - 3♣/♦ - 3♥/♦/NT short in ♥/♦/♦ or ♣	Double = at least 2NT bid
2♣	x	0		Forcing one round	2♦ = waiting	2♣ - 2♦ - 2NT 22/23 balanced same as over 2NT	Negative double after overcall
				22-23 balanced or strong	2♥/2♣ : HHxxx 3♣/3♦ : HHxxxx 2NT : minors	Subsequents auctions after 2♣ - 2♦ : natural	new suit = H xxxx +
				in any suit			
2♦	x	0		GF	2♥ = neg. 2♣ = 1 major Ace 3♣/3♦ = Ace	Natural ; 2♦ - 2♥ - 3♣ = 5♥+4♣	X : penalty except over 2♥ or 2♣, X = pass or correct
2♥		5/6		Weak, natural	new suit F1, 2NT = relay		
2♣		5/6		Weak, natural			
2SA				20/21 balanced	3♣ Stayman 4 steps	2NT - 3♣ - 3♦ - 3♥/♦ = 5♣/♦ + 4♥/♦	
				5 cards major possible	3♦/♥/♦ 4♣ = Transfers ; 4♦ = ♥+♦	2NT - 3♣ - 3SA - 4♣/♦ : Transfer for 4♥/♦	
				6 cards minor possible	4♥/4♣ = minors 2-suiter		
				5422 possible			
3♣		6		Preempt natural	New suit is forcing		HIGH LEVEL BIDDING
3♦		6		Id			
3♥		7		Id		Control first and second round	
3♣		7		Id		Blackwood 30 - 41 5keys 5NT = 2 aces and a void, 6x: 1 or 3 Aces with void in x	
3SA				Good 4♥ or 4♣ opening	4♣ : slam interest ; 4♥ : pass or correct	Josephine	
4♣				Preempt natural		Splinters	
4♦				Id		Lightner doubles	
4♥				Id	Asking-bids		
4♣				Id			

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style; Responses; 1 / 2 Level; Reopening)		
Style: natural, can be light if shape		
Response: new suit forcing 1 round		
Reopening: standard		
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		
2 nd : 15/18		
Balancing: 9/14		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
weak		
Reopen:		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
1cl 2cl= natural		
Other is mickael		
VS. NT (vs. Strong/Weak; Reopening; PH)		
Str: X= 1M+1m, 2cl= major's, 2D= 1M, 2M=M+m, 2NT= Minor's		
Weak: X=points, 2cl=MAjor's, rest is transfert		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		
std		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♦ or 2♦		
Vs strong club: X=major's 1NT=minor's		
OVER OPPONENTS' TAKEOUT DOUBLE		

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	Lead	In Partner's Suit
Suit	3/5	3/5
NT	2/4	3/5
Subseq		
Other:		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AK(x)	Ask attitude
King	KQ(x), AK, Kx	Unblock or count
Queen	DJ(x),Qx	Ask attitude
Jack	J10(x), Jx, HJ10(x)	J109(x), HJ10(x)
10	10x, 109(x), H109(x)	109(x), H109(x)
9	9x, 9	9xx
Hi-X		
Lo-X		
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
1	count	count
Suit 2	attitude	attitude
3		
1	count	Count or smith echo
NT 2	attitude	attitude
3		
Signals (including Trumps): suit preference when we follow trump		
Smith echo, reverse bye part of the lead		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
Nothing special		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		

EBL CONVENTION CARD		
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:		
NCBO:		
PLAYERS: Frey Nathalie / Volcker Frederic		
EVENT (Open/Women/Senior/Transnational)		
Mixte team		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
5 card major		
Better minor		
1nt:15/17		
2D: Multi		
2cl: Game forcing		
2M= 5M+4(5)m		
2NT= 20/21		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
3NT= Gambling		
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		Better minor	2cl: 5S+4H 3/9HCP, 3cl:weak, 2D=good raise in cl		
1♦		3		Better minor	2D: 5S+4H 3/9HCP, 3D= weak, 3CL=good raise in D		
1♥		5		5 card major	2NT= game forcing 4+ trump bergen		
1♠		5		5 card major	2NT=game forcing 4+ trump bergen		
INT				15/17 can be semi balance	Stayman, transfert.		
2♣	X			Game forcing	2D= waiting		
2♦	X			Multi: weak in a major, or 22/23 balance	2(3)M=pass or correct 4cl= ask for a transfert in the major 4D= ask for the major 2NT= strong relay		
2♥		5		5H+4 (5) minor weak	2NT= asking for the minor 3cl: fit H, strong		
2♠		5		5S+4 (5) minor weak	2NT= asking for the minor 3cl: fit S, strong		
2NT				20/21, can be semi balance	Staymen, transfert		
3♣		7					
3♦		7					
3♥		7					
3♠		7					
3NT	X						
4♣		8					
4♦		8					
4♥		8					
4♠		8					
4NT	X						

5♣	9				HIGH LEVEL BIDDING
5♦	9				
5♥	9				
5♠	9				

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (style ; Responses ; ½ Level ; Reopening)

Style : natural, can be light 7+H

Responses : New suit F1, weak jump raises.

Reopening : no jump usually shows 7-13(14) HCP

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

T/O Doubles General Style

Can be light if shaped

Reopening 8+ according to shape

NT Overcalls

2nd position : 15-18 HCP, 4th position: 9-13 HCP over 1m, rather 10-15 over 1M especially 1♦

Responses : Stayman and Transfers

JUMP Overcalls

Style : natural and weak according to vul. 1♣ 2♦ majors

Unusual NT : two lower suits

Direct cue-bid : two-suiter except 1♣ 2♣ natural

Jump cue bid : asks for stopper

Responses : natural F1, cue-bid asks

VS 1NT OPENING

VS Vul Strong (14-16 or more) 1NT

X= 5+m, 4M or strong, 2♣ both majors, 2♦ 1 major, 2♥/♦

5♥/♣, 4+m, 2NT both minors

VS Weak (13-15 or less) or NV 1NT

X 13+ HCP, 2♣ both majors, 2x Transfer.

After X, 2nd X is T/O most of the time.

VS PREEMPTS

Style : T/O double, natural overcalls.

Over a weak 2M, cue bid shows both minors, 4m = 5M' 5m

Responses : New suit F1, 2NT asks

VS ARTIFICIAL STRONG OPENING

VS Strong 1♣

X shows majors, 1-level natural, 1NT minors, 2NT majors, and 3-level preempts

1♣ 1M Pass 1NT : cue bid

2x : natural NF

OVER OPPONENTS T/O DOUBLE

XX=10+ HCP, next X are penalty.

1 level bid = natural forcing

Transfers after 1/2M X.

2NT invitational + with fit, fit showing jumps.

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's suit
Suit	3rd and low	3/5
NT	4th best	3/5
Subsequent	Count/Attitude	count

Other : lead second from xxxx

VS suits contracts, can lead K from AKx(x) and a sing aside

LEADS

Lead	Suit	NT
Ace	AKx(x)	Ask for attitude
King	AK, KQ(x)	Ask for count/unblock
Queen	QJ(x), Qx	Ask for attitude
Jack	(H)J10(x), Jx	(H)J10x
10	10x, (H)109(x)	(H)109x(x), H10x
9	9x, HH9x	9x, 9xx, H9x
Hi-x	Sx, xSxx, HxSx	HSx, Sxx, xSxx(x)
Low-x	xxS, HxS, HxxxS	HxxS, HxxSx,

SIGNALS IN ORDER PRIORITY

	Partner's lead	Declarer's lead	Discarding
1 Suit	Std count	Std count	Std count
	High enc	High enc	High enc
	S/P	S/P	S/P
1 NT	Std count	Std count/ Smith	Std count
	High enc	High enc	High enc
	S/P	S/P	S/P

Signals including Trumps: Upside down count, and echo often shows an ability to ruff.

TAKE OUT DOUBLES

Style : can be light if shaped

Responses : natural, cue-bid shows strength

Reopening : 8+, according to shape

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES

Take Out Doubles, Responsive Doubles, Game-try Doubles

LIGHTNER

CONVENTION CARD

Category : Green

NCBO : France

Event : European Mixed Team Championships

Players : Danièle Gaviard & Thomas Bessis

SYSTEM SUMMARY

GENERAL APPROCH AND STYLE

5-Card Major, Better Minor

2♣ GF any hand

2♦ ART almost GF

2♥/♦ Weak 2

1NT Opening : 15-17

2 over 1 Responses : GF

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

3NT opening : good 4♥ or 4♦ opening

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Many fit showing jump bids.

3rd and 4th suit F1.

Psychics : rare

OPENING BIDS AND DEVELOPPEMENTS

Opening	Tick if artificial	Minimum number of cards	Negative X thru	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		3	7♥	11-23 HCP, better minor	2♣ GF raise, 2♦ inv ♣ raise, 2♥ 5+♠ 4+♥ 3-9 H, 3♣ pre	2 way check-back after 1x 1y 1z	Fit showing jumps
1♦		3	7♥	11-23 HCP, better minor	2♦ GF raise, 3♣ inv ♦ raise 2♥ 5+♠ 4+♥ 3-9H, 3♦ pre	Same as above.	Same as above
1♥		5	7♦	10-21 HCP	2♠ : 5+S, 3H, inv 2NT : 3+c supp, 10-14 HCP 3♣, 3♦ : nat inv, 3♥/♣ : pre 3NT/4♣/♦: TRF splinters	After overcall : 2NT inv+ raise Fit showing or natural weak jumps, splinters in opp's suit	Drury Fit showing jumps
1♠		5	7♥	10-21 HCP	Same as above. 3♥ : natural inv 4♥♦: natural	Same as above	Same as above
1NT			7♥	15-17 HCP bal or semi-bal 5M or 6m possible	2♣ Stayman, 4-way Transfers 3♣ : Puppet Stayman	After overcall : 2NT and above = Transfer	
2♣	x	0	4♥	GF any hand	2♦ waiting, or 2/3x = NAT	2♣ 2♦ 3♥/♣=6+♦ and 4♥/♣	
2♦	x	0	4♥	8-9 playing tricks or 22-23 bal	2♥ waiting		
2♥		6		Weak 2	New suit F1, 2NT ask	2♥ 2NT 3x values in x, 4x splinter	
2♠		6		Weak 2	New suit F1, 2NT ask	2♠ 2NT 3x values in x, 4x splinter	
2NT			7♥	20-21 bal or semi bal	Stayman, Transfers		
3♣/♦		6		PRE, aggressive NV/V	Natural		
3♥/♣		6		PRE, aggressive NV/V	Natural		
3NT	x			Good 4H or 4S opening	4♣ bid your M in transfer 4♦ ask first cue 4♥ interested in slam opp. ♠ 4♠ interested in slam opp. ♥		
4♣/♦		7		PRE			
4♥/♣		7		PRE			
4NT	x			Both minors according to vul			
5♣/♦		7					

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style Responses 1/2 Level reopen)

CONST with not PH partner 8-16
Variable with PH partner or in sandwich
RESP new suit: L1 F1 /L2 NF /Fit-jumps
CUE : Fit 10+ or any F suit 13+

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

2nd 15-18 R/O 11-14 STAY, TRF
1S pass 1oS 1NT two-suiter other 2 suits
1NT by passed hand R/O: mm

JUMP OVERCALLS (Style Responses Unusual NT)

NV WJO 6-11 ; VUL 14-16;
R/O seat or over 2-level: 14-16
2NT 5+/5+ lowest unbid-suits

DIRECT AND JUMP CUE BIDS (Style Responses)

1♦ 2♣ =MM (5+/4+), 1♦ 2♦ =MM /1♥ 2♥ =♦ +m
1♦ 2♦ ♥+m; Jumpcue: asking for stopper with SOL ; 1x pass 1Y 2x 6+5+ other suits-6 in higher suit ; 1x pass 1y 2Y natural

vs NT (vs. Strong / Weak, Reopening, PH)

2♣ MM /2♦ 1M /2♥ ♥+m / 2♦ ♦+m /
2NT 2m /3♣ nat. / X ♣ or ♦ PH only
Else pen-X 2nd , 12+ R/O
If we X 1NT then 1st-X=NEG (not if 2♣♦ ART)

vs PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)

2♦ (Multi) X 4♥ or 17+/ 2♦ X t/o
2NT 15-18 > PUP-STAY, TRF in COMP
3♣-3♦ t/o-X; WK2-4m 2-suiter(2nd+R/O)
3♣♦ 4♦ MM, 3♣♦ 4♣ 5m+5M,
2♦ (Multi) p 2♥/3♥ X t/o or 5+♥ /2♦ X2♥ X 8+
2♦ (Multi) p 2♦ X t/o or 5+♦

vs ARTIFICIAL OPENINGS

vs 1♣ 2-level same as vs 1NT, X=♣; 1NT mm
1♣ pass 1♦ X 55MM; 1NT 55mm

vs polish ♣ pass can be 15-18 NT ; 1♦ 15-18NT
1NT ♦ s. 1♣ p 1♦ p 1♥♦ X pen. 15+ NT;

OVER OPPONENTS' TAKEOUT DOUBLE

New suit 5+ NF [04] ; XX 10+; 1m X 2NT fit,
INV ,Grocoy GF ; LIM

LEADS AND SIGNALS

	Lead	In Partner's Suit
Suit	3/5	3/5
NT	3/5	3/5
Subseq	3/5 ATT	3/5 ATT

RUS only on 6-7 – level from AK ;
K from AKx(+) with side-short;
Xxx if raised possible

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(+),Ax(+)	AKx...
King	KQx(+), AK	AKJ10 KQx
Queen	(AK)Qx(+), QJx(x)	(A)QJx(+), KQ109x(+)
Jack	Jx,J10x(+),KJ10(+)	Jx J10x(+) HJ10x(+)
10	10x, (H)109x(+)	10x (H)109x(+)
9	9x	9x 9xx(+)
Hi-x	Sx, xxSx, xxxxSx	Sx, xxSx, HxSx
Lo-x	xxS, xxxxS HxS	xxS, xxxxS HxS

SIGNALS IN ORDER OF PRIORITY

	Partner's	Declarer's	Discarding
suit	Low E rev. CNT S/P	rev. CNT S/P	Low E rev. CT S/P
NT	Low E rev. CNT S/P	rev. CNT SP	S/P 5-6-7 E

if shown 6+: middle E ; original count later;
Signals in NT: Smith-high E from both sides;

DOUBLES

TAKEOUT DOUBLES (Style, Responses, Reopen)

neg X - 3♦:(43)oS or 1S 5+ GF
general agreement: in doubt X in front of length t/o
-X behind length penalty
1Y pass 1NT 2Z X = BAL 15+

SPECIAL; ARTIFICIAL AND COMPETITIVE X

RESP X - 3♦ /COMP X -3♦ ;
SUPP X up to 2 of openers suit /SUPP XX ;
G/T X reversed:
(1♦ 2♥ 2♦ 3♦ X= COMP; 3♦ = INV)



Germany

Lisbon
2019
Category:
GREEN



Michael
Gromöller

Bamberg Standard

5 card Majors 1♦ 5 / 1♥ 5 / 1♦ 3 / 1♣ 3

1NT Opening: 12-14 (nv 11-14)
2 over 1 Responses: 10+ F1

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2♦ a) weak two ♥ 6-11 b) any GF
2♥ 5+/4+ MM 6-11
2♦ weak two 6-11
Weak-twos and 3-4 level in 3rd pos. 0-13 HCP
In 4th pos. 10-12
3NT SOL m, no H O/S, 3rd 4th to play
4♣/4♦ SOL ♥/♦
NF free bids after O/C [04]

1♣/♦ pass 2♦ GF ♣/♦
1♣/♦ pass 2♥ 4+ ♥/5+ ♠ 4-7
1♦ pass 2♦ 8-11 ♦-Fit
1♥ pass 2♦/2NT GF ♥
1♣ pass 2NT/3♥ GF ♠

SPECIAL FORCING PASS SEQUENCES

standard
When we have 22+ HCP from 4th level up

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

LEB [01] in almost all COMP

General agreement: in doubt we ask for stopper
Scrambling 2NT [03]: when we must bid after X;
Camouflage-trialbids: after fit next step asks for
values [05]

Anne often thinking long.

OPENING	artificial	Length	NEG X	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION & COMPETITIVE BIDDING	PASSED HAND BIDDING
1♣		3+	3♦	11 – 20 HCP 33mm 1♣ ; 44mm 1♦	2♣ 8-11 HCP ; 3♣ 5-7 HCP 2♦ Grocoby [02] GF♣ 3♦♥♦ SPL 2♥ 4♥+5♣+ 4-7 HCP; 2♣ 6+♦ 9-11 HCP	2NT LEB after WJO or two-suiter new suit NF 2-level after 1♣♦♥♦ open new suit INV 3-level after simple O/C 2♦ or 2♥ (1♥ 2♦ 3♣ INV) new suit F 3-level after WJO or two-suiter	1♣ 2♦ 5♣+5♦ 5-8 HCP 1♣ 2♦ 5♣+4♣ 8-11 HCP
1♦		3+	3♣	11 – 20 HCP	2♦ Grocoby GF♦; 2♣ ♦-Fit 8-11 HCP 3♦ 5-7 HCP ♦-fit; 3♥ 4♣ SPL 2♥ 4♥+5♣+ 4-7 HCP; 3♣ 6+♦ 9-11 HCP	LEB after REV 1NT rebid 15-17 with 2♣ GF-(R), 2♦ INV-(R)	1♦ 2♦ 8-11 HCP 1♦ 2♣ 4♣+6♣ 5-8 HCP
1♥		5+	3♣	11 – 20 HCP	LIM /Grocoby 2♣ GF♥ 3♣ any-SPL 9-11 HCP 3NT4♣♦ SPL 12-14 HCP 2NT BAL GF♥ /3♣♦ 6+♦ 9-11 HCP	after O/C X/1♣/2♣ 2NT Grocoby GF ♥ after O/C 2♦♥♦ 2NT LEB 1♥ p 1♣ p 1NT 12-17 >2♣ any inv.,2♦ any GF	1♥ 2♣ Fit♥ or ♣ or BAL 1♥ 2♣ 4♣+6♣ 5-8 HCP 1♥ 2NT 5♣+5♦ 8-11 HCP
1♠		5+	3♣	11 – 20 HCP 5♣ 5♦: 1♣ if 11-14 HCP	LIM /Grocoby 2NT GF♣ 3NT any SPL 9-11 HCP 4♣♦♥ SPL 12-14 HCP 3♣♦ 6+♦ 9-11HCP 3♥ 12-14 HCP BAL ♠-Fit	after overcall X/2♣ 2NT GF♣ after overcall 2♦♥♦ 2NT LEB after GF all RKCB is conditioned on 3-level	1♣ 2♣ Fit♣ or ♣ or BAL 1♣ 2NT 5♣+5♦ 8-11 HCP
1NT			3♣	12-14 HCP (NV 11-14) no 5 card M	STAY/TRF/2♣ 1m WK or BAL INV or GF-♣ or (41) M GF 2NT mm or GF-♦ or (31) M GF 3♣♦ INV/3♥♣ GF (4333) (4 oM)	distributional asking relays after X XX 10+, 2♣♦ nat or 44 two other suits; after O/C Neg-X (later PEN); LEB (if 2NT with 13+ : hand always show 4M)	
2♣	✓	0+	3♣	- 20/21 HCP BAL (4441) - 26/27, 30-31 HCP BAL - any 18-23 HCP w/♣♦♥♦♣ - SOL ♥ or ♠ 9 tricks	2♦ (R), 2♥ TRF, 2♣ TRF ♥, 2NT TRF, 3♣ 55mm 0-3, 3♦ 6♥ 2-8, 3♥ 6♦ 2-8, 3♣ 55mm SI, 3NT 55MM SI	2♣- TRF - (R) : 20-21 NT 2♣-X 2♦♥ TRF, XX 4+, pass 0-3 HCP After opp bid: TRF, X NEG ,	
2♦	✓	0+	--	- weak two ♥ 6-11 HCP - any GF ; SOL ♥ or ♠ - 24/25, 28/29 HCP BAL	2♥ (R) NF 2♣ ASK S/S 2NT FG, ASK H in oS	after 2♦ p 2♥ p any GF > TRF 2♦ p 2♥ p 3♣ GF 4♣ 5+♥	
2♥	✓	4+	--	5+/4+ MM 6-11 HCP 3rd: 0-13 HCP	2NT GF (R) or WK ♣ / 3♣ INV 3+M(s), 3♦ to play /3♥♣ PRE	when opps bid : X from opener short	
2♠		6	--	Weak two ♠ 6-11 HCP 3rd: 0-13 HCP	2NT ASK S/S /3♣ FG, ASK H oS 3♦♥ NF	when opps bid : X from opener short	
2NT				22/23 HCP BAL 4441/5431)	PUP-STAY /TRF /4♣-4♣ TRF	1st step after SI no interest	
3♣♦		6+		1st/2nd CONST 6-11 HCP	3♦ ask for 3M /3♣-4♦/ 3♦-4♣ RKCB		
3♥♣		6+		1st/2nd CONST 6-11 HCP	new suit GF /4♣ RKCB		
3NT	✓			Gambling no H O/S to play 3rd/4th pos.	4♣ paco /4♦ ask for 3M		
4♣	✓	0+		SOL 7♥+ace / SOL 8♥	4♦ ask for ace	HIGH LEVEL BIDDING	
4♦	✓	0+		SOL 7♣ +ace / SOL 8♣	4♥ ask for ace	RKCB-Blackwood/Gerber/: 14 03 2 2+TQ; Josephine; Splinter; ALL RKCB under 3NT are conditioned; often 4♣♦ RKCB, after Fit next step RKCB; After interference of Blackwood/Gerber: X penalty, pass no control- next steps 14 03 2 2+ ; after Fit next step RKCB; over 5 our trumpssuit: DOPE;	
4♥♣		7+		5-11 HCP 1st/2nd seat	4♣ to play ; oS ASK control in this suit.		

Anne Gladiator - Michael Gromöller

[01] LEB = Lebensohl

In nearly all competitive bidding situations we bid **freely** 2NT with a hand

- which is too weak to force or invite partner to go on.
- which is forcing to game (then ist always with 4card-Major)
- which is invitational > when this suit could be bid on lower level.

With inviting values we bid the suit immediately.

Typical situations:

1NT 2♦♥♣ 2NT LEB

1♥ 1NT 2♥ 2NT LEB

1♠ 2♥ 2♣ 2NT LEB

1♠ X 2♣ 2NT LEB

1♥ 2♦♥♣ - 2NT LEB

1♠ 2♦♥♣ - 2NT LEB

[02] Grocoby

Is a GF-raise with special answers. We do this also after X. Grocoby in m only without O/C.

Grocoby in M only till O/C of 2♣ . In M Grocoby always shows 12⁺ unbalanced OR 15⁺ balanced.

1♣ 2♦ 1♦ 2♦ 1♥ 2♣ 1♠ 2SA

1. step any short 14-16 or 11-13

2. step M: NT 14-16,17-19,11-13 or any short 17-19(20)
m: NT 15-17 or any short 17-19 oder NT 18-19

3. step 5(422) 14-16

4. step 5(422) 17-19

5. step 5(422) 11-13

6. step 6(322) 14-16

7. step 6(322) 17-19

8. step 6(322) 11-13

9. step 7222 11-13 (not over 3NT/4♥)

[03] Scrambling

In nearly all competitive bidding situations we **need to bid**:

2NT shows

- both minors NF

- ♦ / ♥ suit NF

3♣ shows ♣ -suit 0-10 HCP

1SA X	2♥ pass	pass	pass	1SA 2SA	2♥ X	X	pass
2♦ Pass	pass	2♥	X				
1♣ X	2♥ pass	pass	pass	1♣ 2SA	2♥ X	X	pass
1♥ X	2♣ pass	pass	pass	1♥ 2SA	2♣ X	X	pass
2♥♣ Xpass		2SA					
1♣ 2SA	2♥♣ X		pass				

[04] negative free-bids

1♣♦♥♣	X	- 1♦♥♣	= 5+card suit 4-9 HCP
1♣♦♥♣	O/C	- new suit 2-level - new suit 3-level without jump	= NF 6-11 HCP = NF 9-11 HCP
1♣♦♥	WJO	- new suit 2-level - new suit 3-level	= NF 6-11 HCP = F
1♣♦♥♣	2-suiter	- new suit 2-level - new suit 3-level	= NF 6-11 HCP = F
1NT	2♣♦♥♣	- new suit 2-level - new suit 3-level woj - new suit 3-level jump	= NF 6-11 HCP = INV 10-12 HCP = F 12+ HCP

[05] Camouflage Trial-bids:

1♥	2♥	
2♣	2SA	♣-values
3♣		♦-values
3♦		♠-values
3♥		minimum
3♣		maximum
1♣	2♣	
3♣	3♦	♣-values or minimum > 3♥ ask >> 3♣ minimum
3♥		♦-values
3♣		♥-values

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, 1N=ms, 2♣=♦ or ♥, 2♦=♥ or ♣, 2♥=♣ or ♣, 2♣=♣ or ♦, 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			
	Lead	In Partner's Suit	
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, xSx	xSxx, xSx,	
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 2	S/P when shift		S/P
3	obvious		
1	xS,Sxx,HSx,xxSx,	S/P or count hi=odd	S/P
NT 2	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 Mixed Lisbon 2019		
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♣ = NAT NF		
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 = 4 M to be played from the other side		
O/ comp:2-level raise NAT, other bids TRF, jump CUE=bid 3NT		
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:		
Often, NT opening in 3rd seat esp. NV vs. VUL suspect		

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+5+Ms<FG, 2M=6+M 3-7,	o/1♦-1♥: 1NT/2♣/♦=TRF, 2N=15+ 4cd SUPP	o/comp TRF, jump CUE asks for
						2N=L/R+[5], 3♣=NAT INV, 3♦=PRE	o/1♦-1♣: analog	3NT
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=NAT INV, 3m=NAT INV, 3NT=12-14 SUPP	o/1♥-2♦:2N asks WK doubleton G/T, 2♣/3♣/♦=TRF to ♣/♦/♠ S/T, jump=void+optional KCB	o/comp TRF, jump CUE asks for
							=TRF to ♣/♦/♠ S/T, jump=void+optional KCB	3NT
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,
					5♣(332)/(422) may open 1♣	2♥=3+SUPP 9-13, 2NT=NAT INV, 3m/♥=NAT INV	1♣-2♦-2♥=waiting, 1♣-2♥: analog 1♥-2♦	not hopeless, 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	1NT-2♣-2♦[8], 1NT-2♦-2♥[9],	o/comp 2N PUP to 3♣, 1N-(2x3♣)-
					Any 54/ 6322 or singl. H poss.	/6♣ 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			5♦	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	DBL = shortness in OPPT suit
						2♣=1-loser suit ♣, 3♣=54+Ms, 3♦/♥=TRF 1-loser suit		
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			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 INV SUPP, 3♣/♦=TRF NAT or	o/2♣-2NT-3♣:3♦=ART FG no SUPP, 3♥=5♥ F	RDBL asks partner to double
						fit-showing, 3♥=INV fit-showing w/♣, 4♣=opt. KCB	3♣=INV SUPP	with shortness
2NT				5♦	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♣					3-9 HCP very light 1st NV vs	3♦=NF 6+♥ or other hand types FG, 3♣=NF		RDBL asks partner to double
3♦					VUL, 4M possible, wide range in	new suit NF, 4♣ PUP to 4♦, then 4 new = NAT		with shortness over all PRE
3♥					3rd, same for all PRE			
3♣					Gambling			
3NT					other side			
					NAT PRE as 3-M but longer suit			
4♦					NAT PRE as above			
4♥					NAT PRE as above			
4♣					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]

Note:..1: Signals vs. NT at trick 1

When there is a singleton or void in dummy in the suit partner led we give U/D ATT. We also give U/D ATT on queen lead or when it looks like a cash-out situation. In all other cases we signal as follows:

xS, Sxx, HSx, xxSx, HxSx, xxxxS, HxxxS

Note:..2: Escaping from 1NT doubled

RDBL shows a one-suiter

2m shows sm+hearts, 2M is constructive inviting partner to compete on the 3-level

Pass forces RDBL. Then 2♣=♣+♦/♠, 2♦=♦+♣, 2♥=♥+♦

Note:..3: Continuations over 1♣-1♠ FG (R)

1N = BAL 11-13 or 17-19

2♣ = 5+♣4+♦ or any 3-suiter

2♦ = 5+♣4+♥

2♥ = one-suiter in ♣

2♠ = 5+♣4+♠ short ♥

2N = 4225 or 5116 or 4117

3♣ = 4315

3♦ = 4216

3♥ = 4306

3♠ = 5206

3N = 4207

4♣ = 5107

Note:..4: Continuations over 1♦-1NT FG (R)

2♣ = 5+♦4+♥ or any 3-suiter

2♦ = 5+♦4+♣

2♥ = 5+♦4+♠

2♠ = one-suiter in ♦ short ♠

2N = one-suiter in ♦ no shortness

3♣ = one-suiter in ♦ short ♣

3♦ = one-suiter in ♦ short ♥

3♥ = 8-card ♦ with two singletons

Note:..5: Continuations over 1♦-2NT L/R+

3♣ = MIN or extras without a singleton

3♦ = singleton ♣, F to 4♦

3♥ = singleton ♥

3♠ = singleton ♠

Note:..6: Continuations over 1♥-1NT FG (R)

2♣ = 5+♥4+♦ or 5♥(332) or 5♥(440)

2♦ = 5+♥4+♣

2♥ = 5+♥4+♠

2♠ = one-suiter in ♥ short ♠

2N = one-suiter in ♥ no shortness

3♣ = one-suiter in ♥ short ♣

3♦ = one-suiter in ♥ short ♦

3♥ = 8-card ♥ with two singletons

3♠ = 8-card ♥ with two singletons, suit can play opposite void

Note:..7: Continuations over 1♠-1NT FG (R)

2♣ = 5+♠4+♦ or 5♠(332) or 5♠(440)

2♦ = 5+♠4+♣

2♥ = one-suiter in ♠

2♠ = 5+♠4+♥ short ♦

2N = 5422 or 6511 or 7411

3♣ = 5431

3♦ = 5521

3♥ = 6421

3♠ = 5530
3N = 6430
4♣ = 6520
4♦ = 7420
4♥ = 6610
4♠ = 7510

Note:..8: Continuations over 1NT-2♣-2♦

2♥ = 4♠ FG or 5+♠ INV
2♠ = 4♥ FG
2N = 5♠4♥ FG
3♣ = 55 majors short ♣
3♦ = 55 majors short ♦
3♥ = 4♥ choice of games
3♠ = 4♠ choice of games
3N = 44 majors

Note:..9: Continuations over 1NT-2♦-2♥

2♠ = 5+♥4+♣
2N = 5+♥4+♠
3♣ = 5+♥4+♦
3♦ = 6+♥ slam-try or choice of game
3♥ = 5+♥ 4+♠ INV
3♠ = 6+♥ any splinter
4♣ = optional exclusion key card in ♣
4♦ = optional exclusion key card in ♦
4♥ = optional exclusion key card in ♠

Note:..10: obsolete

Note:..11: Continuations over 1NT-2♥-2♠

2N = 5+♠4+♣
3♣ = 5+♠4+♦
3♦ = 6+♠ slam-try or choice of games
3♠ = 6+♠ any splinter

Note:..12: Continuations over 1NT-2NT-3♣

3♦ = 4414
3♥ = 4144
3♠ = 1444
3N = 4441

Note:..13: Continuations over 2NT-3♥-3♠

3N = short ♠
4♣ = short ♣
4♦ = short ♦
4♥ = short ♥
4♠ = short ♠, doesn't want to get passed in 3N

Note:..14: Continuations over 2NT-3♣-3♦-3♥

3♠ = 3♠, then 4♣/♦ = 4♠+5♣/♦, 4♥ = opt. key card in ♠, 4♠ = to play
3N = 2♠, then 4♣/♦ = 4/5♠+5♣/♦, 4♥/♠ = 4/5♠+4♣/♦
4♣ = 4♠ MAX, partner treats it as optional key card
4♠ = 4♠ MIN

Note:..15: Continuations over 2NT-3♣-3♦-3♠

3N = denies 4♥, 4♣/♦ = 4♥+5♣/♦, 4♥/♠ = 4♥+4♣/♦
4♣ = 4♥ MAX, partner treats it as optional key card
4♥ = 4♥ MIN

Note:..16: Continuations over 2NT-3♦-3♥

3♠ = forces 3N

3N = 54 majors, then 4♣ asks for TRF to 5-cd suit

4♣ = 4♠+5♥ slam-try

4♦ = 5♠+4♥ slam-try

4♥ = 55 majors NF

4♠ = 55 majors slam-try F1

2NT-3♦-3♥-3♣-3NT

4♣ = 5♥+5♣

4♦ = 5♥+5♦

4♥ = 5♥+4♣

4♠ = 5♥+4♦

Note:..17: slam bidding in relay auctions

After discovering partner's distribution we can sign off in game or make a slam-try. With 17+ HCP opener is obliged to make another move over the sign-off by responding KCB in his longest suit.

In these auctions 4♦ is an end signal asking partner to bid 4♥ and then pass the next bid, first 4♦ and then 4NT however is quantitative. All other bids are optional KCB, the principal of longest suit/lowest game applies.

Exception: 4♥ is never KCB for ♥ and 4♠ never KCB for ♠, instead we swap with a lower bid.

Note:..18: continuations over 1♥-1♠

2♠ = 5+♥+4♠ 15+-17-

2N = 5♥+5m or 4522 20+

3♣ = 5+♥+4♠+3♣ 20+

3♦ = 5+♥+4♠+3♦ 20+

Note:..19: Opening 1M with BAL hands

With 5M(332) we have a choice of opening 1M or 1♣. We tend to open 1♣ in an attempt to show a BAL hand. But this decision can be overruled by factors like suit quality and small doubletons or considerations regarding which side the final contract should be played from. 35(32) distributions are more likely to be opened 1♥, since we can bid 1♥-1♠-2♥ = 5♥+3♠NF.

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style, Responses, 1/2 Level, Reopening)
Wide range 6-18 ; 2level good suit norm 6 or better values, 1♦-2♣=more aggressive, responses: CUE=supp. INV+
Non jump new suit 1/3 level F1, 2 level NF, jumps FG 15+ Jump raise=PRE 4-6, Jump CUE=mixed, 7-9; R/O: may be less
1NT OVERCALL (2nd/4th Live, Responses, Reopening) 2 nd :15-17 system on (TRF to OPP suit shows shortness)
R/O: 12-15 vs 1M system on; 11-14 vs 1m Sandwich: 15-17 system on
JUMP OVERCALLS (Style, Responses, Unusual NT) WJO PRE except: 1♣-2♦=5/5 MM 1♦(L/T 3) 2♥=5/5 MM NF 1m-2NT=5♥+5om 1M-2NT=5/5 mm R/O: 6+ 13+-16 DIRECT AND JUMP CUE BIDS (Style, Responses, Reop.) 1♣-2♣=NAT; 1♣-3♣=PRE; 1♦(3+)-2♦=5/5 MM; 1♦(L/T 3)-2♦=NAT; 1♦(L/T 3)-3♦=5/5 MM STR; 1M-2M=5oM+5m, 1M-3M=asks stopper
VS. NT (vs. Strong / Weak, Reopening, PH) Vs STR NT: DBL=5+m 4M, 2♣=4+/4+MM, 2♦=one suiter M, 2♥/♣=5♥/♣ with 4+m, 2NT=5/5 mm Vs WK NT: DBL=15+HCP, 1 st DBL T/O; other see above VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids) T/O DBL; LEB over 2any; 2M-3M=5 oM +5m; 2/3M-4m=5m+5oM STR; 2/3M-4M=5/5+mm STR, 2/3M-4NT=5/5+mm; 2m-3m=5/5MM, 3m-4m=5/5MM 3m-4om=5/5om+M 2♦ (MULTI)-4♣=5/5 ♥m; 2♦ (MULTI)-4♦=5/5 ♠m 2NT/3NT NAT; 4m-4NT=NAT; 4♥-4NT=5/5 mm 4♣-4NT=any 5/5; STR JS; 5 any DBL=PEN VS. ARTIFICIAL STRONG OPENINGS Vs 1♣: DBL=MM, 1NT=mm, same over 1♣-1♦, 2♣=NAT Vs 2♣: DBL=MM, 2NT=mm, but 2♣-2♦-DBL=L/D
OVER OPPONENTS' TAKEOUT DOUBLE Vs 1m: RDBL=10+, 1lv=F, 2lv=NF, WJS M, 2NT=PRE raise 3m=mixed, JS om=INV+ raise ; Vs 1M: RDBL=10+, 1♣=4+ 1NT-2new suit=TRF, 2NT=4M INV+, 3m=PRE, 3M=PRE

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit [B1]	3rd/low	3rd/low, Sxx(+) if raised
NT [B2]	ATT	3rd/low, Sxx(+) if raised
Subseq	ATT	

Other: H lead in NT requests UB of H below (K UB

Q; Q UB J...)

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK(+)	[B1]
King	KQ(+)	AK [B1]
Queen	QJ(+)	Qx
Jack	(K)J10(+)	Jx
10	10x	(K/Q)109(+)
9	9x	10x (H)109(+)
Hi-x	Sx	xxSxxx
Lo-x	xxS(x)	xxxxS
		Hx(+)

SIGNALS IN ORDER OF PRIORITY

	Partner's	Declarer's	Discarding
Suit	1 Low=E	Low=E	Low=ENC
	2 Low=ENC	S/P	Low=E
	3 S/P [B3]		S/P [B5]
NT	1 Low=ENC	Smith Echo	S/P
	2 Low=E	Low=E	Low=ENC
	3 [B4]	S/P	Low=E [B6]

Signals: UDCA, CT priority vs Suit ATT priority vs NT

Smith Echo vs NT (Low=ENC from both sides);

Trump Echo (High=ruff); Frequent S/P

DOUBLES

TAKEOUT DOUBLES (Style, Responses, Reopening)

T/O DBL emphasize M, may be K less R/O

Lebensohl on 2level openers, 2NT scramble over

Repeated T/O; CUE by ADV = F until fit is found or denied

SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES

NEG DBL, SUPP DBL and RDBL, COMP DBL,

Thrump DBL[E1], Snapdragon DBL[E2], Maximal DBL[E3]

International-Convention-Card

♠ ♥ © DBV e.V. ♦ ♣

NBO: GERMANY

PLAYERS: Daniela VON ARNIM

Roland ROHOWSKY

EVENT: European Mixed Team 2019

CATEGORY GREEN

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5+ M (1NT NF); 1♣=2+; 1♦=4+

2♦ WK2 M or NT 24/25

2♥ WK 5/4+ MM

2♠ WK 5/5+ ♠m

1NT Opening: (14⁺)15-17 5M regularly

2 over 1 Responses: FG; 1M-2♣: FG (R)

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

1♣ - 2♦: WJS in a M

1♣/♦ - 2♥/♣: INV JS

1M-2♣: FG (R)

1Y-(X)-XX: 1st DBL by OP shows 1 or 4+ in that suit [C1]

2♦ WK2 M or NT 24/25

2♥ WK 5/4+ MM

2♠ WK 5/5+ ♠m

SPECIAL FORCING PASS SEQUENCES

simple O/C of 2♣: pass F, DBL=0-4

jump O/C of 2♣: pass F, DBL=T/O

1Y-(X)-XX: F to 3Y

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

2NT F1 over 1m-1y-2m

PSYCHICS

OPENING	TICK IF ART	MIN NO. OF C	NEG X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1 ♣		2	4♣	2 with 4432	1♦=usually 5+, WK hd bypasses ♦ 2♣=(4)5+ ♠ 10+ ; 2♦= WJS in a M ;2♥/♠=NAT INV 2NT=INV BAL ; 3♣=mixed raise,3♦=INV; 3M=PRE 7	1♣-1y-1M=UNBAL ; 1♣-1y-1NT=may have 4M Two way CB after 1NT rebid ; 3rd suit F, 4SF 1♣-2♣ : F up to 3♣, 1m-1M-2M : special (R) [F1]	Jump shifts : fit jumps 4+♦ +5JS
1 ♦		4	4♣	44mm open 1♦	2♦=4+ ♦ 10+ ; 2♥/♦=NAT INV; 3♣= NAT INV 2NT= INV BAL ; 3♦=mixed raise, 3M=PRE 7	1♦-1♥-1NT=denies 4♣ Two way CB after 1NT rebid ; 3rd suit F, 4SFG	Jump shifts : fit jumps 4+♦ +5JS
1 ♥		5	4♣	BAL 14+-17 open 1NT	1NT=NF ; 2♣=FG (R), 2♦=5+ FG ; 2NT=INV 3+M ; 1♥-2♣=NAT INV ; 1♥-3♣= SPL♣ 11-14 1♥-3N= SPL ♦11-14; 1M-4♣= SPL♦11-14;	Gazilli [F2] ; Two way CB ; 3rd suit F 1M-2♣: ART [F3]	Drury : 1M-2♣ → 1M-2♣ : 2♦=full opener 5+M 2M=bad may be 4M ; 2NT=INQ
1 ♠		5	4♥	BAL 14+-17 open 1NT	1♣ -2♦= 5+ FG ; 1♣ -3♥= NAT INV ; 1♣ -3N= SPL♥ 11-14 ; 1♣-4♦= SPL♦ 1M-3♣/♦= NAT INV, 3M= 4M 6-9	1♥-2♥ : 2♣= any LST ; 2NT/3♣/♦=STT in ♠/♣/♦ 1♣-2♣ : 2NT= any LST ; 3♣/♦/♥=STT in ♠/♦/♥ 1M-2NT : 3♣=S/T ; 3♦=G/T [F4]	3 other= 4+ NAT S/T; 3M=S/T 1M-2NT=5/5 mm INV; 1M-3NT=CONST raise to 4
1 NT			4♣	(14+)15-17 may have 5M, 6m	STAY;TRF;2♣= INV or ♠ or mm FG; 2NT=PUP STAY or SPL M 4oM ;	1NT-2NT : 3♣=no 5M ; 3♥/♣=5♥/♣ [F5]	
				May be off-shape with	3♣=♦ or mm FG; 3♦=5M(332) or 64MM; 3♥=31(54)		
				Medium 22(45) or 24(25)	3♣= 13(54) FG ; 4♣=5/5MM ; 4♦/♥=TRF		
2 ♣	✓			22+ BAL	2♦=NEG Or WAIT, 2M=5+, 2 of 3 H, 8+HCP	2 nd NEG	
				Acol 2 M	3m=6+, 2 of 3 H, 8+HCP		
				Any FG	3M=6+, 2 of 3 H, 6-10 HCP		
2 ♦	✓			6M (may be 5 in 3 rd hd) ; 4-10	2♥/♣=P/C ; 2NT=INQ FG ; 3♣=INV TRF to M ;	2♦-2NT : 3m=max;3♦=♥ min 3♥=♣ min;	
				24/25 BAL	3♦=6+♥ ; 3♥= P/C; 3♣=NAT INV ; 4♣= TRF to M ;		
					4♦=bid M; 4♥= P/C ; 4♣=NAT		
2 ♥	4			5+/4+MM 5-10	2NT= (R) ; 3♦=INV M ; 3♣/♦=NAT NF	2♥-2NT : 3♣=5/5 MIN or MAX ; 3♦=4♣5♥ MIN;3♥=5♣4♥ MIN;	
					3♥/♣= to play	3♣=4♣5♥ MAX;3NT=5♣4♥ MAX; 4♣=5/5 MAX void in ♣	
					4♣= 4+♥ SPL in ♠, S/T; 4♦= 4+♣ SPL in ♥, S/T	4♦=5/5 MAX void in ♦	
2 ♠	5			5+♣ /5+m, 5-10	2NT= bid m, to play in m or any FG		
					3♣= P/C INV for m; 3♦=INV for ♠, 3♥=NAT INV		
					3♣=PRE, 4♣= P/C PRE, 4♦=PRE KC ♠		
2 NT				20-21 BAL, may have 5M, 6m	3♣=PUPP STAY; 3♦/♥=TRF ; 3♣=m/mm;	2NT-3♣ : 3♦=at least one 4M ; 3♥/♣=5♥/♣ ; 3NT=no 4M	
				may be off shape	4♣=5/5MM; 4♦/♥=TRF ; 4♣=(32)44 QUANT	2NT-3♣-3NT : 4♣/♦=5+♦/♣, 4♥=5♣/4♦, 4♣=5♦/4♣ ; 4NT=5/5mm S/T ; 5♣=5/5mm; 5NT=5/5mm pick a slam	
3 ♣	6			Might be 6 more often	3M NAT F ; 4♦=PRE KC	3m-3♥-3♣=good hand no fit; 3m-3♥-3NT=SPL♣; 4m bad	
3 ♦	7			destructive NV 1 st and 3 rd	3M NAT F ; 4♣=PRE KC	3m-3♣-3NT=good hand no fit; 3m-3♣-4m bad	
3 ♥	7			3-9	3♣=NAT F, 4♣= S/T→CUE ; 4♦= PRE KC		
3 ♠	7				4♣=S/T→CUE ; 4♦=PRE KC		
3 NT	✓			7+ solid m, no outside K or A	4♣ /5♣=p/c; 4♦=asks SPL; 4NT=asks length	HIGH LEVEL BIDDING	
4 ♣	7			Usually 8 cards	4M=NAT; 4♦= PRE KC; 4NT=to play	RKCB(1430); PRE KC(0/1/1+Q/2/2+Q); 4 Aces BW(0 or 4/1/2/3);	
4 ♦	7			7 playing tricks NV	4M=NAT; 4NT to play; 5♣=S/T	Exclusion KC (0 or 3, 1 or 4, 2, 2+Q), CUE 1 st and 2 nd CTRL; Non Serious 3NT; Last train	
4 ♥	7			8 playing tricks V	4♣=NAT; 4NT=PRE KC; 5m=ask CTRL	SPL; Flag bids; DOPI (DBL=0, P=1); DEPO; w/ m fit: 4♦ = optional RKCB [F6]	
4 ♠	7				4NT=PRE KC; 5m=ask CTRL		

Supplementary sheets

NBO: Germany

Players: Daniela von Arnim & Roland Rohowsky

A. Conventions used

B. Leads and Signals

[B1] Leads vs Suit

3rd from 4 or 6, lowest from 3/5/7

After bid and 3 card raise: ATT

Ace from AK

With following exceptions

- 1) AK bare
- 2) They are at 5 level or higher
- 3) Declarer opened a preempt at 4 level (maybe 3level?)
- 4) Partner's suit
- 5) Suit we have bid and been supported in
- 6) Showing side suit singleton

[B2] Leads vs NT

Attitude leads (the smaller the better)

From a very strong suit headed by AK we may lead the K and partner has to unblock the Q.

From AKQ10 the Q. From KQ109 the Q.

[B3] Signals vs Suit

Primarily CNT

ATT at trick 1:

- ATT on A lead if dummy has at most 10xx
- ATT on K lead if dummy has at most 9xx or Axx
- ATT by 3+-card raiser

SP at trick 1:

- When dummy has a singleton or void in the suit led.
- When it is known from the bidding, declarer has a singleton or void in the suit led.
- Partner leads the Ace and the King appears in dummy. But if it's clear partner is looking to give a ruff, then CNT.
- When it's clear or probable partner has led a singleton and is looking for your entry. Also when it is probable partner is short, for example when he is leading your suit while he denied support by not showing it at a low level.
- On the A/K lead when dummy shows up with a doubleton and the suit has not been bid naturally by us. But no SP vs 5+ level; instead we give count.

[B4] Signals vs NT

Primarily ATT signals

COUNT at trick 1:

- if partner leads his 5+ suit which we didn't support at the 2 level

- if partner leads his 6+ suit unless dummy has a singleton
- if dummy has 4+ cards (also during the hand, except when playing the A → ATT)
- on A lead, if Q in dummy
- if we don't beat the dummy (even if we possibly could), cases known are KQx or QJx in dummy, but ATT if declarer wins K or Q from Kxx/Qxx

[B5] Discards in Suit

1st discard low is encouraging, then original count.

1st discard CNT in a suit already played.

When dummy has 5+ cards in a suit: a discard shows count in this suit.

[B6] Discards in Suit

1st discard if 3 suits are still in picture we play SP, otherwise low is ENC in a new suit or CNT in a suit already played.

C. Bids that may require a defence

[C1] 1Y-(X)- XX

Redouble at 1-level generally shows 10+ HCP and creates competitive force through 3 of opener's suit (2 of opener's suit if redoubler is PH).

After we redouble and they bid a new suit (non-jump), double by opener is TWO-WAY, either 1 or 4(+) in their suit. Pass shows 2 or 3 in their suit. (With 0, bid something or pass and pull X later.)

If they jump in a new suit and we are in a force (i.e., we are below 3 of opener's suit), dbl= shortness.

If they jump in a new suit and we are not in a force, dbl just shows extras.

D. Defensive and competitive bidding

E. Doubles

[E1] Thrump DBL

In a non-forcing auction when we have no room to ask for a stopper in opponents' suit, priority for the meaning of dbl is a Thrump dbl asking for a stopper.

[E2] Snapdragon DBL

When they open, we overcall, and they bid a new suit, double is Snapdragon, showing 5-cards in the unbid suit and tolerance for partner's suit (at least xx)

[E3] Maximal DBL

If we have an 8-card fit and there is no room to make a game try, then double is a game try

F. Back of card

[F1] 1m-1M; 2M

Next step asks for opener's hand with 6 step response

3m is a short suit trial bid, 5+M normally

2NT/3♥ shows 4 in oM

A raise to 3M is invitational with 5+ M

A jump to 3♦ or 4 level is a Splinter bid with 5+ M

1m - 1♥

2♥ - 2♦ Relay

→ 2NT 4 cards in ♥, unbalanced, 3♣ asks; 3♥ NF

→ 3m 3 cards in ♥; responder may pass or bid values natural; 3♥ NF

- 3om 4 cards in ♥, balanced minimum; 3♥ NF, 3NT COG, new suit cue bid
- 3♥ 4 cards in ♥, balanced minimum; 3♥ NF, 3NT COG, new suit cue bid
- 3♠ 4 cards in ♥, balanced maximum; 3NT COG, new suit cue bid

1m - 1♥

2♥ - 2♠

2NT - 3♣

- 3♦ singleton om
- 3♥ singleton ♠
- 3♠ 5m 4♥ 22 bad hand
- 3NT 5m 4♥ 22 good hand
- 4♣ void om
- 4♦ void ♠

1m - 1♠

2♠ - 2NT Relay

- 3m 3 cards in ♠; responder may pass or bid values natural; 3♠ NF
- 3om 4 cards in ♠, unbalanced, next step asks; 3♠ NF
- 3♥ 4 cards in ♠, balanced minimum; 3♠ NF, 3NT COG, new suit cue bid
- 3♠ 4 cards in ♠, balanced maximum; 3NT COG, new suit cue bid

1♣ – 1♠

2♠ - 2NT

3♦ - 3♥

- 3♠ singleton ♦
- 3NT singleton ♥
- 4♣ 5♣ 4♣ 22 bad hand
- 4♦ 5♣ 4♣ 22 good hand
- 4♥ void ♦
- 4♠ void ♥

1♦ – 1♠

2♠ - 2NT

3♣ - 3♦

- 3♥ singleton ♣
- 3♠ singleton ♥
- 3NT 5♦ 4♣ 22 bad hand
- 4♣ 5♦ 4♣ 22 good hand
- 4♦ void ♣
- 4♥ void ♥

[F2] Gazilli

1♥-1NT

2♣ Gazilli

6♥11-14

6♥15-17

4♣/5♥15-17

17⁺ balanced

5⁺♥/4m 16⁺

1♠-1NT

2♣ Gazilli

6♦11-14

6♦15-17

5♠/4♥16+

17+ balanced

5+♦/4m 16+

[F3] 1M-2♣ FG Relay

1M – 2♣

2♦ min, denies 4oM → 2♥ relay

2♥ 4oM → 2♠ relay

2♠ max (=15+), 4+♦ → 2NT relay

2NT max, no 2nd suit, not good 6M (might be unbal) → 3♣ relay

3♣ max, 5M/4♣ → 3♦ relay

3♦ max, 6M/4♣ → 3♥ relay

3♥ max, 6M, good suit (3 of 4 top honors) → 3♠ agrees M, opener shows shortness or bid 3NT
(4♥ over 1♥ opener shows ♠ shortness!)

3♠ max, 5M/5♣ → 4♣ sets M, 4♦ optional KC for ♣ 4oM sets ♣ cuebid

3NT 17-19 balanced with 2♣

4M min, 7M

[F4] 1M-2NT limit with 3+ support

1M -2NT

3♣ artificial slam interest

3♦ = min 4M

→ 3♥ asks for shortness → 3NT= none, bid shortness natural

→ other bids by opener show shortness, 3NT = no shortness asks for cuebid

3♥ = max 3M

→ 3♠ asks for shortness → 3NT = none, bid shortness natural

→ other bids by opener show shortness, 3NT = ♠ shortness over 1♥

3♠ = max 4M (can't have shortness direct SPL with 4M and max)

→ 3NT = no shortness, cuebids

→ other bids show shortness (4♥= ♠ shortness over 1H)

3NT = min 3M no shortness

→ cue bids

4♣/♦ = min 3M shortness

4♥ = min 3M shortness oM

[F5] 1NT-2NT mod. PUPP STAY, asks for 5 or 4 card M; may have (14)44, (14)(35), (04)(45)

1NT – 2NT

3♣ = neutral, may have 4M

3♦ = denies 4M, shows weak doubleton in a major

→ 3♥ = asks 3♠=♦, 3NT=♥

3♥=5♥

→ 3♠ = slam interest with ♥ support

→ 4♣/♦ = slam interest with 5+♣/♦

3♠ = 5♠

→ 4♣ = slam interest with ♠ support

→ 4♦ = slam interest with 5+♦

→ 4♥ = slam interest with 5+♣

1NT – 2NT

3♣ = neutral, no 5M, may have 4M

→ 3♦ = shortness in one M with 4 in the other M

3♥ asks → 3♠ shows shortness in ♠, 3NT shows shortness in ♥

→ 3♥ = 4♠

→ 3♠ = 4♥

→ 3NT = wanted to find out about 5M

[F6] Special slam tools with minor fits

Whenever we have agreed a minor fit below 3NT we play:

- 4♣ is slam invitational and asks for cue bid (or partner to take control by bidding KC himself)
 - 4♦ = optional Keycard
 - 4M = cue bid in that M
 - 4NT cue bid in other minor
 - if ♦ is trumps, we can ask for KC after one or two cue bids with 4NT; when clubs are trumps 4NT is a last train bid after one or two cue bids
 - 4♦ is optional Keycard
 - 4♥ = rejects slam invitation (4♠ is now repeated KC; 4NT is to play)
 - 4♠ = 1 or 3 KC, 4NT = asks for Q of trumps
 - 4N = 0 or 4 KC
 - 5♣ = 2 KC without Q
 - 5♦ = 2 KC with Q
 - 5♥ = 2 KC with void
 - we don't show a void with one KC

G. Others

H. Prepared defences

DEFENSIVE AND COMPETITIVE BIDDING

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

LEADS AND SIGNALS

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

WBF Convention Card



Category: Natural - Green

NCBO: GREECE EVENT: mixed teams 2019
 PLAYERS: LIOSSIS GEORGE (GRE7009)
 SYRAKOPOULOU CHRISTINA (GRE4443)

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5-card M, 1♣:3+, 1♦:4+ (except 4432)

2 over 1 response: GF by unpassed hand

1M - (p) - 1NT: F1 by unpassed hand (6-11 with no M fit by passed hand)

1NT Opening: 15 - 17 HCP

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2♦ opening = weak in a M

2♥ opening = any strong 3suiter, 19+hcp

2♠ opening = ♦ preempt or both minors at least 55 weak

3♦ opening = ♥ preempt

3♥ opening = ♠ preempt

3♣ opening = solid minor without outside A or K

3NT = solid minor with an outside A or K

1♣ - (pass) - 2♦: 5+♣-4+♥ weak hand (4-8hcps).

1minor - (pass) - 2NT: weak hand with 55 or 64 both minors

Competitive cue after 1M opening: 7-9hcp with 4card fit

1m - (1NT) - ? a)2♣:both majors, b)2♦:1 5cM & m fit, c) 2M: 6 cards

SPECIAL FORCING PASS SEQUENCES

Pass = F when our bids show a sum of 23+ HCP

1NT - (penalty DBL) - pass: one 5card minor OR both m 4+-4+ OR both M 4-4

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Tend to pass COMP DBL at 3+level when BAL

We don't pass when unclear

PSYCHICS: 3rd seat opening can be very weak

After OPP T/O DBL

OPENING	T I C K T I F	A R T	M I N I N O S	O F C A R D S	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4♦	11-21 HCP, always 1♣ if 3♦3♦		2♦=inverted F2NT, Lebensohl after reverse 2NT=pre raise with 55 or 46m, jump new suit=strong, 2d resp:both M weak	2WAY CHECKBACK/ 1NT Rebid, 3rd suit F1 after 2♦ rebid can be short		Jump new suit: 5c+4+c fit, limit
1♦		3	4♣	11 - 21 HCP		as above	as above		
				can be 4♣4♦ if no rebid over 1M					
1♥		5	4♦	11-21 HCP(may be 4-c in 3rd)		1NT = F1, 2♥=6-9,3c,2♠=strong, 3♣/♦=nat limit, 3♦=limit 2nt=jacoby, 3♣/4♣/4♦=splinter with 9-11hcp After 2nt, 3x=sigl x, 4x=5cards x	1♥-1♠-1NT=11-14HCP ,1♥-1♠ or 1NT-2♣=could be 2-card, 4SFG,2way checkback/1NT Rebid, 1♥-2♥/2nt=short♣ gt,3♣/♦=short ♣/♦ gt , 2♠=any long gt	2♣/2♦=revdrury fit then 2♥=minimum 2♣=minisplinter/2nt: ♥fit+♣	
1♠		5	4♦	11-21 HCP(may be 4-c in 3rd)		as above	as above		as above / 2nt=minisplinter
1 NT				15 - 17 HCP (BAL)		JACOBYTRF, TEXAS TRF,3♣=55m weak, 3♦=55m GF 2♣:TRF♣ then 2NT=max with fit, 2NT:TRF♦ then 3♣=max 3♥/♣=5-4m-sigl ♥/♣ GF	SMOLEN TRF, 1NT-2♣-2M-?a)3OM:FIT M+sigl, slam try(3nt asking) b)3m:5+m - 4OM, GF c)4♣:RKC(No FIT M), d)4♦:FIT M, no sigl, slam try e)4NT slam try no fit		
2♣	✓			STR 1/2-suiter or BAL 22+		2♦=neutral, 2M/3m=5+cards & 2/3 TOP H Forcing to 3M	2♣-2♦/ a. 4♣=♣+♦, b. 4♥=♦+♥, c. 4♥=♦+♣, d. 3nt=♦+♥ or ♦+♣ 2♣-2♦/2♥= ♥ or 25+bal, then 2♣=relay: a. 2nt=25+bal, b. 3♣/♦/♣=5♥-4x c. 3♥=♥ 8-9 playing tricks (responder can pass) d. 3nt: ♥, GF		
2♦	✓			3-10 HCP, weak 2 in a M		2NT = asking relay // 2♥/♣3♥/♣= P/C // 4♥/♣=to play 4♣=bid you M w x-fer, 4♦=bid your M	2♦-2NT/? a. 3♣=♣ or nothing, b. 3♦=♦ A/K, c. 3♥=♥A/K w ♠ d.3♣=♣A/K w ♥ e. 3NT=solid M		
2♥	✓	1		any 4441, 19+		2♣ = 0-5hcp, 2NT=6+hcp (GF)	2♥-2♣/? a.3♣=s♣, 3♦=s♣, 3♥=s♦, 3♣=s♥ 19-23 b.3nt=s♣, 4x=sx 24+ 2♥/2NT/? 3x= sx, GF		
2♣	✓			4-10 HCP, 6+♦ or 5+♣5+♦		Then 2NT only strong relay, 3♣ = pass or correct, 3♦=to play	2♣ - 2NT/? a. 3♣=55m min b. 3♦=♦ weak, c. 3♥/♣=55m, sigl max		
2 NT				20-21 (22), balanced		stayman, transfer, texas, 3♣=1 or both m GF			
3 bids	✓			3♣nat pre/3♦/♥=♥/♣pre/3♣=gambling		3♣ open=Gambling without outside value			
3NT	✓			GAMBLING with outside value		4♣ = T/O; 4♦ asks for side shortness			
4♣	7			nat pre					
4♦	7			nat pre					
								HIGH LEVEL BIDDING	
								RKCB 1430 5NT response = 1(3)Aces + void	
								6suit = 2Ace + void ; PODI(pass=03,Dbl=14), PORI, 5NT: GSF responses with steps 1st no, 2nd 1, 6M 2, 7 all	
								OKCB after minor fit, Lackwood in some situations	
								We cue bid 1st + 2nd round equally, Last train, 3NT non serious in cue bid situations	
								Trump Queen = back to our trump fit no queen, 5NT = queen no K, 6suit = queen + specific King	
								PASS, then pull is SLAM TRY	
								Copyright © BCC 6.3.19	

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

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4th	3 rd /5 th	
NT	4th	3 rd /5 th	
Subseq			
Other: 2 nd from 3 or more low cards, high from doubleton			
We lead attitude in partner's suit if there is a known fit			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+), Ax(+)	ASKS FOR ATTITUDE	
King	AK , KQ(+), Kx	STRONG LEAD (except KQx)	
Queen	QJ10(+), Qx	QJ10(+), QJx, Qx	
Jack	J10(+), Jx	Zero or 2 higher	
10	Zero or 2 higher	Zero or 2 higher	
9	Zero or 2 higher	Zero or 2 higher	
Hi-X	Sx, xSxx, HxxSx(+)	Sx, xSxx, HxxSx(+)	
Lo-X	xSx, xSxxx, HxS	xSx, xSxxx, HxS, HxxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	HI=DISCRG	HI/LOW=ODD	HI=DISCRG
Suit 2	HI/LOW=ODD	SP	HI/LOW=ODD
3	SP		
1	SAME	SAME	SAME
NT 2			
3			
Smith (when needed):			
High: "I like the lead" from 3 rd hand, "Switch pls" from the leader!			
A lot of SP in secondary situations and in opponents suit or trump suit			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
AGGRESSIVE T/O DOUBLES (especially if good shape)			
Cue bid F1			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
SUPPORT DOUBLES & RDOUBLES < 2H			
1m - (1♥) - DBL: no 4c♠			
At 3+level, RESP DBL: Useful values, any shape, DBL by PRE: wants to ruff			
LEAD-DIRECTING DBL(L/D), MAX DBL, Most low-level DBLs=T0			
NEG DBL of PRE O/C=USEFUL VALUES			
IF WE HAVE BOTH BID A SUIT, AGAINST NT, DOUBLE ASKS FOR Pd'S SUIT			

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

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	5♥	10 - 22	INVERTED minor raises (F3m), 2NT = bal GF 1m-3M=SPL 15+	2wayCBS after 1NT r, Transfers after 2NT rebid XYZ, 1m-(1NT)-2♣: BOTH M 5-8hcps	
1♣							
1♦	4	5♥	10-22 5+♦ or 4441	SAME (1♦-3♣:mixed raise in ♦ or 12+ splinter)	1♦-(pass)-2♣ GF		
1♥	5	5♦	10-22	2NT: GF raise with 4trumps, 2♣:2+♣ GF, 2♦:5+♦ GF 3♣: inv 4♥, 3♦: 6-9, 4♥, 3♦ = pre , SPL with (9)10-11	2wayCB, extra length 1M-1NT/3x:55, 1M-1NT/2NT: strong JS 54/63	2♣/2♦=3c/4c rev Drury fit 1NT: 6-11 without fit	
1♥							
1♠	5	5♦	10-22	SAME	SAME		SAME
1NT				(14)15-17 BAL OR SEMI BAL, can have 5M or 6m	NF STAYMAN	1NT-2♣/2NT=MAX+FIT, SAME 1NT-2NT/3♣	
1NT					4WAY & TEXAS TRANSFERS, 3♣:5+♣5+♦ WEAK	1NT - 2♣/2x-3♣:distribution asking R	
1NT					3♦:5+♣5+♦ GF, 3♥:3♠1♥(54)GF, 3♠:1♣3♥(54)GF	1NT-4♣ = 55M pick a Game	
1NT					RUBENSOHL , 1NT - 4♣ = 4-4m SLAM INV. , SMOLEN		
2♣	x			GF or (22)23+hcp if BAL	2♦ = RELAY , 2NT = 4-4-4-1 ANY , 2M = AK/KQxxx(+)	2♣ - 2♦ / 2♥ : ♥ or 25+bal (then 2♣ relay)	
2♣					3X = (5)6cards WITH 2 TOP HONORS	2♣ - 2♦ / 2NT = Sys On	
2♦	x			3-8 1 st /2 nd seat, 0-10 3 rd seat	2M&3M=p/c, 4♣:transfer your suit, 4♦:bid your suit	2♦-2NT/3♣-3♦(ask)/?	
2♦					2NT= asking relay (resp: 3♣: some shortness,	3♥:short ♥, 3♠:short ♠, 3NT: short ♣ with ♥	
2♦					3♦: max no shortness, 3♥: ♥ min, 3♠: ♠ min)	4♣: short ♦ with ♥, 4♦/♥: short ♣/♦ with ♠	
2♥	6			(8)9-11 1 st /2 nd seat, 5♥4+m 3 rd /4 th seat	2NT: Asking Relay, NS: GF	2♥-2NT/?3♣:some shortness (then 3♦ ask),	
2♥					(after 2♥ 3 rd /4 th seat, 2NT asking for the minor suit)	3♥: no outside A/K, 3♠:♦K/A, 3NT: ♣K/A	
2♠	6			(8)9-11 1 st /2 nd seat, 5♠4+m 3 rd /4 th seat	SAME	SAME	
2NT				20-22 BAL	3♣: ASK for 4/5M (can be 5+♠4+♥)	2NT-3♣/? 3♦: 1 or both 4cM, 3♥: no 4cM,	
3♣	6			PRE	3♠: trf to 3NT with 1 or both minors GF	3♠:5c♣, 3NT: 5c♥	
3♦	6			PRE			
3♥	6			PRE			
3♠	6			PRE			
3NT	x			Gambling,7+c solid m	4♣/5♣=P/C, 4♦=ASKS FOR SHORTNESS	3NT - 4♦ - 4♥/♠/5♣/♦ = SHORT ♥/♠/♦/♣, 4NT=7222	
4♣	8			PRE			
4♦	8			PRE			
4♥	7			PRE		RKC BLACKWOOD (14-30, 5NT: ODD WITH VOID, 6ns: EVEN WITH VOID)	
4♣	7			PRE		NEW SUIT AT LEVEL 6 ASKS FOR 3RD ROUND CONTROL	
4nt	x			minors		PODI: P = 0, DBL =1 , 5X = 2 , ... , ROPI = P=0, DBL=1/ PODE: P=odd, DBL=even	
						OKCB (4m slam try asking for keycards, next step*=min no answer, else=14,30)	
						After overcall of OKCB Pass=1 st step, Dbl=2 nd step	
						EXCLUSION BLACKWOOD (ANSWER WITH STEPS 0,1,2 etc)	
						CUE: 1 ST AND 2 ND ROUND CONTROL UP THE LINE, GSF 5NT	

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

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

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

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG,DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4♥	10 - 22	INVERTED minor raises, 1♣-(p)-2♥/2♠/3♦ : inv 6+c	2wayCBS after 1NT r, Transfers after 2NT rebid	
1♣					1♣ - (pass) - 2♦ : 5+♠-4+♥ , 6-9hcp , 1m-3M=SPL 15+	1m-(1NT)-2♣: BOTH MAJORS 5-8hcps	
1♦		3	4♥	10-22	SAME (1♦-3♣:limit with 6+♣)	1♦-(pass)-2♣ GF	
1♥		5	4♦	10-22	2NT: GF raise with 4trumps, REV BERGEN	1♥-1NT-2♣= CAN BE 2CARDS	2♣/2♦=3c/4c rev Drury fit
1♥					3♥ = PRE , SPLINTER WITH (9)10-11 HCP		1NT: 6-11 without fit
1♠		5	4♦	10-22	SAME	SAME	SAME
1NT				(14)15-17 BAL OR SEMI BAL, can have 5M or 6m	FORCING STAYMAN	1NT-2♣/2NT=MAX+FIT, SAME 1NT-2NT/3♣	
1NT					4WAY & TEXAS TRANSFERS, 3♣:5+♣5+♦ WEAK	1NT - 2♦/2♥-2♠:5♥5any Or 5♥4m31 inv	
1NT					3♦:5+♣5+♦ GF, 3♥:3♠1♥(54)GF, 3♠:1♣3♥(54)GF	1NT-4♣ = 55M pick a Game	
1NT					LEBENSOHL , 1NT - 4♣ = 4-4m SLAM INV. , SMOLEN		
2♣	x				2♦ = RELAY , 2NT = 4-4-4-1 7+hcp , 2M = HHxxx(+)	2♣ - 2♦ - 2♥ : ♥ or 25+bal (then 2♠ relay)	
2♣					3X = 5cards WITH 2 TOP HONORS	2♣ - 2♦ - 2NT = Sys On	
2♦		6		0-10	New Suit: F1		
2♦				Weak 2 ♦	2NT= asking for outside A/K		
2♥		6		0-10 6♥	SAME	SAME	
2♠		6		0-10 6♠	SAME	SAME	
2NT				20-22 BAL	Stayman, transfer, texas, 3♠ tr to 3NT		
3♣		6		PRE	New suit: F1		
3♦		6		PRE	SAME		
3♥		6		PRE	SAME		
3♠		6		PRE	SAME		
3NT	x			Gambling,7+c solid m	4♣/5♣=P/C, 4♦=ASKS FOR SHORTNESS	3NT - 4♦ - 4♥/♠/5♣/♦ = SHORT ♥/♠/♦/♣, 4NT=7222	
4♣		8		PRE			
4♦		8		PRE		HIGH LEVEL BIDDING	
4♥		7		PRE		RKC BLACKWOOD (14-30, 5NT: ODD WITH VOID, 6ns: EVEN WITH VOID)	
4♠		7		PRE		NEW SUIT AT LEVEL 6 ASKS FOR 3RD ROUND CONTROL	
4nt	x			minors		PODI: P = 0, DBL =1 , 5X = 2 , ... , ROPi = P=0, DBL=1	
						OKCB (4m slam try asking for Aces, next step=minimum, else=14,30)	
						CUE: 1 ST AND 2 ND ROUND CONTROL UP THE LINE, 3NT: non serious	
						EXCLUSION BLACKWOOD (ANSWER WITH STEPS 0,1,2 etc)	
						GSF 5NT	

DEFENSIVE AND COMPETITIVE BIDING
OVERCALLS SOUND BY NON PH, SLIGHTLY SHADED IN REOP POS. NEW =SUIT (BY ADVANCER)=F ON 1LEVEL CUE = F1 (FG IF FOLLOWED BY NEW SUIT) JUMP CUE =LIGHT INV WITH DEFENSIVE STRENGTH; JUMP IN NEW SUIT=1-SUITER INV DIRECT JUMP RAISE=PRE; CUE (PH)= F1 WITH SUPPORT
INT OVERCALL 15+-19- HCP NAT. STAY, XFERS., RUBENSOHL REOP= 12-16 , XFERS, STAY, RUB+LEB 4 TH LIVE: 16-19 HCP DIRECT OR REOP 1N BY PH: 2 LOWEST UNBID (44+)
JUMP OVERCALLS AGRESSIVE IN NV, SOUND IN V (WJS) NT(UNLIMITED, 55+, TWO LOWEST UNBID) 1X-P-P-2NT: 19-21
DIRECT AND JUMP CUE BIDS JUMP CUE BID=ASKING FOR STOPPER MICHAELS CUE BID (UNLIMITED)=M(55+) OVER m (55+) OM + m OVER M IF 1m can be 2- cards: JUMP CUE NAT
VERSUS NT (STRONG AND WEAK) MULTI-LANDY, X: SHOWS MINOR BY PH
VERSUS PREEMTS LEAPING MICHAELS (2/3M)-4m = 5+OM + 5+m (2M)-3M=ASKS FOR STOPPER, OR STRONG TWOSUITER DBL=T/O (3m)-4♣:other m+M, 4♦:both M's LEB AFTER DBL OF 2X (X=TRUE SUIT)
VERSUS ARTIFICAL STRONG OPENINGS OVER 1♦: X/1N/2♦N ART (1) SIMILAR AFTER STRONG 2♦
OVER OPPONENTS TAKEOUT DOUBLE RDBL PEN IN 2+ SUITS OR FG S/T WITH FIT OR 3-card LIMIT 1M-(DBL) - 1/2Y= F1 BERGEN RAISE (3♦=6-9 WITH SHORTNESS, 3♦=6-9 WITHOUT SHORTNESS) P FOLLOWED BY X: BAL, 10+

LEADS AND SIGNALS																														
OPENING LEAD STYLE																														
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SIGNALS:U/D TROUGHOUT, REVERSED SMITH VS NT, S/P ODD: ENC FROM KNOWN 5+ SUIT, EVEN:S/P																														
DOUBLES																														
TAKEOUT: 4OM OR 33+MS, OFFSHAPE OK (1X)- DBL-(PASS)-2X=INV+ OVER MINOR, GF OVER MAJOR (X)- DBL-(RDBL)-PASS= PENALTY (1X)-DBL-(RDBL)-JUMP=PRE RESP.DBL: YES SCRAMBLE 2NT DOUBLER BIDS HIS CHEAPEST 4-CARD SUIT SPECIAL, ARTIFICIAL AND COMPETITIVE DBL NEG: 1♦-(1M)-DBL =AT LEAST 4OM, 6+HCP.,1♦-(1♥)-1♦=5+ SUPP. DBL COMP DBL: G/T. 1♦-(Y) -DBL=FG POLISH DBL BY BIDDER (SPL)-DBL: LEAD THE LOWER OF 2, OR THE FRAGMENT SUIT																														

HUNGARIAN BRIDGE FEDERATION
Convention Card

CATEGORY: BLUE
NCBO: HUNGARY MIXED

EVENT: 2019

PLAYERS: Zsuzsanna KEREKES – Dániel GULYÁS

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
PRECISION CLUB, WEAK NT, 5-CARD MAJOR (1/2ND POS.)
INT OPENING: 12-16 HCP, 2♦=FG RESPONSE ASKING FOR PATTERN. BID OF A SUIT OF KNOWN LENGTH =(O)RKC(2) 1M-2♣:FORCING NT, 1N: GFR 1/1 RESP=F1
MANY SPL BIDS. HEAVY O/C ON 2 LEVEL. FREQUENT ASKING IN FOR DISTRIBUTION OVER 1♦-1M, FOLLOWED BY (O) RKC.
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2♣=6+♣ OR 5♣-4M(XX). 2♦=4414,4405 OR 45(XX). 10-15 HCP 1M-2NT=10-12HCP SHORT M (0-2) 3NT=GAMBLING (MAX 1 KING OUTSIDE); 1M-1N: GFR BY UPH 1♦-3♣, 1♥-2♦, 1♦-3♥: INV 1-SUITER 1♦-2M: WJS SPLINTER RUBENSOHL(by UPH OVER 2-LEV JUMP O/C AND 2♣-(2X) O/C). LEBENSOHL TRANSFER (JACOBY, TEXAS) ALSO AFTER 1NT O/C
SPECIAL FORCING PASS SEQUENCES
ONLY IN FG SITUATION
IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE
3 rd hand openings can be light ones, especially NV Wide-range PRE's in 3 rd position Points are hints only, often upgrade, very rare downgrade (to game)
PSYHICS: occasionally (esp. with big fit)

O P E N	A R T	C A R D	N E G. DB	DESCRIPTION	HUNGARY RESPONSES	KEREKES-GULYÁS 2019 SUBSEQUENT ACTION	PASSED HAND BIDDING AND COMPETITION
1♣	X	-	spe cial	16+HCP ANY OR EQUAL STRENGTH, BUT NOT 20++22 BAL	1♦=0-7 HCP; 1M=5+M, 8+HCP; 1NT=8-13 OR 16+HCP BAL; 2m=5+m, 8+HCP; 2M=6+M, 4-7HCP; 2NT 14-15 HCP, BAL; 3X=444(1) POS; 4m=7c ♠/♦ WK; 4M=8+M, WK	1♣-1♦-1M= 4+M, NF, MAY BE CANAPE; 1♣-1♦-2M/3m=3+c, GF, SUIT ASK (MAY BE CANAPÉ) 1♣-1M-1NT=R; 1♣-1M-2M= SUIT ASK; 1♣-1NT-2♣=R; 1♣-2♣-2♦=R; 1♣-2m-2NT=SBAL	1♣-(DBL)-P=5-7HCP -1♦=0-4HCP -RDBL=4(5)♣, 6+HCP 1♣-(X)-DBL=GF, NAT OVER ART 1♣-(2X)-RUBENSOHL
1♦	4 2	4♥		10-15 HCP, 5+♣ POSS. 4+♦ 1.2.POS, UNBAL 2+♦ 3.4.POS,MAYBE BAL	1M=4+F1; 1NT=NAT;2♣=R,GF w/o M,2♦:INV+ 2M=6+M, WK; 2N,3♣:LIMIT	over 1N rebid: 2♣ PUPP to 2♦:S/O or INV; 2♦ GFR; 4THSUIT=R, FG; LEBEL R=GF; 1♦-1♣-2♥: 3♦s JUMP BY RESP. IN 2NDROUND=INV	
1♥	5(4)	4♦		10-15 HCP 5+♥,6 m POSSIBLE IF 4♠ THAN 6♥	1NT=GF, distr ask; 1♣=4+♣; 2♣:like F1NT; 2♦: 2c♥, INV 2♥= 3card-raise (6-9); 1M-3m: NAT INV 1♥-2♣:INV, 2N:short (1-2) ♥ 10-12 1♥-3♣/4m:SPL 1M-3NT: 3M(433)or 4M333 12-14, 1M-3M: like weaker Bergen	SIMILAR TO 1♦ OPENING BUT 1♥-1♣-2♦:55+ 1M-2M-?: relay asks shortness, others SS-TRIAL	PH: REVERSED DRURY FIT P-1M-2N: 4OM+6m P-1M-1NT: good hand, NF P-1M-2♦: wk
1♠	5(4)	4♦		10-15 HCP 5+♣, 6 m POSSIBLE	LIKE 1♥, 2♥=5+ goodish ♥ or bad 6, INV 1♣-3♥:INV 6+cards, 1♣-4♥:SPL 1♣-2♦: 0-1♣+4♥+4-5♦+3-5♣ 4-9	SAME AS ABOVE	SAME AS ABOVE P-1♣-2♥: wk
1NT		-		12-16 HCP BAL 5m POSSIBLE. AT MOST 15 HCP IF 4M SELDOM 12 HCP, ESP. VULN (NV 11 poss)	2♣=(R) FG 2♦=INV WITH AT LEAST ONE 4/5M 2M=TO PLAY. 2NT=INV W/O M. 3X=INV, 6+CARD 4♣=both M's. 4♦, ♥=TRF	1NT-2♣-2♦/♥=4♥/♣+4+m; 2♣=44/54 minors 2NT=(4333) 3m=5m(332) 3♥=4432, 3♦=4423 strong, 3N=4423 weaker	COMP: RUBENSOHL PH: STAY, TRF 2♣: BOTH m , INV+ 2N: MINOR S/O
2♣	5	4♥		10-15 HCP 5♣-4M(XX) OR 6♣	2♦=(R) WEAK♣ OR INV+ WITH 4M / FG 2M=NAT, NF, INV- OPENER CAN RAISE 2NT, 3♣=INV 3♦=NF. 3M=INV 4m=S/O.4M=T/P	2♣-2M-3M=FIT 2NT,3♣=SHORT M, 3M:COMP, 3♦:GOOD M-raise 2♣-2♦-2N/3♣: STR/WK 1-suiter, 3♦ asks SPL	2♣-(2X)-DBL T/O,RUBENSOHL by UPH
2♦	X	0	-	4414, 4405 , 45(XX) 11-15 HCP	2♥=FG.(by UPH) 2♣,2NT,3♣,3NT,4M=NAT NF. 3♦(⇒♥),3♣=INV 3♥=S/O.	2♦-2♥: 2♣=(4414/4405), 2NT=4522,3♣=4531,3♦=4513, 3♥=4540, 3♣=4504, 3NT=4522, 2 ACES+2 M KINGS. RESP'S BID UNDER GAME= (O)RKC	HIGH LEVEL BIDDING 4NT VERY OFTEN BW OR QUANT PODI, PNS ROBI PORI, PEDO (IF O/C OVER 5 TRUMP)
2♥♣	5+	-		W2 (5-10HCP LOVE ALL 5-6 CRD,0-10 NV vs V. 3RD SEAT WIDE RANGE	2NT= (R), 3m=NF RAISE=PRE, 2NT(PH)=INV.	2M-2NT : 3♣:BAD+BAD or GOOD+GOOD 3♦:good suit + BAD HAND, 3M/3OM/3N: GOOD HAND, BAD SUIT w Shortness/4card other M/BAL respectively.	5NT=BW OR RKC OVER HIGH O/C (O)RKC (2)
2NT		3x		20+-22 BAL, 5card M possible (rare)	3♣: STAY, xfers, 3♣:minors,4♣:♦ S/T, 4♣:♦ S/T, 4♦/♥: xfer	2N-3♣-3♦: no major, 3♥/3♣:4+card, 3N: 4-4 ♥/♦⇒xfers.	
3X	6+	-		PRE	NEW SUIT=F (R) = SPL-ASK OVER 3♣/3♦	ANSWER TO (R): NO, U, M, L. R1=RKCB X. 4M CANNOT BE RELAY ONLY NT + m..	
3NT	7+	-		GAMBLING, MIN 1/2 STOP	4♦= SPL ?	SAME AS ABOVE.	
4♣♦	7+						
4M	6+						
4NT				PINPOINTED BW	5♣=0, 5♦=♦, 5♥=♥, 5♣=♣, 5N=2 ACES, 6♣=♣.		

SUPPLEMENTARY SHEET

Pair: Kerekes-Gulyás, Hungary

Event: 2019 Mixed Teams

(1) Over STR ART 1♦

- x: a) Both Ms 44 or 54**
- b) Str 1 suiter M (14+)**
- c) Str 2 suiter M+m**

1x: NAT, 4-5 cards, LD only

1NT: M+m wk

2♣: NAT 5+

2♦: 55+ Ms

2NT: 55+ ms

others NAT.

(2)(O)RKC: Optional Roman Keycard Blackwood

After exact pattern known, 3m, 3M or 4m is asking for interest in slam (=optional), and number of aces.

1st step: I like slam, will tell about aces in next step (relay asks; if not relay bid=exclusion blackwood)

2nd-5th step: do not like slam, ace resp (0-3, 1-4, 2, 2+Q)

3m responses are: 1st step I do NOT like slam, others: I like slam, and normal resp (see above).

DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			 EBL Convention Card				
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE							
Aggressive style at lvl1, sound overcalls for lvl2 Reopening: Very often, even with marginal holdings.		Lead	in Partner's Suit						
	Suit	3/5	3/5						
	NT	Attitude	3/5						
	Subseq	Attitude or 3/5	3/5						
	Other:								
INT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY: 2/1, 5card major, 1C is often two cards, transfers over 1C				
15-18, Transfers and Stayman	Lead	Vs.Suit	Vs. NT	GENERAL APPROACH AND STYLE					
Reopening: 1NT=12-16, 2NT=20-22 Transfers and Stayman after	Ace	AK or Ax	AK or Ax						
	King	KQ or Kx (againgst lvl5 or higher AK)	KQ or Kx (againgst lvl5 or higher AK)						
	Queen	QJ or AQJ or Qx	QJ or AQJ or Qx						
	Jack	JT or Jx or HJT	JT or Jx or HJT						
JUMP OVERCALLS(Style; Responses; Unusual NT)		10	T9 or HT9 or Tx	T9 or HT9 or Tx					
1-Suit: Preemptive	9	9x	9x	1NT Openings: 15-17					
2-Suit: Lower 2 suits with 2NT	Hi-x	even	bad suit	2 OVER 1 Respons Game Force					
	Lo-x	odd	good suit	SPECIAL BIDS THAT MAY REQUIRE DEFENCE					
Reopening: Weak opening strength and solid 6 card suit	SIGNALS IN ORDER OF PRIORITY				After 1C transfers, ie 1D=Hearts, 1H=Spades, 1S=no major				
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)			Partner's Lead	Declarer's Lead	Discarding				
Michaels and Leaping/non leaping Michaels	Suit:1st	Attitude	Count	Attitude					
Jump cue solid 7+ minor suit, no stopper	2nd	Count		Count					
	3rd	Lavinthal		Lavinthal					
	NT: 1st	Attitude	Smith or count	Attitude					
VS. NT(vs. Strong/Weak; Reopening;PH)		2nd	Count	Count if 1st was Smith	Count				
Always multi-Landy	3rd	Lavinthal		Lavinthal					
2C = Majors, 2D = 1Major, 2M= M+m, 2NT = minors, 3lvl NAT	Signals (including Trumps):								
DOUBLES									
TAKEOUT DOUBLES(Style;Responses;Reopening)									
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)									
TO doubles, Leaping Michaels, After dbl Lebenshol	Most doubles are TO until 4H			SPECIAL FORCING PASS SEQUENCES					
				At and below lvl3 in forcing situations: Pass = penalty or strong distributional,					
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			DBL = balanced type hand				
2D=Majors, not jumping NT is major+minor									
Jumping NT is minors				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE					
				Transfers are a common part of system					
OVER OPPONENTS' TAKE OUT DOUBLE									
RDBL = strong				Psychics: Rare					
Transfers after 1M DBL									

DEFENSIVE AND COMPETITIVE BIDDING

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

SOUND (rarely light): 1 or 2-level overcalls

resp: F1 on 1, NF on 2, NF/GF on 3 (after strong bid/preempt)

Jump Raise=PRE; RESP X, Transfers after (1x)-1M-(x)

CUE (non-jump): FIT INV+ / GF any; Jump 3CUE = 7-10 4-fit
(1x)-2y(non-jump)-(x)-xx: min. Hx in y

X of 3rd suit on 1- or 2-level: 4th suit (5+) & supp (Hx or 3)

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

2nd/4th live: 15-18HCP, SYS ON

4th: 12-15HCP, SYS ON

Rubensohl

1N-(2x NAT)-x: TO; 1N-(2x ART)-x: CS (forcing to 2♠)

JUMP OVERCALLS (Style; Responses; Unusual NT)

1-Suit: aggressive, sound 4th seat/reopening (12-15)

2-Suit: 2NT: unusual (2 lowest unbid)

Reopen: 2NT is 18-19HCP

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

Direct cue: Michaels (also over 1x-p-1N)

Jump cue: looking for stopper (gambling)

(-> 3♦/4♣ P/C; others like over 3PRE opening)

(1m) - 4m = STR long M, P/C RESP; (1♥) - 4♦ = STR long S

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

Vs. 1N: 2♣: majors 54+; 2♦: (5)6+ ♥/♠; 2M: 5M&4+m; 2NT: ♣+♦

X by non-PH: PEN (from NT's mid-range – 2nd better, 4th lighter)

X by PH: 4M+5m

Vs. 2N: NAT;

REOP: same; 1x-(1N)-Multilandy

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

Leaping Mich: 2/3M-4m: OM+m, 3m-4♣ om+M, 3m-4♦ majors, vs. multi 2♦ too, not vs. prec 2♣

Vs. Multi: X=5+ card M, 2M=T/O X of M -> LEB, 2NT/3m=NAT

DBL=T/O thru 4H, LEB after (WK2x)-DBL, RUB /1x (2jump)

4NT: /4♥ = ♣+♦, /4♠ = any 2 suiter, /4m = NAT

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

vs. STR 1♣: X 44+ Majors; 1N Major+minor 2♦ Majors

VS. STR 2♣: X 44+ Majors; 2N 2 suites (min. 1 minor); Rest: NAT

VS. STR 1♣-1♦: X 44+ Majors; 1N Major+minor 2♦ Majors

OVER OPPONENTS' TAKEOUT DOUBLE

XX INV+ & PEN intentions; 1M-(x)-Xfer

1M-(x): 2NT: 4-fit & INV+

1m-(x): 2NT: 5-fit & 7-10, JUMP PRE

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd=even, low=odd	same
NT	4 th (from at least J, top/2 nd)	3rd=even, low=odd
Subseq	count	

Other: K from AK if singleton outside, or against 4X!/5X or higher

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(+), Ax(+)	AKx(+)
King	AK, Kx, KQ(J)(+)	AKJ10(+), KQ(J)(+)
Queen	Qx, QJ(+)	QJ(+), KQT(+)
Jack	Jx, J10(+), KJT(+)	same
10	Tx, QT9(+), 109(+), AJT(+)	same
9	9x, AT9(+), KT9(+)	same
Hi-X	XX, 3rd=even, low=odd	4 th (from at least J, top/2 nd)
Lo-X	3rd=even, low=odd	4 th (from at least J, top/2 nd)

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1st	low: enc/even	low: even	low:encouraging
Suit 2nd	low: even	S/P	low: even
3rd	S/P		
1st	Low: encouraging	Smith (low: like)	low:encouraging
NT 2nd	Low: even	low=even	low: even
3rd	S/P	S/P	

Signals (including Trumps):

Smith reversed, from both side

Trump echo (hi/low suggests ruff)

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Aggressive until 4♥, emphasis on majors, Equal Level Conversion all levels

Near Opening Values; After TO X: Cuebid of m/M is INV+

(1X)-Dbl-(P)-2M: INV with 4M, (1X)-Dbl-(P)-3M: INV with 5M

(1m)-x-(1M): x PEN

SPECIAL, ARTIFICIAL & COMPETITIVE DBLs/RDBLs

NEG X THRU 4♥ (/1m), 4♦ (/1M), 3♠ (/1NT), RESP X THRU 3♠

SUPP X THRU 2M, CS between 2M-3M

4th seat double of 3rd suit = 4th suit (5+) & tolerance in P's suit (Hx / 3)

1N-(2x NAT)-x: T/O; 1N-(2x ART)-x: CS -> forcing to 2♠, from 2♠: X T/O

Card-showing X frequent, following -> forcing to 2♠, from 2♠: X T/O

W B F CONVENTION CARD

HUNGARY

VILLŐ SZÚCS – GYULA BÓDIS

CATEGORY: NATURAL GREEN

EVENT: 2019 MIXED EUROPEAN TEAM CHAMPIONSHIPS

SYSTEM SUMMARY

Standard American, 5 card major, better minor

2 over 1 GF, 1M-1NT: F1

1NT (14)15-17HCP

Frequent non-penalty doubles

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2-level openings are wide-range in 3rd seat (0-13 / 4-13, NV/V)

COMP CUE limit+ with fit or GF any

1M-(x)-Transfers until 2M-1 (2M: bad raise)

Lebensohl when forced + game poss. (/ TO X of wk2)

Rubensohl: 1N-(2x) + 1x (2jump)

1NT-2♣-2♦-2♥ WK with 4+4+ ♥/♠

1♦-3♣ INV 6+♣; 1NT-3♣ WK ♣+♦

1♣-1♦ with 3+♦ s (& Walsh)

SPECIAL FORCING PASS SEQUENCES

STR ART 2♣-(any)-Pass: Forcing to Dbl w/ BAL

NAT STR 2NT-(any)-Pass: F1

IMPORTANT NOTES

Tend to pass COMP DBL at 3+ level when BAL

PSYCHICS: rare

OPENING	ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4♥	10+HCP	1♦ WALSH, 1NT 8-10HCP, 2NT (Q)BAL GF, 3NT 16-17 1♣-2♦/M WK 6+x, 1m-3m WK, 1m-2m INV+ (/: STOP, GF above 3m), 1♣-3♦/♥/♠ NAT PREE	2-way checkback after 1m-1M-1N; 2♣: GF stayman after 1♣-1♦-1N; 4 th suit GF, Lebel relay 1m-1M-2M can be 3cards (R asks) Wolff after 1m-1x-2NT	Kantar
1♦		3	4♥	10+HCP	As above; 1♦-3♣ INV, 1♦-2♣ INV+ NAT no 4c M 1♦-2/3♥/♠: PREE	4 th suit GF, Lebel relay, 2-way checkback; Wolff 1♦-2♣: 2♦: 5+♦; 2N: BAL MIN; 2M: stopper + STR	As above
1♥		5	4♦	10+HCP	1NT F1, 2♣ = NAT / BAL / FIT, 2♠ NAT WK, 2NT: 12-15 2-3 M BAL, 3♣/♦ NAT INV 3M 8-11 4+ M 1M-3M+1: void SPL; 2♦: 5+, GF; 3NT: singleton ♠	/2N: NAT 1♥-1N-2♠: BAL 18-19 → TRFs; 1♥-1N-2N: GF 5♥4x or 6♥ 1M-2M: Long / short suit game try (2M+1=long)	2♣ Drury
1♠		5	4♦	10+HCP	As above; 2♥ 5+ GF; 3♥ WK	As above	As above
1NT			3♠	(14)15-17HCP (5M/6m/5m4x OK)	Stayman, 4 way transfer, BAL INV thru STAY 3♣/♦: ♣+♦ WK/STR, 3M SPL (0-1) + 3-card OM + 54/55/64 minors, 4♦/♥: ♥/♠ TP or SF	2♣-2♦-2♥ WK 4+♥4+♠, Smolen; After 1NT-2♠/2NT: R accepts /xfer: 3M 4-fit + working MIN, 3x: 4-fit, MAX, doubleton x	
2♣	X			Quasi FG	2♦ waiting, 2M/3m: min. HHxxx	Subsequent 2NT possible with 5M or singleton 2♣-2♦-2♥ = KOKISH, forcing to 2♠ (♥ or BAL STR)	
2♦		5		NAT WK 5+ (NV aggressive / V decent)	2NT: R INV+; 2M: NAT F1; 3m: NAT NF (not rubbish)	/2N: 3♣ max; 3♦: min	
2♥		5		NAT WK 5+ (NV aggressive / V decent)	2NT R INV+	/2N (NV): 3♣/♦: 5c suit bad/good 3♥/♠: 6c suit bad/good /2N (V): Ogust	
2♠		5		NAT WK 5+ (NV aggressive / V decent)	2NT R INV+	/2N (NV): 3♣/♦: 5c suit bad/good 3♥/♠: 6c suit bad/good /2N (V): Ogust	
2NT				(19)20-21(22) HCP, QBAL (5M/6m/5m4/stiff A/K OK)	3♣ Stayman; TRFs; 3♠ minors; 4♣ 6+♣; 4♦/♥: TRF ♥/♠ 4♠ 6+♦; 4N: Quantitative	Smolen; 4♣ minor stayman; 4♦: 5+ m SI+	
3♣		6		PREE (wide range)	NAT		
3♦		6		PREE (wide range)	NAT		
3♥		6		PREE (wide range)	NAT		
3♠		6		PREE (wide range)	NAT		
3NT	X	7		SOLID m, max. K outside	4♣/5♣/6♣ P/C, 4♦ shortness ASK	/4♦: none/higher/middle/lower SPL	
4♣		6		PREE (wide range)	NAT		
4♦		6		PREE (wide range)	NAT		
4♥		6		PREE (wide range)	4♠ TP, 4NT RKC		
4♠		6		PREE (wide range)	4NT RKC		
4NT	X			Show the suit of your Ace!	5♣: no A, 5♦/♥/♠/NT:♦/♥/♠/♣ A, 6x:2A(x+higher)		

HIGH LEVEL BIDDING

Lightner Dbl, Serious 3M+1 (3M+1 = serious, cue = non-serious)

Italian CB (1st or 2nd round control), Last Train, Spiral after RKC (Spirals: trump Q, K, Q, J; order of pref: ♠/♥/♦/♣ – with known shortnesses of both hands going to last place)

RKCB (0314), Kickback RKCB, Exclusion RKCB, Lackwood, ORKC (1st step accepts)

Answers with side-suit void to RKC (optional): step after 2A+Q: EVEN ACES + ANY VOID; steps after: ODD ACES + VOID in suit bid (if possible)

PODI, PORI, PEDO; PNS-ROBI (X of 4-level RKC); PNS-R1B2 (X of 3/4-level ART bid)

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)		
Nat 8-16p 5+ cards		
INT OVERCALL (2nd/4th Live; Responses; Reopening)		
Direct: 15-18 bal (Stayman, Transfers).		
4 th : 10-15 (2C =strength asking, Transfers)		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
weak		
Unusual 2NT		
Reopen: weak		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
Michaels cue bids		
3m over 1minor opening= nat, preempt		
3M over 1M= ask for stopper		
Over natural 1C (2C =natural, 2D=Majors).		
VS. NT (vs. Strong/Weak; Reopening;PH)		
Dbl = strong.		
2C = Majors.		
2D = One major.		
2H = 5+Hearts and 4+ minor.		
2S = 5+Spades and 4+ minor.		
2NT = Both minors.		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		
Takeout doubles,		
Cuebid = Two suiter.		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♦ or 2♦		
VS. 1C (Double =both majors, 1NT/2NT =both minors.		
OVER OPPONENTS' TAKEOUT DOUBLE		
Weak jumps, redouble= 10+		
2NT= 7-12p and 4+fitt after 1M openings.		
Over double of 1M (1NT, 2C, 2D, (2H) transfers).		

LEADS AND SIGNALS		
OPENING LEADS STYLE		
Lead	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 /5 th .	Attitude, 3 rd /5 th .
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+, H109+	109+, H109+, 10x
9	Normally doubleton	top
Hi-X	Normally doubleton	top from nothing
Lo-X	3 rd 5 th	4 th ,
SIGNALS IN ORDER OF PRIORITY		
1	Partner's Lead	Declarer's Lead
1	Low= Encour.	count.
Suit 2	suit preference	
3		
1	Low= Encour.	count
NT 2	count	
3	suit pref.	
Signals (including Trumps):		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
a) 11+ support with the other suits		
b) 17+ and 5+ in other suit.		
c) 19+ balanced		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
takeout doubles, lead direct doubles.		

W B F CONVENTION CARD		
CATEGORY: GREEN		
NCBO: ICELANDIC BRIDGE FEDERATION		
PLAYERS:		
SVALA K. PÁLSDÓTTIR <i>Aðalsteinn Jörgensen</i>		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
5 card majors, 1D unbal with 4+ diamonds, 1C = 2+ cards.		
14-16 NT.		
2♥/2♠ =6 cards, 10-12 HCP.		
2D = weak two in either major.		
UDCA		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
After we open 1C (We use transfers).		
SPECIAL FORCING PASS SEQUENCES		
IMPORTANT NOTES		
PSYCHICS: Very rare		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	ICELAND – MIXED PAIR: SVALA K. PÁLSDÓTTIR-AÐALSTEINN JÖRGENSEN.			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	4♥	11-21p, (diamonds can be longer, if balanced)..	1♦/♥/♠/NT/2C = Transfers 2♦/♥/♠= 8-10 HCP, 6+cards. 2NT=weak minors	Two way checkback.	
1♦		4	4♥	11-21, 4+card , unbalanced	2♣=GF, 2♦= Forcing 1 round, 2H/2S=8-10,6cards	After 1D-1M, the 1NT rebid is ART	
1♥		5	4♥	11-21.	1♠=nat4+cars.1NT= “Semi forcing”, 2♣♦=GF raise=8-10p 3cards.2♣jump=8-10, 2NT=Jacoby, 3♣/♦=bergen. 3♥=weak, 3♣/4m=splint.	Two way checkback.	2/1= max pass
1♠		5	4♥	11-21	Same as after 1♥. Exc, 3♥=nat invit. 4♥=splinter.		
INT			4♥	14-16 bal, (normally not 5 card major,but 6 card minor possible	2♣=stayman, transfers to all suits. 3x= Strong slamish. 4♥/♠= natural 4NT= Inv.	1NT-2♣/2♦-2♥=majors to play	
2♣	X	0	4♥	23+bal or GF any.	2♦= relay. New suit= 2 of top 3 honors, 5+cards.		
2♦	X			Weak 2 in hearts or spades	Bids in Majors are pass/correct. 2NT = ask, invit+.	In competative action new suit not forcing	New suit NF
2♥		6	Penalty	10 - 12, 6 hearts.	2NT = asking, invitational+		
2♠		6	Penalty	10 – 12, 6 spades	Raise = preempting Jump to 4 new suit= splinter.		
2NT			4♥	20-22bal	3♣=Puppet stayman, 3♦♥=transfer, 3NT= to play 3♣=minors slam try.4M=slamtry, 4M= To play		
3♣		(6)7	All Doubles	Preempt, 6-10p	New suit on 3 rd level= nat forcing new minor on 4 th level=Cuebid, slamtry in your suit raise=to play, preemptive 4♥♠= natural, to play 4NT= RKCB	In competitive action new suit forcing.	New suit NF.
3♦		(6)7					
3♥		(6)7					
3♠		(6)7					
3NT	X		pen	Solid 7+ in either minor little outside.	4♣/5♣= Pass correct, 4♦=Askshort,(4H,4S=short)(5C,5D=sh other minor		
4♣		(7)8	pen	Natural preemptive,	All natural. 4M= to play. 4♦= cuebid. 4NT= RKCB		
4♦		(7)8	pen				
4♥		7	pen	Natural, to play, can have an opening bid. Preemptive	4♣/5m= cuebid, slamtry. 4NT= RKCB		
4♠		7	pen				
4NT				Ace asking		HIGH LEVEL BIDDING	
5♣		8		Preeptive long suit		4NT after 4M openings by opponents= 2 suits	
5♦		8				4NT after partners doubles of 4M opening= 2 suits	
						4NT after opponents 1/2/3M openings= MINORS	
						RKCB=0314	
						5NT=general grand slam try	

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)		
Nat 8-16p 5+ cards		
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		
Direct: 15-18 bal		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
weak		
Unusual 2NT		
Reopen: weak		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
Michaels cue bids		
3m over 1minor opening= nat, preempt		
3M over 1M= ask for stopper		
VS. NT (vs. Strong/Weak; Reopening;PH)		
Dbl strong		
2 club = Mayors rest nat		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		
Takeout doubles, splinters		
Cuebid=Good raise in partners suit.		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♦ or 2♦		
Natural		
OVER OPPONENTS' TAKEOUT DOUBLE		
Weak jumps, redouble= 10+		
2NT= 7-12p 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 , SECOND FROM GAR	3 rd , HI from doubleton		
Subseq	Top	Top		
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+, H109+	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		
1	Low= Encour.	no signals or suit pref.		
Suit 2	suit preference	low=enc.		
3				
1	Low= Encour.	count		
NT 2	count	suit pref		
3	suit pref.	count		
Signals (including Trumps): Hi-low in trumpf for intrest for a ruff or count.				
DOUBLES				
TAKEOUT DOUBLES (Style; Responses; Reopening)				
a)	11+ support with the other suits			
b)	17+ and 5+ in other suit.			
c)	19+ balanced			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS				
takeout doubles, lead direct doubles.				

W B F CONVENTION CARD		
CATEGORY: GREEN		
NCBO: ICELANDIC BRIDGE FEDERATION		
PLAYERS:		
BRYNDÍS PORSTEINSDÓTTIR		
GUNNLAUGUR SÆVARSSON		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
Nat 2/1 GF.		
15-17 NT.		
weak 2 in ♦ ♥ ♣		
UDCA		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
SPECIAL FORCING PASS SEQUENCES		
After 2/1 gameforce.		
IMPORTANT NOTES		
PSYCHICS: Very rare		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	ICELAND - BRYNDÍS AND GUNNLAUGUR					
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING		
1♣		3	4♥	11-21p, 2 ♣minors or longer.	1♦♥♠=nat 4+cards, 6+hcp. 1NT=6-10bal, 2♣=GF 2♦♥♠=INWITE+, 6+cards. 2NT= inv. 3x=weak	1m-1M-1NT: Two Gun 1m 1M 1M : Two Gun			
1♦		4	4♥	11-21, 4+card	same as 1♣ exc, 2♣/♦= GF				
1♥		5	4♥	11-21.	1♠=nat4+cars. 1NT= “ forcing”, 2♣♦=GF raise=8-11p 3cards. 2♠jump=strong, 2NT=STENBERG, 3♣/♦=INWITE. 3♥=weak, 3♠/4m=splint.	Drury	2/1= max pass		
1♠		5	4♥	11-21	Same as after 1♥. Exc, 3♥=weak nat. 4♥=nat.	Same as after 1♥			
INT			4♥	15-17bal, 4432, 4333 or 3325 with 5 in a minor	2♣=stayman, transfers to all suits. 3x= Strong slamish. 4♥/♠= natural 4NT= Inv.	1NT-2♣/2♦-2♥=majors to play 1NT – 4cl = H and 4 dim = sp exfer			
2♣	X	0	4♥	23+bal or GF any.	2♦= relay. New suit= 2 of top 3 honors, 5+cards.				
2♦		6	All	Weak 2 6-10hcp	new suit forcing. 2NT STENBERG Raise=preempting Jump to 4=cuebid slamish.	In competitative action new suit not forcing	New suit NF		
2♥		6	Doubles						
2♠		6	Penalty						
2NT			4♥	20-22bal	3♣= stayman, 3♦♥=transfer, 3NT= to play 3♠=minors slam try. 4m=slamtry, 4M= To play	4cl = H and 4 dim = sp exfer			
3♣		(6)7	All	Preempt, 6-10p	New suit on 3 rd level= nat forcing new minor on 4 th level=Cuebid, slamtry in your suit raise=to play, preemptive 4♥♠= natural, to play 4NT= RKCB	In competitative action new suit not forcing.	New suit NF.		
3♦		(6)7	Doubles						
3♥		(6)7	Penalty						
3♠		(6)7							
3NT	X		pen	Solid 7+ in either minor little outside.	4♣/5♣= Pass correct 4♦= Ask, bid 5♣ or 5♦.				
4♣		(7)8	pen	Natural preemptive,	All natural. 4M= to play. 4♦= cuebid. 4NT= RKCB				
4♦		(7)8	pen						
4♥		7	pen	Natural, to play, can have an opening bid. Preemptive	4♣/5m= cuebid, slamtry. 4NT= RKCB				
4♣		7	pen						
4NT				Ace asking		HIGH LEVEL BIDDING 4NT after 4M openings by opponents= 2 suits 4NT after partners 1x opening and 4M overcall= 2 suits 4NT after partners doubles of 4M opening= 2 suits 4NT after opponents 1/2/3M openings= MINORS RKCB=0314 5NT=general grand slam try			
5♣		8		Preptive long suit					
5♦		8							

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1 / 2 Level; Reopening)
1 level – 8 – 17 varies with vul/position 4+ cards
2 Level – 10 – 17 varies with vul/position 4+ cards
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd seat = 14 – bad 18 (system on)
4 th seat is balanced 10 – 15 (system on)
JUMP OVERCALLS (Style; Responses; Unusual NT)
Jump overcalls – Weak
Unusual 2NT – Lowest 2 suits
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue = 1m, 2m = ♠ + another not openers suit
1M 2M = Other Major + minor)
Jump cue – solid suit stopper ask
VS. NT (vs. Strong/Weak; Reopening; PH)
Hello (see notes)
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Vs multi, weak two Rubenshol
World
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♦
Crash vs strong club
OVER OPPONENTS' TAKEOUT DOUBLE
1 Level forcing, 2 level NF

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	Lead	In Partner's Suit
Suit	4/2	4/2
NT	4/2	4/2
Subseq	4/2	4/2
Other:		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	Att (Ax, AK)	Att (Ax, AK)
King	Count (AK, KQ)	Count (AK, KQ)
Queen	Att (KQ or QJ or AQJT)	Att (KQ or QJ or AQJT)
Jack	AJT, KJT, QJT, JT _x	AJT, KJT, QJT, JT _x
10	HT9x, T9x, Tx	HT9x, T9x, Tx
9	H98x, 98x, 9x	H98x, 98x, 9x
Hi-X	Even	Even
Lo-X	Odd	Odd
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
1	O/E (O=Enc)	Count (Hi/Lo=Even)
Suit 2	Count (Hi/Lo=Even)	Count (Hi/Lo=Even)
3	Lavinthal/Suit pref	Lavinthal/Suit pref
1	O/E (O=Enc)	Count (Hi/Lo=Even)
NT 2	Count (Hi/Lo=Even)	Count (Hi/Lo=Even)
3	Lavinthal/Suit pref	Lavinthal/Suit pref
Signals (including Trumps):		
Parity (hi/lo) = 1 even suit (lo/hi) = 1 odd		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
Upto 4♦ / (4♥ is highly suggestive)		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
Support Redouble		
Rdbl of a cue shows 1 st round control		

W B F CONVENTION CARD
CATEGORY: general
NCBO: CBAI (Ireland)
PLAYERS: Anna Onishuk (11O2149) Cian Holland (08H258)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1, Aggressive
Transfer Walsh over 1♣
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ Strong hand
2♦ multi (4/4/4/1 strong option)
2♥ tartan H+m
2♠ tartan S+m
2NT = 20/22
SPECIAL FORCING PASS SEQUENCES
Over GF sequence Pass Forcing
IMPORTANT NOTES
RKC 4130, DOPI/ROPI ((re)Double Zero Pass One)
PSYCHICS:

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS	W B F CONVENTION CARD																																												
<p>OVERCALLS (Style: Responses: 1 / 2 Level; Re-opening) Sound Natural and wide-ranging 6-16 HCP. *New Suit forcing for one round * if un-passed hand Jump suit response is fit and game try Unassuming cue-bid is generally game try 1 round force Immediate bid of INT over opps opening is 15+ 18 System ON ie Transfers used by responder Protective position is 11-16 HCP System ON 2♣ asks range) Opener rebid at 2 level min but 2NT is 15/16</p> <p>DIRECT & JUMP CUE BIDS (Style; Response; Reopen)</p> <p>Modified Chestem over Major opening in both 2nd 3rd and 4th seats Jump overcalls, other than Cue-bid, are weak but tricks See Notes 3 Level Cue-bid asks for 3NT Against weak 2♥ 2♦ openings we employ Leaping Michael where bids of 4 of minor will promise 5+ in bid suit and 5 in other major. Against 2♦ A bid of 4 minor promises 5 in bid suit and a 5 Major After 1♣ opening by opps 2♣ is good clubs or both majors and 2D is Diamonds or Sibgke suited major *Multi style</p> <p>SPECIAL FORCING PASS SEQUENCES</p> <p>Whenever we bid Vulnerable Game / Slam in expectation of making we must bid again if opponents out-bid us. After a XX showing 9+ we must bid again. If we X INT we must take some action if opponents manoeuvre showing weakness</p> <p>VS. NT (vs. Strong/Weak; Re-opening;</p> <p>We use 2♦ over INT as showing either ♣ or ♥ and ♦ 2♦ is Single-suited major or good Diamonds and 2♥ 2♦ show the bid suit and a minor We retain the same approach against either weak or Strong Passed hand Double is two minors</p> <p>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</p> <p>Double of Weak Two's, Weak Threes and most 4 bids is take-out</p> <p>OVER OPPONENTS' TAKEOUT DOUBLE</p> <p>Redouble is 9+HCP, New suit natural non-forcing, raises natural but may be pre-emptive, No-Trumps Natural Splinters etc apply. No Inverted minors but 2NT over 1 major (if available) still big raise to always 4 trumps 10/11 HCP All low level doubles tend to be take-out simply saying values please bid unless you have their suit Negative Doubles to the levels indicated on opposite page 4 ♥ / 4♦ Responsive Double to 4♥ Always plenty of values over 3 level bids by opponents</p>	<p>OPENING LEADS STYLE Highest from touching hon K from AK only 4th highest from length from 5 small second From specific holdings as shown. Same v suits Low from Honour Mud Doubleton (High/Low)</p> <p>LEADS Standard Generally same against Suit and No-Trumps</p> <table border="1"> <tr> <td>10 9 x</td> <td>Vs. Suit</td> <td>Vs. NT</td> </tr> <tr> <td>H x x x</td> <td>As underlined</td> <td>As underlined</td> </tr> <tr> <td>A K x</td> <td></td> <td>A J 10 9</td> </tr> <tr> <td>K Q x</td> <td></td> <td>10xxxx</td> </tr> <tr> <td>Q J 10</td> <td></td> <td></td> </tr> <tr> <td>A J 10 9</td> <td>Usually J but maybe A</td> <td></td> </tr> </table> <table border="1"> <tr> <td>Ace</td> <td></td> <td>Attitude</td> </tr> <tr> <td>King</td> <td></td> <td>Count</td> </tr> </table> <table border="1"> <tr> <th>Partner's Lead</th> <th>Declarer's Lead</th> <th>Discarding</th> </tr> <tr> <td>1 Count</td> <td>Count</td> <td>Generally count when discarding and if we deem it to be important will give suit pref</td> </tr> <tr> <td>2 Attitude</td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td>We discard what we can afford</td> </tr> <tr> <td></td> <td>Count</td> <td></td> </tr> <tr> <td></td> <td>Count</td> <td></td> </tr> </table> <p>Signals (including Trumps):</p> <table border="1"> <tr> <td>Count High-low even holding, Low-low odd holding Suit preference especially where it is considered to be important to defenders. Hi-Low Trumps when defending suggests possible ruff available</td> </tr> <tr> <td>Take-out Doubles promise 11+ HCP or compensating shape in 2nd 3rd or 4th seat; (shaded) Double 4♦ take-out but penalty likely; Protective Double may be light 10 HCP Suit bid after Negative Double are forcing . Free bid rather than negative double shows suit and non-forcing</td> </tr> </table>	10 9 x	Vs. Suit	Vs. NT	H x x x	As underlined	As underlined	A K x		A J 10 9	K Q x		10xxxx	Q J 10			A J 10 9	Usually J but maybe A		Ace		Attitude	King		Count	Partner's Lead	Declarer's Lead	Discarding	1 Count	Count	Generally count when discarding and if we deem it to be important will give suit pref	2 Attitude					We discard what we can afford		Count			Count		Count High-low even holding, Low-low odd holding Suit preference especially where it is considered to be important to defenders. Hi-Low Trumps when defending suggests possible ruff available	Take-out Doubles promise 11+ HCP or compensating shape in 2 nd 3 rd or 4 th seat; (shaded) Double 4♦ take-out but penalty likely; Protective Double may be light 10 HCP Suit bid after Negative Double are forcing . Free bid rather than negative double shows suit and non-forcing	<p>Category Green NCBO Ireland</p> <p>Players M. McGloughlin & Heidi Lillis</p> <p>SYSTEM SUMMARY GENERAL APPROACH AND STYLE Natural 5 card majors; 15-17NT Transfers Multi style 2 D Opening 2H/2S 5 in bid suit and 4+minor INT response to 1 Major opening Forcing 90% 2NT is Minors and < 12 HCP weak 2 OVER 1 Response: Forcing to Game Modified Bergen Raises of Major suit opening</p> <p>SPECIAL BIDS THAT MAY REQUIRE DEFENSE 2♥ 2♦ and 2NT openings are weak 2 2 suiter 5/4+ 2♦ is Multi Weak Majors or 20/22 balanced or strong minor</p> <p>All variable opposite Passed Partner</p> <p>IMPORTANT NOTES We have considerable flexibility as regards opening bids at the 2 level in 3rd seat esp Non-Vul. We may have sound opening (up to 13 HCP</p> <p>Slam Bidding Roman (5 Ace) Key-Card Blackwood 5♣ 14 5♦ 0/3 5♥ 2 No Q 5♠ 2 + Q Cue-bids first or second round control Exclusion Key Card Blackwood if appropriate DOP1 in Competitive Auction</p>
10 9 x	Vs. Suit	Vs. NT																																												
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Opening	Artificial	MIN. CARD	NEG,DBL TO	PASSED HAND BIDDING Same as for un-passed but most bids not forcing			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	
1♣	NO	2	4♦	Usually 11-14 balanced (Not 4♦) Generaly a Weak NT type 11 - 16 HCP, 4 4 1 4	At Natural 4+ Cards and no major 2♣ is 12+ no major 1♦ 1♥ ♦ 4+ cards 7+ HCP; 1NT 6-9 2NT 10/12 3NT 13/15 Balanced. No Major 2♦ Multi style or GF with Diamonds 2♥ ♦ 12 HCP with bid suit and forcing 3 level Pre-emptive 4♥/4♦ to play;	After 2♦ system On Any bid by Opener after weak bid by responder is a game try or likely slam interest 17+ HCP	As far as possible we bid the same but no bid is forcing No Inverted Minors See Notes re responding by Passed hand to Opening
1♦	No	4	4♦	11-20 and always 4 + cards	1♥ ♦ Natural 4+ cards 7+ HCP; 1NT=6-9; 2NT 10/12 3NT 13/15 Balanced. No Major 2♦ ♦ Strong 12+ natural 4+ in bid suit 2♥ ♦ Weak Jump Shift 6/7 Cards and 6/8 HCP	Single raise is minimum opening and support INT Re-bid is 11-16 and 2♣ Asks Jump raise is 4 card support and 15/17 2NT is game try	See System Notes
1♥	No	5	4♦	11-20 HCP Balanced or unbalanced	1NT 5-10/11HCP Forcing unless by passed hand 3♣/3♦ Bergen 4 trump 9/11 or 6/8 Raise to 2 a noise and to 3/4 largely pre-emptive 2NT 4 Trumps Game Force 3♣ 4♣ 4♦ Splinters, RKCB 3NT 13/15 ballanced 2♣ Weak jump shift No Fit good suit	INT re-bid is 11-16 and Responder uses Crowhurst to establish range etc Reverse is 15-17+ HCP and Natural Splinters. Single raise of responders suit will generally be 4 card support but can be choice with 3	As far as possible we bid the same but no bids forcing No Forcing No Trump and No Weak jump Shifts Jump bids are 5 suit+ fit Hxx
1♠	No	5	4♦	11-20 HCP As with I♥	Much the same as for I♥	Same as for I♥	Same as for I♥
INT				15-17 Semi-balanced Can have 6 card minor /5 card major	2♦ 2♦ Transfers to ♥/♦ 2C Demands 2D if not max with 5 Major (can be slam try) 2♣ Asks four range 2NT transfers to ♦ ♦ 3C and 3D Invite good suits 3♥/3♦Splinters 4Clubs and 4D Strong transfers to Hearts/Spades	See Notes re Auction over INT and responders various bids	As from Un-passed hand
2♣	No	None			2♦ Relay/Negative Less than 2 Controls responses here 2 ♥ is 2 2♣ is 3 2NT is 3 Kings 3 level bids show suits but < than 3 controls	See detailed Notes re further auction	As from Un=Passed Hand
2♦	Yes	0		MULTI weak in either major or strong balanced 20/22 or strong in minor	2♥ ♦ to play if this is openers suit 2NT forcing enquiry See Notes re development of Auction		Same as un-passed. Transfers, Baron over 20/22 re-bid
2♥	No			6/7 Playing tricks in ♥ 13/15HCP OR 2 Suiter with 5 ♥/4/5 minor	, 2NT Forcing enquiry 2♣ 3♦ A better place to play 4♦ Modified RKCB		Same as un-passed
2♠	No	6		6/7 playing tricks ♦ 13/15 HCP or 2 suiter with SS and 4/5 Minor 8-11 Hcp	As for 2♥ 3♦ for shortage 2NT asks 3♥ Invites		Same as un-passed
2NT	Yes	5/5		5♣ 5♦+ in minors 7-12 HCP	Raises natural, 3 major Asking 4 ♦ ♦ RKCB	Length showing responses to major ask	Same as un-passed
3♣ 3♦	No			Pre-emptive 7 card suit but might be opened 6			Same as un-passed
3♥/3♦	No	7		Pre-emptive 7 card suit	Natural 4 minor Cue-bid 4NT RKCB		
3NT	No	7		Solid Minor No Outside stop	Responder passes with at least 1 in minors and side cards in other suits, 4♦ for conversion		
4♣ 4♦	Yes to ♥/♦	7		Always exactly 3 key-cards	4♥/4♦ are to play 4NT is RKCB (modified) Over 4♣ 4♦ is Cue bid and slam interest	HIGH LEVEL BIDDING Cue-bidding(First or second round control)	Defence to interference over RKCB DOP/ (Double = even; Pass = odd
4♥/♦	No	7/8					
4NT	Yes	7		Ace Ask	5♣=0; 5♦ /♥/ ♦ 6♦ specific Ace; 5NT=2 Aces	Exclusion Key Card Blackwood 5NT King Ask – Promises all 5 key cards. 6♣=K♣; 6♦=K♦, etc but with 2 we bid the missing Quantitative NT only directly over opening 1NT opening or specific bid.	

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)		
1 level: <18 HCP		
INT OVERCALL (2nd/4th Live; Responses; Reopening)		
Immediate =15/18 systems on: Protective =10/16 (2C enquiry: responses: 2D = 10/12, 2H/S/NT = 13/14 nat, 3x= 15/16, 3 of their suit = stayman)		
Sandwich 1NT = 16/18 systems off		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
Weak except in 4 th seat		
2NT = Lower 2 suits		
(1x) - 3♣ or (1♦) - 2♦ = Higher 2 suits Ghestem		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
Direct Cue = Extremes		
Jump Cue asks for NT stopper		
3C natural over short club (2+)		
VS. NT (vs. Strong/Weak; Reopening; PH)		
DBL=Penalty over weak NT: 4M/5+ minor over Strong		
2♠ = majors		
2♦ = Long M (2NT=Enq: 3C=6/10,3D=11/13,3H/S=14+, 2 Major= Suit + minor		
2NT=2-suiter		
Reopening DBL by Passed Hand = Majors or minors		
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)		
DBL = T/O: 2NT=15/18		
Cue = Strong T/O or stop ask		
Leaping/Non-Leaping Michaels		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣		
Dbl = Majors		
1NT = minors		
OVER OPPONENTS' TAKEOUT DOUBLE		
Transfer responses, Bergen and Drury responses apply		

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	2 nd /4 th		
Subseq	Low Attitude or 3rd//5th			
Other: K for Rev Count/UB: A/Q for Rev ATT				
LEADS				
Lead	Vs. Suit	Vs. NT		
Ace	A or AK	A or AK		
King	A or AK or KQ or Kx	AK or KQ		
Queen	KQ or QJ	KQ or QJ or AQJ		
Jack	J10x: (K)J10x	J10x: (H)J10x		
10	10x: 109x H109x	10x:1098(x) (H)109:(x)		
9	:9x, H98x, (H)98x	9x (H)98x:		
Hi-X	even			
	odd			
Lo-X	Partner's Lead	Declarer's Lead		
	1. Rev Count (ex A/Q)	Rev Count		
Suit 2S.P.	Suit Preference			
3Low = Enc				
1Rev Count (ex A/Q)	Rev Count	Rev Count		
NT 2S.P.	SP			
3Low = Enc				
Signals (including Trumps):				
UDCA, SP, Rev Smith Peters				
Signals only used when helpful to partner				
DOUBLES				
TAKEOUT DOUBLES (Style; Responses; Reopening)				
T/O to 4H				
Support DBL/RDBL= 3 of responder's suit (2-level)				
Lead directing				
Lightner				
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS				
DOPI: Dbl= 0; Pass= 1 1 st step = 2 no Q, 2 nd step = 2+Q				
ROPI:Rdbl= 0; Pass= 1 , 1 st step = 2 no Q.....				

W B F CONVENTION CARD		
CATEGORY: Natural Green		
NCBO: Ireland		
PLAYERS: Teresa Rigney Gay Keaveney		
• EVENT: Sept 2018		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
5-card Majors, 2/1 GF		
1NT=15/17 (may include 5M, 6m)		
1♣ = 2+		
Inverted Minors (also on over X)		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
2♦ = weak: (6)		
2♥ = weak		
2♠ = weak		
SPECIAL FORCING PASS SEQUENCES		
After 2/1 response		
After inv minor		
After 2C opening		
IMPORTANT NOTES		
Lebenohl (Fast Arrival No Stop): over 1NT interference		
Over DBL of preempts; when 2NT can't be natural		
GOOD-Bad 2NT: After RHO overcalls at 2-level shows a desire to compete at the 3-level. (other bid shows extras)		
PSYCHICS:		

OPENING	ARTIFICIAL TICK IF	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	4♥	11 – 22 HCP	1NT=6/11, 2C=11+, 2NT< 8 HCP with 5+clubs, 3C=9/10 with clubs, 2 D/H/S <8 6-cd suit	1♦ - 2♣, 4♣ RKCB 0314
1♦		4	4♥	11 – 22 HCP	1NT=6/11, 2D=12+, 2NT<8HCP with D,,	1♦ - 2♦, 4♦ RKCB 0314
1♥		5	4♥	11 -22 HCP	3D =9/10 with D, 2H/S<8HCP 6-cd suit 2NT=GF; 3♣=10/11 HCP, 3♦= 7/9: (4+♥)	1♥ - 2NT, 3C=Min, 3D=Non-Min no singl. 3H/S=Sgltn C/D,3NT=Sgtm M,4H=voidM
					3♣= SPL	Drury: 10+HCP 3+♦s (2♦) While 2D promises 4
1♠		5	4♥	11 -22 HCP	2NT=gf, 3♣=10/11HCP, 3♦= 7/9: (4+♣) 3NT=13/15 with 3-cd	1S-2NT, 3C=min, 3D=non -min no spl, 3H/S=Sng C/D, 3NT=Sng M,4H=void M
						Drury: 10+HCP 3+♣s
INT			15 – 17 HCP [5]	2C=Non-Prom Stayman: 2♦=♥TFR	SMOLEN: 1NT - 2♣, 2♦ - 3♥(4+♥ longer ♣s)	
				2♦ =♦TFR: 2♣ = ♦TFR (or strong both minors)	1NT – Dbl – Transfers (Rdbl = C or D/M)	
				2NT = ♦TFR (or wk both minors)	2C = D or M/M ; 2D = H; 2H = S; 2S = GF	
				3♣/ ♦ = slam-try: 3♥/♣ = Singleton: 4♣/♦ = ♥/♣, 4♥/♦= ♣/♦	Asks opener to bid suits up line. 2NT = 5/5 .1NT – 2C – 2H – 4C = KC in H. 1NT – 2C – 2S – 4C = KC in S	
					m/m	
2♣	Yes		23+ bal or big hands	2♦ =4+hcp, 2♥=0/3, 2♣=8+ nat, 2NT=8+hcp 5+♥ 3♣/3♦=8+ hcp 6+cd suit	Jump by Opener sets suit	
2♦	Yes	6	Weak 6/10	Response at 2 level NF; At 3 level is forcing.	2NT Enq	
2♥		6	6/10 hep			
2♠		6	6/10 HCP	2NT= INQ,		
2NT			20/2 HCP	3♣ = suits upwards 3♦/♥ = TFR: 3♣ = 5S+4H 4 C/4♦ =♥/♣ TFR(spare bid=cue):4H/S = C/D	2NT-3C, 3x – 4c/d = slam-try in bid suit	
3♣		6	Preempt	New suit = F1		
3♦		6	Preempt	New suit = F1		
3♥		7	Preempt	New suit = F1		
3♠		7	Preempt	New suit = F1		
3NT		7	Solid minor	4D shortage enq then 4H/S/5Om shows, 4NT no	3NT-5D = P/C	
4♣		7	preempt			
4♦		7	preempt			
4♥		7	preempt			
4♠		7	preempt			
4NT			Specific A ask	5C = 0; D/H/S = A; 5NT = 2; 6C = CA		
5♣			Nat Preempt		HIGH LEVEL BIDDING	
5♦			Nat Preempt		RKCB = 1430: Exclusion/Minorwood RKCB=0314	
5♥			Nat	6H = A/K, 7H= AK	DOPI, ROPI	
5♠			Nat	6S = A/K, 7S = AK	Cues: 1 st & 2 nd equally below game	
5NT			Minor 2- suiter			



DEFENSIVE AND COMPETITIVE BIDDING				LEADS AND SIGNALS				Category: All	Country: Israel	Event: Mixed Teams, Lisbon	Players: Engel Joseph -Rejan Molcho
OVERCALLS (Style; Responses; 1/2 Level; Reopening)				OPENING LEADS STYLE							
1 level overcalls may be light and sometimes good 4 suiter		Lead	In Partner's Suit								
2 level overcalls are solid	Suit	2/4th	low from 3/4 cards								
In reopening can be weaker	NT	1/2/4th	low from 3/4 cards								
	Subseq	Std	Std								
	Other: Against NT journalist - 10 promises 1 or 2 honours above										
	K against NT strong (can lead Q from KQ weak)							SYSTEM SUMMARY			
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	LEADS				GENERAL APPROACH AND STYLE						
15-18, sound bids.	Lead	Vs. Suit	Vs. NT		Acol based system						
Responds natural like 1NT opening	Ace	AK, AX	Attitude		5 major better minor						
Reopening 11-14 (11-16) over 1 Major opening, system on in respond!	King	KQ, can bi from AK doubleton	Unblock or count								
	Queen	Std, asks for attitude (O/E)	Either from QJ or KQ weak								
	Jack	Std denies the Q	Std denies Q								
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	Std, denies J	Strong - promises 1 or 2 higher honour								
1-Suit: All jumps are weak	9	98x, can have honour above	9 promises 10 (bad suit) 109xx		1NT Openings: (14)15-17 can be semi balanced						
2-Suit:	Hi-x	Dblton	Dblton		2 OVER 1 Response: F up to 2NT,						
	Lo-x	3 or more	3 or more		Inverted minor						
Reopen: 2NT in reopening is 19-21 and system on!	SIGNALS IN ORDER OF PRIORITY				SPECIAL BIDS THAT MAY REQUIRE DEFENCE						
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer's Lead	Discarding	2D opening - weak in 1 of the majors or 22-23 Bal or strong any m						
Ghestem - (1C) 2C - natural! (1D) 2D - S+C (1H) 2H - S + C (1S) 2S - H + C	Suit: 1st	Attitude on A, K other odd	O/E or suit prf.	odd enc.	2H - 5H + 5(4) minor less than opening						
(1X) 2NT - 2 lower unbid suits	2nd	attitude	count/SP	count	2S = 5S + 5(4) minor less than opening						
(1C) 2D = Majors, (1C) 3C - S + D	3rd	attitude	count/SP	count							
(1x) 3x (except 1C) = asking for stopper for 3NT	NT: 1st	attitude/count	count or suit preference	odd							
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	attitude/count	count SP	count							
2♦ = both M	3rd	attitude/count	count/SP	count							
2♦ = 1M	Signals (including Trumps): Suit preference in trumps, odd enc. att on A/K										
2♥/♦ = ♥/♦ + m (5-4)											
2NT = Both m											
Duble = Points	DOUBLES										
	TAKEOUT DOUBLES (Style; Responses; Reopening)										
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	T/O Dbl, Negative Dbl, Responsive Dbl, Supp Dbl, Inv Dbl										
Dbl = T/O. (2H) 3H = ask for stopper for NT											
(2H/S) 4NT - minors											
(2H) 4C/D = minor + other major strong hand (about 4 losers)					SPECIAL FORCING PASS SEQUENCES						
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				When we bid vul game (without preempt)						
Vs strong 1C (or 2C)					When passed hand opp bid game or 5 level sacrifice						
Dbl = majors, NT = minors, every overcall is natural and not strong					When we showed invitational+ values and opp sacrifice						
					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE						
					Walsh responds (may bypass Diamonds if weak hand)						
OVER OPPONENTS' TAKE OUT DOUBLE											
1M (dbl) we play 2NT = inv + (3+ cards)											
1m (dbl) we play system on (except 2 level new suit is weak)					Psychics:						

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4H	12+	1D walsh (bypass D if weak) rest natural, Inverted minor	Jump to 2 level is weak!	same!
1♦		3	4H	12+	natural, 2C F until 2NT natural, Inverted minor	Jump to 2 level is weak! 1D - 3C 7-9 good 6 suiter	same!
1♥		5 (4)	4S	12+	Bergen, splinters, rest nat	Bergen,	drury (2C 1 way)
1♠		5 (4)	4H	12+	Bergen, splinters, rest nat	Bergen,	drury (2C 1 way)
1NT			4H	(14) 15-17 can be semi balanced	NF stayman, 4 xfers, after opp bid - system off! (leb)	T/O dbl on 3/4 level, on 2 level Dbl is Pen!	same!
2♣		0	4H	strong artificial	2D relay, rest 8+	2S/3C/3D 8+ with good suit (2 honours)	same
2♦		0	4H	weak in H or S or 22-23 Bal	2H/S/3H p/c 2NT ask -> 3C/D = good weak H/S	3H/S = bad weak H/S, 3NT responds shows 22-23 Bal	same
2♥		5		5H 5(4)+ minor 6-10 pts	3C/D natural nf, 2NT asks for minor - 3C/D min 3H/S max	2S natural constructive	same
2♠		5		5S - 5(4)+ minor 6-10 pts	3C/D natural nf, 2NT asks for minor - 3C/D min 3H/S max	3H natural Forcing	same
2NT			4H	(19) 20-21 can be semi balanced	3C puppet, 2NT- 3S -> minors (1 or 2 suits)	Texas xfer, gerber, jump to 5 minor - natural!	same
3♣		(6) 7		preempt nv can be weaker	New suit forcing, 4 Major = to play		same
3♦		(6) 7		preempt nv can be weaker	New suit forcing, 4 Major = to play		same
3♥		(6) 7		preempt nv can be weaker	3S Forcing 4 minor cuebid with H fit		same
3♠		(6) 7		preempt nv can be weaker	4H to play, 4 minor cuebid with S fit		
3NT		7		preempt nv can be weaker	4C p/c 4D ask for single, 4H/S to play 4NT ask keycards	5C p/c	
4♣		(7) 8		preempt nv can be weaker	4H/S natural to play		
4♦		(7) 8		preempt nv can be weaker	4H/S natural to play		
4♥		(7) 8		anything possible	new suit is cuebid with fit		
4♠		(7) 8		anything possible	New suit is cuebid with fit		
4NT							
5♣		(8) 9		preempt nv can be weaker	new suit cuebid with fit		
5♦		(8) 9		preempt nv can be weaker	new suit cuebid with fit		
5♥							
5♠							
5NT							

HIGH LEVEL BIDDING

When we found fit, 5 Major bid asks for good trumps (2 honours)

If opp bid suit, 5 major bid asks for control in that suit

5NT Josephine when agreed suit

without sure fit, jump to 5NT is pick a slam

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style; Responses; 1 / 2 Level; Reopening)		
9-16 p (NV can be less)		
New color forcing, cue – bid limit or better, jump to 3 level		
In new suit: very good suit + fit – limit or better		
Jump C.B= mixed raise		
INT OVERCALL (2nd/4th Live; Responses; Reopening)		
2 nd = 15-18, stopper, after that system on		
4 th = 11-14, stopper, after that system on		
if opponents double us: redbl shows 5 any (2club relay)		
2 any: dont		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
Weak - NV can be aggressive.		
2NT overcall = 2 lowest suits		
Reopen: 2NT = 18-19, jump overcall = intermediate, 6 cards 13-15		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
Direct cue bid = Michael's		
Jump cue bid = ask for stopper		
VS. NT (vs. Strong/Weak; Reopening; PH)		
I against strong nt, cappletly against weak nt		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		
Double- take-out.		
Cue bid – showing two majors.		
4m= 5m + 5 M		
Jump NT bid – level 3 – to play level 4 – lowest suits		
All other natural and takeout doubles		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣		
Over 1 club precision:		
Overall: natural or short in bid colour		
X= CL + H or D+SP		
1NT: long CL or D+H, 2 CL: lond D or H+S		
2D: long H or S+CL, 2H: long SP or CL+D		
OVER OPPONENTS' TAKEOUT DOUBLE		
Natural , rare psychics		

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	Lead	In Partner's Suit
Suit	3/5	3/5
NT	2/4	3/5
Subseq	3/5	3/5
Other	:high from 2 cards	
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AKx, A, Ax	Asks for attitude
King	KA, KQ(x)	Unblock/count
Queen	QJ(x)	QKx, QJT(x), QJ9(x)
Jack	JT(x)	JT9(x), JT8(x)
10	0/2 above, shortness.	0/2 above, shortness.
9	0/2 above, shortness.	0/2 above, shortness.
Hi-X	Even number of cards	
Lo-X	Odd number of cards	
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
1	High enc	Count, not always
Suit 2	count	Suit preference
3	Suit preference	smith
1	High enc	count
NT 2	count	Suit preference
3	Suit preference	smith
Signals (including Trumps): Italian, smith		
High-low want partner to play high suit. Low-high want partner to play low suit. When we led (in a suit) and the dummy is short in this suit, we sign suit preference.		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
Doubles are usually takeout, except for special situations 11+ points, Reopening 8+, Responses- lowest bid 0-8 , jump 9-11 cue bid GF.		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
support double, Lightner double- asking partner to lead responder's first suit. Support X-XX		

WB F CONVENTION CARD		
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker: NCBO:		
PLAYERS: Oren Lidor – Ilana Loonstein		
EVENT (Open/Women/Senior/Transnational)		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
5 card M, 2 over 1 (m only)		
Better m		
1NT: 15-17		
2Cl: strong		
2D: multi		
2H: H+ any 5-4		
2S: S+ m 5-4		
2NT: 5-5 m's		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
MichaEls		
3NT gambling		
1NT overcall after 2 bid suits: 5 (higher suit) + 4 unbid suits		
After opps overcall 1NT:		
Lowest suit= any 6 card suit, unless Partner suit then support		
One suit above= bid suit + one above (5+4)		
Tow suits above= bid suit + lowest suit (5+4)		
SPECIAL FORCING PASS SEQUENCES		
Game force situation.		
After opps X our 1nt.		
After partner redbls the opponents t.d dbl.		
IMPORTANT NOTES		
Lebensoul		
Dont over opps X 1nt		
PSYCHICS: rare		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG,DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4S	Better minor	2NT: 6-9 with 5+ cards, 3 CL=0-6 2cl = GF 2SP=weak 2H= 5sp+4 h 6-9	XYZ: 2D=GF, 2CL= D weak or all invitational hands. C.B shows 10+ points usually fit. 3 rd 4 th suit F. inv m = GF	Inverted minors
1♦		3	4S	Better minor	1NT= 6-10 can be with D support 2D= 10+ F 1 round 2NT= invitational 3D = 0-6	XYZ: 2D=GF, 2CL= D weak or all invitational bids. 3 rd suit F. C.B shows 10+ points usually fit 4 th suit F after opener rebid at 2 level	Inverted minors
1♥		5	4S	5 card major	1NT – F, 2 over 1 GF. 2NT Jacoby. Bergen	1H – 1S – 1NT: XYZ	2 way Drury
						Other 4 th suit F	3C/3D nat 2SP= mini splinter
1♠		5	4H	5 card major	1NT – F, 2 OVER 1 exc 1S – 2H. 2NT Jacoby, Bergen	4 TH suit F	2 way Drury 3C/3D nat 2NT= mini splinter
INT			4S	15-17 usually without 5 card Major. May be semi-balanced	All transfers, NF stayman, Texas transfer Leb after interference	X : usually neg C.B : GF after opponent's pen X ; see first page 2M : sign off, new suit 3 level : nat GF	
2♣	X			Strong 23+ or 9+tricks	2D = 4+, 2H= 0-3, 2NT=5+good H 8+ 2/3 any= 8+ good suit	After overcall: X : 0-3, P: 4+ new suit . C.B : usually ask for stopper	
2♦	X	6 (5)		Weak major or strong NT	2/3 H/S= pass/correction, 2NT= Asking 4CL= Bid your suit in transfer 4D= Bid your suit naturally	X : pen new suit : nat C.B : ask for stopper	
2♥	X	5+5 (4)		6-10, 5H+ any other suit NOT VL can be 5+4	3/4 H to play, 2SP= pass/correct 3D= Invitation with H fit, 2NT= asking	X : pen C.B : general forcing new suit : nat 2NT : ask	
2♠	X	5+5 (4)		6-10, 5SP+ 5 minor NOT VL can be 5+4 minor	3/4 S to play, 3CL= pass/correct 3D= Invitation with S fit, 2NT= asking	X : pen C.B : general forcing new suit : nat	
2NT	X	5+5 minors		6-10 NOT VL can be 5+4	3/5 CL= pass/ correction 3H/S= nat Forcing, 4CL/D = minorwood.	X : pen C.B : general forcing new suit : nat	
3♣		7 (6)	weak		Nat. Change suit- GF.	X:pen C.B: fit	
3♦		7 (6)	weak		Nat. Change suit- GF.	X:pen C.B: fit	
3♥		7 (6)	weak		Nat. Change suit- GF.	X:pen C.B: fit	
3♠		7 (6)	weak		Nat. Change suit- GF.	X:pen C.B: fit	
3NT	X	7/8		Gambling- AKQ in minor suit. no A/K outside	4CL/D = pass/correct 4H/SP= to play 4NT=with 7 cards bid 5, with 8 cards bid 6		
4♣		8		weak	natural	X: pen	
4♦		8		weak	natural	X: pen	
4♥		8		weak	natural	X: pen	
4♠		8		weak	natural	X: pen	
4NT	X			at least 6-5 minors- not very strong			
5♣		9 (8)		To play	natural	HIGH LEVEL BIDDING	
5♦		9 (8)		To play	natural	RKCB 0/3-1/4, over minor 4CL/D key card (minorwood), DOPI ROPI, Exclusion, 4NT after 1/2NT opening is quantitative and also after last bid NT without fit, controls, splinters, josephin	

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			 Category: BLUE Country: ITALY Event: LISBONA 2018 EUROPEAN MIXED TEAM Players: Dario Attanasio - Gabriella Manara	
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE				
Level 1 = General Style ⇒ Natural Standard Responses ⇒ 1NT= 8-12 ; new suit =NF ; Jump 2NT= invit./+ raise ;Jump raise=preemp. Jump in a new suit=nat.inviting; CUE = 12+; Jump cue=singl . or void Level 2 =Nat. Responses -> over 2♦→2♦=REL. (see12) Reopening = DBL=8/11 or 16+; 1NT=12/15	Suit NT Subseq	Lead	In Partner's Suit			
		THIRD/FIFHT	Count (Hi-Lo = even)			
		Attitude	Count (Hi-Lo = even)			
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	Attitude	Count(Hi-Lo = even)				
2nd → 15-18 4th=12-15 Responses: 2 ♠ = rel.; others=TRANSFER	Others: Versus NT ⇒ A for Lavinthal; K asks unblock, or count Smith					
DIRECT AND JUMP CUE-BIDS (Style; Responses; Reopen)		LEAD	VS. SUIT	VS. NT	SYSTEM SUMMARY	
opp. 1♣ op. (no st.) → <u>2♣</u> = 10-15 both M (5-4) (6-4); <u>3♣</u> = ♦+♣ N F opp.1♦ opening → <u>2♦</u> = both majors; <u>3♦</u> = ♠+♣ FG opp.1♥/1♠-opening → <u>2♥/2♠</u> =other major + ♠; <u>3♥/1♠</u> asks stop	Ace King Queen Jack 10 9 Hi-x Lo-x	AKx-Ax-A AK; KQ; KQx(x); KQJx; Kx QJ(x); QJ10(x); AQJ(x)		AK (xx) AKJ10x; KQJ(10)(x); KQ109x KQ(x); KQJx; KQ10x; QJ10;ADJ	GENERAL APPROACH AND STYLE PRECISION/ STRONG CLUB/5 CARD MAJOR 1♣ = STRONG 17+ ANY DISTRIBUTION 1♦ = ART. 11/16; 1♥ /1♠= NAT.5+ 10/16 1 NT=15/17 2♣= NAT..5+ 10/16; 2♦= MULTI; 2♥/2♠= TWO SUITERS 3/10 2 OVER 1 Response: forcing	
		KJ10x; J10(x)		J109; J10(x);DJxx		
		K109x; Q109x; 10x; 109		10x; 109x ; A(K) J10		
		9x; H98x(+)		H109x(+);98xxx		
		Even number of cards		Even number of cards		
		Hx(+);S ; xSx; odd number		H10x(+);S; Hxx(+);S;Attitude		
SIGNALS IN ORDER OF PRIORITY						
VS 1 N.T. OPENING			Partner's Lead	Declarer's Lead	Discarding	
Weak DBL = 12+ / Strong <u>DBL</u> = 4 Major/5+ minor or Strong 1 suiter; 2 ♠ = Both M; 2 ♦= Multi; 2♥/ ♠ = 5 ♥/ ♠ + 4 + minor; 2NT = Both minors	1 2 3 3	odd = encourag low=suit pref./ count / discour.		low=odd no.cards low=suit pref./ count / discour.	odd= encourag low=suit pref./ count discour.	
		High=suit pref./count/enc.		High=suit pref./count/enc.	High=suit pref./count/enc.	
DOUBLES						
VS PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		TAKEOUT DOUBLES (Style; Responses; Reopening)				
<u>3♣</u> → <u>4♣</u> = both Ms GF; 4 ♦=♦+M; <u>3♦</u> → <u>4♦</u> = ♣+M GF; 4 ♦=both Ms <u>3♥/1♠</u> → <u>4♥/1♦</u> = ♠ / ♦+ other Major		Style: Opening values Responses: cue F1; jump=8-10				
VS ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE	
Over 1♣→ DBL= both M (even 4-4); 1NT= both m; 1♦/1♥ /1♠=nat ;2♦=multi;2♥/1♠= Major+ minor		Inverted double High level in forcing sequence:double shows no interest in bidding			PSYCHICS Never	

				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	*	0	4♦	16+ any distribution	1♦/0-6/1♥=7+ 0-2ctr./1♦=3.ctr/1NT= 4ctr./2♣= 5+ ctr. 2♦2♥=wk 6 ♥ ♣ / 2♦ = Wk ms(see 2)/2NT= Wk majors(see3) 3 ♣/3♦/3♥/3♦= 5/7pt.singl. 3 suiter 3 NT4♣/♦/♥/= 8 cards weak ♣/3♦/♥/♣	1♣-1♦-2♥ = Nat.FG or 25+ bal. (see 1) 1♣-1♦-2♥= 17+, not balanced	After overcall we bid natural
1♦		0	4♦	11-14 BAL 11+/16 Unbal,possible 5+ clubs	1♥/♣ =NAT. (see4);1NT= Nat.; 2♣= ART FG(see5-6) 2♦=Nat.FG or wk.tran.. ♥/♣; 2♦=5♦ 4♦ 4-7; 2♣=5♦ 4♦ 8-11 (see7);2NT=INV. 3♣/♦= limit ; 3♥/♣= singl. 5♣/4♦	1♦-1♥/♣-2NT = 14-16 6 + ♦ + values 1♦-1♥-2♣ = 14-16 nat.;1♦-1♣-2♥ = 14-16 nat.	
1♥		5	4♦	11+ NAT	1♦= NAT./1NT = NF; 2♣= ART FG (see14/15); 2♦= Nat.FG or weak raise; 2♥= 8-10 2NT= limit raise3-4 cards; 3♣/3♦= nat.limit ; 3♥= weak jump raise; 3♦=nat. weak; 3NT/4♣/♦= singl.or void ♣ ♦♦♣ Not ISL (see 8) see 1♥ opening; 2♣= ART.GF(see16/17); 2♦=see up/2♦= FG; 2♦= 8-10 2NT= LIMIT RAISE 3-4 cards/ 3♣3♦3♥= LIMIT NAT.	1♥-1xopp.->2♣ = nat.FG 1♥-1xopp.->2NT = limit raise 1♥-1NT opp.-2♦ = nat.wk 1♥-our1♦/N T ->2♣ =ART.may be strong 1♥-our1♦/N T ->2NT=6 ♥+ 4min. 1♦-INT-2♣ = May be ART	1♥→ 1NT= NAT →2♣= Drury 3 cards raise 9-11 →2♦= Nat. N.F. 0-2 ♥ →2NT = 4 cards limit raise →3♣/♦= fit showing 1♦→ see 1♥ opening
1♠		5	4♥	11+ NAT		1♦-1NT-2NT = ART 6♦+4m 15+	
1NT			4♥	15-17 BAL	2♣ R F1 POSSIBLE WEAK transfers; 3♣ = both minors limit 3♦ = both minors FG 3♥ = singl. FG; 3♦ = singl.FG 4♣ /4♦= Transfer♥♣; 4♥4♦ nat.	a) 2♦ = no majors b) 2♥ = 4♥ min or max.poss.4 ♠ c) 2♦= 4♦	
2♣	*	5		11-16 one or two suiter	2♦= RF1; 2♥2♦=5+ F1; 2NT= ART.(wk raise/or GF With ♦ or strong both majors (see9) 3♣ = inv.9/11 3♦ = 5+♦NF; 3♥/♣ = 6+FG	over2♦R---2♥=nat.or any strong hand;3♥/♣ →6♣ + 5♥/♣	
2♦	*	2		Multi:Weak(3-10) two in 1 maj or 3 suiter 15-18 singl.♦	2♥/♣=pass/correct;2NT= RF1; 3♣ = 5+♦FG ;3♦= 5+♦ FG♦ 3♥/♣= pree	Over 2♥/♣ → 2NT by opener is 3 suiter; over 2NT->3♣-♦wk ♥♣; 3 ♥/♣= Reverse good ♠♥	
2♥		5		Wk (5-10) 5+ ♥ / 5+ any	2♦= pass or correct; 2NT= R.F1; 3♣/♦= nat.NF; 3♥= pree 3♦=Nat. not forcing		
2♦		5		Wk (5-10) 5+♦/5+ minor	2NT= RF1 3♣ 3♦ 3♥= nat.F1		
2NT				20-22 BAL,poss.5 major	PUP STAY; transfers; 3♦= both minors (see10)		
3♣	6			preempt; 3 rd /4 th pos.undiscipl.	3♦=R for 3 cards maj (see11)	HIGH LEVEL BIDDING	
3♦	6			preempt; 3 rd /4 th pos.undiscipl.		TURBO / 4NT = RKCB only not in cue action;	
3♥	6			preempt; 3 rd /4 th pos.undiscipl.		CUE BID style: 1 st and 2 nd round control, in cue action 4NT TURBO(shows even number of aces)	
3♣	6			preempt; 3 rd /4 th pos.undiscipl.		Josephine; Lightner DBLS; BLACKWOOD	
3NT	*	7		Gambling (solid ♣ or ♦)		Forcing pass	
4♣/♦		7		PREEMPT			
4♥/♣		6		preempt			

SUPPLEMENTARY SHEET 1

S01.	$1\clubsuit \Rightarrow 1\spadesuit = 0-7$ pt.	$2\heartsuit = FG$	$\rightarrow 2\spadesuit R \rightarrow 2 NT$ Bal.25+ poss.any 5°; $3\heartsuit$ Natural FG 6+ \heartsuit
	$1\clubsuit \Rightarrow 1\heartsuit/\spadesuit/1nt/2\clubsuit$ (fg)	$2\heartsuit/\spadesuit$ nat.unbal. $\rightarrow 2NT$ Relay-->	$3\clubsuit = 2$ suiter artificial strong hand ($3\spadesuit R \rightarrow 3\heartsuit=4+\clubsuit$; $3\spadesuit = 4+\diamondsuit$; $3NT = 4+$ other mayor) $3\heartsuit = 6+\heartsuit/\spadesuit$ ($3\heartsuit R \rightarrow 3\spadesuit$ min./ $3NT$ max); $3\heartsuit = 5\heartsuit/\spadesuit + \clubsuit$ not interesting slam; $3\spadesuit = 5\heartsuit/\spadesuit + \diamondsuit$ not interesting slam; $3NT = 5\heartsuit/\spadesuit + 4$ other mayor not interesting slam
S02.	$1\clubsuit \Rightarrow 2\spadesuit = 4-7$ both minors	$2NT=R \rightarrow$	$3\clubsuit=5/5min.; 3\spadesuit=5/5max; 3\heartsuit=6\clubsuit/5\diamondsuit; 3\spadesuit=6\diamondsuit/5\clubsuit$
S03.	$1\clubsuit \Rightarrow 2 NT=4-7$ both majors	$3\clubsuit=R \rightarrow$	$3\spadesuit=5/5 min.; 3\heartsuit=5/5 max; 3\spadesuit=6\heartsuit/5\clubsuit; 3NT=6\spadesuit/5\heartsuit$
S04	$1\spadesuit \rightarrow 1\heartsuit$	$\rightarrow 1\clubsuit/1NT$ Nat $\rightarrow \textbf{2NT SAT}$ (tr. $3\clubsuit$) ----> PASS = weak in \clubsuit ; $3\spadesuit=5\heartsuit+5\diamondsuit$ FG; $3\heartsuit=5\heartsuit+5\clubsuit$ FG; $3\spadesuit=5\heartsuit+4\clubsuit+$ any sgl.FG(If opener bid $1\clubsuit$) or $6+\heartsuit/5+\clubsuit$; $3NT=6+\heartsuit$ good suit not interesting slam; $4\clubsuit/\diamondsuit$ cue bid $6+\heartsuit$; $4\heartsuit$ = nat.6 cue \clubsuit	
	$1\spadesuit \rightarrow 1\clubsuit$	$\rightarrow 1NT$ Nat $\rightarrow \textbf{2NT SAT}$ (tr. $3\clubsuit$) \rightarrow PASS = weak in \clubsuit ; $3\spadesuit=5\clubsuit+5\diamondsuit$ FG; $3\heartsuit=5\clubsuit+5\heartsuit$ FG; $3\spadesuit=5\clubsuit+5\clubsuit$ FG; $3NT=6+\clubsuit$ good suit not interesting slam; $4\clubsuit/\diamondsuit$ cue bid $6+\clubsuit$;	
	$1\spadesuit \rightarrow 1\heartsuit$	$\rightarrow 1\clubsuit/1NT$ Nat $\rightarrow 3\clubsuit/\diamondsuit = 5\heartsuit + 5\clubsuit/\diamondsuit$ NF	
	$1\spadesuit \rightarrow 1\clubsuit$	$\rightarrow 1NT$ Nat $\rightarrow 3\clubsuit/\diamondsuit / \heartsuit = 5\clubsuit + 5\clubsuit / \diamondsuit / \heartsuit$ NF	
		$\rightarrow 1NT$ Nat $\rightarrow 2\spadesuit R \rightarrow 2X \rightarrow 3\heartsuit/\spadesuit=6+$ FG not good suit	
S05.	$1\spadesuit \rightarrow 2\spadesuit \rightarrow \textbf{2}\heartsuit$ minim.bal. or $6+\diamondsuit$ 11-14 or $6\diamondsuit/4+\clubsuit$ 11-16 or $5\diamondsuit/5\clubsuit$ 11-14	$2\spadesuit =$ both minors 9/10 cards $2 NT =$ bal.12/14 $3\clubsuit =$ 4/5 clubs unbalanced $3\spadesuit =$ 6+diamonds 11-14 $3\heartsuit/\spadesuit =$ 6 diamonds+ 4 clubs singl. \clubsuit/\heartsuit	$2\heartsuit R$ $1\spadesuit \rightarrow 2\spadesuit \rightarrow \textbf{2}\heartsuit/\spadesuit$ nat.
			See 06

1♦→2♣→2NT 6♦ bad

suit 14-16

1♦->2♣-> **3♣** = 4+♣ 14-
16

1♦→2♣→3♦=6+♦14-16

1♦→2♣→3♥/♠=6♦+5♥ ♠
1♦→ 2♣→**3NT**=7♦ sgl♣

1♦->2♣

S06. 1♦→2♣→2♥/2♦ 2♦ = RFG → **2 NT = 3suiter** (3♣ R → 3♦ = 4♣; 3♥ = 4♦); 3♣ = 5♦/4 ♥ 11/15; 3♦ = 6/4; 3♥/♦/ 3NT = 5/4 max (singl high/singl.low/2-2)

2NT R-> 3♣ = min 5/4 (3♦ R → 3♥ 5-4singl♥.; 3♣=sgl♣; 3NT=5-4 -2-2);
 3♦ = 6♦ + 4 ♠ (3♥ R-> 3♣ = min.; 3NT = max);
 3 ♥=max 5-4 singl. ♥;
 3 ♠= max 5-4-3-1 sgl♣;
 3 NT=max 5-4-2-2;

S07. 2NT= R F1→ 3♣=min.5♣/4♥(-->3♦ R→ 3♥=5-4- sgl♦; 3♣=sgl♣, 3 NT=2-2-)
 1♦→ 2 ♠= 5+ ♠/4♥ 9-11
 3♦=6♦/4♥ ;
 3♥=max 5-4- sgl♦;
 3♣=max sgl♣;
 3NT= max 2-2

S08. 1♥1♠→
 3NT/4♣/4♦= 4+ supp.+ singl.or void in ♣♦ other major not interesting slam

S09 2♣→ 2 NT=Transfer 3♣ Pass= weak support; 3♦ = 6+♦ FG ; 3 ♥= 5-5 ♥ +♦; 3♣ = 5-5 ♠+♦ ; 3 NT = 5-5 ♥+♣ FG; 4♣ = strong support; 4♦=5-5 ♥+♣ very strong

S10. 2NT(Strong Bal.) 3♣ = R.puppet ; 3♦ = Tr.♥; 3♥=Tr.♠; 3♣= both minors; 3NT=to play; 4♣=tr. ♥; 4♦= tr. ♠; 4♥= tr.♠weak; 4♣=tr.♦weak; 4 NT= invite to slam
 3♣ R → 3♦ = 1 or both may; 3♥=no 4/5 may(→3♣=tr.x 3NT; 3 NT=5♣+4♥); 3♣ = 5♣ ; 3NT = 5♥;

S12	1♦opp.→2♣ -pass-	2♦=R; 2♥2♦= nat.; 2NT= support + stop ; 3♣=weak support; 3♦= support clubs short in ♦; 3♥/3♣=fit showing
1♥ opp.-->2♣ -pass-	2♦=R; 2♥= good support; 2♦=nat; 2 NT =stop+ support; 3♣=weak support; 3♦/3♣=fit showing; 3♥=short in ♥,	
1♣ opp.-->2♣ -pass-	2♦=R; 2♥=nat.; 2♦=good support; 2 NT = stop+ support; 3♣=weak support 3♦/3♣=fit showing; 3♣=short in ♠,	
1♥ opp.-->2♦ -pass	2♥=R; 2♣ =Nat.; 2NT= stop + support; 3♣=nat. ; 3♦=weak support; 3♥=short in ♥	
1♣ opp.-->2♦ -pass-	2♥=nat.; 2♣=R; 2NT= stop + support; 3♣=nat. ; 3♦=weak support; 3♥=fit showing; 3♣=short in ♠	

S14	1♥ → 2♣ R → 2♦ min.no 4♠ → 2♥=5+♥/4♦10-16 → 2 ♠=14-16 4+♦ → 2NT 14-16 5+♥ → 3♣ 4 14-16 → 3♦ 6♥/4 ♠14-16 → 3♥ 5-5 ♥+♣14-16 → 3♣ 5-5 ♥+♣11-16 → 3NT	2 ♥ R → 2♦ = 5+ ♥ / 4+♦ 11-13; 2NT = 5+♥ 11-14; 3♣ = 4+♣; 3♦ = 6♥+4♣; 3♥=5♥+5♣singl♦.; 3♣=5♥+5♣singl♦. 2 ♠ R → 2 NT=5-4-4; 3♣=5/4min.; 3♦=6-4; 3♥5-4 max singl. ♦; 3♣=5-4 max singl. ♣ 3 NT=5-4 2-2 max 2 NT R → 3♣=5-4; 3♦ =6-4; 3 ♠ =5-5 singl. ♠; 3 NT=5-5 singl. ♦ 3♣R->3♦=6♥ + singl. 3♥=6♥ + no singl ; 3♣ =5♥ with 3 cards in ♣; 3 NT= 2 cards in ♣; 3♦R→ 3♥=5-4-singl. ♠; 3♣=5-4 sgl♦; 3NT=5-4 -2-2 3♥R→3♣=singl. ♠; 3NT=singl. ♦
S16	1♠ → 2♣ → 2♦ min. → 2♥ 5♣+4♥11-16 → 2♣ .5+♣/4+♦+14-16 → 2NT 5+♣ 14-16bal → 3♣ 4+♣ 14-16 → 3♦ 6♣ 4 ♠14-16 → 3♥ 5-5 ♠ ♣14-16 → 3♣ 5-5 ♠ ♣ 14-16 → 3NT	2 ♥ R → 2♦ = 5+♠ / 4+♦11-13; 2NT = 5+♠ 11-14; 3♣ = 4+♣; 3♦ = 6♦ 4+♦; 3♥= 5♦+5♣; 3♣ = 5♦+5♣; ; 3NT= 3 suiter (no other major) See S17 2 NT R → 3♣=5-4; 3♦ =6-4; 3♥ =5-5 singl. 3♣ =5-5 singl. ♣; 3♣R->3♦=6♦ + singl. 3♥=6♦ + no singl ; 3♣ =5♦ with 3 cards in ♣; 3 NT= 2 cards in ♣; 3♦R→ 3♥=5-4-singl. ♥ ; 3♣=5-4 sgl♦; 3NT=5-4 -2-2 3♥R→3♣=singl. ♥ ; 3NT=singl. ♦
S17	1♠ → 2♣ → 2 ♥ 5♣+4♥ 11-16	2 ♠ R → 2NT=3suiter or 5-5 minimum → 3♣R→3♦=4♣; 3♥=4♦ 3♣=5♣5♥ sgl♦; 3NT=5♣-5♥sgl♣ → 3♣=min.-->3♦R→3♥=5-4 singl.♦; 3♣=5-4 singl. ♣; 3 NT=5-4-2-2 → 3♦=6♣+4♥ → 3♥R → 3♣=min.; 3NT=max; → 3♥=5-4-1-3max; → 3♣=5-4-3-1max; → 3NT=5-4-2 2max 2NT R (supp. ♥) → 3♣=min.-->3♦R→3♥=5-4-1-3; 3♣=5-4-3-1; 3NT=5-4-2-2 → 3♦=6♣+4♥ → 3♥R → 3♣=min.sgl♦; 3NT=min.sgl♣; 4♣=max sgl♦; 4♦=max sgl♣ → 3♥=5-4-1-3max; → 3♣=5-4-3-1max; → 3NT=5-4-2-2max

DEFENSIVE AND COMPETITIVE BIDDING

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

Nat style

2 level sound

Reop. 1 level nat .2 level sound

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

2°= 15 17 – resp. Trf - Stayman

4°=10-14

JUMP OVERCALLS (Style; Responses; Unusual NT)

medium up to top. values (10- 14) or two suiter (Ghestem)

Reopen: as 2°

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

1 ♣-2 ♣ nat. others jump cue: Ghestem

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

Versus str.nt!= either ♣ or 5-4 M—2 ♦=either ♦ or 5-5 M—2 ♦=1

M—2 ♥-2 ♣=two suiter with 1 m.—2 nt =two suiter m.

Versus weak nt !=13+ 2♣ Landy, others as above

Weak nt !>answers from 2nt up in trf; but 2 ♣=no 5 cards+ any

Reop. 1nt p-p-! >-2 ♣ no5 cards any other level 2 nat; from 2nt and up transfer bids

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

Nat- cue=two suiter -jump=two-suiter

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

Weak jumps

OVER OPPONENTS' TAKEOUT DOUBLE

!!=9 hcp+-new suit f1 round

See note 9

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	Highest from 3 small-2° or 4° others	same
NT	Attitude	Standard count
Subseq	Reverse count	
Other:		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	A Kxx	AKxxx
King	AK KQxx	AKJ10x-KQJxx
Queen	QJxx	KQxxx-QJ10xx
Jack	J10xx-HJ10xx	J10xx-HJ10xx
10	109xx-H109xx	109xx-H109xx
9	9xx-H98xx	Like suit
Hi-X	smaller	
Lo-X	smaller	

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	rev count	rev count	rev count
Suit 2	odd	odd	odd
3			
1			
NT 2	Same labyrinth		
3			

Signals (including Trumps): rev count

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Nat style 2° seat-4°seat!=8-11 hcp or 15+-1nt=10-14-- 1 suit nat--ghestem

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

1x-1y-!-!!= top card.in y

W B F CONVENTION CARD

CATEGORY:

NCBO:

PLAYERS: Vanuzzi Marilina-Uggeri Paolo

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5 cards major—1nt 15-17 possible 5 major

1♣ at least 2 cards ---- 1♦ 4+ cards

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2 ♣ gf.any or bal 24---2 ♦ weak in one M or bal 22-23

2 ♥/♠ two suiter ♥/♠+minor 5+5 7-11

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

PSYCHICS:rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2		10 -21 or bal.or nat	2 ♣fg-2 ♦weak in ♥ or ♠-2 ♥=5+ ♠ 4 ♥ 3-8 hcp-2 ♠ two suiter minor lim-2nt pre ♣-3 ♣ inv.	1 ♣-2 ♣ See note 10 —1 ♣2 ♦-2 ♥/2 ♠ pass or correct; 2 nt=rf.ask for points and distr.—1 ♣2 ♥-2nt=rf.—1 ♣2 ♦-2 nt=rf.	
1♦		4		10 21	2♣ fg 2♦ weak ♥ ♠ 2NT pre ♦/strong 3♦ inv		
						1 -♦2 ♣ see note 1 .others as 1 ♣	
1♥		5		10 21	2 ♣fg.r.-2 ♦or nat fg.or ♥supp.weak-2 ♥7-11hcp ♥supp. 2 ♠nat strong.2nt 4+ ♥ lim+ 3 ♣, ♦lim.3 pre	1 ♥ -2 ♣-2 ♦ min --1 ♥-2 ♦ see note 2 -1 ♥-2nt see note 3	
1♠		5		10 21	As above(2 ♥ either nat strong or weak ♠ supp.)	As above	
INT				15 17 any 5 cards	2 ♣nf. Stay-2 ♦-2 ♥-2 ♠-2nt trf.3 ♠ 3 ♦str.6 cards singl. M—3 ♥ 3 ♣=5-4m.singlM.4 ♣=gerber. 4 ♦bothM - 4♥/♣ nat.	See note 4	
2♣		0		Fg umbal or 24 + bal	2 ♦ waiting; others until 3♦ 3 or more controls, 2♥=5 ♣, 2♣=5♥, 2NTa balanced, 3♣=5♦, 3♦=5 3♥=6♣(2topHon); 3♦=♥	See note 5	
2♦		0		Weak one suit major or 22 23 bal	2 ♥-2 ♣=pass.or correct—2 nt= Rfl round—3 ♠ 3 ♦=nat f. 3 ♥-3 ♣= pass or correct. 4 ♣= ask suit in trf.-4 ♦=ask suit nat	See note 6	
2♥		5		7-11 with minor (5-5)	2 nt =R f 1 round other nat f 1 round	See note 7	
2♠		5		7-11 with minor (5-5)	As above	See note 7	
2NT				20-21 may 5 cards major	3 ♣=puppet stay. 3 ♦-3 ♥=trf—3 ♠=trf to 3 nt 3 nt = two suiter M	See note 8	
3♣		6		preemptive	New suit f.		
3♦		6		preemptive	As above		
3♥		6		preemptive	As above		
3♠		6		preemptive	As above		
3NT				gambling	4 ♣ pass or correct-		
4♣				Namyats ♥	4 ♦= R f. 4 ♥=to pass		
4♦				Namyats ♠	4 ♥=R f. 4 ♣= to pass		
4♥				nat			
4♠				nat			
4NT				Good 5 ♣ or ♦ 9/10 tricks		HIGH LEVEL BIDDING	
5X				nat		Turbo= nt is even nr. of aces—cue-kcb-Josephine. Exclusion Blackwood (0-1-2)	

Supplementary Sheet

Note 1) 1 ♦-2 ♣ GF

2 ♦min>>>>>>>2 ♥=R >2 ♠=5 ♦+4
 2nt 12-14bal
 3 ♠=5 ♦+4 ♣
 3 ♦=6+ ♦
 3 ♥=4 ♦+4 ♣+ 4 ♥
 3 ♠=4 ♦+4 ♣+4 ♣

1 ♦-2 ♣
 2 ♦-2 ♥
 2 ♠-2 nt
 3 ♥=5-4-22
 3 ♠=5 ♦+4 ♥>>>>>>3 ♠=R>>> 3 ♠=5-4-singl.hi
 3nt=5-4-singl.low
 3 ♠=6 ♦+4 ♠+1 singl.>>>3 ♥=R

2 ♥=three-suiter singl. ♣

3 ♥=6 ♦+4 ♥

2 ♠=5 ♦+4M(15+)

3 ♠=6 ♦+4 ♠

2nt=18-19 bal

3nt=5 ♦+4 ♠-2-2

3 ♠=5 ♦+4 ♣(15+)

3 ♦=6+ ♦ (15+)

3 ♥-♣=three-suiter singl ♣/ ♥

Note2) 1 ♥-2 ♦= either nat f. or weak ♥ supp.-----1 ♠-2 ♥= either nat f. or weak supp in ♠

2 ♥= up to 16 others medium/2NT strong 2 ♠=up to 16 others medium/2NT strong

Note 3) 1 ♥or ♠-2 nt=4 cards supp. from lim. to strong

Note4) int-2 ♣

1nt-2 ♣(both M opp.) != TO

1nt-2M(opp.) 2nt trf ♣

3 ♣=slam inv.

2 ♦=noM>>>>>2 ♥ no f.

2 ♦=s.o. ♦

3 ♣=trf ♦

3 ♦=game inv.

2 ♠ fR

2 ♥- ♣=stop

3 ♦/♥=trf

3 ♥-♣=weak

2nt=5-4 m inv+

3 M(overall): stayman

3 ♣=5-5m weak

3 other M= asks for stop

3 ♦=5-5m inv+

1nt-2 ♦(multi opp.) 2nt= trf ♣

3 ♥= strong with ♣

3 ♣=trf ♦

3 ♣= strong with ♦

3 ♦=trf ♥

3 ♥=trf ♣

Note5) 2 ♣ - 2 ♦

2 ♥ = NAT or R → 2 ♠ R → 2SA = bal 26+

3 ♣ = two-suiter 5♥+4x SLAM TRY → 3♦ R no fit ♥→3♥=4♣; 3♠=4♦; 3SA=4 ♠; 4 ♦/♦=5♥ 4♦ 4♣/♦

3 ♥ = fit ♥ + ♣ → 3 ♠ = 4♦; 3SA = 4 ♠

3 ♠ = fit ♥ + ♦ → 3SA = 4 ♠

3SA = fit ♥ + ♠

Others = 4+ ♥ no 4 cards in other suit

3 ♦ = 6 ♥ → 3 ♥ = 1 Honour → 3 ♠ asks → 3SA = 1 single H → 3 ♠ R → 3NT bare H; cue Hx or Hxxx

3 ♠ = xx

3SA = x or chicane

cue = xxx(x) ♥

3 ♥ = 5 ♥ + 4 ♣ no Slam try

3 ♠ = 5 ♥ + 4 ♦ no Slam try

3SA = 5 ♥ + 4 ♠ no Slam try

2 ♠ = 5 cards -> 2SA aks -> 3 ♠ = see above

2SA = bal 24-25

3 ♠ = 5+ ♠ -> 3 ♦ R → 3 ♥ = ♥; 3 ♠=♦; 3NT one suiter ♦

3 ♦ = 6 ♦ or 5 ♦ + 4 ♠ -> 3 ♥ R 3 ♠ = ♦ + ♠; 3NT one suiter ♦

3 ♥/♦ = 5 ♦ + 4 ♥/♦

Note6) 2 ♦ -2 ♥ / 2 ♠ = pass or correct

2 nt=fR>>>>>>>>3 ♠ = min ♥

3 ♦ = min ♠

3 ♥ = max ♠

3 ♠ = max ♥

3nt= solid suit any

4 ♠ = 22-23 either 5m or 44m

4 ♦ = 22 23 either 1 or 2 M

4 ♥ / ♠ = 22 23 with 5 ♥ / 5 ♠

4nt= 4m-3-3-3

3 ♠ -3 ♦ = f nat

3 ♥ -3 ♠ = pass or correct

4 ♠ = ask suit in trf(4nt answer if strong bal)

4 ♦ = ask suit direct(4nt if str. Bal)

Note7) 2 ♥ / ♠ - 2nt = ask R

Note8) 2nt-3 ♠ = modified Puppet>>>>>>>>>>3 ♥ (no 4/5 M)>>>3P = trf to 3 NT ; 3NT = 5 ♠ + 4 ♥

3 ♦ /♥ = trf>>>>>>>>>>>>3 ♥ /♠ = no fit

3 ♠ =trf to 3 nt>>>>>>>>>>4 ♠ =5 ♠ +4 ♠

4 ♠ =5 ♠ +4 ♠

4 ♥ /♠ =6+ ♠ /♦ f

4 ♠ /♦ /♥ /♠ = ♥ /♠ /♣ /♦ solid

Note 9) 1 ♥ - DBL (opp)>>>>>>>>> 1NT = ♠ or lead ♠ + 3 cards fit

2 ♠ = ♦ or lead ♦ + 3 cards fit

2 ♦ = 8-11 fit ♥

2 ♥ = 3-7 fit ♥

2 NT= 4 cards fit inv and up

3 ♠ /♦ = nat. inv.

1 ♠ - DBL (opp)>>>>>>>>> 1NT = ♠ or lead ♠ + 3 cards fit

2 ♠ = ♦ or lead ♦ + 3 cards fit

2 ♦ = ♥ or lead ♥ + 3 cards fit

2 ♥ = 8-11 fit ♠

2 ♠ = 3-7 fit ♠

2 NT= 4 cards fit inv and up

3 ♠ /♦ = nat. inv.

Note 10) 1 ♠ - 2 ♠ GF >>>>>>>>>>>>> 2 ♦ = 4 meanings: >>>>>> 2 ♥ R >>> - 2 ♠ = ♠ + ♦ >>> 2NT R >>> 3 ♠ (min. 5♦ + 4♦)>>> 3♦ R >>> 3 ♥ =2-2-5-4; 3 ♠ =1-3-4-5: 3NT=3-1-4-5

1) min/max ♠ + ♦

- 2NT = bal 12-14 >>> 3 ♠ R >>> 3 ♦ (1 or 2 M) >>> PUPPET ; 3 ♥ = 4 ♥ +4; 3 ♠ = 4 ♠ +4 ♠ ; 3NT=4/5♦

2) 12-14 bal.

- 3 ♠ = 6 ♠ 11-14

3) min 4-4-4-1 singl. ♦

- 3 ♦ = 11-14 4-4-4-1 singl, ♦

4) min 6+ ♠

>>>>>>>>>>>>> 2 ♥ = 5/6 ♣ + 4 ♥ min/max >>>> 2NT R >>>>> 3 ♠ (min. 5♣ + 4♥) >>> 3♦ R >>> 3 ♥ = 2-4-2-5; 3 ♠ = 1-4-3-5: 3NT=3-4-1-5

3 ♦ (min/max 6♦ + 4 ♥)>>> 3 ♥ R >>> 3 ♠ = max: 3NT = min

3 ♠ = max. 5♣ + 4♥ - 2 - 2

3 ♠ = max. 5♣ + 4♥ - singl. ♣

3NT = max. 5♦ + 4♥ - singl.

>>>>>>>>>>>>> 2 ♠ = 5/6 ♣ + 4 ♠ min/max >>>> 2NT R >>>>> 3 ♠ (min. 5♦ + 4♣) >>> 3 ♦ R >>>> 3 ♥ = 4-2-2-5; 3 ♠ = 4-1-3-5: 3NT=4-3-1-5

3 ♦ (min/max 6♣ + 4 ♠) >>> 3 ♥ R >>> 3 ♠ = max: 3NT = min

$$3 \heartsuit = \max. 5\clubsuit + 4\spadesuit - 2 - 2$$

3 ♠ = max. 5♦ + 4♠ - singl.

3NT = max. 5♦ + 4♠ - singl.

>>>>>>>>>>>>> 2 NT= 18-19 bal >>> 3 ♣ R >>> 3 ♦ modified Puppet

$$3 \heartsuit = 4 \clubsuit + 4 \heartsuit$$

$$3 \spadesuit = 4 \clubsuit + 4 \heartsuit$$

$$3NT \equiv N_0 M$$

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS OPENING LEADS STYLE				Convention card	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		Suit	Lead	In Partner's Suit			
Style: natural/aggressive			3rd and 5th	Same			
1 level = Natural (5+ cards)		NT	Attitude	Attitude or count			
2 level = Natural (5+ cards)		Subseq	Count	Attitude			
Raise = Jumping is weak, jump-cue is better than preempt, 2NT = fit 4° 8/11 hcp			Other: highest from doubleton				
Responses: natural, only cue-bid is forcing 1+ round			LEADS			PLAYERS: M. Chavarria – A. Gandoglia	
Reopening = suit 7/13, double 7/10 or 14+ any, 1NT = 11-14		Lead	Vs. Suit	Vs. NT		SYSTEM SUMMARY	
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)		Ace	AKxxx; AKQ; Ax	AKx; AKxx		GENERAL APPROACH AND STYLE: NATURAL 5 cardmajor	
On 1♦ = Natural: 14/17 balanced + or -		King	KQJ; KQ109; AK;	KQJx; KQ109x; unblock A/J		1♣ = 2+ cards (if balanced 11/14)	
Responses: like on our opening		Queen	QJxx; Qx	KQ10x; QJ10; QJ98		1♦ = 10/21 4+ cards	
Reopening: 11/14 balanced (also without stop)		Jack	J109; J108; Jx	J109x; J1087x		1♥ = 10/21 5+ cards	
Responses: Only cue is forcing		10	Natural	Natural		1♠ = 10/21 5+ cards	
JUMP OVERCALLS (Style; Responses; Unusual NT)		9	Natural	Natural		1NT Opening: 15/17 Balanced	
1-Suit: medium (5/10 hcp) 6(+) cards		Hi-x	Even	Even		2NT Opening: 20/21 Balanced	
		Lo-x	Odd	Odd		2 OVER 1 Response: FORCING GAME	
Responses: 2NT or Cue = forcing 1+ round		SIGNALS IN ORDER OF PRIORITY					
Reopen: 12/15 good 6 cards suit							
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)			Partner's Lead	Declarer's Lead	Discarding		
		Suit	1	UDCA	UDCA	1NT Opening: 15/17 Balanced	
Over 1M = Ghestem, JUMP = ask stopper			2			2NT Opening: 20/21 Balanced	
			3				
		NT	1	UDCA	UDCA		
VS. NT (vs. Strong / Weak; Reopening: PH)			2				
			3				
Double = 4/5+ maj/minor (Vs weak NT = T/O) 2♣ = 5/4+ ♥/♦		Signals (including Trumps):				SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
2♦= Multi (1 major) 2♥/2♣ = 5/5+ major/minor							
2NT = 1 minor strong (vs Strong) , 4S+long minor (vs Weak)							
3♣/3♦ = 6 + cards pree (vs Strong), nat+4H (vs Weak)							
Reopening: same direct, 2♦ (maybe only 5 cards)							
VS. PREEMPTS (Doubles; Cue-bids; Jump; NT bids)		DOUBLES					
Double = take out		TAKEOUT DOUBLES (Style; Responses; Reopening)					
Jumps = over 2H/2S leaping Michaels		Style : Natural					
NT (2 or 3) = natural to play NT (4) = bicolor 5/5+ any		Responses: natural on 1♦/1♥ (only cue is F1+)					
Bids = natural		Reopening: aggressive					
VS. ARTIFICIAL STRONG OPENINGS		After overcall: with good hand and without the opponents suit					
		SPECIAL, ARTIFICIAL and COMPETITIVE DOUBLE/REDOUBLE				SPECIAL FORCING PASS SEQUENCES	
		Negative; Responsive					
Vs 1♣ - DBL = majors (constructive) , 1NT = 5+/5+ major/minor		Double in competition = good hand + (HCP but also distribution)					
OVER OPPONENT'S TAKEOUT DOUBLE		Penalty = only after: a) partner's opening bid 3♣/♦/♥/♣ ect.				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
Redouble = 10+ new suit = NF		b) a redouble or a partner's penalty double					
Raise = NF – pre-empt	jump in a new suit = limit (nat. or fit 4°)						

OPENING	*IF ARTIFICIAL	MIN N° OF CARDS	NEG. DBL. THRU	PLAYERS: M. Chavarria A. Gandoglia			
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATION OVER COMPETITION AND WITH PASSED PARTNER
1♦	*	2	5♦	Natural 10/22 HCP Balanced 11/14	1♦/1♥/1♠/1NT = Natural; 2♣ = 2+♣ FG; 2♦ = weak 6M or INV+ 5+/5+ both majors; 2♥ = 5-9 HCP 5+♠/4+, 2♠ = INV+ 5+♣ ; 3♣ = preempt		
1♦		4	5♥	Natural 10/22 HCP Balanced 11/14	1♥/1♠/1NT = Natural; 2♣ = 2+♣ FG; 2♦ = weak 6M or INV+ 5+/5+ both majors; 2♥ = 5-9 HCP 5+♠/4+♥; 2♠ = FG 4+♦; 3♦ = inv with ♦		
1♥		5	5♣	Natural 10/22 HCP	1NT=NF; 2♣/2♦ = FG; 2NT = 10-11 3/4 ♥; 3♣ = 6-9 4♥; 3♦=FG raise any shortness; 3NT/4♣/4♦= void (♣♦♣)	1♥ - 1♠/1NT - 2♣ = F1 (Gazzilli) 1♥ - 1♠/1NT - 2NT = 6-4min 16+ 1♥ - 1NT - 3♣/♦ = 5+-5+ 16+	
1♣		5	6♥	Natural 10/22 HCP	1NT=NF; 2♣/2♦ = FG; 2NT = 10-11 3♣ or 6-9 4♣ ; 3♣= INV 6+♥; 3♦=FG raise any shortness; 3NT/4♣/4♦= void (♣♦♥)	1♣ - 1NT - 2♣ = F1 (Gazzilli) 1♣ - 1NT - 2NT = 6-4min 16+ 1♣ - 1NT - 3♣/♦ = 5+-5+ 16+	
1N			4♥	15/17 balanced	2♣ = Asking ; 2♦/2♥/2♣/2NT = trsf; 3♣ = INV 5+♥/4♣; 3♦= INV 5+♣/4+♥; 3♥ = INV both minors; 3♣ = FG both minors	2♦ = min w/o majors or 4♣; 2♣ = max w/o majors or 4♥; 2♣ = min with 4♥/4♣; 2NT = max with 4♥/4♣	
2♣	*	0	6♣	FG except 2♣-2♦-2NT Any distribution or 22+ balanced	2♦ = waiting or 5+♥ w/o 2H; 2♥ = positive 5+♣; 2♣ = 5+/5+ minors; 2NT/3♣/3♦ = HHxxxx or 7+ cards (1H) with ♣/♦/♥	2♣-2♦-2♥= nat or 24+ bal	
2♦	*	2	4♥	Balanced 18/19	2♥ = 4+♣ or special hands; 2♣ = trsf to 2NT (4+♥ or NT hands); 2NT = trsf to 3♣; 3♣= puppet or 5+♦/4♣; 3♦= 5+♣/4♥; 3♥/3♣ = shortness; 3NT = 5+♥/5+♣ forcing	2♦-2♥-2NT = 4♣	
2♥	*	6	3♣	5/10 HCP	2NT = asking		
2♣	*	6	3♥	5/10 HCP	2NT = asking; 3♣= 5+♥; 3♥= 6+♣		
2N			no	Balanced 20/21	3♣ = puppet; 3♦/3♥ = trsf; 3♣ = both minors; 4♣/4♦/4♥/4♣= slam try with 6+♥/4♣/3♦/♦	2NT-3♣-3♥ = no majors; 2NT-3♣-3NT = 5♥	
3♣		7	no	Preempt	3♦= ask shortness		
3♦		7	no	Preempt	Natural		
3♥		7	no	Preempt	Natural		HIGH LEVEL BIDDING
3♣		7	no	Preempt	Natural		VTL = special KC asking with ♣ trumps
3NT	*	8	no	A or K in one minor	4♣= P/C		4NT = RKCB
4♣		7-8	no	Preempt	Natural		Cue-bid = 1 st and 2 nd control
4♦		7-8	no	Preempt	Natural		Exclusion Blackwood
4♥		7-8	no	Preempt	Natural		GSL TRY
4♣		7-8	no	Preempt	Natural		
5♣		8	no	Preempt	Cue-bid		

DEFENSIVE AND COMPETITIVE BIDDING

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

Style: aggressive (5) 8-15 (18) HCP (4) 5+,

Resp: new suit= F1;

Jump Raise=PRE, Cue=F1,

Transfers

Fit-bids

Splinter only in opponent suit

Reopen: 8-15; Resp: Cue=F1, other NF

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

2nd: 15-18

Responses: System on after 1M and some modifications after 1M;

4th: 10-16 (may be without stopper), Resp same

JUMP OVERCALLS (Style; Responses; Reopen)

Constructive in VUL, random NONVUL

[1M]-2M=OM and ♣, [1M]-3♣ = OM and ♦

2♦ after 1♣ or 1♦ shows both majors

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

(1♣ if 2 or less) - 2♣ = natural; (1♦) - 2♦ = 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♥/♦=4+-5+m Resp: 2nt=F1; 2nt=minors

VS Strong NT (average more or equal 15 HCP)

SAME

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

DBL=T/O; NT=nat;

Natural and two suited overcalls

[3M] – 4m = nat + OM

VS ARTIFICIAL STRONG OPENINGS

vs 1♣: DBL = ♣; 1x = nat, may be 4 cards; 1nt = (44)+ ♣+♦

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 LEADS STYLE

	Lead	In Partner's suit
Suit	1-3-5	1-3-5
NT	1-3-5	1-3-5
Subseq	2-4 through declarer	2-4 through declarer

OTHERS: we might lead 1st from 3 or more cards

LEADS

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, xxxxSx	Sx(+), xxS, xxSx, xxxxS, xxxxSx

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead
Suit	Att, small = positive	Count, small=even
	Count, small=even	S/P
	S/P	
NT	Att, small = pos	Count, small=even
	Count, small=even	S/P
	S/P	
Disc	Suit preference: small card – lowest suit, high card – highest suit	
	Against high level contracts K asks for count	

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

T/O thru 5♦ = opening values, but may be light with classic shape

RESP: Cue=F1, Other=nat limit, Lebensohl after [2M]-dbl-[p]

Reopen: norm 10+, may be very weak, when feeling pd's trapping

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES

NEG DBL thru 4♥

Support double after 1x-p-1y-[1/2z]

WBF CONVENTION CARD

CATEGORY: GREEN

NCBO: LATVIA

PLAYERS: ALFEJEVA Jelena – RUBINS Karlis

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

NATURAL

1♣ / ♦ = 3+, better minor

1♥ / ♠ = (8) 11+, 5+

1nt = (14) 15-17 bal, could be 4441 or 5any or 54any or 6322

2♣ = Forcing to game or 20-21 BAL

2♦ = both Majors from (4) 5-4, (3) 6-10 HCP

2♥ = weak two, can be 5 cards

2♠ = weak two, can be 5 cards

2nt = 22-23 balanced, could be 4441 or 5any or 54any or 6322

1nt over 1M= semi-forcing

2 over 1= F1

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2♦ = both Majors from (4) 5-4, (3) 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♣		3	4♥	3+, better minor	1x = natural, 2♣=10+, 4+♣ 1NT/2NT/3NT = limit 2♦=5♥&4♣ majors, 0-8 hcp, 2M=nat, 0-8 hcp 3♣=6-9 hcp with (4) 5+♣ 3♦/♥/♣=short ♦/♥/♣ with 5+♣, FG	1♣-1y-1z-2♣=INV hands or to play 2♦ 1♣-1y-1z-2♦=ANY FG 1♣-1y-1NT-3x=5+5+ GF 1♣-1y-1NT-2NT = puppet to 3♣	SAME
1♦		3	4♥	3+, better minor	1x = natural 1NT/2NT/3NT = limit 1♦-2M=nat, 0-8 hcp, 1♦-3♣=nat, 0-8 hcp Same structure as 1♣	1♦-1y-1z-2♣=INV hands or to play 2♦ 1♦-1y-1z-2♦=ANY FG 1♦-1y-1NT-3x=5+5+ GF 1♦-1y-1NT-2NT = puppet to 3♣	SAME
1♥/♠		5	4♥	(8) 10+, 5+ ♥/♣	Not forcing NT 2♣=2+ F1, 2♦=(4) 5+, F1, 2♥ after 1♣ = nat, FG 3/4 pos – may be weaker , may be 4 cards suit Void Splinters	1♥-1♣-2♣ and 1♥-1NT-2♣ and 1♣-1NT-2♣ shows clubs or any 16+ 2♣=9-11 with Support	2♣=9-11 with Support
1NT			4♥	(14) 15-17 bal	2♣= NF Stayman; 2♦/♥/nt= TRSF ♥/♣/♦; 2♣=TRSF ♣ or inv 3nt or 6nt or inv 6m with 44 minors 3♣/♦/♥/♣ = NAT, FG 4♣=both M, 5+5+ 4♦=TEXAS to ♥, 4♥= TEXAS to ♣	1NT-2♣-2♥-3♦=FG with ♥ 1NT-2♣-2♣-3♥=FG with ♣	
2♣	X		4♥	Strong or 20-21 BAL	2♦=waiting, 2M=0-4 hcp, NF, 2NT= minors, 3m=0-4 hcp, NF	2♣-2♦-2♥=natural or balanced forcing game 2♣-2♦-2NT=20-21, 2♣-2♦-2♥-2♣-2NT=bal, FG	
2♦	X	0	-	(0)7-10 HCP 4+4+ M	2♥/♣ = NF 2NT=relay	2♦-2NT-3♣=minimum, 3♦=5-5; 3♥=5♥/4♣, 3♣=5♣/4♥	
2♥/♣		(5)6+	-	(4)7-10 HCP (5)6+ ♥/♣	New suit=F1, 2NT=forcing relay 2M-3M=not inviting		
2nt				22-23, bal	3♣ = STAY, 3♦ / ♥ = transfers, 3♣ = minors		
3♣/♦		6	-	Pre, depending on vulnerability	New suit forcing 0-10 hcp		
3♥/♣		7(6)	-	Pre, depending on vulnerability	New suit forcing 0-10 hcp		
3nt	X	0	-	AKQxxxx in any minor	4/5/6 m = P/C 4M = nat, to play	HIGH LEVEL BIDDING	
4♣/♦		7	-	Weak pre	4M = nat, to play	CUE= 1st or 2nd round RKCB= 1430, Kick-back	
4♥/♣		7	-	PRE	4NT=RKCB; new suit=CUE	Relay following 5♥/♣ responses to RKCB or relay+1 following 5♣/♦ responses to RKCB asks for trump Q or K (if not contract).	
4nt	X		-	(65)+ minors PRE			
5♣/♦		7		PRE (but may be strong)			

DEFENSIVE AND COMPETITIVE BIDDING

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

1st level: Aggressive, Natural overcalls, (5) 8-15 HCP, (4) 5+ cards,

2nd level: 12-16, constructive

Responses: new suit 2nd level NF, opp suit F1,

After 1M overcall - transfer bids, fit bids, SPL

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

2nd seat 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, 2NT=both minors

JUMP OVERCALLS (Style; Responses; Unusual NT)

1-Suit: WEAK

2-Suit: GHESTEM ; 4th level leaping Michaels

Reopen: Medium hand, playing tricks based

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

Ghestem cue=2-suiter highest+lowest, 2NT= lowest,

3♣=highest (against M);

1♣-2♦=both majors, System on;

3rdlevel cue=solid suit, asking stopper

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

X-Competitive strength plus, 2♣=both majors 4+/4+; 2♦=one major

(5) 6+, 2♥/♦=nat+minor, 2NT = minors, 3x=nat

4th seat- DONT DBL = onesuiter; suit= nat+ higher suit 4+/4+

VS.PREEMTS (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=strong 5-5 any;

DBL=♣

over strong 2♣, 2NT= 5+5+ any

OVER OPPONENTS' TAKEOUT DOUBLE

Redouble- strong

1M - [dbl] - 1NT/2♣/♦/♥ = transfers, fit-bids; 2NT=unbal invitational

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	2 rd /4 th	same
NT	2 rd /4 th	same
Subseq	same	same

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx	AKx
King	AKx, KQx	KQ10+
Queen	QJx	KQx
Jack	J10x, Jx	J10x
10	HH10x, 109x, 10x	HH10x
9	H109x, H9x, 9x	H109x, HH9x, 9x
Hi-X	Sx	Sx, (Sxx)
Lo-X	HxS, HxxS, xSxx, xSxxx	HxS, xSx, xSxxx

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Att	C/T	L/I
Suit 2	C/T	S/P	
3	S/P		
1	ATT	C/T	L/I
NT 2	C/T	S/P	
3	S/P		

Signals (including Trumps):

UDCA – hi-low odd, small – encourage;

Smith signal against NT; discarding – odd=values, even=Laventhal

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+♠

W B F CONVENTION CARD

CATEGORY: RED – Polish Club

NCBO: LATVIA

PLAYERS: Maija Romanovska – Martins Lorenecs

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

1♣ = 12-14 bal or 16+ with suit or 18+bal

1♦ = 4+♦, unbalanced; 1M = (8) 11-15 HCP, 5+

2♣ = 11-15 HCP 6+♣ or 5+♣ & 4M

2♦ nonvul = 3-8 HCP 4+/4+ ♥/♦; 2♦ vul = 8-10 HCP 5+/4+M

2♥/♦ = (4) 6-10 HCP, (5) 6 M

2NT= minors

1NT Openings: 1st 2nd NV 10-12, other 15-17, bal

2 OVER 1 Responses:F1

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♦ nonvul = 3-8 HCP 4+/4+ ♥/♦; 2♦ vul = 8-10 HCP 5+/4+♦

1st 2nd NV 1NT=10-12

SPECIAL FORCING PASS SEQUENCES

in GF and ST sequence

IMPORTANT NOTES

PSYCHICS: Rare

OPENING	ARTIFICIAL TICK IF	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	0		a) 1 st 2 nd NV 13-17 balanced or else 12-14 balanced, b) 16+unbal	1♦:0-7 or 8-11 bad minor(s), 1♥/♠: 8+, 4+M	1♣-1♦-2♣:FG, 1♣-1♥/♠-2♣:FG, relay,	
				c) 18+any	2♣/♦:nat, GF, 2♥:8-11, minors 2♣:13+bal w/o 4M	1♣-2♥-2♣:relay,	
					2NT:nat		
1♦		4		11-15, 4+♦ unbalanced, ♣ might be longer	1♥/♠: 7+, 4+♥/♠; 1NT: NF; 2♣, 4+, F1; 2♦: 10+, 4+	1♦-1♥-1NT: denies 3♥; 1♦-1♥-2♦: with 3 ♥	
					2♥/♠:(5)6+, FG; 2NT: relay 3♣: both M		Suit+fit after passed hand
1♥		5		11-15, 5+♥	1NT:NF, 2♣:3+, F1; 2♦/♥5+, F1	1♥-1♣/NT-2♣: Relay, Gazilli, 1♥-1♣/NT-2♣:	Drury
					2NT: relay, 2♣/3♣/♦: suit+fit, splinters	5♥ 4+♣; 1♥-2x-2y-2NT:FG	
1♠		5		11-15, 5+♠	Same as after 1♠		
1NT				1st 2nd NV 10-12, other 15-17	Stayman, transfers, 2♣ inv or ♣, 2NT both min or ♦, 3♣/♦ inv, 3♥/♠ FG, shortness		
2♣		5		11-15, a) 5♣ 4M b) 6+♣	2♦ relay, 2♥/♠ NF, 2NT relay, 3♦/♥/♠ trsf, inv+		
2♦	X	0		NV: 3-9 4+4+Majors V 7-10, 5+, 4+M	2NT: relay, 3♣/♦ F1		
2♥		6		7-10, 6♥	2♣ NF, 2NT relay		
2♠		6		7-10, 6♠	2NT relay		
2NT				5-5minors, below opening			
3♣		6		pre, constructive			
3♦		6		pre, constructive			
3♥		6		Pre, destructive			
3♠		6		Pre, destructive			
3NT	X			ourside			
4♣		7		pre			
4♦		7		pre			
4♥							
4♠							
4NT							
5♣							
5♦							
5♥							
5♠							
HIGH LEVEL BIDDING							
						RKCB, Kickback, Exclusion Blackwood, Slam Double, DOPI ROPI	

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1 / 2 Level; Reopening)
Aggressive 1 level overcalls, 5-17, good 4 card possible
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd : 16-18(19) → syson
4 th live: (1m) p (1y) 1NT: 16-18(19) → syson
(1♥) p (1♠) 1NT: 16-18(19) → 2♣/♦ = NAT to play; 2♥ = TRF ♣; 2♣ = TRF ♣; 2NT = INV; 3♣ = TRF ♦, WK or SI; 3♦ = INV; 3M = 1M3oM(54)
4 th reopening: /1m: 11-14; /1M: 11-16 → NAT, CUE = ASK, jump CUE = SPL
JUMP OVERCALLS (Style; Responses; Unusual NT)
(1♣) 2♦ = 5+5+ MM; (1x) 2NT = lowest unbid suits; WJO Reopen: intermediate jump overcalls
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1♣) 2♣ = natural; (1♦) 2♦ = 5+5+MM; (1M) 2M = 5+oM+5+m
VS. NT (vs. Strong/Weak; Reopening; PH)
Weak: DBL = 15+ or quick tricks; reopening DBL = 12+ Strong or PH: DBL = 4M+5+m 2♣ = majors 2♦ = ♥ or ♠ 2M = 5M+4+m
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL = T/O; strong jump overcalls; Over natural 2♣/♦: 4♣ = 5+M+5+om; 4♦ = 5+5+MM; Over natural 2♥/♠: 4m = 5+oM+5+m
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
DBL = majors; NT = minors
OVER OPPONENTS' TAKEOUT DOUBLE
1M (DBL): 1NT – 2M-1 = TRF; Truscott 1m (DBL): RDBL/1♦/♥/♠ = TRF

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd & low	3 rd & low + ATT after support	
NT	3 rd & low	3 rd & low + ATT after support	
Subseq	ATT	ATT	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+)	AK(+)	
King	KQ(+)	UB Q, KQ(+)	
Queen	QJ(+)	UB J, QJ(+)	
Jack	KJT(+), JT(+)	UB T, A/KJT(+)	
10	K/QT9(+), T9(+)	K/QT9(+), T9(+)	
9	H98(+), 98(+)	H98(+), 98(+)	
Hi-X	Sx	Sx	
Lo-X	xxS(+), xxxxS	xxS(+), xxxxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Lo = ENC	Lo = Even	Odd = ENC
Suit 2	Lo = Even	S/P	Lo = Even
3	S/P		
1	Lo = ENC	Lo = Even	Odd = ENC
NT 2	Lo = Even	S/P	Lo = Even
3	S/P		
Signals (including Trumps): S/P or CT in trump suit			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
light takeout doubles w/ major suits → new suit not forcing; cue = F1; jump = 5+ -card, INV Reopening double 8+			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
negative doubles, support (re-)doubles, responsive doubles, sacrifice slam doubles			

EBL CONVENTION CARD
CATEGORY: Green
NCBO: Netherlands
PLAYERS: Elly Schippers – René Stienen
EVENT: 1st European Mixed Team Championships
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Precision w/ two-way 1♣ opening
9-12 NT in 1 st /2 nd favourable; else 15-17
1♣ = 16+ in 1 st /2 nd favourable; else 10-12 BAL (5M possible) or 16+
1♦ = 13-14(15) BAL or 11-15 4+♦, longer ♣ possible
1♥ = 5♥ or 4414; 1♠ = 5♠; in 3 rd /4 th 4M possible
Light openings and one-level overcalls
Third hand openings can be (very) shaded
1♣ - 1♦ = 0-7 or 8+, no 4M or 15+, 5+♦ + 4M
1♦ - 1♥/♠/NT = 0+ 4+♥/4+♠/no 4M
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
OPENING BIDS
2♣ = precision: 11-15 6+♣ or 5♣ + 4M
2♦ = WK (5)6♥ or 11-15 good 5M + 6+m or 22-23 balanced
2♥ = WK 4+4+ MM, usually (54)
1♣ - 2♦/♥/♠/♣ = TRF ♥/♠/♣/♦ WK or GF S-SOL
1♣ - 2NT = 5+5+ mm WK or GF; 1♣ - 3♦ = 5+5+ MM WK or GF
1m - 4♣/♦ = good 4♥/♠ (AKQxxx or KQJxxx with A)
(1♣/♦) 2♦ = 5+5+ MM; (1M) 2M = 5+5+ oM + m
(1x) – (1y) 1NT = 16-18(19) → SYSON
Transfers and switch in competition
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♣	x	0	4♥	Favourable: 16+ any	1♦=0-7, 8+ no 4M, 15+ 5+♦ + 4M; 1♥/♠=8+ NAT;	1♣-1♦-1♥=10-12 (16-17) BAL, 20-21 BAL, 16+ NAT	(DBL) RDBL/1♦/♥/♠: TRF
				10-12, 18-21 or 24+ BAL,	1NT=8-12 BAL no 4M; 2♣=GF NAT, SI if 4M;	→ 1♠=(R) → 1NT=10-12 (16-17); 2NT=20-21	(1♦/♥): DBL/1♥/♠: TRF
				5M (or 6m) possible, 16+ any	2♦/♥/♠/3♣=WK or S-SOL ♥/♠/♣/♦;	→ PUP+TRF	(1♦/♥/♠): 2♣/♦/♥/♠: TRF
					2NT=WK or GF 5+5+ mm; 3♦=WK or GF 5+5+ MM;	1♣-1♦-1NT=18-19 BAL/2NT=24+ BAL → PUP+TRF	(1NT): syson
					3♥/♠=WK; 4♣/♦=♥/♠, AKQxxxx or KQJxxxx + A		(2x): 2NT/3♣/♦/♥/♠: Rubensohl
1♦	x	2	4♥	13-14(15) BAL or 11-15 NAT,	1♥/♠/NT=0+ NAT; 2♣=10+ BAL w/o 4M or NAT;		Same as after 1♣
				longer ♣ possible	2♦=10+ NAT; 2♥/♠=WK; 2NT=WK or GF 5+5+ mm		
1♥		4		11-15, 5+ or 4414; 3 rd pos 4+	1NT=F1; 2♣=INV 3M, GF BAL, GF NAT;	1M-2♣-2♦=MIN w/o 4♥ or NAT; 1M-2♣-2M=GF NAT	Two-way Drury
					2M=8-10, 3M; 3M=PRE; 4M=wide range;	1M-2NT → 3♣=GF; 3♦=doubt; 3oM=any void	1M (2m): switch
1♠		5		11-15, 5+; 3 rd pos 4+	2NT=INV+ 4+M; 3♣/♦/oM=INV; 3NT=SPL oM		
INT		4♥	Favourable: 9-12 (semi-)BAL	2♣ = any INV; 2♦ = any GF			Rubensohl
				15-17 5M (6m) possible	2♣=PUP; 2♦/♥/♠/NT=TRF; 3♣/♦=WK/GF 5+5+ mm	2♣ - 2♦ - 3♣: MSA → 3♦ = ♦; 3♥ = ♣ 3♠ = both	
					3M=1M3oM(54)		
2♣		5		11-15, 6+♣ or 5♣+4M	2♦ = (R); 2♥/♠ = nf, 5-crd; 2NT = PRE ♣, GF ♦ or		
					GF 2-suiter		
2♦	x	0		WK (5)6♥; 22-23NT;	2♥ = NF (R); 2NT = (R); 2♣/3♣/♦ = NF	2♦ - 2NT: 3♣ = 5♥; 3♦ = 6♥, MIN; 3♥ = 6♥, good hand;	
				11-15 good 5M + good 6m		3♣ = 6♥, good suit	
2♥	x	4	WK 4+♥+4+♦, UNBAL	2NT = (R); 3♣/♦ = NF	2♥ - 2NT: 3♣/♦ = MIN, longer (better) ♥/♠;		
				4♣/♦ at any time: S/T ♥/♠	3♥/♠ = MAX, longer (better) ♠/♥; 3NT = MAX, 55MM		
2♠		5	WK (5)6♦	2NT = (R); 3♣/♦/♥ = NF	2♣ - 2NT: 3♣ = 5♣; 3♦ = 6♣, MIN; 3♥ = 6♣, good hand;		
					3♣ = 6♣, good suit		
2NT	x			5+5+ mm, WK or GF	3♥/♠ = F	2NT - 3♣/♦: 3♥/♠ = SPL	
3♣		6					
3♦		6					
3♥		6					
3♠		6					
3NT	x			Gambling w/ side H	4♣ = NF (R); 4♦ = (R)		
4♣		6					
4♦		6					
4♥		6					
4♠		6					
4NT	x			Good 5♣/♦			
5♣						HIGH LEVEL BIDDING	
5♦						Roman Keycard Blackwood 1430; D0p1, R0p1	
5♥						mixed cues, splinters	
5♠							

Opening		Neg X	Description	Responses	Subsequent bidding	Passed hand and over intervention
1♣	2	4♥		1♦ = semi-nat, partner responds 1NT with any 4333 distribution 2♣ = inverted minor, 1NT = 8-10 2♦ = Weak with ♥ or ♠ 1♥/♠ = ♦ may be longer	Rebid 1NT over 1♦ with any 4333 2-way Checkback after 1NT rebid over 2♦: 2NT = forcing	Truscott, Rubensohl, Switch at 1 and 3 level after an overcall opponents
1♦	4	4♥		Inverted minor	2-way Checkback	See 1♣
1♥	5	4♦		2NT = limit/light GF, 3NT = 13/15 bal + fit, Splinters	2-way Checkback	Drury, Fitbids /Splinters
1♠	5	4♥		2NT = limit/light GF, 3NT = 13/15 bal + fit, Splinters, 3♥=limit	2-way Checkback	Drury, Fitbids /Splinters
1SA		4♥	10-13, 1st and 2nd NV vs VUL other positions 15-17 5-crd major possible	2♣ = Weak or INV hands 2♦ = GF relay, 2♥/♠ /3X = to play 2♣ = relay, 2♦/♥ = transfer, 2♠ = one minor, 3♣= Puppet, asks 5-crd major 3♦ = 5♦+4♣ +singl major, 3♥/♠ = 5♣+4♦ + singl, 4♣/♦ = Texas	Smolen (over 15-17 NT)	Transfer Lebensohl
2♣	X		a) Strong β) Weak two ♦ c) 22-23, 26-27 NT	2♦ = NF, 2♥/♠ = natural, NF 2NT = relay 3♥/♠ = 6-crd, invitational		
2♦	X	2♠	α) Weak two ♥ or ♠ b) 24-25 NT, 28+ NT c) any 4441 distribution, 20-24	2♥/♠ and 3♥/♠= pass/correct 2NT = relay, 3♣/♦ = nat, forcing 4♣ = request transfer, 4♦= asks suit		
2♥	X		Weak, 5♥+minor, vulnerable 5/5	2NT = relay, 3♣ = pass/correct 3♦ = invitational in major, 4♣/♦=pass/correct		
2♠	X		Weak, 5♠+minor, vulnerable 5/5	2NT = relay, 3♣ = pass/correct 3♦ = invitational in major, 4♣/♦=pass/correct		
2SA			20-21	3♣ = Puppet, 3NT/5NT = 5♠ + 4♥ 3♦/♥/♠/4♣ = transfer, 4NT = quanti 4♦/♥ = transfer, slaminvite,4♣ = RKC	Slamconventions	
3X					Dopi/Ropi, Mixed cue bids, Splinters, 5NT = Josephine	
3SA	X		Solid minor		RKC Blackwood -→5NT/6X = even/odd keycards + void	
4X			preemptive		(1430), Exclusion Blackwood	

Defensive Bidding	Leads and Signals			System
Overcall: At 1-level may be 4-crd	Suit: 3rd/5th except from four small K asks count			Players: Bep Vriend – Anton Maas
Resp: jumpraise = preempt, cue = fit or FG	NT: small from an honor Strong King			The Netherlands
1NT-overcall	Leads			Basic system
15-18 → resp as over 1NT opening	Lead	In suit contracts	In NT contracts	Natural style
	Ace	AKx		1♥/♠ = 5-crd
	King	AKx	KQ109	1NT = 10-13 HCP, 1st and 2nd NV vs VULN
Jumpovercalls	Queen		KQx	Other positions 15-17
Weak jumpovercalls in 4th position intermediate and Michaels	Jack	KJ10	QJx, KJ10	2-over-1 GF
10	H109, 109x	H109		
9	Q98x, J98x	109x, Q98x, J98x		Swicht bids at one and three level after an overcall
X	xXxx	xXxx		Of our 1♣/♦ opening
X		xxX in partners unsupp suit		
Twosuited overcalls	Signals in order of priority			Special openings
Over 1♣: 2♣ = natural, 2♦ = majors, 2NT = ♥+♦, 3♣ = ♠+♦		Partner leads	Declarer leads	2♣ = strong or weak two ♦
Over 1♦: 2♦ = majors, 2NT = ♣+♥, 3♦ = ♣+♠	Suit 1st	Odd = encourage	H/L = odd	Odd= enc
Over 1♥/♠: 2NT= minors, cue bid =other major +♣ 3♣ = other major + ♦	2nd	H/L = odd	Lavinthal	H/L = odd
	3rd	Lavinthal		Lavinthal
	NT 1st	Odd = encourage	H/L = odd	Odd = enc
Against NT	2nd	H/L = odd	Lavinthal	H/L = odd
2♣ = majors -→ 2♦ = asks longer major	3rd	Lavinthal		Lavinthal
2♦ = Multi	Other signals: H/L intrumps may show ability to ruff			
2♥/♠ = 5-crd major + minor	Against suit: King asks count, Ace asks enc/discour			
Against preempts	Doubles			Forcing pass situations
Leaping Michaels over 2X				
Against strong openings	Special doubles			Other
CRASH : X = red or black suits 1♦ = majors or minors	Optional X, Support X			
1NT = ♣/♥ of ♦/♠	Responsive X			
Over info-double opponents	Lightner X			
New suit 1-level = FIR, Truscott	Negative X			

DEFENSIVE AND COMPETITIVE BIDDING

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

natural

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

15-18

JUMP OVERCALLS (Style; Responses; Unusual NT)

Non vul: weak

Vul: intermediate

Reopen:

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

2 suiters:

1M-2M=oM+♣, 1M-2 NT = minors, 1M-3♣=oM+♦

1m-2m = ♠+om, 1m-2NT=♥+om, 1m-3m = majors

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

Multi-Landy: 2♣=MM; 2♦=1M; 2M=5M+4+m

4th position: natural

Vs weak NT double = 15+

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

Take out doubles

Over 2/3M: 4m=m+oM

Over 2/3m: 4m=M+M; 4om=om+M

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

OVER OPPONENTS' TAKEOUT DOUBLE

Redouble= 9+

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	1st, 3rd, 5th	
NT	4 th (2 nd from xxxx)	
Subseq	attitude	
Other:		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(+)	ATT
King	AK, KQ(+)	CT
Queen	QJ(+)	ATT
Jack	JT(+), KJT(+)	JT(+), A/KJT(+)
10	T(+), K/QT9(+)	T(+), A/K/QT9(+)
9	9(+)	ATT
Hi-X	Sx, xSx(x)	
Lo-X	HxS(x), HxxxS	

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	low=enc	low=even	odd=enc
Suit 2			(first discard only)
3			
1	low=enc	low=even	odd=enc
NT 2			(first discard only)
3			

Signals (including Trumps):

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

W B F CONVENTION CARD

CATEGORY: Green

NCBO: The Netherlands

PLAYERS: Janine van Ipenburg - Onno Janssens

EVENT: Mixed Teams 2019

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

natural

5 card majors

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♣: weak with both majors or strong

2♦: multi

2♥/♠: 5 M – 4+m, weak

3NT: gambling

4♣/♦: namyats

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♥	12-14 or 18-19 balanced / 11+ unbalanced	Inverted, Walsh	checkback	
1♦		3	4♥	12-14 or 18-19 balanced / 11+ unbalanced	Inverted		
1♥		5	4♦		1NT = 6-11; 2♣ = GF; 2NT = 12-15 4+M; 3♣ = 6-9 or 16+ 4+M ; 3♦ = 10-11 4+ M; 3NT = 12-15 3M		
1♠		5					
INT				15-17 balanced May contain 5 card major	2♣ = Stayman; 4 way transfers; 3♣ = puppet; 3♦ = sleminterest with both minors; 3M= singleton		Lebensohl
2♣	✓	0		Weak 5/4 M; NT 22-23 bal.; SF M / GF m	2♦ = relay; 2NT = GF		
2♦	✓	0		Weak 5+ M / NT 24-25 bal. / GF M / SF m	2♥/2♠/3♥/3♠/4♥/4♠ : pass or correct 2NT = relay; 3m = to play		
2♥		5		5♥ + 4+m (7-11)	3♣ = p or c; 3♦ = invite for 4♥; 3♥ = barrage		
2♠		5		5♠ + 4+m (7-11)	3♣ = p or c; 3♦ = invite for 4♠; 3♠ = barrage		
2NT				20-21 balanced	3♣ = puppet; 3♦/3♥/3♠/4♣: transfers 3NT = to play		
3♣	5/6			preemptive			
3♦	5/6			preemptive			
3♥	5/6			preemptive			
3♠	5/6			preemptive			
3NT				gambling			
4♣				namyats			
4♦				namyats			
4♥				preemptive			
4♠				preemptive			
4NT				minors, weak, at least 11 ♣ & ♦			
5♣							HIGH LEVEL BIDDING
5♦						RKC (1430)	
5♥							
5♠						splinters	
							DOPI - ROPI

Defensive and Competitive Bidding	
Overcalls (Style; Responses; Reopening)	
Light overcalls with good suit.	
Overcalls at the 2-level is normally solid.	
After an overcall, a new suit on two-level are not F1	
1 NT overcall (2ND/4TH; Responses; Reopening)	
(14)15-18 in all hands.	
Same response as after 1NT opening.	
Jump Overcalls (Style; Responses; Unusual NT)	
Preempt. Over a preemptive opening a jump overcall is strong.	
2NT: Two lowest	
Direct and Jump Cue Bids (Style; Responses)	
(1♣/♦) - 2♦ both M	
Cuebid of a M shows opposite M + ♣	
Jump Cubid ask for stopper	
VS. NT (vs. Strong/Weak; Reopen: PH)	
Vs strong NT: x: ♠+ other suit (at least 4-4), 2m: m + ♥ (at least 4-4), 2M: natural	
Vs weak NT: x: punish, 2♣ both M, 2♦ one M, 2M: 4+M 5+m	
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)	
Vs any 2 level preempt: 4m = 5-5 m+M	
VS. Artificial Strong Openings	
Vs 1♣: x= ♦ or ♥+♠, 1♦=♥ or ♠+♣, 1♥= ♠ or both m, 1NT= ♣ or ♦+♥, 2 level nat	
Vs 2♣: Dbl = ♣	
Over Opponents' take out double	
Rdb: 10+ hcp	
1-level: forcing, 2-level non-forcing	

Leads and Signals		
Opening Leads Style		
Suit	Lead	In Partner's Suit
Suit	3 rd -5 th =odd; 2-4 th -6 th =even	3 rd -5 th =odd; 2-4 th -6 th =even
NT	LOW = ENC	3 rd -5 th =odd; 2-4 th -6 th =even
Subseq	LOW = ENC	
Leads		
Lead	Vs. Suit	Vs. NT
Ace	<u>A</u> K/ <u>A</u> Kx/ <u>A</u> Kxx(x)	<u>A</u> K/ <u>A</u> Kx/ <u>A</u> Kxx(x)
King	<u>K</u> Q/ <u>K</u> QJ(x)/ <u>K</u> QT(x)	<u>K</u> Q/ <u>K</u> QJ(x)/ <u>K</u> QT(x)
Queen	<u>A</u> QJ(x)/ <u>Q</u> J(x)/ <u>Q</u> JT(x)	<u>A</u> QJ(x)/ <u>Q</u> J(x)/ <u>Q</u> JT(x)
Jack	H/JT(x)/JT(x)	H/JT(x)/JT(x)
10	HT9x/ <u>A</u> QT(x)/T9x	HT9x/ <u>A</u> QT(x)/T9x
9	H9x/ <u>9</u> xx/T9	H9x/ <u>9</u> xx/T9
X	Hxx/H <u>T</u> 9x/xxxx(x)	Hxxx/H <u>T</u> 9x/xxxx(x)
Signals in order of priority		
Suit:	Partners lead	Declarer
Suit:	LOW=ENC	HL=EVEN
2 nd	H/L=EVEN	Lavinthal
3 rd	Lavinthal	
NT:	LOW=ENC	Smith
2 nd	H/L=EVEN	H/L=EVEN
3 rd	Lavinthal	Lavinthal
<i>Signals (including Trump's): Smith:LOW=LIKES from both sides. Lavinthal can occur in Trump</i>		
Doubles		
Takeout Doubles (Style; Responses; Reopening)		
Normal takeout doubles		
Special, Art and Comp Dbl/Rdbl's		
Responsive doubles. Supportdoubles thru 2♥. Lead directing But dbl on overcaller in own suit indicates another lead.		

	System Card	
System:		
Players		
	Maja Rom Anjer	Odin Spillum Svendsen
System Summary		
General Approach and Style		
Natural system (14)15 -17 NT (5M,6m, singelton og 5422 are allowed) 2♦ Weak Multi 2♥/2♠: 6C 8-11 2NT: 20-21 NT		
3rd/5th leads and LOW is EN		
Special bids that may require defence		
2♦ = weak major, 0-8(10 in third hand) hcp, 5+ c		
Special forcing pass sequences		
Standard forcing pass sequences		
Important notes that don't fit		
Psychics		
Very rare		

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	3♠	2+♣ (8) 11+ hcp	2♣: 5+♣ no 6-9 2♦: 5+♣ invitational (7)8-11 2♥: 5-5 M 6-9, 2♣: GF 5+♣, 3x: renons	X-Y-NT, X-Y-Z 1♣-1M, 2♣ -2♦: GF	2♣: 6-9 hcp 5+c supp 2♦ in X-Y-NT/ X-Y-Z = inv w ♦
1♦		4	3♠	4+♦ (8) 11+ hcp	2♦: 4+♦ no 4M, 6-9 3♣: 4+♦ invitational (7)8-11 2♥: 5-5 M 6-9, 2♣: GF 4+♦, 3x: renons	X-Y-NT, X-Y-Z 1♦-1M, 2♦ -3♣: art GF	2♦: 6-9 hcp 2♦ in X-Y-NT/ X-Y-Z = inv w ♦
1♥		5	3♠	5+♥ (8) 11+ hcp	2NT: 4+♥ minimum GI, 2♣ nat GF or inv+ w 3+ s 2♣/3m: singleton GI 3♥: preempt. 3NT: preempt in ♥	X-Y-NT 1♥ - 1NT - 2NT: GF 1♥ - 2♥ - 3x: Inv, 3+, 1♥-2♥-2NT: ask 4 singelton	2♣: Drury 3c supp, 2♦: Drury 4+ c supp
1♠		5	3♠	5+♠ (8) 11+ hcp	2NT: 4+♠ minimum GI, 2♣ nat GF or inv+ w 3+c 3x: singleton GI 3♣: pre-empt. 3NT: preempt in ♠	1♠ - 1NT - 2NT: GF 1♠ - 2♠ - 3x: Inv, 3+, 1♠ - 2♠ - 2NT:ask 4 singelton	2♣: Drury 3c supp 2♦: Drury 4+ c supp
1 NT			3♠	(14)15-17	2♣: Stayman, 2♦ / ♥: Trsf, 2♠: minor 3m: HHxxxx: 3M: single 4(3) in opp M 4m: Trsf to M	after Stayman: raise of M= inv, 2♠ = ♠ + m, 3♣ new search, 3♦ nat F1, 3M: 4c 5 in opp M. After transfer: new suit F1, 4NT inv to slam, raise=inv	
2♣	x			Strong	2♦: Relay 2M/3m: Nat GF 2NT: both minors (5+)	Puppet/transfer after 22-24 NT Baron/transfer after 25-27 NT	
2♦	x	5		Multi 0-8 hcp 0-10 In 3.rd	2-4M: P/C, 2NT: ask for suit/strength, 3♣: To play 3♦: Own Major (inv+)		
2♥		6		6♥ 8-11 hcp	2NT: ask for singel New suit: F1 one round	2NT-3NT: No singleton but max	
2♠		6		6♠ 8-11 hcp	2NT: ask for singel New suit: F1 one round	2NT-3NT: No singleton but max	
2 NT				20-21	3♣: Puppet stayman, 3♦ / ♥: Transfer, 3♠: minor 4m: inv to M-slam, 4M: inv to m-slam	Slam Conventions	
3x	(6) 7			Preemtive	3y: forcing. Answer: 3NT wo sup. 3x- 3M = nat, 3M - 4m = Q	BW: 5 aces - 0314 Cuebid Italian style Last train 5NT: pick a slam	
3NT		7		Solid minor (1.-2..hand)	4/5m = P/C		
4♣,♦	(7) 8			Preemtive	4M = to play		
4♥,♠	(7) 8			Preemtive	New suit = Q		
4NT		5-5		Both minors Preemtive			

Defensive and Competitive Bidding	
Overcalls (Style; Responses; Reopening)	
1 level: (very) light (with good suit, i.e. KQJx(x), no outside values needed). (1x)-1y-(p)-2x=good raise	
2 level: sound	
Responses 1-level: F1, 2-level: constructive, 10+hcp, 3 level = nat FG	
Double jumps are fit jumps – for slam OR save	
1 NT overcall (2ND/4TH; Responses; Reopening)	
15-18 hcp any seat. System on. If doubled: All bids to play (except 2NT) 2♣ is treated as natural, but could possibly be t/o in any two other suits.	
Jump Overcalls (Style; Responses; Unusual NT)	
If 1♣ ≤2+(1♣) – 2♦ = MMs. Weak nat jump overcalls (3-10 hcp up to 15 if passed p)), 2NT = two lowest, 5+-5+, wide range. Leaping Michaels, FG, also over 3M, also 4 th seat (vs Multi, suit+♥), also over 1M-2/3M (pre), 2M-3M	
Direct and Jump Cue Bids (Style; Responses)	
Over m = both M. Wide range (3-22 hcp) (NB! If 1♣ ≤2+, then 2/3♣=nat)	
Over M = other M + ♣. Wide range (3-22 hcp)	
VS. NT (vs. Strong/Weak; Reopen: PH)	
VS strong NT 2 nd -3 rd seat: Multi Landy 4 th seat or passed: Dbl = ♠+another suit, 2♣/♦ = ♣/♦ +♥, 2♥/2♠ = natural, 2NT = both minors or majors Vs weak NT (11-13 or less) = Multi Landy	
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)	
T/O dbl. Leaping Michaels (5+-5+, FG) over 2M/3M, all seats Cuebid: ASK for stopper	
VS. Artificial Strong Openings	
X=Ms, NT = ms	
Over Opponents' take out double	
Rdbl: (9)10+ HCP, 1-over-1 = F1 1♥/♠– (x) – all bids from 1NT to bid touching 2M are transfers. Could be for values. Sys on from 2♣/NT	

Leads and Signals			
Opening Leads Style			
Lead	In Partner's Suit		
Suit	3 rd -5 th , top of sequence/inner sequence	3 rd -5 th	
NT	4 th best (low x may sometimes be from longer suits), top or second best from bad suits	3 rd -5 th	
Subseq	Attitude when opening a new suit		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AK/AKx/AKxx(x)	AK/AKx/AKxx(x)	
King	KQ/KQJ(x)/KQT(x)	KQ/KQJ(x)/KQT(x)/AKJT	
Queen	AQJ(x)/QJ(x)/QJT(x)	AQJ(x)/QJ(x)/QJT(x)/ KQT9	
Jack	HJT(x)/JT(x)	HJT(x)/JT(x)	
10	HT9x/T9x	HT9x/T9x	
9	A98/Q98/J98/9x	A98/Q98/J98/98xx	
x	Hxxx/xxx(x)	(10)Hxxx/xxxx(x)/xxx(x)	
Signals in order of priority			
Suit:	Partners lead	Declarer	Discarding
2 nd	Low=Encrg	Count, 3 rd /5 th	Low=Encrg
3 rd	Count, 3 rd /5 th	S/P	Count, 3 rd /5 th
NT:	S/P		S/P
2 nd	Low=Encrg	Smith-Peter	Low=Encrg
3 rd	Count, 3 rd /5 th	Count, 3 rd /5 th	Count, 3 rd /5 th
	S/P	S/P	S/P
Signals (including Trump's):			
S/P in trump, Smith-Peter: low likes from leader, high likes from partner Low=odd number or encouraging, High= Even number or discouraging 5/6 level: A for attitude, K for count A-lead vs suit: for attitude, give count only if Qxx or Jxxx in dummy			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Light style, also reopenings			
Special, Art and Comp Dbl/Rdbl's			
Support dbl and rdbl, responsive dbl, negative dbl, competitive dbl 1♣–(1♦)–dbl=♥, 1♥=4+♠, 1♣=4♦+4+♥ 1♣–(pass)–1x–(x)–xx= suggest to play (HHxx+ in suit).			

 System Card  Category: Red	
NCBO/team: Norway	
Event: EC2019 Mixed Teams	 Christian Bakke
Players:	 Marianne Harding
System Summary	
General Approach and Style	
Natural , 5-card majors, 4♦, 1♣=2+ Very light opening bids if distributional. 2-over-1 Responses : GF except rebid (note 1M-2♣ could be inv with support – only forcing to 2M)	
1NT: 8-12 1 st , 2 nd hand all green and green vs red 1NT = 15-17 red and all 3 rd / 4 th seat	
Special bids that may require defence	
Mini NT 1 st , 2 nd hand all green and green vs red	
Transfers after 1♣ opening	
1M-2♣=3M, 10-12 OR Nat GF unless rebid	
2♦: (0) 3-10 hcp, 4+-4+M. Playing strength depend on vul	
Special forcing pass sequences	
Important notes that don't fit	
Psychics	
May occur	

Opening	Art	Min. #	Neg. D. thru	Description	Christian Bakke – Marianne Harding Norway Mix Responses	Subsequent Auction	Passed Hand Bidding and interfered auctions
1♣		2	4♠	Freedom of choice of which minor to open with equal length or 4/3 Could open v light if distributional (8 hcp),	1♦=♥, 1♥=♠, 1♠=6-8 NT/ weak with ♣/ weak with both m, inv with ♦ or GF with ♦ (could have GF 5+♦,4+M) 1 NT=9-10 (11) hcp balanced, 2NT = nat, inv 2♣= inverted minor, at least invitational, 2♦/2♥=6+ cards ♥♠, 4-7 hcp or GF 2♠=♣ supp, 6-9 hcp, 3♣ = preemptive, 0-5 hcp, 3♦/♥/♠= void	1♦ - 2♥ = 4♥ 11-12 (13) hcp 1♦ - 1♥ = 3♥ any distribution (could be doubleton nv, 1st/2nd seat), or 4♥ and stronger (semi) balanced hand (strength depending on vuln. because of weak NT non vul), xy and xyz NT 1♣-2♣-3♣=weak 4+♣, 1♣-2♣-2NT=12-13 (14) balanced ,1♣-2♣-2♦=nat, strong, OR (17)18-19NT	Passed: Transfers and Inverted minor on. xy-NT and xyz on. Fit jumps 1m – (2M) -2NT=Lebensohl (always) 1♣ -(1♥) – 2♥=6+♠, 2♣=inv minor (off if passed – fit jump) Switch (only if 2 suits available on 2-level)
1♦		4	4♠		Inv minor, 3♣=4+♦,6-9, 2M=6+, 4-7, double jumpshifts = void	Natural, xy-NT, xyz, 1♦-1M-2oM = nat OR 16+, 6+♦+3M, 1♦-1♣, 4♦=4252,18+, 4♣= 4441, 18-19	As above
1♥		5	4♠	5+♥ Could open v light if distributional. 11+ if balanced	2♣=3♥, 10-12 OR Nat GF unless rebid 2♦ 2/1=GF unless rebid 2♣= Mini-splinter in one m, exactly invitational, 3♣=4+♥, bal inv, 3♦= single ♠, inv, 3♥=pre, 2NT=4+♥, GF. 4♣=To play	2♣ - 2♦=Art., game possible, 2♥=min. 2NT-3NT=(17)-18-19 bal. 2NT-3x=nat, not min. 2NT-3x-3♥=asks for singleton, 3/4x = singleton, 3NT = start cuebid	1♥-2 m = values in bid m, 3+♥, inv 1♥-2 NT = both minors Transfer responses if double
1♠		5	4♠	As above	1NT=NF, 6-11 hcp, 2♣=3♣, 10-12 OR Nat GF unless rebid, 2♥= 5+♥ FG 3♣= Mini-splinter in one m 3♦= 4+♣, bal inv, 3♥=single, inv, 3♣=pre, 2NT=4+♣, GF, 4♣♦=void	As above	As above
1NT		4♠	15-17 vul and 3rd/4th seat (5M/6m/single/5-4)	Strong NT: 2♣ = Stayman, 2♦/♥/♠= transfers, 2NT = nat, no Ms, 3♣= Puppet Stayman, 3♦♥♠=singleton, 4♣=trf to ♥, 4♦=trf to ♠, 4♥/♣= to play	1NT-2NT 3♣♦=Nat, NF , ♥/♣= 5-card, GF 1NT-3♣, 3♦ = no 5-card M – 3M= 4oM. Break transfer: 2NT=4+max, 3x=Nat HHxx(x), 3+ card support..1NT-3x-4x=super fit	Contested auctions If natural interference: Bid=NF, t/o dbl, transfer Lebensohl. If art. int., dbl = inv+	
		-----	8-12 1st, 2nd non vul Normally no 5-card or singleton major	Weak NT: 2♣ = Weak (≤ inv) Stayman, 2♦=GF Stayman, 2♥/♣= to play, 2NT = inv, no M 3♣/♦ = to play, 3M: 6+ cards, very mild distributional game try, 4NT= quantitative	1NT -2♣-2x, 2/3M=5 card suit, inv 1NT -2♦-2M = opposite M 2NT=asks further distribution	If natural interference: dbl = penalty, if dbl: xx = to play If artificial interference: dbl = inv+	
2♣	X			Strong. Normally 20+ hcp, could be weaker with 9+/- playing tricks	2♦= weak. 2♥/♣= Nat, 5+ hcp, 2NT=balanced, 7+ hcp, 3m= Nat, at least Hxxxx, 6+hcp, 3M=4M+5+♦, 3NT=solid suit, no outside strength	2♣ - 2♦-2♥/♣-3♣=2nd neg (rele if response 3♣/♦) 2♣-2NT-3♣=ASK 4 card suits, 2♣-2♦-3M=5+♦-4M, 2♣ - 2M-3M-3/4x=single, 3NT=bal slamtry	
2♦	X			Min. 4-4(5 vul) MM. (0)3-10 hcp, playing strength dep on vul.	2/3/4♥/♣ or NT bid = to play, 3♣= ASK 3♦=3M3M, inv+ 4♣/4♦= slamtry ♥/♣	2♦-3♣-3♦= all minimum hands 2♦-3♣-3♥/♣=5+ cards in bid suit and max. 2♦-3♣ -4♣/♦ = void and min. 5-5.	4th seat: 11-15, 6(+)-card suit
2♥	(5)6			Weak, 3-10, dep vul	2NT = ASK for singleton, New suit F1	2♥ - 2NT-3♥= min, no 1/0, 3NT = max, no 1/0	4th seat: 11-15, 6(+)-card suit
2♠	(5)6			As above	2NT = ASK for singleton, New suit F1	As above	As above
2NT		4♠	20-21 hcp	3♣ = Puppet Stayman (3♥= denies M, 3NT=5♥) 3♦/♥=transfers, 3♣= slamtry m (4+-4+), 4♣ = slamtry with 6+♥, 4♦ = slamtry with 6+♠ etc. If interference: dbl=t/o, if art: dbl=strength	High Level Bidding		
3x		6		Preemptive, according to vul, (0)3-10(13) hcp	3♣- 3♦=trf, to play in ♥ or ♠(light inv) or pick a game. New suit FG (competitive if dbl), 3x-4♣(♦)= ASK controls, 4M=To play	RKCB (0314), Exclusion RKCB (all jumps to the 5-level when trump suit is agreed), DOPI/ROPI/DEPO (with interference above trump suit). 5NT in most situations: pick a slam. If trump Q denied, we can switch trump to a previous bid suit.	
3NT				1st/2nd seat: solid m	4♣ = p/c, 4♦=ASK short suit,4M=To play, 4NT=ASK length	Splinters	
4♣,♦		6		Natural, preemptive	4M = To play	Cuebids, last train cuebids	
4♥,♠		6		Natural. To play	Any bid: Cuebid.	Lightner dbl	
4NT	X			Asks for specific aces	5♣ = none, 5♦ ♥ ♠ 6♣ that specific ace		

Defensive and Competitive Bidding	
Overcalls (Style; Responses; Reopening)	
Light overcalls with good suit.	
Overcalls at the 2-level is normally solid.	
After an overcall, a new suit on two-level are not F1	
1 NT overcall (2ND/4TH; Responses; Reopening)	
(14)15-18 in all hands.	
Same response as after 1NT opening.	
Jump Overcalls (Style; Responses; Unusual NT)	
Preempt. Over a preemptive opening a jump overcall is strong.	
2NT: Two lowest	
Direct and Jump Cue Bids (Style; Responses)	
(1m) – 2m = both M	
Cuebid of a M shows opposite M + ♣	
Jump Cubid ask for stopper	
VS. NT (vs. Strong/Weak; Reopen: PH)	
Vs strong NT: x: ♠+ other suit (at least 4-4), 2m: m + ♥ (at least 4-4), 2M: natural	
Vs weak NT: x: strengthshowing, 2♣ both M, 2♦ one M (12+), 2M: nat, 8-12hp	
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)	
Vs any 2 level preempt: 4m = 5-5 m+M	
VS. Artificial Strong Openings	
Vs 1♣: natural bids, 1NT= both minors or majors	
Vs 2♣: natural bids, Dbl = ♣	
Over Opponents' take out double	
Rdb: 9+ hcp	
1-level: forcing, 2-level non-forcing	

Leads and Signals			
Opening Leads Style			
Suit	Lead	In Partner's Suit	
Suit	3 rd -5 th =odd; 2-4 th -6 th =even	3 rd -5 th =odd; 2-4 th -6 th =even	
NT	LOW = ENC	3 rd -5 th =odd; 2-4 th -6 th =even	
Subseq	LOW = ENC		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	A <u>K</u> / <u>A</u> Kx/ <u>A</u> Kxx(x)	A <u>K</u> / <u>A</u> Kx/ <u>A</u> Kxx(<u>x</u>)	
King	<u>K</u> Q/ <u>K</u> QJ(x)/ <u>K</u> QT(x)	<u>K</u> Q/ <u>K</u> QJ(x)/ <u>K</u> QT(x)	
Queen	<u>A</u> QJ(x)/QJ(x)/QJT(x)	<u>A</u> QJ(x)/QJ(x)/QJT(x)	
Jack	HJT(x)/JT(x)	HJT(x)/JT(x)	
10	HT9x/ <u>A</u> QT(x)/T9x	HT9 <u>x</u> /AQT(<u>x</u>)/T9x	
9	H9 <u>x</u> /9xx/T9	H9 <u>x</u> /9xx/T9	
X	Hxx <u>x</u> /HT9x/xxxx(<u>x</u>)	Hxx <u>x</u> /HT9 <u>x</u> /xxxx(x)	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	LOW=ENC	H/L=EVEN	LOW=ENC
2 nd	H/L=EVEN	Lavinthal	H/L=EVEN
3 rd	Lavinthal		
NT:	LOW=ENC	Smith	LOW=ENC
2 nd	H/L=EVEN	H/L=EVEN	H/L=EVEN
3 rd	Lavinthal	Lavinthal	Lavinthal
<i>Signals (including Trump's): Smith:LOW=LIKES from both sides. Lavinthal can occur in Trump</i>			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Normal takeout doubles			
Special, Art and Comp Dbl/Rdbl's			
Responsive doubles. Supportdoubles thru 2♥/(♣). Lead directing, but dbl on overcaller in own suit indicates another lead.			

	System Card	
System:		
Players	Finn Brandsnes	Stine Holmøy
System Summary		
General Approach and Style		
Natural system 2-over-1: GF, except 2♣ (=at least GI) (14)15 -17 NT (5M,6m, singelton og 5422 are allowed) 2X: Weak 2 2NT: 20-21 NT		
3rd/5th leads and LOW is EN		
Special bids that may require defence		
1♣ = nat. unbal OR (11)12-14nt 1♦ = nat, unbal OR 18-19nt		
Special forcing pass sequences		
Standard forcing pass sequences		
Important notes that don't fit		
Lebensohl, Manko, supp.X and XX		
Psychics		
Rare		

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	3♠	Nat, unbal (8) 11+ hcp or (11)12-14nt	walsh 2♣: nat, GF 2♦: inv w/♣-support 2M: weak	X-Y-NT, X-Y-Z 1♣-1M, 2♣ -2♦: art GF	2♣: nat, 6-9 hcp
1♦		2	3♠	Nat, unbal (8) 11+ hcp or 18-19nt	2♦: nat, GF 3♣: inv w/♦-support 2M: weak	X-Y-NT, X-Y-Z 1♦-1M, 1NT: 18-19nt 1♦-1M, 2♦-3♣: art GF 1♦-1M, 2NT: 18-19nt w/4c-supp	2♦: nat, 6-9 hcp
1♥		5	3♠	5+♥ (8) 11+ hcp	1NT: up to 12hcp 2♣: inv w/3c-supp, GF w/3c-supp or nat GF. 2♣: singleton minor, 2NT asks 2NT: 4+♥, GF 3♣: Limit w/4c-supp, 3♦: singleton ♣, 3♥: pre-empt	X-Y-NT 1♥-1NT, 2NT: GF 1♥-2♣, 2♦: Asks 1♥-2♥, 3x: Inv, short 1♥-2♥, 2NT: inv, bal	2♣: Toronto 3c supp, 2♦: Toronto 4+ c supp 2NT: Both m
1♠		5	3♠	5+♠ (8) 11+ hcp	1NT: up to 12hcp 2♣: inv w/3c-supp, GF w/3c-supp or nat GF. 2NT: 4+♠, GF 3♣: singleton m, 3♦ asks, 3♦: Limit w/4c-supp 3♣: pre-empt	1♠-1NT, 2NT: GF 1♠-1NT, 2♣♦♥: transf 1♠-1NT, 2♦: a good opening hand 1♠-2♠, 3x: Inv, short 1♠-2♠, 2NT: inv, bal	2♣: Toronto 3c supp 2♦: Toronto 4+ c supp 2NT: Both m
1 NT			3♠	(14)15-17	2♣: Stayman, 2♦ / ♥: Trsf, 2♠: minorsearch 3♣: search for 5cM, 3♦: nat, inv, 3M: single + 3c in opp M 4m: Trsf to M	After Stayman: raise of M= GF, 2♠= 5♠+4♥, 3♣ new search, 3♦ nat F1, 3M: 4cM + 5c opp. M. 1NT-2♣,2M-3opp. M: supp, but bad trump-suit After transfer: 2NT = max w/3c-supp, 3M= max w/4c-supp. New suit F1, 4NT inv to slam, raise=GF	
2♣	x			Strong	2♦: Relay, 2M/3m: Nat GF 2NT: both minors (5+)	Puppet/transfer after 22-24 NT Baron/transfer after 25-27 NT	
2♦		6		Weak 2	2M: Not forcing, constructive, 2NT: asks, 3X: F1, 3♦: preempt		
2♥		6		Weak 2	2♣: F1, 2NT: ask for singel New suit: F1 one round	2NT-3NT: No singleton but max	
2♠		6		Weak 2	2NT: ask for singel New suit: F1 one round	2NT-3NT: No singleton but max	
2 NT				20-21	3♣: Puppet stayman, 3♦ / ♥: Transfer, 3♠: minor 4m: inv to M-slam, 4M: inv to m-slam	Slam Conventions	
3x		6		Preemtive	3y: forcing. Answer: 3NT wo sup. 3x- 3M = nat, 3M - 4m = Q	BW: 5 aces - 0314 Cuebid Last train 5NT: pick a slam	
3NT		7		Solid minor (1.-2..hand)	4/5m = P/C		
4♣,♦		7		Preemtive	4M = to play		
4♥,♠		7		Preemtive	New suit = Q		
4NT				Asks for specific aces	5♣: no aces, 5♦ / ♥ / ♠:ace, 5NT: 2 aces, 6♣: ace		

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style; Responses; 1/2 level; Reopening)		
Style: aggressive (5) 8-16 (17) HCP (4) 5+		
Resp: new suit = nf;		
Jump Raise=PRE, Cue=F1,		
2♣ -Drury [1♣] - 1♥/♦ - [pass] - 2♣ either 10+ with support or (13)14+ without support		
Splinter only in opponent suit		
Reopen: 8-15; Resp: Cue=F1, other NF		
INT OVERCALL (2nd/4th Live; Responses; Reopening)		
2nd: 15-18		
Responses: System on after 1♣,♦ - 90% transfers after 1♥,♣		
4th: 1NT = 14-17 after 1♣,♦		
4th: 1NT = 11-15 after 1♥ (may be without stopper), 14-16 after 1♣		
JUMP OVERCALLS (Style; Responses; Reopen)		
Weak, reopen constructive		
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)		
[1♣] - 2♣ = nat, 2♦ = majors; [1♦] - 2♦ = majors		
[1♥/♦] - 2♥/♠ = 55 OM & ♣, 2NT = 55mm, 3♣ = 55 OM and ♦		
Jump cue vs 1 st level natural opening: asking for stopper		
vs. weak NT 11-15		
DBL=nat; 2♣=♥+♦		
2♦ = 6M 2♥/♠ = 5M+4m; 2NT=minors		
VS Strong NT		
the same defence as vs. weak NT but DBL = 5+m, 4M		
VS PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		
DBL = T/O; NT = nat		
Natural and two-suiter overcalls , JUMP - constructive		
VS ARTIFICIAL STRONG OPENINGS		
vs 1♣: x = red or black, 1♦ = Majors or minors, 1NT - ♣ suit, constructive can be any other 4M, 2♣ = ♦ suit, constructive, can be any other 4M, 2♦ = 55 MM constructive		
VS OPPONENTS' TAKE OUT DOUBLE		
RDBL= Strong; Jump Raise= PRE, after 1♦ - natural		
1♣,1♥,♦ - transfers after opponent's double		

LEADS AND SIGNALS				
OPENING LEADS STYLE				
Suit	Lead	In Partner's suit 5+ unsupported		
Suit	2 nd /4 th doubleton small			
NT	2 nd /4 th doubleton small	3,5 high from doubleton		
Subseq	Same	2,4		
OTHERS: DUBLETON SMALL, 10x - 10				
against NT King ASKS FOR COUNT OR UNBLOCK				
LEADS				
Lead	vs. Suit	vs. NT		
Ace	AKxx, Ax	AKx		
King	KQxx, AK	AKJ10x, KQ109x		
Queen	QJxx	KQxx, QJxx, KQJx, AKQx		
Jack	J10x, HJ10x	J10x, HJ10x		
10	109, H109x	109, H109x		
9	109x, H9x	109x, H9x		
S	xx, xXx	xx, xXx		
SIGNALS IN ORDER OF PRIORITY				
Suit	Partner's Lead	Declarer's Lead		
	ATTITUDE COUNT	COUNT		
	COUNT, ATTITUDE	S/P		
NT	S/P			
	ATTITUDE, COUNT	SMITH ECHO REVERSE		
	COUNT, ATTITUDE	COUNT		
Disc	S/P	S/P		
	Lavinthal			
DOUBLES				
TAKEOUT DOUBLES (Style; Responses; Reopening)				
T/O thru 4♥ = opening values, but may be light with classic shape				
RESP: Cue=F1, Other=nat limit, Lebensohl after [2M]-dbl-[p]				
Reopen: usually 10+, but sometimes weaker				
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES				
NEG DBL thru 4♥				
SUPPORT dbl				
LIGHTNER dbl				

WBF CONVENTION CARD		
CATEGORY: RED		
NCBO: POLAND		
PLAYERS: D.KAZMUCHA - P.TUSZYNSKI		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
POLISH CLUB		
1♣ = (11)12-14 bal, 4315, 4414, 4225, 15+ 4+♦ or 18+ ANY 1♦ = 5+(4), 11-18		
1♥/♦ = 11-18, 5+		
Int = (14)15-17 bal, can be any 5-card suit		
2♣ = Precision opening 10-14 5+♣ 4M or 6+♣		
2♦ = weak 2M, 2♥ = 5♥&5+(4)m, 2♣ = 5♣&5(4)m		
2nt = 20-21(22) balanced, can be 4441 or any 5-card suit		
Int over 1M = natural or 3(4)-card support 4-6PC		
2 over 1= FG, natural		
2♣ = any GF, doesn't promise ♣ (after 1♥/♦ opening)		
SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
3NT = Gambling		
2♦ = weak 6-card M		
2♥ = 5♥&5+(4)m 2♣=5♣&5(4)m		
SPECIAL FORCING PASS SEQUENCES		
If our redouble promises points		
GF situations		
IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE		
3 rd - may be weaker		
PSYCHICS		
rarely		

OP.	TICK IF ART	MIN NO OF CARDS	NEG DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	X	0	4♥	2+♣, (11) 12-14 bal 4414, 4315, 4225 11-14 15-17 4+♣ 18+ ANY	1x = natural F1 1NT/2NT/3NT = limit, 2♣ = nat, gf, 2♦ = nat GF without 4♥, 2♥ = 5♠&4+♥, 6-9HCP 2♣ = 13-16 no 4M and 5m 3♣/♦ = inv. 6+card, 3♥ = 4144 13-16, 3♣ = any suit AKQJxx, 7+AKQxxxx	2-way checkback	2♦ = 6♦4♥ inv
1♦		5(4)	4♥	11-18 Can be 4 when 4441 or 4♦ 5♣ 11-14	1x = natural INT/2NT/3NT = limit 2♦ = inverted 2♥ = 5♣4(5)♥ 6-9, 2♣ = 5♣4♥ 10-11 3♦ = preemptive	2-way checkback	2♦ = invit with ♦support
1♥		5	4♥	11-18, 5+ ♥ 3rd/4th = may be weaker, may be 4-card suit	INT = 7-11 without 4M, 2♣ = any GF can be without ♣ 2♦ = nat, FG 2♣ = inv 3+♥ or mini splinter (4+♥ 8-11) 2NT = mixed raise, 3♣/♦ = natural inv, 3♥ - preemptive 3NT = splinter ♦	2-way checkback	2♣ = Drury
1♠		5		11-18, 5+ ♣ 3rd/4th = may be weaker, may be 4-card suit	INT = can be weak with support, 2NT = invit 3+♣ or mini splinter 3♦ = natural inv, 3♣ = mixed raise, 3♥ = NAT inv 3NT = splinter ♥		2♣ = Drury
1NT			4♥	15-17 bal	2♣ = Stayman, doesn't promise 4M, 2♦/♥ = TRF♥/♣ 3/4NT = limit, 2♣ = inv NT or inv + ♦ or sign-off ♣, 2NT = inv + ♣ or sign-off♦ 3♦ = 55MM slam try 3♥/♣ = singleton ♥/♣ min 5-4 minors, 3♣ = 55 minors weak, 4♣ = 55MM worse than 3♦		
2♣		5	4♥	10-14 6♣ or 5+4M	2♦ = relay F1R, 2♥/♣ = NF, 2NT = sign-off with 3+♣, 55M GF, 3♥55M inv, 3♣ 6+ F.G. good suit or slam inv. 3♣ = inv with support, 3♦/♥/♣ = 6+ INV		
2♦		0	-	5-11 6M	2NT = asking, 3♣ = asks for support in other M, 3♦ = strong hand with singleton in M, 3♥ = p/c		
2♥/♣	x	5	-	(4)7-10 5+M, 5(4)+m	2NT= asking, 3♣ = p/c, 3♦ = F.G. with other major suit		
2NT				20-21(22), bal	3♣ = puppet stayman, 3♦/♥ = transfers, 3♣ = minors with singl ♠ or 9+(10) with singl ♥, 3NT = singl ♥ 5-9		
					4♣ = natural GF, 4♦ - natural GF, 4♥ = ♣, 4♣ = 22(54) at least 1 ace, 4NT = minors big shape, no slam try, 5♦ = asks for aces		
3♣		5	-	55 minors	3♥ = asking, 3♣ = natural GF or inv with minor support		
3♦		6	-		new suit forcing, 4♣ = asks for singleton		
3♥/♣		7(6)	-		3♣ after 3♥ = natural F.G., 4♣/♦ = cue-bids		
3NT				1 st /2 nd a full minor suit 7+	3 rd /4 th = TO PLAY		
4NT				asks precisely for aces	5♣ = none, 5♦ = A♦, 5♥ = A♥, 5♣ = A♣, 5NT = A♣, 6♣ = 2aces		

DEFENSIVE AND COMPETITIVE BIDDING

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

Overcalls: NAT LIGHT 5+ cards (4 rare NV) 6-17HCP

RESP Drury (FIT after 1♦♥♠) next own suit is weakless

OPP SUIT lev2 [F1 no supp]; high [FG supp after 2+level overcall]

New suit lev1 =F1 :: lev2 =NF :: level 3 =INV str

NT RESP =limit

JUMP RAISE PRE

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

2nd,4th live: 15-18HCP w/stoper RESP STAY= [2♣/2M after 1m/1M]

lev2 in suits below opening are TRF 2BA 3m are INV

reopening: 10-15HCP BAL 2NT =18-23HCP BAL w stopper

RESP STAY =[2♣] / [TRF on Opening suit] :: TRF on Level 2

2♣ =STR INV any :: 2BA =INV :: 3m =INV NAT :: 3M=GF

JUMP OVERCALLS (Style; Responses; Unusual NT)

NAT PRE strength up to opening 6(5)

Reopen NAT Intermediate 12-15, 6+suit

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

lev2 MICHAELS CB 1m - 2♦ MAJORS; 1M - 2M 5+OM and 5+m
from 6HCP (up unlimited) 2NT=ASK

lev34 = STR 2suiter

1♦♥♠ - 3♦♥♠ [ASK about stoper] or [GF any suit]

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

DBL [vs STR : DBL =5+m 4M(4441M)] :: [vs WEAK: DBL =13+ BAL]

2♣ =4+♥ 4+♦ :: 2♦ =6(5)♥/♣ :: 2M =5+M 4+m :: 2NT =5♣5♦

R/O 2♣ =4+♥ 4+♦ :: 2♦ =NAT :: DBL =10+HCP semi BAL

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

NT 15-18 w/stopper 2NT RE OPEN =14-17HCP

DBL T/O (to 4♥);

Jumps INTERMEDIATE

Cue Bid = two suiter any strong

LEB after weak 2

VS. ARTIFICIAL STRONG OPENINGS

vs 1♣(16+): DBL =54 :: 1NT =54 minors :: 2♣ =54 majors

OVER OPPONENTS' TAKEOUT DOUBLE

vs 1m: Transfers 1NT=NAT

vs 1M: Transfers up to 2M-1 RDBL = 10+HCP

RAISES PRE

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's suit
Suit	2nd/4th	same
NT	2nd/4th	2nd/4th; high
Subseq	2nd/4th	same

2/4

vs NT First K ASK rev CT or unblock

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx() AKJ() AKJ10() Ax	AKx() AKJx
King	AK KQ() Kx	AKJ10() KQ10(),
Queen	AQJx() QJ() Qx	AQJx() QJ() Qx KQx()
Jack	(A/K)J10() J10() Jx	J10() Jx
10	H109() H10x 10x 109	HJ10() H109() 10x
9	H9x 109x()	H9x 109x()
Hi-x	(H/J)10Sx xSx()	HSx 10Sx() xSx()
Lo-x	HxxS(), xS	HxxS(), xS, H10S

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit	1 Hi/lo = Odd	Hi/lo = Odd	S/P
	2 HI =DISCG	S/P	Hi/lo = Odd
	3 SP		
NT	1 Hi/lo = Odd	S/P	S/P
	2 HI =DISCG	Hi/lo = Odd	Hi/lo = Odd
	3 S/P		

TRUMP SIGNAL suit preference

LAVINTHAL SIGNAL; UPSIDE DOWN SIGNALS;

count preference

DOUBLES

TAKEOUT DOUBLES (Style; Response; Reopening)

Style Aggresive, weaker after Part pass

T/O DBL = promise 3+cards in unbid majors; 2+ cards in unbid minors

13+HCP to 4♥ inc; NEG only after 1♣; Limit; LEB 2♥♣

R/O : 7+ with 0-2 cards in open suit

SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES

NEG: to 4♦ usually with 4M;

RESPONSE after OPP ♠ w 4♥

SUPP: 1♥ [p] 1♣ [2♦] DBL (Support double 3♣ or GF)

INV :: to 4♥♣

Lightner = lead untypical

1♣-1♦-DBL=4+♥ :: 1♣-1♥-DBL=4+♦ :: 1♣-1♣-DBL=4+♥

1♦ -DBL-RDBL=4+♥

1♥ -DBL-RDBL=10+HCP

1♣ -DBL-RDBL=10+HCP

WBF Convention Card



Category: Artifical RED

NCBO: POLAND EVENT: EBL

PLAYERS: Anna SARNIAK POL6909

Przemyslaw ZAWADA POL&501153

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

1♣ at least 2♣ F1 :: 5-card M w/ 1NT NF :: Weak Multi :: 1NT 15-17

many weak COMP jumps; frequent use of non-penalty DBL

3way opening 1♣ [10-21HCP 4+♣] / [BAL 11-14HCP] / [BAL 18-23HCP]

Opening 1♦♥♠ =11-21HCP 5+ (1♦ may be 4♦(441))

Opening 1NT =(14)15-17HCP BAL may be 5M32 or 6m32 or 5422

Opening 2♣ = FG :: 2♦ =weak 5-11HCP Multi 6(5) cards M

Opening 2♥ = 5-11 5+♥ 5+ :: Opening 2♣ = 5-11 5+♣ 5+m

Opening 2NT = 5+♣5+♦ [5-11hcp] / [17+HCP]

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

1♣-2♥ =6-9HCP 5♣4♥ :: 1♣-2♣= INV to 3NT

1♦-2♥ =4-8HCP 5♣4♥ :: 1♦-2♣= 9-11HCP 5♣4♥

1♥-2♣= [mixed raise] / [INV w/ 3♥] :: 1♣-2NT = [mixed raise] / [INV w/ 3+♥]

2♦-2♥-2♣-3m= NAT FG w 5+♥ :: 2♦-2♣-2NT-3m=NAT FG w 5+♣

2♦-3/4♣= ASK about TRF

3♣-3♦ & 3♦-4♣ ASK about shortness

IN DEFENCE

1♣-pas - 1NT - 2♣= 4+♥4+♦

1♦ - pas - 1♣ - ? [2♦ =5+♥5+♣] [2♣ =NAT]

1X - 2NT =5+HCP 55 2 possible lowest suits

1m - 2♦ =5+HCP 5♥5♣ :: 1M - 2M =5+HCP 50M 5m

COMPETITIVE BIDDING

Aggressive pree-empt style NV, Michaels any str, Lebensohl

SPECIAL FORCING PASS SEQUENCES

1M - p - 2♣ - 2♦/4♦ (F)

1♣ - 1NT - DBL(pen) - Pass=forcing to RDBL

Other in obvious situations only

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

1M-2♣ NAT or FG

2NT and 4th suit usually FG :: 1♣ - 1♦ - 1M = may be 3 cards

Evaluation hands (not points only)

PSYCHICS: often, we like it

OPENING	T I C K T I F	A R I N I F	M I N I N O S	O F I N A R D S	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	✓	2	4♦	BAL 11-14 or 18-23	1♦=[0-6] / [7-11 minor(s)] / [13+ BAL] / [1M=4+M 7+HCP]	1♣-1♦=1M(at least 3cards) :: 1♣-1♦-1/2NT=18-21/21-23 BAL :: 1♣-1M-2♣-2♦=ASK	1♣-2M=5+M & 3+♣		
				11-22 5+♣ or 441♦4	2♥=6-9 5♣4♥ :: 2♣=INV to 3NT :: 3m=9-11 NAT good	1♣-1♥-? [2♦=5♣4♦ FG] / [2♣=FG ♣] / [3♣=INV ♣] :: 1♣-1♣-2♦-? =FG [♣] / [5+♣4♦]	1♣-1NT=9-11		
1♦	4	4♣	11-22 5+♦ or 4♦441	2♦=9-12 4♦ :: 2♥=4-8 5♣4♥ :: 2♣=9-11 5♣4♥	1♦ 2♣ 2/3BA=4441♣ :: 1♦ 3M 4♦=NF :: 1♦ 2♣ 3M=SPL 11-14				
				3♣=Limit ♦/13+SPL M :: 3♦=Pre :: 3M=9-12 SPL	1♦-1♥-2♣=INV(♦) :: 1♦ 1M 3♦=INV 6♦ w 3M				
1♥	5	4♦	11-22 5+♥	2♣=ART FG :: 2♣=[INV 3♥]/[mixed raise]	1♥-1♣-2♣=GF/NAT/3♣ next 2♦=ASK :: 1♥ 2m 2♥=ASK about short	2♣=Drury :: 2NT=7-9 4+♥			
				2BA=INV 4♥ :: 3♣=NAT INV :: 3♥=Pre	1♥-2♣-? [2NT=ART] / [3♣=lasttrain to mixed raise/GF to INV] / [3♦=lasttrain to INV]				
				3♣=any void :: 3NT=singleton	1♥-2BA-? [3♣=ASK FG] / [3♦=any INV]	Splinters from void			
1♠	5	4♦	11-22 5+♠	likely as above [2NT=INV or mixed raise :: 3NT = any void]	1♣-1NT-? (a) 2♣=[NAT]/[FG w/o 5-5]/[15+] (b) 2NT(♣)3♦=FG 55 (c) 3♣=NAT IN V				
1 NT		3♣	15(14)-17 BAL	STAY + TRF :: 2NT=[INV] / [TRF ♣] :: 3♣=5♦5♣ weak	1NT-2♣-? [2♦=no 4M] [2M=4M] [2NT=4♥4♣ MIN] [3♣=4♥4♣ MAX]				
			5M/6m/5m422 ok	3♦=5♣5♥ FG :: 3M=5+4+ minors short OM	1NT-2♣-2♥♣-? [3♣=ASK] [3♦=FG w/ 4♥♣] :: 1NT-2♣-2NT=MAX supp ♣				
					1NT-2♣-2♣-3♣-? [3♦=4♦] / [3♥=TRF 5♣] / [3♣=4♣] / [3NT=4333]				
2♣	✓	0	Forcing Game any	2♦=0-2 CTRL :: other 3+CTRL [A=2, K=1 CTRL]	2♣ 2♦ 3M=ASK about CUE and class				
				2M=(1)5+M (2)4M 5+m :: 3NT=SOL					
				Suit w/ jump=S/SOL					
2♦	✓	0	5-11 6(5)+M	2♥♣=P/C :: 2NT=ASK FG :: 3♣=ASK TRF	2♦-3♣-3♥(show ♣)-3♣=INV :: 2♦-2NT-? [3♣=MAX] / [3♦=TRF]				
				3♦=INV M :: 3♥=PRE Supp M :: 3♣=INV NAT					
2♥	5		5-11 5+♥ 5+os	2♣/3♣=P/C :: 2NT=ASK :: 3♦=INV to 4♥	2♥-2NT-? [3m=5m] / [3♥=5♣] / [3♣=6♣] / [4m♥=MAX 6♥5m♣] / [3NT=66/75/76]				
			nv 5♥-4m poss	3♥=pre					
2♣	5		5-10 5+♣ 5+m	3♣=P/C :: 2NT=ASK :: 3♦=INV do 4♣	2♣-2NT-? [3m=5m] / [3♥=6♣5♣] / [3♣=6♣5♦] / [4m=6m5♣]				
			nv 5♣-4m poss	3♦=INV to 4♥ :: 3♣=PRE					
2 NT	✓		5+♣5+♦ (5-10 or 17+HCP)	3♥=ASK FG (about length)	2NT-3♥-? [3♣=2155♣] / [3NT=1255♥] / [4m=6m5om11] / [4M=2M(65)]				
3 bids	6		Nat pre	after 3m ope other minor is ASK about short	3♣-3♦(ASK)-? [3M=SPL] / [3NT=w/o SPL] / [4♣=SPL in ♦]				
3NT	✓		1st,2nd - Gambling						
			3rd,4th - to play						
4♣	7		pre						
4♦	7		pre		Two way checkback 2♦ after 1♦♥♣ OPE				
4M 5S			To Play		2♣= any INV or 2♦ to play :: 2♦=any FG				
4NT			BLACKWOOD	5♣=0 :: 5♦♥♣6♣=Ace suit :: 5NT=2 Aces	HIGH LEVEL BIDDING				
					Splinters: weak, middle, strong				
					CUE economically w/ short preference				
					Blackwood RKCB 102(with Queen) 5NT=Blackwood if no space				
					Exclusion Blackwood 4♣ and 5 level				
					5 in Major =Trump Invitation (now 5NT=AKQ)				
					5NT = ask ekstra values / ask to pick a slam				

DEFENSIVE AND COMPETITIVE BIDDING		
Overcalls (style, responses, 1/2 level, reopening)		
Natural , 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) 12-15PC 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 = 5m 4+M, or strong, BAL, 2♣ = 5+M, 4+M		
2♦ = 6(5)+♥/♦, 2♥/♦ = 5+♥/♦, 4+minor		
2NT = minors or any strong, very constructive two-suiter		
Reopen – dbl shows two places to play, does not promise 54 shape		
b) weak: x = 13+PC, other bid are the same as after 15-17PC		
Reopen – the same		
After pass – x shows two places to play, other are the same		
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		
[2♦/♥/♦] – 4♣/♦ - Leaping Michaels, then passes are forcing		
Versus artificial, strong openings – 1♣ or 2♣		
Versus 1♣ 16+PC: x shows 4+♥, 4+♠, 1♦/1♥/♦ are natural (and then 2♣ is a cue bid), 1NT shows both minors, 2 of a suit is natural		
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, HxxXx(+), xXx+	Same
Lo-X	xX, HxxX	Pretty same (maybe 10xxX)
Signals in order of priority:		
	Partner's Lead	Declarer's Lead
1	LOW = ENC	LOW = EVEN
Suit 2	LOW = EVEN	S/P (standard)
3	S/P (standard)	
1	LOW = ENC	LOW = EVEN
NT 2	LOW = EVEN	S/P (standard)
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, 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		
NCBO: Poland		
PLAYERS: Piotr Zatorski – Justyna Żmuda		
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) 7-9(10)PC, both minors		
c) 16+PC, BAL, neither 5 card minor, nor 4 card major		
INT = 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		
When we have bid leaping michaels, or [3M] – 4M		
Important notes		
When we lead an A or K, and there are 2, 3 or 4 small cards in the dummy, carding in the first trick is standard.		
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 (passed hand 10-11PC), no 4cdM, 2♣/2♦ = 5+GF, 2♥ = 12-16PC BAL, 2♣ = minors, inv, 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♥ = 4(5)♥, 5♣, weak, 2♣ = 6+♣, 9-11PC, 3♣ = weak with ♦, or any strong splinter 3♦ = mixed raise	Double checkback	
1♥		5(+)	4♣	11–17PC, 5+♥	1NT = F1, 2♣ = GF, semi nat, 2♦ = GF, nat, 2♠ = mixed raise, 2NT = inv, 4+♥, minisplinter, or weak GF, 3♣/♦ = 6+♣/♦, inv, 3♠ = support + any void, 3NT = ♥ support + 1♣, 4♣/♦ = ♥ support + 1♣/♦	Double checkback	Drury (2♦ shows interests)
1♠		5(+)	4♥	11–17PC, 5+♠	1NT = F1, 2♣ = GF, semi nat, 2♦ = GF, nat, 2NT = inv, 4+♣, minisplinter, or weak GF, 3♣/♦ = 6+♣/♦, inv, 3♥ = mixed raise, 3NT = support + any void, 4♣/♦/♥ = support + 1♣/♦/♥	Double checkback	Drury (2♦ shows interests)
1NT			4♥	14–17PC, can be little bit off-shape (5M, 6m, 54, stiff)	2♣ = stayman (inviting hand with 5+♣ included), 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 ♥/♣, 4♣ = to play	1NT – 2♣ – 2♦ – 2♥ = NF, 4+♥, 4+♣, 3415, or 1444, 8–9PC 1NT – 2♣ – 2♦/♥ – 2♣ = inv, 5+♣ 1NT – 2♣ – 2♦/♥/♣ – 3♣ = GF, Relay 1NT – 2♣ – 2♦/♣ – 3♦/♥ = at least ♥/♣ game try We play double transfers, next bid between 2NT–3♥ is next trf, example: 1NT – 2♥ – 2♣ – 2NT = GF, 4+♣	1NT – 2♥ 2♣ – 2NT = inv+, 4+♣
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, inv+, 3♣ = inv to 4M, GF, 5+♣, 5+other, or choice between 3NT and 4M 3♦ = GF, 5+♦, 5+M, 3♥ = preemptive, both supports, 3♣ = nat, partner can raise, 4♣ = bid your suit by transfer (then passes are forcing), 4♦ = bid your suit directly	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♥ – 2NT – 3min – 3♣ = GF on ♥, 2 nd minor = GF on minor 2♥ – 2NT – 3min – 3♦ = NF, 2♥ – 2NT – 3min – 4min = NF	
2♣	X	5(+)		3–10PC, 5+♣ and 5(4)+♣/♦	2NT = Relay, 3♣ = pass/correct, 3♦ = inv+ with ♥, 3♥ = inv to 4♣, better than through 2NT	2♣ – 2NT – 3min – 3♦ = GF on ♣, 2 nd minor = GF on minor 2♣ – 2NT – 3min – 3♣ = NF, 2♣ – 2NT – 3min – 4min = NF	
2NT			4♥	19–21PC	3♣ = puppet stayman, 3♦/♥ = transfers, 3♣ = minors, 4♣/♦/♥/♣ = transfer to ♥/♣/♦/♦, shows slam interests	2NT – 3♣ – 3♦ = at least one 4M, 3♥ = no4M, 3♣/NT = 5♣/♦ 2NT – 4♣/♦ – 4♦/♥ = worse than 4♦/4♣	
3♣		6(+)		PRE, wide range NV	3♦ = puppet to 3♥, 3♥/♣ = GF (F1), nat, 4♦ = Optional KeyCard	3♣ – 3♦ – 3♥ – 3♣ = NF, nat, 3NT = partner might run, 4♥/♣ = choice of games between 4M and 5♣	
3♦		6(+)		PRE, wide range NV	3♥/♣ = GF (F1), 4♣ = Optional KeyCard	3♣ – 4♦, 3♦ – 4♣, 3♥ – 4♣, 3♣ – 4♣ - see below	
3♥		6(+)		PRE, wide range NV	3♣ = GF, 4♣ = Optional KeyCard	Answers are different, depending on a vulnerability	
3♠		6(+)		PRE, wide range NV	4♣ = Optional Keycard		
3NT	X			1 st /2 nd = Gambling, no side stop 3 rd /4 th = just to play	4♦ = asks for shortness	3NT – 4♦ – 5♣/♦ = suit and short in the other minor	
4♣		6(+)		PRE, wide range NV	4♦ = Blackwood, 0–1–2 answers 4NT to play		
4♦		6(+)		PRE, wide range NV	4NT = to play, 5♣ = Blackwood, 0–1–2 answers	HIGH LEVEL BIDDING	
4♥		6(+)		PRE, wide range NV	4NT = Blackwood	Blackwood, 1–0–2 or 0–1–2 + Q + specified Kings, depending on a structure of a bidding	
4♣		6(+)		PRE, wide range NV	4NT = Blackwood	Exclusion Blackwood (0–1–2),	
4NT	X			Asking for specific aces	5♣ = no ace, 5nt = two aces	PEDO (pass = even, double = odd)	

DEFENSIVE AND COMPETITIVE BIDDING

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

- Natural; 4+ c. = 6/16 HCP

Responses

- Cue bid = Forcing (w/ or w/out fit)
- New Suit = Forcing
- Jump Raise = Pre-emptive

Take out Double

- X followed by 1 suit = 18+ HCP (4/5 LT)

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

2th position ⇒ 15+/18 HCP (System on)

4th position ⇒ 10/14 (System on)

JUMP OVERCALLS (Style; Responses; Unusual NT)

⇒ Pre-emptive (at level 2: constructive if vulnerable, light if not vulnerable)

Unusual NT ⇒ 2 suiter (passed hand)

2 suiter bids ⇒ Gestem

Reopening:

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

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

Overcall over 1NT in 2nd pos. (P. Transfers)

- 2♣ = ♥+♦ 8+ cards (4+-4)
- 2♦ = Hearts
- 2♥ = Spades
- 2♠ = Minors
- 2ST = Clubs
- 3♣ = Diamonds
- X = 5 M+4+m (12+points) or any strong

In 4rd position → Landy

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

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

VS 1♣ - 1NT=Minors

Level 2=Multilandy
x=Clubs

OVER OPPONENTS' TAKEOUT DOUBLE

- Fit w/3c: 2♥/♦= 5-8-; 2♣/♦ = 8-10; XX= 11+
- Fit w/4+c: 3♥/♦ = 0-6; 2NT = 11+

Mixed raises 7-10; Splinter 12-15

- Support RDBL

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	1st/3rd/5 th +internal sequences	
NT	2 nd , 4th	
Subsequent	Attitude	Attitude
Other:		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	Ax, AKx, AKJ10x	Ax, AKx, AKJx
King	K, KQ (+), KQJ (+)	AKJT (+), KQJ(+)
Queen	QJ (+), AQJ x	QJ (+), AQJ (+); RDxxx
Jack	J x, J10 (+) H J 10 (+)	J x, J10 (+) H J 10 (+)
10	10 x, 10 9 (+), H 109	10 x, H 10 9 (+)
9	9 x, H 9 8 x	9x; 10 9 x
Hi-X		
Lo-X		

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Odd Encor		Odd Encor
Suit 2	Even Descor		Even Prefer
3			
1	Odd Encor		Odd Encor
NT 2	Even Descor		Even Prefer
3			

Signals (including Trumps):

* Counting: hi/low = odd nr of cards

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

- Negative Double thru 4♦
- Support Double when RHO interferes till 2 Hearts
- Support Redouble

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

With passed hand over 1♥/♦

2♣= Drury 3 cards(or 4333); Bergen raises

- Over 1♥/♦ -2ST= Minors

EBL CONVENTION CARD

CATEGORY: i.e. Green:

NCBO: PORTUGAL

PLAYERS: Ana M. Pereira – Paulo Gonçalves Pereira

EVENT: 1st Mixed Teams Championships (Lisbon 2019)

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

- ♣ = 3+ c.
- ♦ = 3+ c.
- ♥, ♠ = 5+ c.
- 1 NT = 14+-17 HCP
- '2/1' GF
- Over 1♥; 1NT = F1
- Over 1♠: 1NT = F1

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

- Gazilli over 1♥ and 1♠
- Jacobi and bergen raises
- 2♣ = Strong (could be GF or not)
- 2♦ = ♥-♦ weak or 21-23 bal
- 2♥ = 5 cards and 5+ any suit
- 2♠ = 5♠ and 5+ in minor
- 2 NT = 18-20 bal
- 3♣/♦/♥/ST = PRE in the next suit (not vulnerable could be very light) or 2 suits GF
- 3♠ - solid minor or 2 suits strong
- 4♣/♦ = Pre-emptive (in 1st or 2nd pos bad suit
- 4♥-♦ = Natural
- Rubensol and Lebensol
- Over 2♦ Multi → 2H/S= short

2 NT = 16-18 HCP bal

• After 1NT - 2♦ could be:

- Hearts
- Invitation for 3NT with ♣ or ♦ suit
- Slam try in ♥-♦

SPECIAL FORCING PASS SEQUENCES:

- 1x / LHO Overcall / Pass = Maybe penalty
- 1NT / LHO Overcall / Pass = Maybe penalty

IMPORTANT NOTES:

PSYCHICS:

Frequent in 3rd position with vuln favorable

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	Natural, 3 or + c.	Walsh; Inverted minors (2♦= intermediate). 1♣-2♣ (11+)-Forcing till 3♣ 2♥/♦ = strong (follow by controls)	After 1♣ - 1(♦/♥/♦) - 1 NT: a) 2♣ = Forcing to 2♦; b) 2♦ = Checkback GF; c) 2ST Forcing to 3♣	
1♦		3	4♥	Natural, 3 or + c (if 4432).	Inverted minors (3♣= intermediate). 10-20 (11+) forcing till 3♦ 2/1=GF. (except after 1d-2c-2d-3c, or 1d-2c-2st-3c) 2♥/♦ = strong	After 1♦ - 1(♥/♦) - 1 NT: a) 2♣ = Forcing to 2♦; b) 2♦ = Checkback GF; c) 2ST Forcing to 3♣	
1♥		5*	4♦	10-21 HCP, 5+♥; * 3 rd and 4 th place: 4+	'2/1' = GF; 1NT-F1 (Gazilli) 2♥ = 6-10, w 3 cards support; 2NT = fit w/ 4+ GF; 3x = Bergen raises; 4x = splinter; 3♣ = 4+ ♥ GF with one void; 3NT-Splinter in ♦	=> 2♥ = catch-all; 2NT = 14-17; => 2♦, any short (2st asks); 2NT= trial in ♦; 3X=trial in X	2♣= Drury (3 c or 4333) 2ST Over 1♥ /S = Both Minors 3x – Bergen
1♠		5*	4♦	10-21 HCP, 5+♠; * 3 rd and 4 th pl: 4+	1NT=F1 (Gazilli); '2/1' = GF 2♦ = 6-10, w 3 cards support; 2NT = fit w/ 4+ GF 3x = Bergen raises; 4x=splinter. 3NT 4+♠ GF with void	• Over 2/1 GF, 2♦ = catch-all; 2NT = 14-17; 3NT = 11-12 • Over 2♦, 2NT= any short (3♣ asks), 3X=trial in X	
INT			4♦	15-17 HCP BAL	2♣= Stay (may have no majors); 2♦= transfer or others; 2♥= transfer 2♦= Both minors, weak or strong or week in Diamonds 2NT= 1 minor, weak or strong in ♣ or strong in ♦ 3♣ invitacional 5♥/5♦ = 3♥/♦= 3 suit, singl ♦/♥; 4♣ = Majors; 4♦ = ♥; 4♥-♦ = 4NT invitational	• Over 1NT – 2♣ – 2♦ → Smolen	After RHO natural overcall, negative doubles and Rubensohl.
2♣	<input checked="" type="checkbox"/>	0		Strong	2♦ = Relay; 2♥/♦ = 5 cards with 2 honors; 2ST= 14+; 3♣/♦ = 6 cards with 2 honors	After 2♣- 2♦-2 NT→ 3♣=Puppet Stay After 2♣- 2♦-2♥/2♦→ 3♣=2 nd neg.	
2♦	<input checked="" type="checkbox"/>	0		♥-♦ weak, or 22-23 HCP BAL	2♥=to play if weak in ♥; 2♦ = to play if weak in ♦ 2NT=asks; 3♣/♦ = Forcing	After 2NT, 3♣=♥ min, 3♦=♦ min, 3♥= max, 3♦=♥ max.	
2♥		5		5 Hearts and 5+ other suit	2ST=GF; 2S= Pass or correct; 3♦=Inv. or more with fit		
2♦		5		5 Spades and 4+ minor	2ST=GF; 3♣= Pass or correct; 3♦=Inv. or more with fit		
2NT				18-20 HCP BAL	3♣= Puppet stayman; 3♦/♥= transfer; 3♦=minors, slamish; 3NT 5S + 4 H; 4♦= majors; 4♣= one minor	After 3♦, 4♣= both majors slamish, 4♦= both majors to play.	
3♣		0		Pre-empt in ♦ or bic 5♣ and 6 other GF			
3♦		0		Pre-empt in ♥ or bic 5♦ and 6 other GF			
3♥		0		Pre-empt in ♦ or BIC 5♥ and other GF		HIGH LEVEL BIDDING	
3♦		0		Solid minor or Bic 5♦ and 6 other GF		(RKCB for ♥ is 4♦ and Blackwood)	
3NT				Pre-empt in clubs		• RKCB & Blackwood → • 3/0 • 4/1 • 2 • 2 + Q	
4♣		6		Pre-empt, with bad suit if in 1 st and 2 nd position		• 5 NT = 1 Ace + 1 Useful Void	
4♦		6		Pre-empt, with bad suit if in 1 st and 2 nd position		• 6 x (under trump) = 2A + 1 usef void	
4♥		6		Natural		• 6 on trump suit = 2A + 1 usef void	
4♦		6		Natural		• If LHO interfer, X or XX is even, “pass” is odd (DEPO)	

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)		
Sound, either good suit or good hand		
M over overcall = F1		
minor over overcall = NF		
2NT over 1M= 4+ support good hand		
INT OVERCALL (2nd/4th Live; Responses; Reopening)		
System on in reopening, Natural live (in 2 nd)		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
1♦-3♣ = 55 both majors, 2NT=lower rank suits 5-5		
1♥-3♣ = 55 ♠+♦		
1♠-3♣ = 55 ♥+♦		
Reopen:		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
Ghestem, 1♣-2♣ natural, 1♣-3♣ =55 ♠+♦		
1♦-2♦ = 55 ♠+♣		
1♥-2♥ = 55 ♠+♣		
1♠-2♠ = 55 ♥+♣		
VS. NT (vs. Strong/Weak; Reopening; PH)		
Dbl = points		
2♣ = majors		
2♦ = one major		
2♥, 2♣, ♥/♣+m (maybe 5-4)		
2NT = both minors		
3x = Nat		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		
Leaping Michaels: 3x- 4m = m +M; 2♥/♦ - 4m = m+other M		
Jump in NT = to play		
Dbl = std		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣		
X=clubs 1♦,♥,♠=nat, 1nt=minors, 2♣ one suiter, 2♦=both majors		
2♥/♦= ♥/♦ and minor		
OVER OPPONENTS' TAKEOUT DOUBLE		
Transfer responses over 1major, transfer to the major showing 8-10, 3+ cards in the M		

LEADS AND SIGNALS		
OPENING LEADS STYLE		
Lead	Lead	In Partner's Suit
Suit	1 st , 3 rd , 5th	1 st , 3 rd , 5th
NT	1 st , 3 rd , 5th	1 st , 3 rd , 5th
Subsequent	same	
Other:		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AKx, Ax, A	Akxx, Axx, Ax
King	AK, Kqx, Kx, K	AKJxx, KQx, Kx
Queen	QJx, Qx, Q	QJx, Qx
Jack	HJT, JTx, Jx, J	HJT, JTx, Jx
10	HT9, T9x, Tx, T	T9x, Tx
9	98x, 9x, 9	HT9, RVT9, RV98, 98x, 9x
Hi-x	xx, xxxx	xx, xxxx
Lo-x	xxx, xxxxx	xxx, xxxxx
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
1	High encourage	High low even
Suit 2	Suit Preference	Suit Preference
3		
1	High encourage	High low even
NT 2	Suit preference	Suit preference
3		
Signals (including Trumps):		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
May be weak (10+) nv, and very light in reopening (8+)		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
Dbl from opener, after 3 rd suit by RHO = penalty		
1m-(1♥)- x = 4+♣, 1♠ = 0-3 ♦		
1♣-(1♦)-x = 4+♥; 1♣-(1♦)-1♥ = 4+♦; 1♣-(1♦)-1♦ = 0-3 ♣		
XX after ptn overcall = one big honour (A,K or Q) on ptn suit		

EBL CONVENTION CARD		
CATEGORY: Green		
NBO: Portugal		
PLAYERS: Sofia Pessoa - Nuno Paz		
EVENT: 1 st Mixed Teams Championship 2019, Lisbon		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
2/1 GF, 1NT F1		
5 card majors, 4+♦		
1NT = 15(14)-17, 5M possible, 6-(7) m possible		
2♣ = GF, asking aces		
2♦ = Multicolor, weak in ♥ or ♠ (5-11 HCP)		
2♥,♦ = Strong, like an ACOL strong 2		
2NT = 20-22		
3NT = Any solid suit		
4♣/♦ = Namyats		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
3♦ over 1M = 4+M 10-11		
2♣ over 1♥ = 4+♥ sing in one minor, 3♣ 4+♥ sing in ♠		
3♣ over 1♠ = 4+♣ sing in one minor, 3♥ 4+♣ sing in ♥		
2♦ multicolour = only weak in ♥ or ♠ (5-11 HCP)		
2♥/♦ ACOL 2 bid		
Transfers after double over 1m/M opening bid		
Inverted minors		
Jacoby 2nt over one major		
SPECIAL FORCING PASS SEQUENCES		
GF situations, 1x-(1y)-pass- pass, almost forcing, unless 3+ c in y		
IMPORTANT NOTES		
PSYCHICS: rare		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	NBO: Portugal / Players: Sofia Pessoa + Nuno Paz			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	2		11-21	Inverted minors, Walsh		
1♦		4		11-21	Inverted minors		
1♥		5		11-21	2NT = GF 4+sup, 3♦ = 10-11 4♥ bal	3x=singleton, 3M=strong, 3NT =12-14 with cue, 4♥=12-14 without cue, 4x = 5-5 good hand	1♥-2♥=Drury, 1♥-2♦=natural or weak ♥ support
					2♣=4♥ sing in one minor 7-9, 3♣= 4♥ sing in ♠ 7-9		
1♠					3♣= 4♣ sing in one minor 7-9, 3♥=sing in ♥ 7-9	Same as above	1♠-2♠=Drury, 1♠-2♥=natural or weak ♠ support
INT			15(14+)-17		2♣ =Stayman; 2♦/♥ = transfer; 2♣=♣, 2NT=♦	3♣ over 2♣ and 3♦ over 2NT = good support	
					3♣=Puppet; 3♦=55 M invitational; 3♥/♣= 55 minors, short in ♥/♣; 4♣=both majors (slamish); 4♦=both majors (to play); 4♥/ 4♣= to play		
2♣	X			GF asking aces	2♦=no Aces; 2♥/2♣/3♣/3♦=Ace; 2NT=10+ or 2K (no Aces); 3♥=2A same colour; 3♣=2A same rank; 3NT=2A ♠ & ♦ or ♥ & ♣.		
2♦	X	6 (5)		Weak in ♥ or ♠ (5-11 HCP)	2NT= ask promise xx in both majors	3♣=min with ♥, 3♦=min with ♠	
					3x = F1	3♥=max with ♠, 3♣=max with ♥	
2♥		5		14-22	2NT = weak F1, 3x = good hand, 3♥ = Std		
2♠		5		14-22	2NT = weak F1, 3x = good hand, 3♣ = Std		
2NT				20-22	3♣ =Muppet Stayman; 3♦/3♥=trsnf; 3♣ forces 3NT; 3NT = forces 4♣	3♦ = one or both Maj, 3♥=no Majors, 3♣=5♣, 3NT= 5♥. Over 3♦, 3♥=2♥, 3♣=5♣+2♥, 3NT=4+♥. Over 3♥, 3♣=2♣, 3NT=4+. Over 3♣ followed by 3NT, 4♣=5♣+4♦, 4♦=5♦+4♣, 4♥=5-5 short in ♥, 5-5 short in ♠. Over 3NT followed by 4♣, pass to play, 4♦=weak ♦, 4♥= slam try in ♣, 4♣=slam try in ♦.	
3♣		6		Nat pre-empt (5-11 HCP), may be weaker nv vs v	3♦ forces 3♥, 3♣=nat inv, 3NT choice of game 4♣ slam try, 4♦=both maj, 4♥/♣ choice of game directly is natural, and partner have to pass		
3♦		6			3x = F1		
3♥		6			3x = F1		
3♠		6			3x = F1		
3NT	X			Solid suit without side stopper	4♣ = pass or correct		
4♣	X			Strong 4♥ opening			
4♦	X			Strong 4♣ opening			
4♥/♣				Pre-emptive (5 or + HCP)	HIGH LEVEL BIDDING		
4NT					RKCB: 30, 41, 2 w/o Q, 2 with Q; when ♥ is trump, 41-30		
5♣/♦				Pre-emptive (5 or + HCP)	DOPI; exclusion BW		

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style; Responses; 1 / 2 Level; Reopening)		
NAT 6-21 PTS		
Responses = New Major F1 = Cue-Bid Strong		
Reopening = NAT 8-21 PTS		
INT OVERCALL (2nd/4th Live; Responses; Reopening)		
15-18 PTS Bal		
Responses=system on but transfers only if strong hand opp is on lead		
Reopening=10-14 BAL		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
Weak Jumps overcalls		
Unusual NT= Two-suits		
Ghestem Two-Suits		
Reopen: Jump to two in major 13-16 with six cards		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
Direct=two-suits		
VS. NT (vs. Strong/Weak; Reopening; PH)		
Multilandy in 2th position and Landy in 4 th position		
Against 1NT overcall Cappelletti		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		
Optional doubles		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♦ or 2♦		
DBL=Major Two Suits; INT Minor Two Suits		
OVER OPPONENTS' TAKEOUT DOUBLE		
Over op major, 2 clubs=7-9 PTS; with 4 cards fit =2NT Limit bid or better; RD= 10 HCP or better. Over minor, 2NT= 4 cards fit weak, 3 minor is positive.		

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	Lead	In Partner's Suit
Suit	3 RD and 5 TH best	The same
NT	3 RD and 5 TH best	1 st , 3 rd , 5 th
Subsequent	Attitude or 1 st , 3 rd , 5 th	
Other:	higher from 2 cards	
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AK, AX	
King	KQ	Promises 3 honours
Queen	QJ	DJ
Jack	J 10 9 Jx	
10	10 9 or 10 x	J or 9 and a big honours
9		
Hi-X	Even	Even
Lo-X	Odd	Odd
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
1	UDCA	Hight-low odd
Suit 2	Leventhal	Odd-even
3	count	
1	UDCA	
NT 2	Leventhal	Odd-even
3	Count	
Signals (including Trumps):		
Leventhal		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
9-21 PTS First x=neg		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
Support doubles and redoubles,		

EBL CONVENTION CARD		
CATEGORY: Green		
NCBO: Portugal		
PLAYERS: Billie Raminhos - Rui Silva Santos		
EVENT: 1 St Mixed Teams Championships, 2019 (Lisbon)		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
Natural, 5 cards majors		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
2 Clubs FG or a strong bid in H or S		
2 Diam= multicolor		
2H/S =Two suiter maxim 8-10 PTS with 5 cards major and 4+ minor suit		
Inverted minors		
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 H	NAT	NAT; Inv Minors, Two-way Check –Back Stayman	Basically NAT	
1♦		3+	4 H	NAT 3 cards only with (4432)	NAT, Inv Minors; two-Way Check-B Stayman	Basically NAT	
1♥		5+	4 D	NAT	1NT =F1; 2C/2D =FG; 2S= WJS; Bergen; Splinter; Smollen	Basically NAT	Drury and Bergen raises
1♠		5+	4 D	THE SAME			
1NT				15-17 BAL	Transfers; Stayman; Smollen; 2S= Minor two suit weak or strong or weak Diam; 2NT=Clubs weak or strong or or Diam strong; 3C= Diam invitation; 3H /3S= Slam trial	Basically NAT	
2♣	✓			F1 or FG	Albarran	3 in a major= N/forcing	
2♦	✓			Multi=Weak in H or SP or 22-23 BAL	2H/2S= N/ forcing (Pass or Correct); 2NT=Relay; 3C/3D= N/forcing; 3H/3S= pre-emptive		
2♥		5		3-10 PTS (5H and 4+ one minor)	2NT =Relay; 3C= Pass or correct; 3Diam =Invitat		
2♠		5		SAME	SAME		
2NT				20-21 BAL	Texas; Puppet Stayman; 3S=minors; 3NT=5S+4H; 4C/4D= Strong Suit BW; 4H= Major Two Suiter; 4S= Weak Minor two suiter		
3♣				Pre-Emptive			
3♦				Pre-Emptive			
3♥				Pre-Emptive			
3♠				Pre-Emptive			
3NT	✓			Independent Minor Suit	4D= Ask Singleton		
4♣				Pre-Emptive			
4♦				Pre-Emptive			
4♥				Pre-Emptive			
4♠				Pre-Emptive			
4NT	✓			MINORS			
5♣				Pre-Emptive	HIGH LEVEL BIDDING		
5♦				Pre-Emptive	RCKB; Exclusion BW; Splinters; Control cue-bids; DOPI		
5♥				Pre-Emptive			
5♠				Pre-Emptive			

DEFENSIVE AND COMPETITIVE BIDDING

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

1-level: wide-range, may be 4 good cards; 2-level: good
 New suit F1 if 1/3 level, CONST if 2 level; WJS after minor overcall
 After [1m] - 1M: 1NT = 8-13HCP; 2m = fit 11+ or no fit 14+;
 2NT = fit4, 14+; 3m = fit4, 11-13; 3om = fit4, 8-10
 After [1m] - p - 1M: 1NT = 9-12HCP; 2m = as above; 2NT = 13-15;
 3m = as above; 3om = fit jump; 3NT = short M, 16-17HCP

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

2nd: 15-17; Sandwich: 16-18; Reopening: 10-13 (11-16 over 1♦),

next steps: 14-16, 17-19, 20-21;

Over all 1NT: 1NT system on; Over all 2NT: 2NT system on

[1m]-[2m NF]-2NT=16-18; [1m]-[2m F]-2NT=om+♦; [1M]-[2M]-
 2NT/3♣=6+♣/♦, 3♦=6+OM good, 3M=5OM5m, 4♣/♦=ms NF/FG

JUMP OVERCALLS (Style; Responses; Unusual NT)

WJO (wide-range, may have an opening with PH partner) (+Ogust)

New suit F1; Ghestem (see details below)

Reopen: 2 level: 6 cards, 13-16HCP; 3 level: 7 cards, 13-16HCP

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

Ghestem; [1♣] - 2♣ = 54Ms; [1m] - 2♦ = Ms, 2NT = om+♦, 3♣ =
 om+♦; [1M] - 2M=♦+OM, 2NT = ms, 3♣=♦+OM;

After Ghestem: first bid that is not one of the 2 suits = relay

[1x] - 3x asks for stopper (if not Ghestem)

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

Strong: x=m5+, M4; 2♣=at least 54Ms; 2♦=M6; 2M=M5,m4+;
 2NT=at least 55ms

Weak/Reop/PH: same but x = 1) 14+HCP with a tendency towards
 T/O for the majors or 2) a strong hand

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

[2M] - 3M = at least 55ms and opening values / independent minor

[2M] - 4M = STR ms (max 3 losers), 4NT = distributional ms

[3m or 1/2m-3m] - 4♣ = Ms, 4♦ = om+M; [2/3M] - 4m = m+OM

[3m] - 4♣ - 4♦ = equal Ms or S/T in ♠

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

[1♣] - x = 44/54Ms 11+HCP or 18+, 1NT = min 5♣4♦, 2 level
 as over 1NT opening (but all 2-suiter are 55)

[2♣] - x=ms/Ms, 2♦=♣+♦/♦+♣, 2NT=♣+♦/♦+♦

OVER OPPONENTS' TAKEOUT DOUBLE

1M - [x] - 1NT = fit CONST, 2x = NF, 3x = fit jump, 2NT = fit4

INV+ (same on O/C); 1♦ - [x] - 2NT = fit WK, 3♦ = fit CONST

1♣ - [x] - 2NT = min 5♣4♦ 6-9HCP, 3♣ = 6♣ (5)6-9HCP; 2♦ -
 [x] - p = ♦, 2♥ = P/C, xx = own 6M+short OM; 1NT - [penalty x] -
 bid = to play, xx = 2suits; 1NT - [other x] - sys on; other xx = points

LEADS AND SIGNALS

OPENING LEADS STYLE

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

LEADS

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

SIGNALS IN ORDER OF PRIORITY

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

Signals (including Trumps): S/P on trumps

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

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

DOUBLES

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

TAKEOUT DOUBLES (Style; Responses; Reopening)

Style: normal to light; **Reopening:** normal to light

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

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

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

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDBLS

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

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

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

Snapdragon x: after each player bids a suit, the player in 4th pos doubles to

show 5 cards in the 4th suit and tolerance for partner's suit

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

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

EBL CONVENTION CARD

CATEGORY: Green

NCBO: ROMANIA

PLAYERS: Mihaela Balint – Bogdan Marina

EVENT: Mixed Teams

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

1♣ = nat / 11-14 bal / 18-19 bal / 22-23 bal

5+M (semi-F 1NT), 5(4)+♦, 2/1 FG

1NT = 15-17 bal, 2NT = 20-21 bal (M5, m6 possible)

2♣ FG, 2♦ multi (weak M or 24-25 bal), 2M weak M+m
 (promises 5-5 in 1st/2nd seat), 3NT gambling in 1st/2nd seat

1-level overcalls: wide-range; may overcall beautiful 4 cards

Wide-range 3rd hand pre-empts

3rd hand openings: may be very light; may open 4 card M

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♦ multi; 2M weak M+m; 3NT gambling

1♣ - 1♦ = 0-7hcp or less than FG with ♦

Transfers after 1♣ - [x/1♦/1♥] and after 1♦ - [1♥]

As UPH switch red suits after 1m - [1♣] (2♦ = ♥, 2♥ = ♦)

After 1x - 1M - 1NT, 1x - 1♥ - 1♣: 2♣ asks 2♦, 2♦ = ART FG

After 1M - 1NT, 1♥ - 1♣: Gazzilli; Ghestem 2-suiter

SPECIAL FORCING PASS SEQUENCES

After a FG bid (2♣ opening, 2/1, XYZ 2♦, Jacoby 2NT, FG cue, limit+ bid followed by one of us showing extras, etc.)

After a limit+ bid if they bid to the 5 level

[3rd hand 2M/3M] - x - [4M]; 1x - [5y]; [some y] - x - [5y]

1x - [x] - xx = F2NT; 1NT - [non-penalty x] - xx = F2NT

1NT - [2m = Ms] - 2M - [3M/OM]

When the bidding is below the level imposed by our raise

IMPORTANT NOTES

1♥ - 1♣ - 2m/♥ - 3♥ = FG; [1♣] - x - 2NT/3♥ = inv with 4♥/5♥

1m - [2♥] - 2♣ = NF; 1x - [overcall] - 2♥ - 3♥ = FG, extras

When opener showed 6 cards 2NT = F (+Ogust)

Transfers after 1m - [2♣] and after 1♣ - [3♣]

1m - [1NT] - 2♣ = at least 44Ms; 1M - [1NT] - 2♣ = 5OM

In comp resp's 2nd bid (2/3 level) in a lower suit than his 1st = NF

1x - 1M - 2M - 2NT = asking (+3344 answers)

1♦ - 2♣ - 2♦ - 2M - 3NT = 4M + OM stopper

1NT - 2♦/♥ - 2♥/♦ - 2NT = F

PSYCHICS: Very rare (no specific positions)

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

Game Forcing sequences after 1♣ opening

1♣-1♦-2♦ 2♥=5+
2♦=0-4
2NT->3♥=xfers, 0-4

1♣-1M-2♦

2♥=4M 7=10 (then on 2NT 3♥=44Ms)
2♦/NT=4/5M 11+
3m=5m 4M 7-10
3♥=5M unbal 7-10 (3♦ ask: no/lo/mid/hi)
3♦/NT=5/6M bal 7-10
4x=SPL with 6M 7-10

1♣-1NT-2♦

2M=(32)44 with 3M
2NT=33(43)
3m=5m

Invitational and Game Forcing sequences after 1♦ opening

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

1♦-1M 2NT=15-17, NT oriented
3♦=6+ good ♦, 15-17

1♦-1NT 2NT=0-1♣, 15-17
3♦=6+ good ♦, 15-17

Gazzilli

1♣-1NT-2♣ 2♦=8+ 2♣=11-15 with ♠+♣
2♥=3+♥ 16+ (2NT ask: 3♥=4♥, 3♦=6♦ no 4♥)
other=natural 16+

1♥-1♣-2♣ 2♦=8+ 2♥=11-15 with ♥+♣
2♦=3♦, 16+ (2NT asks to describe further)
3♦=4♦, 17+ (14-16 bids 3♦ before)
2NT=2533, 17-20
other=natural 16+

1M-1NT-2NT or 3♣=relay 3♦=6M4♦, 16+
1♥-1♣-2NT 3♥=6M4♣, 16+
3♦=5M5♦, 16+
3NT=5M5♣, 16+

Checkback

1x-1♥-1♣ 2♣(xyz) 2♦=denies a STR hand
2♥=single ♥ WK

1m-1M-1♣/NT 2NT(>3♣) 3♣ 3♦=5M4m single om
3♥=5M4m single OM
3♠=4M5m single om
3NT=4M5m single OM

1x-1M-1♣/NT 3M=6M S/T
3other=55 S/T (min 14+ good suits)

After we double their opening

[1m]-x 1M=max 10HCP
(w 44Ms 0-4/5+ start with 1♣/♥)
2M=5M 8-10
2m=44Ms 8-10HCP/4M INV/any FG
[2m]-x=2 suits

2♦ over 1♥=6♦/5♦4♥ F1
3m=fit4 FG
3M=fit5 INV

[1M]-x

2M=11+

OM on min level=4OM NF

[2M]-x

2NT=relay

3♣=4OM min
3♦=no 4OM max
3M/NT=4OM wo/w stop
3OM=STR 5+OM

[2M]-x=responsive
(may have 5OM)

2NT=choose m(+show 5OM as below)
3m/3NT=to play

3x=to play
4m=nat FG

[2M]-2NT=choose m
(may have 4OM)

3M/3NT=4OM INV
3m-3M/NT=4OM FG wo/w stop
3M/OM=as above

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

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

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

Defense against other 3-level openings

[3NT gambling]	x=points 4♣=one suit(+4♦=F) 4♦=Ms 4M=5+M5+m	[3m]-3NT	4♣=Ms 4♦=xfer 4♥=xfer 4♠=om S/T	[3♥]-3NT	4♣=♦ 4♦=♣ 4♥=xfer 4♠=ms S/T	[3♦]-3NT	4♣=♦ 4♦=xfer 4♥=♣ 4♠=ms S/T
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DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level light;
2 level sound
Responses: Drury; New colour= constructive
INT OVERCALL (2 nd /4 th Live; Responses; Reopening)
2nd - 16(15)-18,SISTEM ON
4th - 11-15
JUMP OVERCALLS (Style; Responses; Unusual NT)
Preemptive; responses: Natural forcing.
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels
Job asks stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
Vs. strong: X=m5+M4; 2♣=♥+♦; 2♦= 6+M
2M= M5+m4; 2NT= minors
Vs. weak(< 15): natural.
Reopening: same.
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Dbl=take-out;CB=2suiters
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
VS 1♣: Dbl=♣ or ♦-♥; 1D=♥ or ♣-♣; 1♥=♦ or ♣-♦; 1NT=♣-♥ or ♦-♣
VS 2♣: Dbl=♣, Rest=nat
OVER OPPONENTS' TAKEOUT DOUBLE
Sistem on

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	Lead	In Partner's Suit
Suit	4th,Rusinov	4th,STD
NT	4th	
Subseq	Count/Reverse Lavinthal	Count/Reverse Lavinthal
Other:		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	A (Ax, Ax...)	AK...
King	AK.../ KQ	STRONG LEAD
Queen	KQ.../ QJ	KQx..., QJ...
Jack	QJ.../ J10	J10x..., H109...
10	J10.., HJ10	109..., H109...
9	109..., H109..., 9x	98...
Hi-X	xx, xxxx, 4th	4th, xxxx
Lo-X	MUD, 4th	4th, xxxx
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
1	Attd/Count	Count/Lav.
Suit 2		Italian/Count
3		
1		
NT 2	Attd/Count	Count/Lav.
3		Italian/Count
3		Smith=High
Signals (including Trumps):		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
12(11+), accept other colours or 16+ suit		
Natural responses, CB=GF		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
Negative dbl.		
Support dbl.		
Responsive dbl.		
Lightner dbl.		

EBL CONVENTION CARD
CATEGORY: GREEN
NCBO: ROMANIA
PLAYERS: GETA MIHAI - RADU MIHAI
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Better minor: 3-3;4-4,without 5M.
5 Major
1NT= 15-17 HP, may be 5M or 6m.
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: Sometimes

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

2♣MAKU

1♠ - 2♣ -2♦= Waiting -2♥=11-12 5♥

-2♠=11-12 3♠

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

-3♣=FM

-3♦=5♣+4♦ FM

-3♥=5♣+4♥FM

-3♠= INV+la slem ➔ 3FA= nu vreau

1♠-2♣ -2♥ = Minimal (max 11 HCP) 54

-2♠=6+♠ Minimal (max 11 HCP)

- 2FA= 15+ NAT

-3♣= 15+ 4+♣

-3♦/♥= 15+ NAT 55+

-3♠=6+♠ 15+

1♥ - 2♣ -2♦ = Waiting -2♥=11-12 3♥

-2♠=FM , 4+♠ si 5+♣

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

-3♣=FM

-3♦=5♣+4♦ FM

-3♥= INV+la slem ➔ 3FA= nu vreau

1♥-2♣ -2♥=6+♥ Minimal (max 11 HCP)

-2♠=54 15+NAT

- 2FA= 15+ NAT

-3♣= 15+ 4+♣

-3♦/♥= 15+ NAT 55+

-

3

♥

=

6

+

♠

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

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OPE N	TIC K IF ART	MIN NO. OF CARDS	NEG. DBL. THR U	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1 ♣	☺		4♦	BAL 11-14 , 18-19, 22+	1♦ =ANY WEAK 0-7 OR NAT 8+ NATURAL ANY GAME FORCING	DBL CHCKBACK 3RD FORCING INVERTED MINOR	TRF BIDS
1♦	4	4♦		4+ CARDS	INVERTED MINOR 2M=WEAK 5-8 3♣= PRE (3-8 HCP)	I♦ -IM - 2NT = 5♦+4♦ 17-19	
1♥/♠	5	4♦		NATURAL	INT = FORCING .ZNT = PRACTICE NT FOR RESPONDED BERGEN RAISES , 2NT = GF SPLINTER 3NT =4333 13-15 2 Club MAKU Note 1	2♣ BART .ANTIBART Note 2	DRURY ZNT = 4 THUMBS UP + SINC
1 NT		4♦		15-17	STAY , TRF IN 4 (2nt FOR ♦) 3X MINORS		RUBENSOHL
2 ♣	☺			WEAK WITH MAJORS 54,55 21-23 5332	2♦ = RELAY 2♥/♠ = PREF 2NT= STRONG		
2 ♦	☺			WEAK 2 IN HE	2♥ =WAITING ,NEW SUIT NATURAL NF, 2NT =		
2 ♥	☺			STRONG WITH SP	,		
2 ♠	☺			WEAK 2 IN SP	2♣ =WAITING, NEW SUIT NATURAL NF, 2NT =		
2 ♠	☺			STRONG WITH HE			
2 ♠	☺			WEAK 4 - 9 HCP	2NT= STRONG , 3♣=P/C , 3♦=GF with ♠,	After ZNT> J♦/J♣ weak with J♦ STR W/ J♣, J♣ STR W/ J♦	
2 NT		4♦		20-21	STAY , TRF . 3SP= STAY FOR MIN		
3 x	6			PRE , UNDISCIPLINED			
3 NT							High Level Bidding
4 x	7			GAMBLING WITHOUT STOPPER	4♦= RELAY / 4NT =? FOR 8 CARD	30 41 KC	
4 x				PRE , UNDISCIPLINED		JOSEPHINE	
4NT				WEAK 65+ MINORS		BLACKWOOD EXCLUSION 01234	
5X				PRE , UNDISCIPLINED		PASS FORCING IF OWNER OF THE BOARD	
5NT				65 MINORS MAX 2 LOSERS		NEW SUIT ASK CONTROL	

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NOTE I

2 ♣ MAKU

1 ♠ - 2 ♠ - 2 ♦ = Waiting Then:

-2 ♥ = 11-12 5 ♥

-2 ♠ = 11-12 3 ♠

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

-3 ♣ = Game Forcing

-3 ♦ = 5 ♣ + 4 ♦ G.F.

-3 ♥ = 5 ♣ + 4 ♥ G.F.

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

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

-2 ♠ = 6+ ♠ Minimal (max 11 HCP)

- 2FA= 15+ NAT

-3 ♣ = 15+ 4+ ♣

-3 ♦ / ♥ = 15+ NAT 55+

-3 ♠ = 6+ ♠ 15+

1 ♥ - 2 ♠ - 2 ♦ = Waiting

-2 ♥ = 11-12 3 ♥

-2 ♠ =FM , 4+ ♠ and 5+ ♣

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

-3 ♣ =GF

-3 ♦ =5 ♣ +4♦ GF

-3 ♥ = SLAM INV+=> 3FA= I don't like

1 ♥ -2 ♣

-2 ♥ =6+ ♥ Minimal (max 11 HCP)

-2 ♠ =54 15+NAT

- 2FA= 15+ NAT

-3 ♣ = 15+ 4+ ♣

-3 ♦ / ♥ = 15+ NAT 55+

-3 ♥ =6+ ♠ 15+

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Note 2 BART + ANTIBART

BART

1♠ -1NT

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

- 2♠ weak pref in ♠, 6-8 HP

- 2NT- 11-12 inv

- 3♣- 5,6♣ 6-9 HP

- 3♥ - weak 6+♥

- 3♦- weak 6+♦

- 3♠- 3♠, 13-14 HP bal without 4♣

a) **1♠-1NT**

2♣-2♦ (8+ HP or weak with 5♥)

2♥ (2+♥) - pass

- 2♠= 9-10 with 2♠

- 2NT- 11-12 with 4♣fit

- 3♦ inv 6 good ♦

- 3♥ inv 6+♥

- 3♠ 13-14 HP 3♠+4♣

- 3♣ 10-12 HP 5-6 ♣ unbal

b) **1♠-1NT**

2♣-2♦

-2♠ (0,1♥) min

-2NT= 16-17 HCP

-3♣- 5♠ + 5♣

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

ANTIBART

1♥ – 1NT

2♣ -2♥ positive pref (2♥ , 9-10 HP)

-2♠- 5+♣ 9-10 HP

-2NT- 11-12 HP no 4♣fit

-3♣- 5-6♣ 6-9 HP

-3♦-weak with♦

-3♥ -3♥ , 13-14 HP bal without 4♣

1♥ – 1NT

2♣- 2♦

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

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

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Note 3 Transfer Double

1. 1♣-(1♦) -X =4-5♥

1♥ = 4-5♠

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

1NT=natural

2♣ =positive NF

2♦ = 6+♥ any strength

2♥ = 6+♠ subinv or FG

2♠ = 6+♠ inv

2NT=natural

3♣/♥/♠ = preempts

3♦ = majors 5-5 inv

Pd' s answers:

1♣ – (1♦) – x –

1♥ = 3♥

2♥ = 4♥

1♠ = 4♠

2♦= FG

2. 1♣-(x) – xx = strength

1♦= 4-5 ♥

1♥ = 4-5♠

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

1NT=natural

2♣ = positive NF

2♦ = 6+♥ any strength

2♥ =6+♠ subinv or FG

2♠ = 6+♠ inv

2NT=natural

3♣/♦/♥/♠ = preempts

Pd' s answers:

1♣– (x) –2♦/2♥ -(p)

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

1♦ – (x) – xx = strength

1♥= 5+ ♥

1♠ = 5+ ♠

2m = NF

3. 1m – (1♥) –

x= 4-5♠

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

1NT = natural

2♣ = positive NF

2♦ = positive NF

2♥ = 6+♠ subinv or FG

2♠ = 6+♠ inv

2NT = natural

3♣/♦/♠ = preempts

3♥= short

4) 1♣ – (1♠) –

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

1NT =natural

2♣/♦ = transfer

2♥ = inv with ♣

2♠ = 11+ bal, can stop in 2NT/3♣

2NT=natural

3♣/♦/♥ = preempts

5) 1m – (2any) – 2♦ = positive NF

– 2M = NF

– 3M = 6 cards good suit FG

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

– 2NT =4+cards in M,FG

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NOTE 4 Mixed Raise

MIXED RAISE

- a) 1♥ -(x) - 2♠ = 4♥ subinv
1♥ -(x) - 2NT = 4♥ FG
1♥ -(x) - 3NT = preempt with 1.5–2 defensive tricks
1♥ -(x) - 1NT = natural
1♥ -(x) - 2♦ = 3–4♥ good hand, inv

- b) 1♠-(x) - 3♥ = 4♠ subinvit.
Rest = same

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

- d) 1♥ - (x) - 3♠/4♣/♦ = splinters

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

1m - (1♠) - p - (p)
x - (p) - 3♥ weak with 6♥

1♦-(x) -1M-(p)-1NT-we play 2-way c-b

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DEFENSIVE AND COMPETITIVE BIDDING

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

Style: (8)10-15 HCP 5+, 1st lev. may occur good 4

Resp: new suit= F1 at 1st lev; TRSF beginning from 2 in opp's suit

Jump Raise=PRE,

AFTER 1M OC: Jump shift=bergen

Reopen: 8-15; Resp: Cue=F1, other NF

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

2nd: 15-17

Responses: TRSF; cue= Stayman

after (1m) like after op. 1NT

4th: 10-15, then natural

JUMP OVERCALLS (Style; Responses; Reopen)

vs 1♦: 2♦ = ♣+M, 2♦ = ♥+♦, 2♥ = ♠+♦, 2♠ = ♥+♦

vs 1♦: 2♦ = ♥+♦, 2♥ = ♠+♣, 2♠ = ♥+♣, 2NT = ♥+♦, strong

Vs 1♥: 2♦ = ♠+♦, 2♣ = ♦+♣, 2NT = ♦+♦

Vs 1♠: 2♦ = ♥+♦, 2NT = ♥+♦, 3♦=♦+♣ weak, 3♦=♦+♦ strong

Vs 2♣ prec: 3♣ = ♥+♦; 4♣ = ♥+♦; 4♦ = ♠+♦

vs 2x: 14+ (55)+ this suit+Major (for example: ((2♥)-4♦=♦+♦))

vs 3m: 4♦=♦+♦, 4♦=1M, 4♥/♦=55 with minor

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

VS Weak NT (average less 15 HCP)

DBL=nat; following doubles NEG; 2♦=♦+♦; Resp: 2nt=F1, asking

2♦=1M; Resp: 2nt=F1, asking; 2♥/♦=5+4+with minor; 2nt=minors

VS Strong NT (average more or equal 15HCP)

DBL=1-suiter; following doubles P/C; 2♣=♣+M; 2♦=♦+M; 2♥ = ♥+♦

2♠ = 64 ♣♦; 2nt = 55 ♣♦

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

DBL=T/O; NT=nat;

Cue bids, Jumps= see above

Cue bid at 4th level = 2-suiter

VS ARTIFICIAL STRONG OPENINGS

vs 1♦: 1nt = 1-suiter; 2nd level same as vs strong nt, dbl – majors from (34)

vs 2♦: DBL= ♣; 2nt= 2-suiter

VS OPPONENTS' TAKEOUT DOUBLE

transfers; Jump Raise= PRE;

Except: after 3d seat opening 1♦ no trsf beginning from 1NT

After 3d seat opening 1M trsf only after 1M (dbl)

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's suit
Suit	3/5th, STND	3/5, STND
NT	4th, STND	4th, STND
Subseq	NT:4th, STND	SUIT: 3/5, STND

OTHERS: vs NT K askes to unblock with Q, Q - with J, J with 10

Trump lead: norm xS, xSx

LEADS

Lead	Vs. Suit	Vs. NT
Ace	Ax, AKx(+)	Ax, AK(+)
King	Kx, KQx(+), AK	Kx, AKJ(+), KQ(+)
Queen	Qx, QJx(+),	Qx, KQ109(+), QJ(+)
Jack	Jx, J10x(+), HJ10+	Jx, J10(+), QJ98(+), HJ10(+)
10	10x, H109(+)	10x,109(+),H109(+)
9	9x, 109x(+)	9x, 98x(+), H98(+)
S	Sx,xSx(+),HxS(x),HxxS(+)	Sx,SSx(+),HxS,HxxS(+)

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declare's Lead
Suit	Hi/Lo=odd	Hi/Lo=odd
	Lo=ENCR	S/P
	S/P	
NT	Lo=ENCR	Lo=Smith's (encr our suit)
	Hi/Lo=even (only 1st lead)	Hi/Lo=odd
	S/P	
Disc	Lo= Nothing or even or Values	
	Hi-odd= odd or Values down by cycle (9♣→♦, 9♦→♥)	
	Hi-even= odd or Values up by cycle (10♦→♣, 10♣→♦)	

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

T/O= opening values; RESP: Cue=F1, Other=nat NF, Lebensohl

(EXCEPT: (1♦)-Dbl-(P)-1♦=neg, Other promises values)

Reopen: norm 10+, may be very weak, when feeling pd's trapping

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES

NEG DBL through 7nt after 1suit or 2♣ opening

P/C DBL after 2♦/♥/♦ opening and O/C in possible suit of opener

PEN DBL after other O/C vs 2lev. Op. in suit can't be held by opener

Maximum O/C Double;

WBF CONVENTION CARD

CATEGORY: BLUE

NCBO: RUSSIA

PLAYERS: ANDREW GROMOV – ANNA GULEVICH

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

PRECISION

1♣= 16+; 1M= 5+(mb 4414 1-2 pos); 2♣=11-15 6+♣ or 5♣-4M

1♦ 1-2 pos = 11-15, 4+, unbal

1♦ 3-4 pos = 10-15, 4+ or 10-14 bal or 10-15 4414

2♦= weak 2 in M;

2♥/♦= 8-11 (12) 6+♥/♦, may be any side suit

2nt= 6-10 (55)+m

1nt 1-2 pos= 12+15; 3-4 pos= 15-17

2 over 1= GF except 1♦-2♥

1nt over 1x= F1

2♦ over 1♦ shows 10+

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2♦= 3-7, 6(5)+ M

2♥/♦= 8-11 (12) 6+♥/♦, may be any side suit

2nt= 6-10 (55)+m

3nt= Gambling (solid 7m, no side A or K)

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE

We open 1♦ wih 4♦ and 5 or 6♦

We open higher suit with (65)+

We play a lot of TRSF sequences

We bid 1M-2♦ usually with 5+♦, so 1M-2♣= m.b. no clubs

PSYCHICS

rare: 1♦-1M; 1♥-1♦; 2♣-2♦; 2♦-2nt

OP.	TICK IF ART	MIN NO OF CARDS	NEG DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	X	0	7nt	16+ any (3-4 pos 18+ if bal)	1♦=0-7; 1♥/♠/2♣/♦ = 8+HCP, 5+; 1nt=8+bal 2♥/♦ = 8+HCP, 6+♦/♦ with singl; 3♦ - 3NT 3suiter SM 2nt=3-suiter with S min; 3♣=5+5+minors 8-11 1♣-(1x/2♣/2♦)-D= 0-4 HCP, P=5-7 HCP 1♣-(2♥/♦)-D=5-7 with 5suit or 8+ 1♣-(2nt)+D=8- 1♣ (INT) D -8+	1♣-1♦-1♥=ART: 4+♥ or GF or 19-21bal; 1♣-1M-1nt-2♣= nat or 532 1♣-1nt-2♣= Relay; 1♣-2m-(+1)=Relay; 1♣-2m-2nt=5+ suit of Relay After 1♣-1♥: 2/3♥ from Resp normally shows 4♣, 2/3♠ - 6+♥	
1♦	4	7nt		11-15HCP, 4+♦ unbal	2♦=5♥5♠ weak; 2♦=5♣4♥ inv; 2♣=6♣ inv	1♦-1♥/♦-1nt= 4+♣; 1♦-1♥/♦-2♣=6+♦; 1♦-1♥-2♦=543♦1,max;	
1-2p					2NT=♦ supp.GF; 3♣=preemp♦ or GF4♦ with shortness 3♦=inv 5♦ unbal ; 3♥/♣=splinter with 5♦	1♦-1♣-2♥=543♣1,max; 1♦-1♣-2♦=4♥ 1♦-1M-2nt= 6+♦-0-2M; 1♦-1M-3♦= 6+♦- 3M	
1♦	X	1	7nt	10-15HCP, 4+♦ or		1♦-1M-3M= max without Singl; 1♦-1M-Jump M'=max with Singl	may be weaker
3-4p				10-14 bal or 10-15 4414		1♦-1nt=ART, F1 ;Double check back	with good ♦
1♥/♣	5(4)	7nt		11-15 5+ or 4414	1nt= F1: normal 1nt resp or 4-6 with support or 11-14bal 1M-2NT=10-11,4card supp 1M-3♣=6-9,4card supp with shortness 1M-3♦=7-9,4card supp,no shortness	1M-1nt-2♣=no other nat bid; 1M-1nt-2x-3M=inv with 3c supp 1M-2M→2-Way Game Try; 1♥-1♣-2♣=could be max with 3♣ 2♣=Drury	may be weaker with good suit; may be good 4c;
1NT		7nt		1-2pos= 12+-15 may be 4414 3-4pos=15-17	2♣= NF Stayman; 2♦/♥= trsf♥/♦; 2NT=♦+♦ or ♦ 2♣= TRSF ♣ or inv 3nt; 3♣/♦ = (54)+ ♣♦, S ♥/♦/ Inv(3-4pos); 3♥/♣= GF ♣♦ Int-(DBL): Pass=F to RDBL; RDBL =♦+♦ or ♦+♦ 2♣♦= ♥+♦♦♦; 2♣ = ♣+♣	1nt-2♣-2♦: 2♥=(44)+ Majors, sign-off; 2♣=GF Relay 1nt-2♣-2♥: 2♣=4♣ inv; 2nt=GF Relay; 1nt-2♣-2♣-3♣= GF Relay 1nt-2♣/nt-x-3x=Singl; 1nt-2♦/♦-x-Jump Shift= Singl 1nt-2♣-2♦-3M= no stopper M, looking for 4-3 fit 1nt-2♦-2♥-2nt=trsf♣,3♣=trsf♦,3♦=6♥,3♥=inv with 5♥(after 2♥-same)	
2♣	X	5	7nt	11-15HCP 6+♦ or 5+♣-4M	2♦=ART, F1; Jump shift=6+ GF 2nt=ART; 1) bad raise; 2) 9-11 6+♦; 3) 55♥♣ inv+ 3♦♥ - trx ♥♣ inv	2♣-2♦: 2♥/♣= 4♥/♦; 2nt/3♣=max/min with 6♣ 2♣-2nt-3♣-3♦=9-11 6+♦; 2♣-2nt-3♣-3♥/♣ =inv/GF 55♥♣ 2♣ - 2♦ - 2NT/3♣ - 3♦♥♣ trx ♥♦	
2♦	X	0	2♣	(3-7 nv) 5-7 (5nv)6+ Major May be any side suits	2♥♣=P/C; 2nt=Art F1 3♣/♦ = nat NF; 3♥/♣=P/C 4♣=asks to TRSF M; 4♦=bid your M; 4♥/♣=nat		
2♥/♣	X	5	-	8-11 (12)6-7 card May be any side suits	2♣=nat, NF; 3♣=trx ♦ or GF with OM 2nt=Asking, F1; 3♦ - F with♣		
2nt	X		-	5-10 55+ minors			
				1-2pos = classic 3pos=Random			
3M		6		1-2pos NV= Destr 1-2pos V = classic 3pos=Random			
4♣/♦	X	0		preemp		HIGH LEVEL BIDDING	
						CUE= 1st or 2nd round; RKCB= 1430, then asking for K: 0 or 3, lowest or 2 other, middle or 2 other, high or 2 oth	
3nt	X			Solid 7c minor 1-2 pos no side A or K 3-4 pos with A or K	4♣=P/C; 4♦=Asking for side singl	Relays followed by agreeing RKCB;	

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style; Responses; 1/2 level; Reopening)		
Style: (8)10-15 HCP 5+, 1st lvl. may occur good 4		
Resp: new suit= F1 at 1st lev; NF Constr at 2nd lev; F1 a 3rd lev.;		
Jump Raise=PRE, 2♦= ART, F1 after 1M O/C; Cue=F1 with support;		
AFTER 1M OC: 2nt= Inv with support; Jump shift 4lvl= with support		
Reopen: 8-15; Resp: Cue=F1, other NF		
INT OVERCALL (2nd/4th Live; Responses; Reopening)		
2nd: 15-17		
Responses: TRSF; 2D – transfer to another M (after opponent's 1M), Cue after opponent's 1M= Stayman		
4th: 10-15, then natural		
JUMP OVERCALLS (Style; Responses; Reopen)		
vs 1♣: 2♦=♥+♠♣		
vs 1x: Weak 1-Suiter; vs 2m - 4♣=om+♥, 4♦=om+♦, 3m=♥+♦;		
vs 2M,3M: 4♣=♦+oM; 4♦=♦+oM; 4oM-nat, 4M-1suit m; 4NT ♣+♦; -		
vs 3m: 4♣=♥+♦,4♦=1M, 4♥/♦=55with minor		
Reopen: 14-16 good 6c		
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)		
vs 1♦: 2♦=♥+♠♣		
vs 2m: (55)+ MM; vs 2M: asking for stopper		
VS NT		
DBL=nat; following doubles NEG; 2♣= 4-4+ ♥+♦;		
2♦= ♥ or ♦ 1 suiter; 2♥/♦=5+4+with minor; 2nt=minors		
VS PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		
DBL=T/O; NT=nat;		
Cue bids, Jumps= see above		
VS ARTIFICIAL STRONG OPENINGS		
vs 1♣: DBL – 4-4+ ♥+♦; 1nt = 1-suiter; 2^n♣ (44) ♣+M; 2^n♦ (44) ♦+M		
2♥ 55(54) MM; 2♦ (64)+ mm; 2nt= (55)+ mm		
vs 2♣: DBL= ♦; 2nt-3nt= 2-suiter		
VS OPPONENTS' TAKEOUT DOUBLE		
Jump shift= suit+support (4!lvl.)/Weak 6+ (3lvl.)		
Jump Raise= PRE; after 1M: 2nt inv with supp; 1nt-(2M-1)=Transfers		

LEADS AND SIGNALS		
OPENING LEADS STYLE		
Suit	Lead	In Partner's suit
Suit	3/5	3/5
NT	2/4	2/4
Subseq		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	Ax, AK	Ax, AK(+)
King	Kx, KQ(+)	Kx, KQ(+),AKJ10(+)
Queen	Qx, QJ(+)	Qx, QJ(+),KQ109(+)
Jack	Jx, J10(+), KJ10(+)	Jx, J10(+),AJ10(+),KJ10(+)
10	10x, K109(+),Q109(+)	10x,109(+), A109(+),K109(+),Q109(+)
9	9x, 109(+)	9x, (H)98(+)
S	Sx,xSx(+),HxS,HxxS(+)	Sx,SSx(+),HxS,HxxS(+)
SIGNALS IN ORDER OF PRIORITY		
Suit	Partner's Lead	Declare's Lead
	Hi/Lo=ODD	Hi/Lo=ODD
	Lo=ENCR	S/P
	S/P	
NT	Lo=ENCR	Lo=Smith's (enc our suit)
	Hi/Lo=EVEN (only 1st lead)	Hi/Lo=ODD
	S/P	
Disc	Lo= Nothing or EVEN or Values	
	Hi-ODD=ODD or Values down by cycle (9♣means♦, 9♦means♥)	
	Hi-EVEN= ODD or Values up by cycle (10♦means♣, 10♣means♦)	
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
T/O= opening values; RESP: Cue=F1, Other=nat NF, Lebensohl		
(EXCEPT: (1♣)-Dbl-(P)-1♦=neg, Others promises values)		
Reopen: norm 10+, may be very weak, when feeling pd's trapping		
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES		
NEG DBL thru 7♦ after 1suit or 2♣ opening		
P/C DBL after 2♦/♥/♦ opening and O/C in possible suit of opener		
PEN DBL after other O/C vs 2lev. Op. in suit can't be held by opener		
Maximum O/C Double;		

WBF CONVENTION CARD		
CATEGORY: RED		
NCBO: RUSSIA		
PLAYERS: TATIANA PONOMAREVA – ALEX DUBININ		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
POLISH CLUB		
1♣= 12-14 (13-15) bal may be 5♦; 2) 4414 11-15; 3) 16+; any		
1♦ = 11-15, 4+, unbal		
1M= 5+ 11-15; 2♣= 11-15 6+♦ or 5♦-4M		
2♦= 3-9, 6+ ♥/♦		
2♥/♦= 3-9 5+-5+m Vuln; 3-9 5+-4+m NV		
2nt= 3-10, 5+♦+♦		
1nt = 15-17		
2 over 1= GF except 1♦-2♥		
Int over 1x= F1		
SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
2♦= 3-8, 6+ ♥/♦		
2♥/♦= (8)9-11(12). 6+ ♥/♦		
2nt= 3-10, 5+♦+♦		
3nt= Gambling (solid 7m)		
vs 1♣/♦: 2♦=♥+♦♣		
SPECIAL FORCING PASS SEQUENCES		
We open 1♦ wih 4♦ and 5 or bad 6♦		
We open higher suit with (65)+		
We play a lot of TRSF sequences		
We bid 1M-2♦ usually with 5+♦, so 1M-2♣= m.b. no clubs		
PHISICS		
rare		
IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE		

OP.	TICK IF ART	MIN NO OF CARDS	NEG DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	X	0	5♦	1)12-14(13-15) bal may be 5♦; 2)4414 11-15; 3) 16+; any	1♦=0-7; 1♥/♦ = 8+HCP, 4+; 1nt=8-10 no 4cM 2m=4+FG; 2♥=8-11, 54 ♦/♦ ; 2♦ 11-14 bal no 4M; 2nt=14+ bal no 4M 3m =6+INV; 3M=6+weak	1♣-1♦- 1♥/♦ = 3+♥/♦ 12-14 or STR 4+♥/♦ 1♣-1♦-INT = 18-21 1♣-1♦-2NT = 22-24 1♣-1♦-2♦ = any GF 1♣-1♥/♦-2♦ = STR relay 2♦ = 4♥/♦ 8-10 2♥ = 4♥/♦ 11+ 2♦ = 5♥/♦ 8-10 2NT+ = 5♥/♦ 11+	
1♦		4	5♦	11-15HCP, 4+♦ unbal	1nt=F1,2♦=MM 0-8, 2♥= 5 ♠+ 4♥ INV, 2♣= INV 6♣, 2nt=FG with ♦ ; 3♣=pre with ♦ or 4♦ with singl FG, 3♦=inv to 5♦,	1♦-1♥/♦-1nt= 4+♦; 1♦-1♥/♦-2♦=6+♦; 1♦-1♥-2♦=543♦ 1,max; 1♦-1♣-2♦=543♦ 1,max; 1♦-1♣-2♦=4♦ 1♦ -1♥/♦ - 3♦ = max, 6♦3♥/♦	
1♥/♦		5(4)	5♦	11-15 5+	1nt=F1: normal 1nt resp or 3-7 with support or 10-12bal or inv with supp or any weak suit 1M - 2NT = inv,4card supp 1M - 3♣ = 6-8,4card supp with shortness 1M - 3♦ = (7)8-10,4card supp without shortness	1M-1nt-2♦=no other nat bid; 1M-1nt-2x-3M=inv with 3c supp 1M-1nt-2nt -6M+5any; 1M-1nt-3s - 6s+5M 1M-2M→2-Way Game Try	may be weaker with good suit; may be good 4c; 2♣=Drury
INT			5♦	15-17 bal	2♣= NF Stayman; 2♦/♥= TRF ♥/♦ 2♦= TRF ♦ or inv bal 2NT = ♦+♦ or ♦ 3♣/♦ = inv, 6+♣/♦ 3♥/♦ = shortness♦/♦ (5431)	1nt-2♣-2♦ : 2♥=(44)+ Majors, weak; 2♣=GF Relay 1nt-2♣-2♦ : 2♦=4♦ inv; 2nt=GF Relay; 1nt-2♣-2♦-3♦= GF Relay 1nt - 2♦/♥ - 2♥/♦ - 2nt+ = TRF 1nt - 2♣ - 2♦ - 3♥/♦ = smolen	
2♣	X	5	5♦t	11-15HCP 6+♦ or 5+♦-4M	2♦=ART, F1 2nt=ART; 1) bad raise; 2) 9-11 6+♦; 3) 55♥♦ inv+ 3♦/♥/♦ = TRF ♥/♦/♦	2♣-2♦ : 2♥/♦ = 4♥/♦; 2nt/3♣=max/min with 6♦ 2♣-2nt-3♣-3♦=9-11 6+♦; 2♣-2nt-3♣-3♥/♦ =inv/GF 55♥♦ 2♣ - 2♦ - 3♦ = gambling♣	
2♦	X	0	2♦	3-8, 6+ ♥/♦	2nt = Asking, F1 3♣/♦ = NF 4♣=asks to TRSF M; 4♦=bid own M; 4♥/♦=P/C	2♦-2nt: 3♦ = 6♥min; 3♦ = 6♦min; 3♦ = 6♦max; 3♦ = 6♥max	
2♥/♦	X	6		(8)9-11(12). 6+ ♥/♦	2nt =Asking, F1 3♣ = ♦ or other major 3♦ = ♣		
2nt	X	-		6-10 55+ minors	4♣/♦=inv 3♥=GF supp♣ ; 3♦ = GF supp♦		
3♣/♦		6		1-2pos constr 3 pos= Random			
3M		6(5)		Vuln 1-2 pos= Classic NV 1-2 pos= Destr 3 pos= Random			
4♣/♦	X	0		NAT		HIGH LEVEL BIDDING	
						CUE= 1st or 2nd round;	
						RKCB= 1430,(then asking for K: 0 or 3, lowest or 2 other, middle or 2 other, high or 2 other)	
3nt	X			Solid 7c minor 1-2 hand – no stopper, 3-4 hand – with stopper	4♣=P/C; 4♦=Asking for side singl	Relays followed by agreeing RKCB;	

DEFENSIVE AND COMPETITIVE BIDDING	
Overcalls (Style; Responding; 1/2 level; Reopening)	
Style: 8-15, 5+, 1st level may occur good 4 SS5.1	
Resp: trf from +1 level OpenS to +1 level OurS	
Jump raise – PRE	
After 1M: 2NT – Nat; Jump Shift – INV, good 6	
Reopen: 8-14, 2suiters like in 2 nd position (2♦ and 2♥)	
Resp: Cue – F1, Other – NF	
1NT Overcall	
2 nd – 14-18, if over 1m – like after opening, if over 1M:	
2♣ – trf ♦, 2♦ – trf OM, 2M – Stayman INV+, 2OM – trf ♣,	
2NT – INV SS	
4 th – 10-15, then like after 2 nd seat SS5.4	
Jump overcalls	
2♦ – majors; Resp: new suit F1. Over 1M – full Michaels	
Reopen – 14-16, onesuiter. Leaping Michaels SS5.1, 5.6	
DIRECT AND JUMP CUE BIDS	
On 2♣/♦: 3♣/♦ – 5+5+ majors, 4♣ – om+♥, 4♦ – om+♦	
On 3♣/♦: 4S multy-landy	
On 2-3♥/♦: 3M – ? stopper, 4♣/♦ – ♦/♦+OM, 4OM – natural, 4M – strong minor	
Over 1♣: 2♣ – 11+, majors 5+/5+, 2♦ – 4-10, majors 5+/4+ SS5.6	
VS NT (vs. Strong/Weak; Reopening)	
Vs Strong (Incl 16) Multy-Landy SS5.	
2♣ – 4+♥/4+♦; Resp: 2♦ – bid best, 2♥/♦ – NF, 2NT – Relay	
2♦ – major one suiter; Resp: 2♥/♦ – p/c; 2NT – Relay	
2♥/♦ – 5+♥/♦&4+♦/♦; Resp: 2NT – Relay; 3♣/♦ – natural	
Vs Weak (< 16) Landy	
2♣ – 4+♥/4+♦; Resp: 2♦ – bid best, 2♥/♦ – NF, 2NT – Relay	
Reopen only in MP (pairs) against strong NT – DONT	
VS PREE (Doubles; Cue-bids; Jumps; NT bids)	
DBL – T/O; NT – nat;	
Cue bid at 4th level – 2-suiter	
4 minor with jump – 5/5 with major	
VS ARTIFICIAL STRONG OPENINGS	
vs 1♣: DBL – ♣; 1 st level – L/D; 1NT – onesuiter;	
2 nd level DON'T from 44	
vs 2♣: DBL – ♣	
VS OPPONENTS TAKEOUT DOUBLE	
RDBL – strong, F to 2NT or dbl, exc 1♦-(dbl)-rdbl – 4+♥	
Jump raise – PRE	
After 1♥/♦-(dbl) – transfers, 2NT= INV with support	

LEADS AND SIGNALS		
Opening Leads style		
Suit	Lead	In part suit
NT	From H 3/5, from small MUD	Same
	Attitude	
	Vs NT 10&9 0/2, direct in figures	
Leads		
	vs. Suit	vs. NT
Ace	AKx(+), Ax(+)	same
King	AK(+), KQ(+)	Asks to unblock
Queen	AQJ(+), QJ(+), Qx	same, KQx(+)
Jack	KJ10(+), J10(+), Jx	J10(+), Jx
10	H109(+), 10x	A/KJ10(+), 109x(+), (H)10x
9	9x, 109x(+)	H109(+), 9x
small	Sx, xSx, xSxx	Sx, xSx, x/HSSS (attitude)
Signals in order of priority		
	Partner lead	Declarer lead
Suit	Lo – encour / UDCA	Same
	Lo/Hi – even	Same
	General suit pref	Same
NT	Lo/Hi – even	Lo/Hi - even
	Lo – encour	General suit pref
Discard	Hi&E =Higher, Hi&O=Lower, Lo=this or nothing	
Other signals		
By trumps: General suit preference (rare count)		
NT: High in 2 nd trick (other suit) encour partners opening lead, discour self lead		
From xxxx discards on partners lead could be xx12		
DOUBLES		
Takeout doubles		
T/O – Openig values; RESP: Cue – F1, Other – NF, except (1♣)-dbl, now 1♦ – neg, 1♥/♦ – 7+, F1		
Reopen: 8+, may be very weak when feel trapping		
Special artificial and competitive doubles		
NEG DBL through 7♥ after 1♦/♥/♦ opening		
PEN DBL through 7♥ after 2♦ and above opening		
Lightner vs slam		
Double vs splinter (except green vs red): LD to highest suit		
Vs Strong NT		
2 nd seat dbl – =4M, 5+m		
4 th seat MP – one-suiter		

WBF Convention Card	
Category: GREEN	NCBO: Russia
Tatiana Dikhnova #500329 // 59182	
Tatiana Ponomareva #500115 // 24058	
Mikhail Krasnoselskii #500072 // 23417	
SYSTEM SUMMARY	
General approach and style: NATURAL + TRANSFERS	
1♣ – 2♣+, 11-21	
1♦ – 4♦+, 11-21	
1♥/♦ – (9)10-21 5+♥/♦	
1NT – (14)15-17	
2♣ – any GF or 22-23 bal	
2♦ – (4)5-10 unbal, both majors 4+4+	
2♥/♦ – weak 2, from 5 cards	
2NT – 20-21 bal	
2 over 1 – GF (except 1♣-2♥, 1♣-2♣)	
1NT over 1♥/♦ – F1	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
2♦ – (4)5-10 unbal, both majors 4+4+	
Transfer bids after 1♣/♦/♥/♦-(dbl)/1S SS4	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES	
We are nice! Be nice with us, please!	
We open higher suit with (65)+	
We open 1♦ with 4♦ and 5+♣	
(1S)-2S..4S’-(dbl) – trf starting from rdbl, fit+LD or own suit Transfer to cue – shortness + fit, NT – natural SS5.2	
PHYSICS	
Rare, but happens	

OP	ART	MIN CARD	NEG DBL	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		2	7nt	11-21, 2♦+ if 4432	Major preference 1♦/♥ – trf; 1♠ – 5+, trf to NT, mb 4/5♦&4♣ 1NT – 8-10 bal, nt hand, 2♣ – 10+, 5♣; 2♦ – GF, 5♦+, denies 4♣/♥/♦, 2♥/♦ – 5♣&4♦+ NF/INV	1♣-1♦-1♥ – 3♥ or 4♥, 17+ 1♣-1♦-1NT-2♥ – GF, 5♦+/4♣+; 1♣-1♣-1NT-2♣ – GF, 4♦/4♣ 1♣-1♦-2♣ – GF, 6♦+; 1♣-1S-2NT – 18-19 bal; 1♣-1♦/♥-1any → 2way CB SS2.3 SS2.4 , direct transfers to canape	
1♦		4	7nt	11-21, 4♦+, mb 5♣	Major preference 2♦ – GF, 4♦; 2nt – 11-12 INV 3♣ – preemptive or Splinter 10-13. 3♦ – INV, 4♦+, no S	1♦-1x1y: 2way check-back SS2.2 SS2.4 , direct transfers to canape 1♦-1♥-2♣ – GF, 6♦ 1♦-2♣: 2♦ – no other bid, 2♥ – 11-14, 4♣; 2♣ – 11-14, 6♦	Opening may be weaker with good suit
1♥/♦		5(4)	7nt	10-21, 5♥/♦+	1NT – F1, 2-15 pc 1♥-3♣/♦ – 9-11, good 6+; 1♥-3♦ PRE 1♥-2NT – INV with (3)4+fit 2/1 GF except 1♣-2♥	1♥-1♣-1nt: 2way check-back SS2.1 , direct trf to canape, 4♣/♦ – void 1♥-2♣/♦-2♦ – 4♣ Extra length transfers SS3	Opening may be weaker with good suit; May be good 4card; 2♣ – DRURY fit (3rd seat)
1NT			7nt	15-17 balanced	2♣ – NF Stayman; 2♦/♥ – trf ♥/♦ 2♣ – trf ♦; 2NT – 4+4+♦/♦ or trf ♦ 3♣/♦ – INV good 6 3♥/♦ – “5431” ♥/♦ shortness	1NT-2♣-2♦: 2♥ – NF majors; 2♣ – relay; 3♣ – 0-1M; 3♦ – 0-1m 1NT-2♣-2♥: 2♣ – relay; 3♣ – 0-1♥; 3♦ – 0-1m 1NT-2♣-2♦: 3♣ – relay; 3♦ – 0-1m; 3♥ – 0-1♣4♥ After trf to M → 2nd trf, GF minor, INV major (2♣ trf to NT, INV, mb unbal)	
2♣	x	0	7nt	GF any or 22-23 balanced	2♦ – relay Kokish 2♥/♦ – Good suit 5+ 2NT – 55 minors, F in both	2♣-2♦-2♥: 5+♥ or GF balanced, 2♣-2♦-2nt: 22-23 2♣-2♦-2♥-2nt: 6♣	
2♦	x	0		(4+5+)♥+♦, (4)5-9(10)	2♥/♦ – NF, 3♥/♦ – PRE; 2NT – GF Relay; 3♣ – pp to 3♦, INV with fit, 3♦ – INV 33	2♦-2NT Resp: 3♣ – 5♥4♦; 3♦ – 5♣4♥; 3♥/♦ – max/min 55;	NV may be very weak May be 4432
2♥/♦		6(5)		V: 6-10 NV: 3-9	2NT – INV+ Relay, response min-max 2♣ – NF Raise – PRE	Apply one suit model	NV may be very weak
2NT			7nt	20-21 balanced	2♣ – Stayman 4 answers; 3♦/♥ – trf ♥/♦	2nt-3♣-3♥-3♦ – SI with ♥, 2nt-3♣-3nt-4♦/♥ – trf to 4♥/♦	
3S		NV: (5)6 V: (6)7		NV ag V: destr V as NV: like AKJxxxx Oth: 1-2 seat classic 3-4 seat random	New suit – F1	HIGH LEVEL BIDDING CUE – 1st or 2nd round, void priority RKCB – 1430, then if asking for K: 0 or 3, lowest or 2 others, middle or 2 others, high or 2 others With void after RKCB 5NT – 2 aces, no queen, any void 6x – 2 aces, trump queen and void natural, if not possible – void in high suit 5NT after RKCB – INV to 7 5NT w/o RKCB if fit – Josephine: 6♣ – NEG; 6♦ – 1H; etc; 6NT – 2H; 7 – 3H 5NT w/o RKCB if no clear fit – pick a slam	
3NT	x			1-3 seat: solid 7card minor 4 seat: to play	4♣ – P/C; 4♦ – ask for S		
4♣/♦		7		PRE			
4♥/♦		6		To play (rather pre)			
4NT	x			65+ Minors			

1. Rules and Models

- Slower – stronger Faster – weaker. Lower bid – good distribution, high bid – bad distribution
- If we have two Singletons, rule is – If you may bid singleton natural, next bid if second one. If it's two art bid – by steps
- Models of One suit, 9 cards, 10 card major/minor, 11 cards (3nt 11 other void)
- Void priority / Major preference on 1 minor / Rdbl – never with support
- $1\spadesuit-(p)-1\spadesuit-(2\heartsuit)-\dots-3\spadesuit$ – nf
- In 4hand bidding dbl or cuebid are strong, others bids NF
- If we have fit, we show shortness (no on 2M relay), on relay w/o fit – we show distribution (fragment)
- In case of major fit 3nt NF only in case og 8cards fir and both hand are balanced. If 5/4 or fit + 5cards of fit + S 3nt is waiting
- If repeat of suit inh 2nf level promises 6 cards, 2nt os relay. If not – 2nt is INV
- Extra length transfers Always after 1x(M)-2y-2x/z-2x/2nt (mb z fit)

2. 2way check-back

$1\spadesuit-1\spadesuit-1\heartsuit; 1\spadesuit-1\spadesuit-1\clubsuit; 1\spadesuit-1\spadesuit-1\clubsuit; 1\spadesuit-1\spadesuit-1\heartsuit; 1\spadesuit-1\spadesuit-1\heartsuit; 1\spadesuit-1\spadesuit-1\heartsuit; 1\spadesuit-1\spadesuit-1\heartsuit$

Main priciples:

Bidding after $1\spadesuit/\clubsuit$ and $1\heartsuit$ is different because of major/GF preference. After $1\heartsuit$ direct trf in 3rd level is 55, after 1m – canape.

All direct splinters on last natural major

If we bid $2\spadesuit$ and after $2\spadesuit$ jump to 3nt – we promise 5card and asks to choose. Otherwise 3nt is to play.

2.1 $1\heartsuit-1\spadesuit-1\clubsuit$ (With $4\spadesuit$ and fit we have exactly INV, otherwise we start from $2\spadesuit$)

First answers

- $2\spadesuit$ – trf to $2\spadesuit$ (weak ♦ or any invitational)
- $2\spadesuit$ – ~any GF (no 5/5) → $2\heartsuit$ no fit, $2\spadesuit$ fit 3 cards →→→
- $2\heartsuit$ – INV
- $2\clubsuit$ – NF
- $2\spadesuit$ – trf to ♠ (weak or GF 55) → $3\spadesuit$ autobid → S with GF
- $3\spadesuit$ – GF, trf ♦ (5/5) → $3\spadesuit/\clubsuit$ fit ($3\heartsuit$ 622) → 10CM, $3\heartsuit$ 4th suit
- $3\spadesuit$ – Sl, trf to ♦, 3 card fit ♦+5♣ → 3♦ waiting → S (3nt F1)
- $3\heartsuit$ – GF, solid 6♦ → $3\spadesuit$ relay → 3nt no S, 4S – S
- $3\spadesuit$ – INV to $4\spadesuit$, not 3nt
- $4\spadesuit/\clubsuit/\heartsuit$ – autosplinter to void

$1\heartsuit-1\spadesuit-1\clubsuit-2\spadesuit-2\heartsuit$

- Trf -2. Accept direct – good hand, fit
- $2\spadesuit$ – trf $4\spadesuit+$
- $2\heartsuit$ – trf to $4\spadesuit+$
- $3\spadesuit$ – trf to $4\heartsuit$ → $3\heartsuit$ good hand → **9CM**
- $3\spadesuit$ – trf to so-so 6♦ → $3\heartsuit$ good ♦, $3\spadesuit$ positive to ♠ → 3nt – no S, $4\spadesuit/\clubsuit$ – S
- $3\heartsuit$ – 3/3♣ – 64 S by steps
- $3\spadesuit$ – to play
- $4\spadesuit/\clubsuit$ – void, $4\heartsuit$

$1\heartsuit-1\spadesuit-1\clubsuit-2\spadesuit-2\heartsuit$

- trf -1, after accept trf **9CMm**, otherwise **9CMM**
- $2\heartsuit$ – trf $4\spadesuit+$
- $3\spadesuit$ – trf to $4\spadesuit+$
- $3\heartsuit$ – trf to $4\heartsuit$ → $3\heartsuit$ → **9CM**
- $3\heartsuit$ – trf to so-so 6♦ → $3\heartsuit$ – no S, $4\spadesuit/\clubsuit$ – S
- $3\spadesuit$ – 644 → 3nt F1 → $4\spadesuit/\clubsuit$ – S, after on 1st major
- $3\heartsuit$ – to play
- $4\spadesuit/\clubsuit$ – void, $4\heartsuit$

2.2 $1\heartsuit-1\spadesuit-1\clubsuit$ etc 1♦

Main priciples: Any fit now is possible. All direct bids on las natural major. Direct trf on 3rt level – canape, 5+

$1\spadesuit-1\heartsuit-1\clubsuit$

- $2\spadesuit$ – trf to $2\spadesuit$ (weak ♦ or any INV)
- $2\spadesuit$ – ~any GF → $2\heartsuit$ no fit, $2\spadesuit$ fit 3c, 2nt – 18-19, other 15+ nat, unbal
- $2\heartsuit$ – NF
- $2\clubsuit$ – NF
- $2\nt$ – W/S, trf to $5\spadesuit+$, pp to $3\spadesuit$
- $3\spadesuit$ – GF, trf to $5\spadesuit+$
- $3\heartsuit$ – GF, solid 6♦ → $3\heartsuit$ → **1SM**
- $3\heartsuit$ – INV to $4\heartsuit$, not 3nt (otherwise $2\spadesuit$)
- $3\spadesuit$ – INV to $4\spadesuit$, not 3nt (otherwise $2\spadesuit$)
- $3\nt$ – to play
- $4\spadesuit/\clubsuit$ – void, $4\spadesuit$

First answers

- $1\spadesuit-1\heartsuit-1\clubsuit$
- $2\spadesuit$ – trf to $2\spadesuit$ (weak ♦ or any INV)
- $2\spadesuit$ – ~any GF → $2\heartsuit$ no fit, $2\spadesuit$ fit 3c
- $2\heartsuit$ – NF
- $2\clubsuit$ – GF, natural
- $2\nt$ – W/S, trf to $5\spadesuit+$
- $3\spadesuit$ – GF, trf to $5\spadesuit+$
- $3\heartsuit$ – GF, solid 6♦ → $3\heartsuit$ → **1SM**
- $3\heartsuit$ – INV to $4\heartsuit$, not 3nt
- $3\spadesuit$ – autosplinter to void
- $3\nt$ – to play
- $4\spadesuit/\clubsuit$ – autosplinter to void

$1\spadesuit-1\heartsuit-1\clubsuit$

- $2\spadesuit$ – trf to $2\spadesuit$ (weak ♦ or any INV)
- $2\spadesuit$ – ~any GF → $2\heartsuit$ no fit, $2\spadesuit$ fit 3c
- $2\heartsuit$ – NF, ~5/5 (c 5/4 cpasy 2♦)
- $2\clubsuit$ – NF
- $2\nt$ – W/S, trf to $5\spadesuit+$
- $3\spadesuit$ – GF, trf to $5\spadesuit+$
- $3\heartsuit$ – GF, trf to $5\spadesuit+$
- $3\heartsuit$ – GF, solid 6♦ → $3\heartsuit$ → **1SM**
- $3\heartsuit$ – INV to $4\heartsuit$, not 3nt
- $3\spadesuit$ – to play
- $4\spadesuit/\clubsuit$ – autosplinter to void

Continuation

$1\heartsuit-1\spadesuit-1\clubsuit-2\spadesuit-2\heartsuit$

- $1\heartsuit-1\spadesuit-1\clubsuit-2\spadesuit-2\heartsuit$
- Trf -2. Accept direct – good hand, fit → **9CM**
- $2\spadesuit$ – trf $4\spadesuit+$
- $2\heartsuit$ – trf to $4\spadesuit+$
- $3\spadesuit$ – trf to so-so 6♦ → $3\heartsuit$ good hand → **1SM**

$1\heartsuit-1\spadesuit-1\clubsuit-2\spadesuit-2\heartsuit$

- $2\spadesuit$ – trf $4\spadesuit+$
- $2\heartsuit$ – trf to $4\spadesuit+$
- $3\spadesuit$ – trf to so-so 6♦ → $3\heartsuit$ good hand → **9CM**
- $3\heartsuit$ – $6\spadesuit4\spadesuit$ → $3\heartsuit$ → **10CM**
- $3\spadesuit$ – $4\spadesuit$ no S, no 5♦ → 3nt to play
- $3\nt$ – to play
- $4\spadesuit/\clubsuit$ – S, $4\spadesuit$

$1\heartsuit-1\spadesuit-1\clubsuit-2\spadesuit-2\heartsuit$

- $2\spadesuit$ – trf $4\spadesuit+$
- $2\heartsuit$ – trf to $4\spadesuit+$
- $3\spadesuit$ – trf to $4\spadesuit+$
- $3\heartsuit$ – trf to so-so 6♦ → $3\spadesuit$ good hand on ♠ → **1SM**
- $3\spadesuit$ – $3\spadesuit4\spadesuit$ S by steps
- $3\nt$ – to play

$1\heartsuit-1\spadesuit-1\clubsuit-2\spadesuit-2\heartsuit$

- $1\heartsuit-1\spadesuit-1\clubsuit-2\spadesuit-2\heartsuit$
- trf -1, after accept trf **9CMm**, otherwise **9CMM** 2nt –
- $2\spadesuit$ – trf $4\spadesuit+$
- $3\spadesuit$ – trf to $4\spadesuit+$
- $3\heartsuit$ – trf to so-so 6♦ → $3\heartsuit$ → **1SM**
- $3\spadesuit$ – trf to $4\spadesuit$, 5♦ → $3\spadesuit$ good hand → **9CM**
- $3\heartsuit$ – $6\spadesuit4\spadesuit$ → $3\heartsuit$ → **10CM**
- $3\spadesuit$ – $4\spadesuit$ no S, no 5♦ → 3nt to play
- $3\nt$ – to play
- $4\spadesuit/\clubsuit$ – S, $4\spadesuit$

$1\heartsuit-1\spadesuit-1\clubsuit-2\spadesuit-2\heartsuit$

- $2\spadesuit$ – trf $4\spadesuit+$
- $2\heartsuit$ – trf to $4\spadesuit+$
- $3\spadesuit$ – trf to so-so 6♦ → $3\heartsuit$ → **1SM**
- $3\heartsuit$ – trf to $4\spadesuit$, 5♦ → $3\spadesuit$ → **9CM**
- $3\spadesuit$ – $4\spadesuit$ no S, no 5♦
- $3\nt$ – to play
- $4\spadesuit/\clubsuit$ – S, $4\spadesuit$

$1\heartsuit-1\spadesuit-1\clubsuit-2\spadesuit-2\heartsuit$

- $2\spadesuit$ – trf $4\spadesuit+$
- $2\heartsuit$ – trf to $4\spadesuit+$
- $3\spadesuit$ – trf to $4\spadesuit+$
- $3\heartsuit$ – trf to so-so 6♦ → $3\spadesuit$ → 3nt – no S, $4\spadesuit/\clubsuit$ – S
- $3\spadesuit$ – $6\spadesuit4\spadesuit$ → F1 → $4\spadesuit/\clubsuit$ – S, after on 1st major
- $3\nt$ – to play

2.3 $1\spadesuit-1\heartsuit-1\clubsuit$ etc 1♦

First answers

- $1\spadesuit-1\heartsuit-1\clubsuit$
- $2\spadesuit$ – pp $2\spadesuit$ (weak ♦ or any INV)
- $2\spadesuit$ – GF → $2\heartsuit$ min, $2\spadesuit$ max
- $2\heartsuit$ – NF
- $2\clubsuit$ – GF, $4\spadesuit$
- $2\nt$ – W/S, trf to $5\spadesuit+$
- $3\spadesuit$ – GF, trf to $5\spadesuit+$
- $3\heartsuit$ – GF, good 6♦ → $3\heartsuit$ → **1SM**
- $3\heartsuit$ – INV to $4\heartsuit$, not 3nt ($2\spadesuit$)
- $3\spadesuit$ – void, autosplinter
- $3\nt$ – to play
- $4\spadesuit/\clubsuit$ – void, autosplinter

$1\spadesuit-1\heartsuit-1\clubsuit$

- $2\spadesuit$ – trf to $2\spadesuit$ (weak ♦ or any INV)
- $2\spadesuit$ – ~any GF → $2\heartsuit$ no fit, $2\spadesuit$ fit
- $2\heartsuit$ – NF, ~5/5 (c 5/4 cpasy 2♦)
- $2\clubsuit$ – NF
- $2\spadesuit$ – trf to $4\spadesuit+$
- $2\heartsuit$ – trf to $4\spadesuit+$
- $3\spadesuit$ – trf to so-so 6♦ → $3\heartsuit$ good hand → **1SM**
- $3\heartsuit$ – INV to $4\heartsuit$, not 3nt
- $3\spadesuit$ – void, autosplinter
- $3\nt$ – to play
- $4\spadesuit/\clubsuit$ – void, autosplinter

$1\spadesuit-1\heartsuit-1\clubsuit$

- $2\spadesuit$ – trf to $2\spadesuit$ (weak ♦ or any INV)
- $2\spadesuit$ – ~any GF → $2\heartsuit$ min, $2\spadesuit$ max
- $2\heartsuit$ – NF, ~5/5
- $2\clubsuit$ – NF
- $2\spadesuit$ – trf $4\spadesuit+$
- $2\heartsuit$ – trf to $4\spadesuit+$
- $3\spadesuit$ – trf to $4\spadesuit+$
- $3\heartsuit$ – trf to so-so 6♦ → $3\spadesuit$ → 3nt – no S, $4\spadesuit/\clubsuit$ – S
- $3\spadesuit$ – $6\spadesuit4\spadesuit$ → F1 → $4\spadesuit/\clubsuit$ – S, after on 1st major
- $3\nt$ – to play
- $4\spadesuit/\clubsuit$ – autosplinter to void

$1\spadesuit-1\heartsuit-1\clubsuit$

- $2\spadesuit$ – trf to $2\spadesuit$ (weak ♦ or any INV)
- $2\spadesuit$ – ~any GF → $2\heartsuit$ no fit, $2\spadesuit$ fit
- $2\heartsuit$ – NF, ~5/5 (c 5/4 cpasy 2♦)
- $2\clubsuit$ – NF
- $2\nt$ – W/S, trf to $5\spadesuit+$
- $3\spadesuit$ – GF, trf to $5\spadesuit+$
- $3\heartsuit$ – GF, trf to $5\spadesuit+$
- $3\heartsuit$ – GF, solid 6♦ → $3\spadesuit$ → **1SM**
- $3\spadesuit$ – INV to $4\spadesuit$, not 3nt
- $3\nt$ – to play
- $4\spadesuit/\clubsuit$ – autosplinter to void

Continuation after 2♥

1♦-1♦-1♥-2♦-2♥ 2♦ – trf 4♦+ 2nt – trf to 4♦+ 3♣ – trf to so-so 6♦ → 3♥ enc → 1SM 3♦/3♥ – 6♦4♦ S by steps 3nt – to play	1♦-1♦-1♦-2♦-2♥ 2♦ – trf 4♦+ 2nt – trf to 4♦+ 3♣ – trf to so-so 6♦ → 3♥ enc → 1SM 3♦ – trf to 4♦, 5♥ → 3♣ enc → 9CM 3♥ – 6♦4♦ → 3♦ → 10CM 3♣ – 4♦ no S, no 5♥ → 3nt to play 3nt – to play 4♦/♦ – S, 4♦	1♦-1♦-16K-2♦-2♥ 2♦ – trf 4♦+ 2nt – trf to 4♦+ 3♣ – trf to so-so 6♦ → 3♥ enc → 1SM 3♦/3♥ – 6♦4♦ S by steps 3nt – to play	1♦-1♥-1♦(1nt)-2♦-2♥ 2♦ – trf 4♦+ 2nt – trf to 4♦+ 3♣ – trf to 4♦+ 3♦ – trf to so-so 6♦ → 3♦ enc ♠ → 1SM 3♦/3♣ – 6♦4♦ S by steps 3nt – to play
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1♦-1♦-1♥-2♦-2♥-2♦ 2nt – trf 4♦+ 3♣ – trf to 4♦+ 3♦ – trf to so-so 6♦ → 3♦ → 1SM 3♦/3♣ – 6♦4♦ S by steps 3nt – to play	1♦-1♦-1♦-2♦-2♦ 2nt – trf 4♦+ 3♣ – trf to 4♦+ 3♦ – trf to so-so 6♦ → 3♦ → 1SM 3♦/3♣ – 6♦4♦ S by steps 3nt – to play	1♦-1♦-16K-2♦-2♦ 2nt – trf 4♦+ 3♣ – trf to 4♦+ 3♦ – trf to so-so 6♦ → 3♦ → 1SM 3♦/3♣ – 6♦4♦ S by steps 3nt – to play	1♦-1♥-1♦(1nt)-2♦-2♦ 2nt – trf 4♦+ 3♣ – trf to 4♦+ 3♦ – trf to 4♦+ 3♦ – trf to so-so 6♦ → 3♦ → → 1SM 3♦ – 6♦4♦ → 3nt F1 → 4♦/♦ – S by steps 3nt – to play
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1♦-1♦-1NT-2♦-2♦-2♦ – INV 55

Not 2♦ on 2♦ All over 3♣ GF, 18+

1♦-1♥-1♦-2♦
2♦ – 15-17, 4♦3♦5♦+
2♣ – GF, no 6♦, no 3♥
2nt – 18-19
3♣ – ???
3♦ – 18+, 6♦4♦, no 3♥
3♥ – 18+ 4♦3♦5♦+ → 3♣ 12CM♦
3♣ – ????

1♦-1♦-1♥-2♦
2♦ – 15-17, 3♥ unbal
2♣ – 15-17, 4♦3♦5♦+
2nt – 18-19
3♣ – 15+, 6♦3♥
3♦ – 18+, 3♦4♦5♦+
3♥ – 17+ 4♦
3♣ – 18+, 4♦3♦5♦+

1♦-1♦-1♦-2♦
2♦ – ~any GF
2♣ – 15-17, 4♦5♦+
2nt – 18-19
3♣ – 18+, 6♦
3♦ – 18+, 4135
3♥ – 18+, 4216, Fx ♥
3♣ – 18+, 4♦5♦, no 3♦

1♦-1♥-1♦-2♦
2♦ – 15-17, 3♦4♦5♦+
2♣ – 15-17, 3♦ unbal
2nt – 18-19
3♣ – 15+, 6♦, 3♦
3♦ – 18+ 3♦4♦5♦+
3♥ – 18+ 3♦4♦5♦+
3♣ – 17+, 4♦

Not 2♦/♦ on 2♦

1♦-1♥-1♦-2♦
2nt – 18-19
3♣ – 15+, 4441
3♦ – 15+, 6♦4♦, no 3♥
3♥ – 15+ 4♦3♦5♦
3♣ – ????

1♦-1♦-1♥-2♦
2nt – 18-19
3♣ – 15+, 6♦3♥
3♦ – 15+, 3♦4♦5♦+
3♥ – 17+ 4♦
3♣ – 15+, 4♦3♦5♦+

1♦-1♦-1♦-2♦
2nt – 18-19
3♣ – 15+, 4♦6♦
3♦ – ???
3♥ – 15+, 4♦6♦, Fx ♥
3♣ – ???

1♦-1♥-1♦-2♦
2nt – 18-19
3♣ – 15+, 6♦3♦
3♦ – 15+ 3♦4♦5♦+
3♥ – 15+ 3♦4♦5♦+
3♣ – 17+, 4♦

1♦-1♥-1♦-2♦ 3♦ – 15+, 6♦4♦, no 3♥ → 3♦ 6, 3♣ 12CM♦, 4♦ cue ♦, 4♦ – fit no ♣ cue / 3♦ – 15+ 4♦3♦5♦ → 3♣ 12CM♦, 4♦ cue on ♥, 4♦ – fit ♦
1♦-1♦-1♥-2♦-3♦ – 15+, 6♦3♦ → 3♦ 9CM♥, 3♦ – weak with ♦, 3♣ values for 36k, 4♦ cue ♦, 4♦ – fit no ♣ cue

3. Models and extra length transfers

1 suit model // 1SM
3nt – S
3/4S – S

10 cards major model // 10CMM
3nt – void
4S – S

12 cards model // 12CM
Repeat long suit (4+) – +1, repeat shortness – void. Repeat 3 – positive, 5431, 3nt negat, 5431
1♦-2♦-2♦-2nt-3♣-3♦

9 cards model // 9CM
3nt – 5422 (6322)
3/4S – S

10 cards minor model // 10CMm
3nt – negat
3/4S – S
4m – 6511

3♦ – 5530
3♣ – 6430
3nt – 5431 bad hand
4♦ – 5440
4♦ – 5431 good hand

Base rules:

After relay with fit with 5530 we show 3, after relay no fit, we decide. We have void priority.

To apply models we give fit in 2/3 levels. If we already bid 2nt natural we user fits by steps. If we didn't – we apply only natural fits. If we have only one free bid before 3nt – it's fit on farest suit. Other bids are cubids in nearest suit. After relat with fit we play in this suit except if we found 6/3 hearts after 2spades relay with 4/4.

Case 1. 1x-1y-2x (we know 6 in opening suit)

1♦-1♦-2♦, 1♦-1♥-2♦, 1♥-1♦-2♦. We have no nt INV. Inv is only 3 in our suits.

1♦-1♥-2♦-2?

3♦/♥ – INV
2♦/3♣ – nat, can't bid NT
2NT – F1

3♣ – 3♥ (partners suit) → 3♦ – fit in ♦, **9CM♦**; 3♥ – fit in ♥, **9CM♥**
3♦/4♦ – cue on ♥
3♦ – S♣ (те 7♦, т.к. не более 5 карт то мажорах)
3♥ – S♦
3♣ – S♣

1♥-1♦-2♦-?

3♦/♦ – INV
3♣/♦ – nat, can't bid NT
2NT – F1

3♣ – 3♦ (partners suit) → 3♦ – cue on ♦; 3♥ – fit in ♥, ~**9CM♥**; 3♣ – fit in ♦, ~**9CM♦**
3♦ – S♣ (те 7♦, т.к. <= 5 карт сбоку)
3♥ – S♦
3♣ – S♣

Case 2. 1M-2x-2y/M (we know 5/4 or 5)

Direct fit on 3rd level shows minimal hand. 2nt denies fit if we could give fit in 2nd level. After we apply extra length transfers. 3nt always 5422, 3♣ - wrong fragment.

Case 2.1. 1M-2x-2y with 2nd suit. So, we have to bids to show more cards, right and wrong fragments, 5422.

1♦-2♦-2♦-2? 2♦ – can't bid NT, 3♣ – 6+♦ → nat,
3♦/♣ – fit, minimum
2NT – waiting, no ♦ fit → → →
3♣ – 5+5♦ → 3♦ – **10CM♦**, 3♥ – cue on ♦, 3♣ – may be play in 52 fit?
3♦ – 5+4♦3♣ – «right» fragment → 3♦ – **12CM♦**
(only 1 bid before 3nt); 3♣ – may be play in 52 fit?
4♦ – play in ♦
3♦ – 6+4♦ → 3♦ – **10CM♦**; 4♦/♦ – cue on ♦; 4♦ – fit in ♦
3♣ – 5+4♦3♥ – only ♦ fit is possible → 4♦ – fit ♦ with A♦; 4♦ – fit ♦ no A♦; 4♦ – may be play in 52 fit?
3NT – 5422

1♦-2♦-2♦-2?
2NT – waiting no ♦ fit → → →
3♣ – 5+4♦3♣ – «right» fragment → 3♦ – **12CM♦**; 3♦ – may be play in 52 fit?
3♦ – 5+5♥ → 3♦ – **10CM♥**; 3♣ – may be play in 52 fit?
3♥ – 6+4♦ → 3♦ – **10CM♦**; 4♦/♦ – cue with ♥ fit
3♦ – 5+4♦3♦ → 4♦ – fit in ♥, 4♦ – fit in ♦; 4♦ – may be play in 52 fit?
3NT – 5422

1♦-2♦-2♦-2?
3♦ – can't bid NT, 3♦ – 6+♦ → nat; 3♦/♦ – fit, minimum
2NT – waiting, no ♦ fit → → →
3♦ – 3♦ → 3♦ – **12CM♦**; 3♦ – 3♦ – may be play in 52 fit?
3♦ – 5+5♥ → 3♦ – **10CM♥**; 3♦ – may be play in 52 fit?
3♥ – 6+4♦ → 3♦ – **10CM♦**
3♦ – 5+4♦3♦ only fit ♥ is possible → 4♦ – fit in ♥
3NT – 5422

2♦ – fit ♦, waiting. Here we can show min with 2NT (except 5+5♦) → relay 3♣ same answers. Direct 3♦-3NT is maximum

1♥-2♦-2♥-? → 3♣ – 6+♦; 3♦ – can't bid NT
 3♥/♦ – fit, min
 2NT – waiting, no ♠ fit →→→
 3♣ – 3♣ («right» fragment) → 3♦ – **12CM♦**; 3♥ – **12CM♥**; 3♦ – I don't know
 3♦ – 4+6♥ → 3♥ – **10CM♥**; 3♦ – I don't know
 3♣ – 4+5♥3♦ («wrong» fragment) → only fit ♥ is possible → 4♦ – fit in ♥
 3NT – 5422
 3♥ – free bid, «I have all» – 4603 with right fragment → 3♣ – ♥ fit; 4♣ – ♦ fit
1♥-2♦-2♥-? → 2♦ – fit ♦, waiting
 2NT any min except 3♣ bid (4+5♥3♦), direct 3♦-3NT – max:
 3♣ – 3♣ («right» fragment) → 3♦ – **12CM♦**; 3♥ – **12CM♥**; 3♦ – **12CM♦**
 3♦ – 4+6♥ → 3♥ – **10CM♥**; 3♣ – **10CM♦**
 3♣ – 4+5♥3♦ («wrong» fragment)
 3NT – 5422
 3♥ – free bid, «I have all» – 4603 with right fragment → cue on ♣

1♥-2♦-2♦-? → ~ same, 2♥ – fit ♥, waiting → 2♦ any negat → 2NT relay;
 2♦ – can't bid NT; 3♣ – 6+♦; 3♦/♥ – fit, min
 2NT – waiting (**no ♥ fit**) →→→
1♥-2♦-2♦-2nt?
 3♣ – 55 → 3♦ – **10CM♦**; 3♥ – **10CM♥**; 3♦ – I don't know
 3♦ – 6+4♦ → 3♥ – **10CM♥**; 3♣ – **10CM♦**
 3♥ – 5+4+3♣ («right» fragment) → 3♣ – **12CM♦**; 4♣ – ♦ fit
 3♣ – 5+4+3♦ («wrong» fragment), only ♦ is possible → 4♦ – fit ♦ with A♦; 4♦ – fit ♦ no A♦
 3NT – 2542 → 4♣ – fit ♦ with A♦; 4♦ – fit ♦ no A♦;
1♥-2♦-2♦-2♥-? fit ♥, waiting
 2NT – 2542
 3♣ – 55 → 3♦ – **10CM♥** with 3♦; 3♥ – **10CM♥**; 3♦ – ace on ♥ (because no relay – A♦ as well)
 3♦ – 6+4♦ → 3♥ – **10CM♥**; 3♦ – ace on ♥ (because no relay – A♦ as well)
 3♥ – 5+4+3♣ («right» fragment) → 3♣ – **12CM♥**
 3♣ – 5+4+3♦ («wrong» fragment) → 3nt – waiting no cue ♣, 4♣/♦ – cue

2♦ – fit ♦, waiting. Here we can show min with 2NT (except 5+3♦) → relay 3♣ same answers. Direct 3♦-3NT is maximum

1♥-2♦-2♥-? Same as **1♥-2♦-2♥**, with ♦ «right» fragment → 2♦ – fit ♦, waiting; 2NT – waiting (**no ♦ fit**); 3♣ – 6+♦ – nat; 3♦ – 4th suit; 3♦/♦ – fit, min
1♥-2♦-2♥-2nt? →→→
 3♣ – 4513 → 3♦ – **12CM♦**; 3♥ – **12CM♥**; 3♦ – I don't know
 3♦ – 6+4♦ → 3♥ – **10CM♥**; 3♣ – I don't know
 3♥ – free bid, «I have all» – 4630 → 3♣ – ♥ fit; 4♣ – ♦ fit
 3♣ – 5+4+3♦ («wrong» fragment) → only ♥ fit is possible → 4♣/♦ – fit ♥ with A♦
 3NT – 2542 → 4♣/♦ – cue with fit ♥
1♥-2♦-2♥-2♦-? → 2NT any min except 3♣ bid (4+5♥3♦), direct 3♦-3NT – max:
 3♣ – 4513 → 3♦ – **12CM♦**; 3♥ – **12CM♦** with 3♦
 3♦ – 6+4♦ → 3♥ – **10CM♥** NB! Found 63; 3♣ – **10CM♦**
 3♥ – free bid, «I have all» – 4630 → 3♣ – play in ♦; 4♣/♦ – cue with 3♥
 3♣ – 5+4+3♦ («wrong» fragment) → 3nt – F1;
 4♣/♦ – cue with ♦ fit
 3NT – 2542

Case 2.2. 1M-2x-2M

When we didn't show 2nd suit, after relay suits lower than 2x are natural. After answer 1M-2m-2M-2nt: 3♦ – 63 with right fragment (and 2 9CM); 3♥ – 6M no 3m (and 1SM); 3♣ – right fragment. **1♥-2♦-2♣-26k**: 3m nat – min, 3♥ – 6♦ no 3♦, 3♣ – 6/3 (with 5/3 direct 3♥). After 1M-2x-2nt and relay 3♣ 4 card is not possible, so all as after 1M-2x-2M.

1♣-2♦-2♣-? → 3♣ – 6+♦; 3♦/♥ – seminat, can't bid nt
 3♦ – fit, not max but slam is possible
 2NT – waiting →→→
 3♣ – 4+♦, min
 3♦ – 6+3♣ → 3♥ – **9CM♦**; 3♣ – **9CM♣**
 3♥ – 6+♦ → 3♣ – **1SM♦**
 3♣ – 5+3♣ «right» fragment → 4♦ – fit ♦; 4♦ – fit ♦
 3NT – nothing special (5332)

1♣-2♦-2♣-? → 3♣ – 4+♦; 3♦ – 6+♦; 3♥ – seminat, can't bid nt; 3♣ – fit, not max but slam is possible
 2NT – waiting →→→
 3♣ – 4+♦, min
 3♦ – 6+3♣ → 3♥ – **9CM♦**; 3♣ – **9CM♣**
 3♥ – 6+♦ → 3♣ – **1SM♦**
 3♣ – 5+3♣ «right» fragment → 4♦ – fit ♦; 4♦ – fit ♦
 3NT – nothing special

1♣-2♦-2♣-? → 3♣ – 4+♦; 3♦ – 6+♦; 3♥ – seminat, can't bid nt; 3♣ – fit, not max but slam is possible
 2NT – waiting →→→
 3♣ – 4+♦, min
 3♦ – 6+3♣ → 3♥ – **9CM♦**; 3♣ – **9CM♣**
 3♥ – 6+♦ → 3♣ – **1SM♦**
 3♣ – 5+3♣ «right» fragment → 4♦ – fit ♦; 4♦ – fit ♦
 3NT – nothing special

1♣-2♦-2♣-? → 3♣/♦ – 4+♦/♦; 3♦ – 6+♦; 3♣ – fit, not max but slam is possible
 2NT – waiting →→→
 3♣/♦ – 4+♦/♦, min
 3♥ – 6+♦ → 3♣ – **1SM♦**
 3♣ – 6+3♦ – «right» fragment → 4♦ – fit ♦; 4♦ – fit ♦
 3NT – nothing special

1♥-2♦-2♣-? → 3♣ – 6+♦; 3♦/♣ – seminat, can't bid nt; 3♥ – fit, not max but slam is possible; 2NT – waiting →→→
 3♦ – 4+♦, min
 3♥ – 6+3♣ → 3♥ – **9CM♥**; 3♣ – **9CM♣**
 3♦ – 6+♦ → 3♣ – **1SM♦**
 3♣ – 5+3♣ – «right» fragment → 4♦ – fit ♦; 4♦ – fit ♦
 3NT – nothing special

1♥-2♦-2♣-? → 3♣ – 4+♦; 3♦ – 6+♦; 3♥ – fit, not max but slam is possible;
 3♣ – seminat, can't bid nt; 2NT – waiting →→→
 3♦ – 4+♦, min
 3♦ – 6+3♣ → 3♥ – **9CM♥**; 3♣ – **9CM♣**
 3♥ – 6+♦ → 3♣ – **1SM♦**
 3♣ – 5+3♣ – «right» fragment → 4♦ – fit ♦; 4♦ – fit ♦
 3NT – nothing special

1♣-2♣-2NT-3♣-?
 3♦ – 6+3♣ → 3♥ – **9CM♦**; 3♣ – **9CM♣**
 3♥ – 6+♦ → 3♣ – **1SM♦**
 3♣ – 5+3♣ – «right» fragment → 4♦ – fit ♦; 4♦ – fit ♦
 3NT – nothing special

1♣-2♣-2NT-3♣ (waiting)-?
 3♦ – 6+3♦ → 3♥ – **9CM♦**; 3♣ – **9CM♣**
 3♥ – 6+♦ → 3♣ – **1SM♦**
 3♣ – 5+3+♦ – «right» fragment → 4♦ – fit ♦; 4♦ – fit ♦
 3NT – nothing special

1♣-2♣-2NT-3♣ (waiting)-?
 3♦ – 6+3♦ → 3♥ – **9CM♦**; 3♣ – **9CM♣**
 3♥ – 6+♦ → 3♣ – **1SM♦**
 3♣ – 5+3+♦ – «right» fragment → 4♦ – fit ♦; 4♦ – fit ♦
 3NT – нет fita → 4♦ – fit to червь; 4♦ – fit to пики
 4♦ – splinter, 14-15

1♣-2♣-2NT-3♣ (waiting)-?
 3♦ – 6+3♦ → 3♥ – **9CM♦**; 3♣ – **9CM♣**
 3♥ – 6+♦ → 3♣ – **1SM♦**
 3♣ – 5+3+♦ – «right» fragment → 4♦ – fit ♦; 4♦ – fit ♦
 3NT – nothing special

1♣-2♣-2NT-3♣ (waiting)-?
 3♦ – 6+3♦ → 3♥ – **9CM♦**; 3♣ – **9CM♣**
 3♥ – 6+♦ → 3♣ – **1SM♦**
 3♣ – 5+3+♦ – «right» fragment → 4♦ – fit ♦; 4♦ – fit ♦
 3NT – nothing special

4. Transfers and some defence

4.1 First level intervention

In position 1x-(1y/dbl) we always play transfers. Base rules: if we can give transfer on 1st level, on 2nd trf is GF or weak, on 3rd INV; after 1M-(dbl) starting from 2nt as w/o dbl, direct fir is 8-10, trf 4-7 or INV+. After 1♦ intervention 1nt not natural; 3rd level before opp suit is natural, after – trf; after trf to M we can bid 1nt with 3M

4.1.1. After 1♣

1♣-(dbl)-?

Rdbl – 11+, F to 2nt or dbl

1♦ – trf ♥ (4+)
 1♥ – trf ♦ (4+)
 1♠ – trf nt or ♣
 1nt – 7-10(11)
 2♦ – trf ♦ (2♦-3♦ is INV)
 2♦ – W(6-9)S(GF), trf ♥
 2♥ – W/S, trf ♦
 2♦ – W/S, trf ♦
 2nt – INV, natural
 3♣ – INV, natural
 3♦/♥ – INV, trf ♥/♦

1♣-(1♦)-?

dbl – trf ♥ (4+)
 1♥ – trf ♦ (4+)
 1♠ – trf nt or ♣
 1nt – 7-10(11)
 2♦ – GF, no 4 major
 2♦ – W/S, trf ♥
 2♥ – W/S, trf ♦
 2♦ – W/S, trf ♦
 2nt – INV, natural
 3♣ – INV, natural
 3♦/♥ – INV, trf ♥/♦

1♣-(1♥)-?

dbl – trf ♦ (4+)
 1♦ – trf nt or ♣
 1nt – 7-10(11)
 2♦ – GF, no 4♦
 2♦ – W/S, trf ♦
 2♦ – W/S, trf ♦
 2nt – INV, natural
 3♣ – INV, natural
 3♦/♥ – INV, trf ♦

1♣-(1♦)-?

dbl – 4♦
1nt – 7-10(11)
 2♦ – trf ♦
 2♦ – GF, no 4♦
 2♦ – W/S, trf ♦
 2♦ – W/S, trf ♦
 2nt – INV, natural
 3♣/♦ – INV, natural
 3♦ – INV, trf ♦

1♦-(dbl)-?

pas – natural, possible with good hand (rdbl
not natural)
rdbl – 4♦+. Usually 4-5♦ → 1♥ – 3cards
1♥ – 4♦ → 1♦ – 3cards
1♦ – trf nt or to ♦ (no 4♦/♦)
1nt – natural
2♦ – trf ♦
2♦ – W/S, trf to 6♦
2♥ – W/S, trf to 6♦
2♦ – W/S, trf to 6♦
2nt – natural, INV
3♦/♥/♦ – INV
3♦ – pre

1♦-(1♥)-?

Dbl – trf to ♠ Usually 4-5♦ → 1♦ – 3cards
1♦ – trf to nt or to ♦
1nt – natural
2♦ – trf ♦
2♦ – GF, ~BAL, no 4♦
2♥ – W/S, trf to ♠, 6+
2♦ – W/S, trf to ♦, 6+
2nt – natural, INV
3♦ – INV with 6 cards
3♦ – pre
3♥ – INV-trf to ♠
3♦ – splinter ♥

1♦-(1♦)-?

D – take-out. Usually with 4♥ (weak and GF).
Possible w/o and 4♥, INV.
1nt – trf ♠
2♦ – trf ♦
2♦ – trf ♥, NF+, no INV with 6+
2♥ – GF, nt, 6e3 4♥
2♦ – W/S, trf to ♦, 6+
2nt – natural, INV
3♦ – INV with 6 cards
3♦ – pre
3♥ – INV with 6 cards
3♦ – splinter

1♥-(dbl)-?

Rdbl – 11+
1♦ – minors 4+/4+
1nt – trf ♠
2♦ – trf ♦
2♦ – W/S, fit ♥
2♥ – 8-10, fit
2♦ – weak, 6♦

After as no dbl:

2nt – INV+ with fit
3♦ – INV, as no dbl
3♦ – INV, as no dbl
etc...

1♦-(dbl)-?

Rdbl – 11+
1nt – trf ♠
2♦ – trf ♦
2♦ – W/S, trf ♥
2♥ – W/S, fit ♦
2♦ – 8-10, fit

After as no dbl:

2nt – INV+ with 4fit
3♦ – INV, as no dbl
3♦ – INV, as no dbl
etc...

1♥-(1♦)-?

dbl – trf nt or ♠
1nt – trf ♠
2♦ – trf ♦
2♦ – W/S, fit ♥
2♥ – 8-10, fit
2♦ – W/S, trf ♠

After as no dbl:

2nt – INV+ with fit
3♦ – INV, as no dbl
3♦ – INV, as no dbl
etc...

1♦/->(1nt)-?

Multy/Landy
2♦ – 4♦+/4♦+
2♦ – One major
2♥ – 5♦+/4m
2♦ – 5♦+/4m
2nt – 5♦/5♦
3S – weak, natural

1♥-(1nt)-?

DONT
2♦ – 4♦+/4♦+
2♦ – 4♦+/4♦+
2♥ – fit
2♦ – NF, natural
2nt – 5♦/5♦
3S – weak, natural

1♦-(1nt)-?

DONT
2♦ – 4♦+/4♦+
2♦ – 4♦+/4♦+
2♥ – NF, natural
2♦ – fit
2nt – 5♦/5♦
3S – weak, natural

4.2 Second level intervention

After 1♦-(2S) no transfers

1♦-(2♦)-?

2♦ – trf ♥
2♥ – trf ♠
2♦ – GF no majors
2nt – INV, natural
3♦ – INV+, trf ♦
3♦ – pre

1♦-(2♥)-?

2♦ – NF, natural
2nt – INV, natural
3♦ – trf ♦
3♦ – ? about stopper
3♥ – trf ♠
3♦ – trf ♠

4.2.1 After 1♦

2♦ – ? about stopper
3♦ – trf ♦
3♦ – trf ♥
3♦ – trf ♠

1♥/->(2♦) – NO TRANSFERS

2♦/♥/♦ – NF, natural
2nt – =INV, 4fit
3♦ – =INV 3fit of unbal GF with fit
3♦ – GF, natural
3M – pre
3OM – GF, natural
3nt – good strong raise to 4♥, FP
4♦ – splinter, FP
4♦ – natural+fit, FP
4♥ on 1♦ – to play

1♥-(2♦)

2♥ – NF
2♦ – NF, natural
2nt – trf to ♦
3♦ – ? about stopper
3♦ – INV, fit
3♥ – pre
3♦ – GF, natural
3nt – good strong raise to 4♥, FP
4♦ – natural+fit, FP
4♦ – splinter, FP
4♥ – to play

1♦-(2♦/♥)

2♥ – NF, natural
2♦ – NF
2nt – trf to ♦
3♦ – trf to ♦
3♦ – trf to ♥
3♦ – INV, fit
3♦ – pre
3nt – good strong raise to 4♦, FP
4♦/♦ – splinter if cue, natural+fit no cue, FP
4♥ – to play

1♥-(2♦)-?

2nt – trf to ♠
3♦ – trf to ♦
3♦ – INV, fit
3♥ – to play
3♦ – ? about stopper
3nt – good strong raise to 4♥, FP
4♦/♦ – natural+fit, FP
4♥ – to play

4.3 Third level intervention**1♦-(3♥)-4♦/♦/♥ – transfers ♦/♦/♦, with ♦ not GF****1♦-(3♦)-?**

dbl – take out (no majors or both majors 4/5(6), 4/4, or 4-5♥ with stopper)
3♦ – GF (ex rebid 4♦) with ♠, 4-5♦, or slam try +6♦
3♦ – GF (ex rebid 4♦) with ♥, 4-5♥ without stopper in ♦ or slam try +6♥
3nt – to play (may be 4♦ with NT hand)
4♦ – GF, natural
4♦ – transfer for ♥ +6 cards
4♥ – transfer for ♠ +6 cards

1♦-(3♦)-dbl

3♦ – 4♥ →→→
 3♣ – 4♦ or no majors, no stopper in ♦ →
 4♣ – slam try with ♣
 4♦ – 4♥/4♦ no stopper

1♦-(3♦)-3♥

3♣ – no 4♦, no stopper in ♦
 3nt – to play
 4♣ – slam try with ♣
 4♦ – cue with support in ♣
 4♥ – last train with support in ♠, no ♦ cue
 4♣ – minimum with 4♦

1♦-(3♦)-?

dbl – take out (no majors or both majors 4/5,4/4, or 4/5 ♥ with stopper)
 3♦ – NF, support in ♦
 3♥ – GF, 4-5♦ game forcing, or slam try +6♦
 3♣ – 4-5♥ without stopper in ♣ or slam try +6♥
 3nt – to play (may be 4♣ with NT hand)
 4♣ – GF+, 5♥+5♦
 4♦ – transfer for ♥ +6 cards
 4♥ – transfer for ♦ +6 cards
 4♣ – good hand with ♦ support and shortness in ♣

1♦-(3♣)-dbl

3♦ – 4♣ → 3♥ relay →→→
 3♥ – 4♦ (no 4♣, would be 4441) → 3♣ asking for stopper
 3♣ – no major and no stopper (we can stop in 4♦)
 3nt – no major and club stopper
 4♣ – 4441 with shortness in ♣
 4♦ – SI with +6♦ and shortness in ♣

1♦-(3♣)-3♥

3♣ – no 4♦, no ♣ stopper →→→
 3nt – to play
 4♣ – cue bid with 4♣
 4♦ – cue with 4♣, without club control
 4♥ – cue with 4♣ (AJxx, AK, QJxxx,xx)
 4♣ – minimum with 4♣

1♦-(3♦)-dbl-3♥

3♣ – ask for stopper
 4♦ – last train with ♥ support
 4♦ – cue bid with ♦ support
 NBI: 4♦ can't be natural – with 4♦ and even 6♦ we bid 3♥ transfer or 4♣ slam try with ♣.
 Double denies only spades.

1♦-(3♦)-3♥-3♣

3nt – to play
 4♣ – NF, natural
 4♦ – no other bid
 4♥ – natural 5♣-5♥ (6♦-4♥ double and after 4♣)

1♦-(3♦)-dbl-3♣

3nt – to play (4-5♥ with stopper in ♦)
 4♣ – NF, natural
 4♦ – 4♥/4♣, game choice
 4♥ – 5♥/4♣, game choice
 4♣ – 5♣/4♥

1♦-(3♦)-3♣

3nt – to play → 4♦ – slam try with 6♥
 4♣ – GF, natural
 4♦ – last train with support in ♥
 4♥ – to play (3/4♥)

1♦-(3♣)-dbl-3♦-3♥

3♣ – no stopper in ♣
 3nt – stopper in ♣
 4♣ – shortness +5♦-4♣

1♦-(3♣)-dbl-3♥

3♣ – asking for stopper
 4♦ – last train with ♥
 4♣ – SI with ♦ support

1♦-(3♣)-dbl-3♣

3nt – to play with 4-5♥ and ♣ stopper
 4♣ – Majors 4-4. Game choice.
 4♦ – NF, support
 4♥ – +5♥/4♣
 4♣ – +5♣/4♥

5♣ – Splinter with ♦ support**5. Basic intervention****5.1 First bids**

(1♦)-?
 1♦/♥/♦ – 5+, 8-17 pc
 1nt – 16-18
 2♣ – 5/5 majors 11+
 2♦ – relay
 2♥/♦ – 5♥/♦, 11-13
 2nt – 14-15
 3♣/♦ – S, 16+
 2♦ – 5/4 majors, 4-11
 2♥/♦ – 6+, weak
 2nt – 5♦/5♥, 8+
 3♣ – natural

(1♦)-?
 2♣ – 6♦+, 10(8)-17 pc
 2♦ – 5/4 majors, 4-11
 2nt – 5♣/5♥

5/5 with ♦ – 1♦ (after 1♣/♦)

(1♥)-?
 2♦/♦ – 6♦+, 8-17
 2♥ – 5♣/5♦, 8+
 2nt – 5♣/5♦, 8+
 3♣ – 5♦/5♣, 8+

(1♣)-?
 2♣/♦ – 6♦+, 8-17
 2♥ – 5♥, (10)11-17
 2♣ – 5♣/5♥, 8+
 2nt – 5♣/5♦, 8+
 3♣ – 5♦/5♥, 8+

5.2 Transfers in defense

We play transfers after our intervention if we can bid opening suit +1. In this case from OS+1 to our suit we play transfers, NT always natural. Doesn't apply to case 1S-2..4S'-(dbl); after (1♦)-2♣ as after precision opening. After intervention by 2M – 3N to play, INV+ by trf.

(1♣)-1♦-?
 1nt – 8-12
 2♣ – trf ♦
 2♦ – trf ♥
 2♥ – trf ♣, weak/INV+
 2♣ – good raise, NoINV
 2nt – INV, natural
 3♣ – unbal INV with fit
 3♦ – INV, natural
 3♥ – INV, natural
 3♣ – weak
 3nt – natural
 4♣ – Splinter
 4♦/♥ – natural+fit

(1♦)-1♥-?
 1nt – 8-12
 2♦ – F1, natural (ночне паса №1)
 2♦ – trf ♥, weak/INV+
 2♥ – good raise, NI
 2♣ – INV, natural
 2nt – INV, natural
 3♣ – INV, natural
 3♦ – unbal INV with fit
 3♥ – weak
 3♣ – Splinter
 3nt – natural

(1♥)-1♦-?
 1nt – 8-12
 2♣/♦ – F1, natural
 2♥ – trf ♣, weak/INV+
 2♣ – good raise, NI
 2nt – INV, natural
 3♣ – INV, natural
 3♦ – INV, natural
 3♥ – unbal INV with fit
 3♣ – weak
 3nt – natural

(1♣)-1♥-(1nt)-?

Dbl – good raise + fit
 2♣ – 2♥ + 5♣
 2♦ – NF, 4♦+4♣

(1♥)-2♦-(nac)

2♦ – NF, natural
 2♥ – trf ♣, from NF
 2♣ – trf ♣, INV
 2nt – INV, natural
 3♣ – NF, not inv, just fit
 3♦ – GF, natural
 3♥ – Splinter
 3♣ – GF, natural
 3nt – natural
 4♦/♥ – Splinter

5.3 Over 1nt

1nt opening and any-1m-none or pas-(1nt) 1m we or opp

Multy-Landy

Dbl against strong (contains 16) – 5m+4M

Dbl against weak – ~13+, if opp bid rdnl of forsing pass we use our escape way, 3rd level Unb INV

Any-1M-none or pas-(1nt) 1M we or opp

DON'T

5.4 After our nt

On 1m 1-2nt system on, as after opening

On 1M ♠ is trf ♦, ♦ is trf OtherM, OtherM is trf ♠, Cue is Stayman.

Same in 4th hand

5.5 Intervention reopen and same for OBAR bids

(1♠)-pas-(2♦)-?

2nt – to places to play

3♦ – asking for stopper or minors

4♦ – 5♦/5♥

4♦ – 5♦/5♥

5.6 Defense after weak bids (same after 1nt opening and intervention)

After 2minor: 3cue – both majors, 4♣ – om+♥, 4♦ – om+♠, 4♥/♠ – natural

After 3minor we play Multi-Landy: 4♣ – both majors, 4♦ – one major, 4♥/♠ – 5&5 with another minor

After 2-3 major we play DOn: 4♣/♦ – 5&5 with other major, 4♥/♠ – natural

Bidding after

4nt – to play, another minor – fit in minor, SI, another major – fit in major, SI

5.7 Against 2nt minors (same after 1nt opening and intervention)

3♣ – majors 5/4

3♦ – majors 5/5

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style, Responses, ½ Level, Reopening)	
Style: Aggressive at 1 level. 2 level VUL will be sound	
Responses: UCB. 2NT over 1M = 4cd support. Fit jumps	
Reopening: May be stretched	
INT OVERCALL (2nd / 4th Live; Responses, Reopening)	
2nd position: 15-18	
Responses: nAs over opening 1NT (but 4-card Stayman)	
4th position: 11-14	
Responses: As over opening 1NT (but 4-card Stayman)	
JUMP OVERCALLS (Style, Responses, Unusual NT)	
Style: Weak (4-9)	
Responses: 2NT Enq (as over 2M opening)	
Unusual notrump: Unusual	
Reopening: 20-22 BAL	
Respond as for opening 2NT	
DIRECT and JUMP CUE BIDS (Style, Resp., Reopening)	
Style: Michaels - 5/5 any strength. Jump cue asks for stop.	
If partner has bid - Jump cue = splinter	
Responses: Suits NAT PRE, cue: invitational	
Reopening: Michaels	
VS. NT (vs. Strong / Weak; Reopening; PH)	
Strong & Weak: 2C = C+any, 2D = D+Maj, 2H = Majors, 2S = Spades; Dbl: vs Weak = pen; vs Strong = single suited hand.	
Reopening: as above	
Passed Hand: as above but Dbl = minors	
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)	
X = takeout	
Over weak 2: X = takeout & Lebensohl responses	
2 any NAT weak; Leaping michaels	
2 NT 15 - 18 (Resp as for opening 2NT)	
Defense to multi (see 4); defense to 2N 5/5m opener (see 5)	
VS. ARTIFICIAL STRONG OPENINGS	
vs strong 1♦: Truscott, weak jumps, X = C+H, 1NT = D+S	
simple bids: suit bid and suit above, 1D - 2D Michaels	
OVER OPPONENTS' TAKE OUT DOUBLE	
XX 9+, new suit = NAT F1, Fit Jumps	
Jump raise PRE, 2NT = Sound raise to 3	

LEADS AND SIGNALS	
OPENING LEADS AND SIGNALS	
Lead	
Suit	Lead 4 th (2 nd from poor suits)
NT	Lead 4 th (2 nd from 4 small)
Subseq	Lead 4 th (2 nd from poor suits)
Other:	A & Q lead = reverse att.
LEADS	
Lead	
vs. Suit	
Ace	Ace (for rev attitude)
King	KQ or AK (for count)
Queen	QJ (for rev attitude)
Jack	J10x, KJ10
10	Q109, K109, 10x, 109x(x)
9	9x, J98, Q98
8	8x or 108xx or 98xx
small x	usually from an honour
vs. NT	
Ace	Ace (for rev attitude)
King	KQ or AK (for count)
Queen	KQ or QJ (for rev att)
Jack	J10x, J109x
10	Q109, K109, AJ10, KJ10
9	1098x, 1097x, 109x
8	8x, 8xx, 98x, 98xx, 108xx
small x	4 th or top of 3 small
SIGNALS IN ORDER OF PRIORITY	
Partner's Lead	
Suit: 1 ST	Hi odd
2 ND	Suit pref
3 RD	
NT: 1 ST	Hi odd
2 ND	Suit pref
3 RD	
Declarer's Lead	
Suit: 1 ST	Hi odd
2 ND	Suit pref
3 RD	
NT: 1 ST	Hi odd
2 ND	Suit pref
3 RD	
Discarding	
Suit: 1 ST	Rev Att
2 ND	Hi odd
3 RD	
NT: 1 ST	Rev Att
2 ND	Hi odd
3 RD	
AQ ask for rev att, otherwise rev count, exceptionally suit pref,	
:	
DOUBLES	
TAKEOUT DOUBLES (Style, Responses, Reopening)	
Style:	
Responses: Cue F to suit agreement	
Reopening: May be stretched	
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES	
Most doubles are negative, unless one of us has shown interest	
in penalty, or if 2 nd opportunity to double (& 1 st opp would	
be neg). Responsive x to 4D, Game tries to 3S. Lightner.	
3NT X = (1) Lead your suit (2) lead my suit, (3) lead dummy's suit	
X of splinter = lead suit below the splinter	

WBF Convention Card	
Category: Green	
NBO (Country): Scotland	
Event: Scottish events	
Players: Samantha Punch and Stephen Peterkin	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE:	
Natural, 4 card suits, Minors before Majors	
2C = GF or 22+ balanced	
2D/2H/2S = NAT and weak	
1NT opening: 12-14	
2 over 1 Response: F to 2 of opened suit, except passed hand	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Openings:	
2D/2H/S weak	
1C/D/H/S - 2NT = Jacoby - GF with 4 card support	
1C/D - 3NT = 13-15, 4 card support with flat hand	
SPECIAL FORCING PASS SEQUENCES	
t	
IMPORTANT NOTES THAT DOESN'T FIT ELSEWHERE	
Cue bids may be either 1 st or 2 nd round controls (incl. singletons)	
Rosenkranz xx (see note 3); Defense to 1NT doubled (see note 6)	
Lebensohl (see note 7)	
Mini-splinters (see note 2)	
Psychics: Rare. No specific types	

Opening	Artificial	Min.	Neg. Double	Description	Response	Subsequent Auction	Passed Hand Bidding
1♣	-	4	4D	Natural 10+	2NT Jacoby. 3 bids singleton; 4 bids void	1NT rebid=15-17,2C=checkback(note1)	2N=any shge;Fit jumps
1♦	-	4	4D	Natural 10+	2NT Jacoby. 3 bids singleton; 4 bids void except 4C = singleton or void	1NT rebid=15-17,2C=checkback(note1)	2N=any shge;Fit jumps
1♥	-	4	4D	Natural 10+	2NT Jacoby;3S = singleton somewhere; 3NT = S void 4C/4D = C/D void	1NT rebid=15-17,2C=checkback(note1)	2N=any shge;Fit jumps
1♠	-	4	4D	Natural 10+	2NT Jacoby; 3H = H void; 4C/4D = C/D void 4H : 13-15 solid hearts (Texas style)	1NT rebid=15-17,2C=checkback(note1)	2N=any shge;Fit jumps
1NT	-	-	-	12-14	2C = 5cd puppet Stayman. 4 suit transf. (see note 9)		As unpassed
2♣	Yes	-	4D	GF or 22+ bal	2D Negative. Positive: 8+pts 5-carder.2NT: 8-10 bal	2H=Hearts OR 24+; 2H-2S=enquiry	
2♦	-	5	N/A	4-9	2NT Enq; suit bids NF; jump bids F1	3C = non-min no 4card Major; 3D = any minimum; 3 M = nat - non-min	
2♥	-	5	N/A	5-9	2NT=shortage enq; new suit =NAT NF; 4S = natural	3 any = shge non-min; 3NT = max	
2♠	-	5	N/A	5-9	2NT=shortage enq; new suit =NAT NF; 4H = natural	3 any = shge non-min; 3NT = max	
2NT	-	Bal		20-21 BAL	see note 10	Over3C,3D=no 5 cds; 3NT=5cd minor	
3♣	-	6	N/A	3-9 Nat pre-empt	Nat + Forcing looking for NT, RKCB		
3♦	-	6	N/A	3-9 Nat pre-empt	Nat + Forcing looking for NT, RKCB		
3♥	-	6	N/A	3-9 Nat pre-empt	Nat + Forcing, 4 bids cues, RKCB		
3♠	-	6	N/A	3-9 Nat pre-empt	Nat + Forcing, 4 bids cues, RKCB		
3NT	Yes	7		Solid minor	4C =Pass/Correct, 5C=P/C, 4D asks for shortage (4NT = No, 5C/5D = shortage in other minor)		
4♣	-	7		Nat PRE	4NT=RKCB, 4M=nat, other=cuebid		
4♦	-	7		Nat PRE	4NT=RKCB, 4M=nat, other=cuebid		
4♥	-	6		Nat PRE	4NT=RKCB, other=cuebid		
4♠	-	6		Nat PRE	4NT=RKCB, other=cuebid		
4NT	Yes	-		Ace asking	5C=0, 5NT=2 6C=AC	HIGH LEVEL BIDDING	
5♣	-	7		NAT PRE		RKCB (1430) ; Quant: 1N-4N, 2N-4N DOPI/ROPI (D=0/3, P=1, next suit=2, etc.) Cuebids may be second round controls (freely) If cue is doubled, XX =1st round ctrl 5N = Pick a slam / GSF(rare)	
5♦	-	7		NAT PRE			
5♥	-	8		Asks for H AK			
5♠	-	8		Asks for S AK			
5NT							

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style, Responses, ½ Level, Reopening)	
Style: Wide ranging. Sound at 2 level	
Responses: Raises natural. Unassuming cue. New suit by unpassed hand is F1. Jump fits.	
Reopening: Nat, but limited as intermediate jump available	
Responses as 2nd	
INT OVERCALL (2nd /4th Live; Responses, Reopening)	
2nd position: 15 - 18	
Responses: As over opening 1NT	
4th position: 11-14	
Responses: As for opening 1NT.	
JUMP OVERCALLS (Style, Responses, Unusual NT)	
Style: WEAK, with sound 6 card suit.	
Bids at 3 level promise a sound suit, possibly 7 cards	
Responses: Natural. Cue = F.	
Unusual notrump: 2nd position, = lower 2 unbid suits	
Cue = F1.	
Reopening: Intermediate jump in suit. 2NT = 19 - 22	
Respond as for 2NT opener.	
DIRECT and JUMP CUE BIDS (Style, Resp., Reopening)	
Style: Michaels, 5/5. 2m = both M. 2M = other M + m.	
Jump cue= big 1-suiter. Now 3NT= stop, relay= weak, bid=vals	
Responses: Natural.	
Reopening: As 2nd.	
VS. NT (vs. Strong / Weak; Reopening; PH)	
Strong & Weak: X = penalty. 2C = Majors. 2D= 6-card Maj.	
2M = 5M/4m+, 2NT= m/m or strong x/x.	
Reopening: As 2nd	
Passed Hand: As above, except X = 6-card minor..	
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)	
X = takeout, 2NT/3NT natural. 2/3 level suits natural.	
3 level cue (e.g. 2H-3H) = "Michaels" style.	
2M or 3M- 4m = 6 card minor + 4 of other major	
VS. ARTIFICIAL STRONG OPENINGS	
vs strong 1♣: Weak jumps; Simple bid = suit.	
x = Majors ; 1NT= minors..	
OVER OPPONENTS' TAKE OUT DOUBLE	
XX= support over m, shortage over M. 2NT= nat. over minor	
and limit raise+ over Major.	

LEADS AND SIGNALS			
OPENING LEADS AND SIGNALS			
Lead	In Partners' suit		
Suit	4th highest 2nd from poor suits	As elsewhere, but may lead small from xxx	
NT	As for suit	As for suit	
Subseq	Attitude overtones	Attitude overtones	
Other:			
LEADS			
Lead	vs. Suit	vs. NT	
Ace	Asks rev. attitude signal	as suits	
King	Asks for rev. count	Asks for unblock or count	
Queen	For attitude (KQ+ poss)	as suits	
Jack	J10x(+) or Jx	as suits	
10	K/Q109x, KJ10x, 10x	K/Q109x, KJ10x, 10x,	
9	109x(+) or 9x	as suits	
8	4th or 2nd	as suits	
small x	usually 4th, or Hxx	as suits	
SIGNALS IN ORDER OF PRIORITY			
Partner's Lead	Declarer's Lead	Discarding	
Suit: 1 ST	Distributional*	Distributional*	1st disc = attitude
2 ND	Att. if A/Q/J led	Suit Pref.-	Distributional*
3 RD	s. pref if switch	-	2nd card suit pref
NT: 1 ST	Distributional*	Distributional*	1st disc = attitude
2 ND	Count on king	Suit Pref	Distributional*
3 RD	Attitude A/Q/J	-	2nd card suit pref
NOTE- * Distributional signals REVERSED (hi-lo= ODD no.),			
- * Attitude signals REVERSED (lo = encouraging):			
DOUBLES			
TAKEOUT DOUBLES (Style, Responses, Reopening)			
Style: Can be light with good distribution. Emphasis on other M			
Can be 2 suited with lowest suit missing.			
Responses: Cue F to suit agreement. 2NT sometimes scramble			
Reopening: As 2nd. Possibly shaded.			
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES			
Negative double through 3S.			
Responsive X after takeout double and raise (or NT)			
Most low level doubles in competition are takeout			
Support doubles and redoubles			
.			

WBF Convention Card	
Category: GREEN	
NBO (Country): SCOTLAND	
Event: All International events	
Players: BRIAN SHORT & ANNE SYMONS	January 2019
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE:	
NATURAL - 5-card Majors, 3+ card minors.	
With 3C/3D open 1C. 1D = 3 only if 4432 .	
With 4C/4D may open either. Suit strength or rebid are issues..	
Openings, particularly 1H/1S may be light in points with shape.	
1NT opening: (14) 15-17 (6m or singleton possible).	
2 over 1 Response: Game Forcing	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Openings:	
1 Major openings can be light on hcp (9+) if shaply.	
2D opening = EKREN. 5-10. 5/4+ Majors (either way).	
2C= art. GF, except 20-21 flat.	
2H/2S = WEAK (5-10, usually 6 cards)	
2NT= 20-21.	
SPECIAL FORCING PASS SEQUENCES	
Where we have not reached the level to which we have forced.	
Opponents compete over our game bid on high card values.	
IMPORTANT NOTES THAT DOESN'T FIT ELSEWHERE	
We can respond to openings with light values (4+)	
Psychics: Very unusual	

Opening	Artificial	Min.	Neg. Double	Description	Response	Subsequent Auction	Passed Hand Bidding
1♣	-	3	3S	11+ hcp, NATURAL	Nat. Inverted raises. 1NT= 6-10. Weak major j-shift	Conv. after 1C -2C.	Natural
1♦	-	3	3S	11+ hcp, NATURAL	As for 1C. 3 only if 4432	Conv. after 1D- 2D.	Natural
1♥	-	5	3S	9+ hcp, NATURAL	1NT+ "semi-F"; Bergen raaises; 2/1 = GF.	Gazilli variant. 2C rebid = nat or 15+	Drury, m-spl, Jump fits.
1♠	-	5	3S	9+ hcp, NATURAL	As 1H	As 1H	As 1H
1NT	-	-	-	15-17, singleton, 6m poss. 5Major unlikely	2C=Stayman; 4 transfers.; 3M= inv.; 3m slam try	TRF to m then M = natural.	As unpassed
2♣	Yes	-	-	GF except 2NT rebid	2D waiting, Others sound positive	2C- 2D- 2H = Kokish. 2NT = 22-23.	--
2♦	Yes	-	3S	5-10, (5/4+), H+S	Raises or 3m to play. 2NT asks, usually strong.		--
2♥	-	6(5)	3S	5-10, 6H usually.	Raises to play. 2NT asks, usually strong. New = F1.		
2♠	-	6(5)	3S	5-10, 6S usually	As for 2H..		
2NT	-	-	-	20-21 singleton,5M,6m all possible	3C= 4-card Stayman; 3D/3H= TRFs; 3S TRF to 3NT	After 2NT-3C-3D,Smolen	
3♣	-	7(6)	-	All 3x bids -	Raises pre-emptive, new suit F1. 3D slam try		
3♦	-	7(6)	-	6+ cards, wide-ranging	Raises pre-emptive, new suit F1. 4C slam try		
3♥	-	7(6)	-	4-11 hcp approx.	Raises pre-emptive, new suit F1. 4C slam try		
3♠	-	7(6)	-	Sound 2nd, 3rd= flex	Raises pre-emptive, new suit F1. 4C slam try		
3NT	Yes	7+	-	Solid minor, little else	4C/4D/5C = pass or convert.		
4♣	-	8(7)	-	Pre-emptive in C	4M to play; 4NT= RKC		
4♦	-	8(7)	-	Pre-emptive in D	4M to play; 4NT = RKC		
4♥	-	6+	-	To play	4S= to play. 4NT= RKC		
4♠	-	6+	-	To play	4NT= RKC.		
4NT	yes	-	-	Asking for specific aces	5C=none; 5other = ace. higher=2.	HIGH LEVEL BIDDING	
5♣	-	7	-	To play		Roman Key Card Blackwood. 4NT	
5♦	-	7	-	To play		5C= 1/4 aces, 5D= 0/3 aces (trump K= 5th ace).	
5♥	-	6+	-	Bid 6/7 with HA/HAK		5H= 2/5 aces. 5S= 2/5 aces + trump Queen	
5♠	-	6+	-	Bid 6/7 with SA/SAK		5NT=0-2 aces plus void. 6any= 1-3 aces + void as bid.	
5NT	-	-	-	-		Follow-ups ask for Trump Q and Kings.	

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)		
6-16hcp, aggressive at 1 st level Responses: new suit F1, cuebid F1, usually support (1m)-1M-pass-2M = 5-7hcp supp, 2om = 8-11hcp supp Jump raise weak, 3-8hcp, 4+ cards Jump in new suit, singleton and 6-10hcp Sound on 2 nd level		
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		
15-18hcp, system on Reopen: 11-15hcp, system on After double, rdbl is onesuiter, 2♣=♣+higher suit, 2♦=♦+M 2♥=majors 1m-(1NT)-2om = majors		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
3-10hcp (5)6+ card suit 2NT = two lower suits, 5-5, 6-36hcp 3NT = for play, 4NT = twosuiter Reopen: 2M = 6+M 10-13hcp		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
(1M)-2M = 5-5 oM+m, (1M)-3M = asking for stopper (1m)-2m = 5-5 MM, (1m)-3m = asking for stopper (2M)-3M = 5oM-5m, (2M)-4m=6+m 4M (3M)-4m = 5+4+ oM+m		
VS. NT (vs. Strong/Weak; Reopening;PH)		
Against strong NT: Dbl = 5+m4M or one 6+M strong, 2♣ = MM 2♦ = one 6+M weak , 2M = 5M 4+m, 2NT = mm Against weak NT: Dbl = 13+hcp, 2♣ = MM 2♦ = 6+M or 5M5m strong, 2M=5M 4+m 2NT = 4♥6+m, 3♣ = 4♠, 6+♣, 3♦ = 4♠, 6+♦ Same by passed hand		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		
Dbl: Opening values and at least 3 cards in other suits 3NT can be weaker in pass-out position (3m)-4♣ = 5-5om+M, (3m)-4♦ = 5-5M		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣		
Dbl: MM, 1NT/2NT = mm Other natural		
OVER OPPONENTS' TAKEOUT DOUBLE		
Rdbl: 9+hcp, new suit is (4)5+ cards NF on 1 st level new suit on 2 nd level 6+cards, invitational (1x)-1y-(dbl)-rdbl = Hx in y		

LEADS AND SIGNALS		
OPENING LEADS STYLE		
Suit	Lead	In Partner's Suit
NT	4 th best	3 rd best
Subseq	4 th best	3 rd best
Other: K asks for count on 5 th + level, MUD		
Ten may be considered high card		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AKx+, Ax, AKJ+	Ax, AKx+
King	AK, Kx, KQ+	AKQ+, AKJ+, KQJ+, Kx
Queen	Qx,QJ+	KQ+, QJ+, Qx, AQJ+
Jack	Jx, JT+, HJT+	Jx, JT+, HJT+
10	Tx, T9+, HT9+	Tx, T9+, HT9+
9	9x, 98+, H98+	9x, 98+, H98+
Hi-X	Xx	Xx
Lo-X	xXx+	xXx+
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
1	low=enc	low=even
Suit 2	low=even	S/P
3	S/P	
1	low=enc	low=even
NT 2	low=even	S/P
3	S/P	
Signals (including Trumps): Smith echo (high=enc from both)		
S/P with trumps		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
Double is almost always take-out		
May be light if good distribution		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
Support doubles and redoubles up to 2 of our major		
Redouble can be first round control or lead-directing		
1m-(1M)-dbl = almost always 4+OM		
Lightner doubles		
In competition double can be game-invitational		

W B F CONVENTION CARD		
CATEGORY: GREEN		
NCBO: SERBIA BRIDGE ASSOCIATION		
PLAYERS: <u>Parezanin</u> Darko and <u>Pepic</u> Selena		
EVENT (Mixed/Open)		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
2/1 GF, 5542 opening bids		
1NT = (14)15-17hcp, 5M/6m/5-4/singleton		
2♣ = 22+ balanced or 19+ unbalanced		
2♦ = Ekrens, both majors, at least 5-4, 3-10hcp		
2M = weak two, usually six cards, 3-10hcp		
2NT = 20-21hcp		
4m = Namyats, 7+ cards, good major		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
INT semi-forcing over 1M		
Two way check-back, modified Bergen raises, Jacoby support		
Walsh, Lebensohl, non-serious 3NT, inverted minors		
1m-2♥ = 5♣4+♥ 3-7hcp		
1♣-2♦ = one major 3-7hcp		
1m-2♠ = 7-10 w/ support		
SPECIAL FORCING PASS SEQUENCES		
After a redouble meaning strength		
After 2/1 bid		
When asked for stopper, pass on a double is second round control		
IMPORTANT NOTES		
May choose to show single A/K as no single		
Not strict about hcp ranges		
PSYCHICS: rarely		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♠	11-21hcp	1 st lvl 5+hcp nat, 2♣=5+♣ 10+hcp, 1/2/3NT standard, 2♦=one M, 3-7hcp, 2♥=5♠ 4+♥ 3-7hcp, 2♠=7-10hcp w/ sup, 3♣=3-7hcp w/ sup	1♣-2♣-2X = stopper 11+hcp 1♣-2♣-3 = splinter 15+hcp	no inv minors after overcall, double; after passed hand 9-11hcp
1♦		4	4♠	11-21hcp	similar	similar	similar
1♥		5	4♠	11-21hcp	1♠=5+hcp nat, 1NT=SF 5-11hcp, new suit on 2 nd lvl = GF, 2♥=8-10hcp sup, 3♣=9-11hcp 4+♥, 3♦=6-8hcp 4+♥, 3♥=0-5hcp 4+♥, 2NT=4+♥ 11+hcp GF, 3♠/4♣/4♦=singleton or void	1♥-2NT-3m=singleton or void 1♥-2NT-4m=good minor, 5cards, 1♥-2NT-3NT=15-17hcp	Jacoby on after double and passed hand bidding as well as modified Bergen
1♠		5	4♥	11-21hcp	similar	similar	similar
INT		-	4♠	(14)15-17hcp	2♣=stayman, 2♦/2♥/2♠/2NT=transfers, 3♣=weak minors NF,	1NT-2♣-2M-3m-3oM=	Lebensohl, doubles are mostly
				5M/6m/5-4 singleton	3♦=strong minors, slam-try, 3M=singleton or void, 4♣/4♦=transfers to ♥/♠, 4♥/4♠=exclusion with 5 key cards (minor kings+3 aces)	supp for minor; splinters on	takeout
2♣	x	0(F)	-	22+hcp or any GF hand	2♦=0-7hcp or waiting; 2♥/2♠/3♣/3♦=5+cards, 6+hcp	2♣-2NT-3♣(ask)-3♦=mm,	Doubles are takeout
					2NT=twosuiter, 3♥=MM, 3♠=♦+♦	3♥=♣+♥, 3♠=♥+♦	
2♦	x	0(SF)	-	majors, at least 5-4	2/3/4M=to play, 3♣=to play, 3♦=invitational with MM	2♦-2NT-3♣=weak	2♦ in 3 rd position can be 4-4
				3-10hcp	3NT=to play, 2NT=F1	3♦=weak 5-5, 3M=longer M	2♦ in 4 th position can be stronger
2♥		5	-	3-10hcp, constructive in vul	2NT=F1, new suit F1 nat, 3NT=to play, jump in new suit=splinter	2NT-3♥=weak, other strong	can be light in 3 rd position
				can be light in non-vul	3♥/4♥=to play	with values in that suit	semi-forcing in 4 th position
2♠		5	-	3-10hcp, constructive in vul	similar	similar	similar
				can be light in non-vul			
2NT		-	4♠	20-21hcp	3♣=puppet stayman, 3♦/3♥=transfers, 3♠=minor stayman, usually w/ shortness in major, 4m=minorwood, 4♥/♣=longer ♣/♦slam-try	2NT-3♠-3NT-4NT=pick a minor, 4M=exclusion	Doubles are takeout
					4/5NT=quantitative 4m=minorwood		
3♣		6	-	pre, can be light in non-vul	new suit F1, possibly lead-directing, 3NT=to play		can be light in 3 rd seat
3♦		6	-	pre, can be light in non-vul	new suit F1, possibly lead-directing, 3NT=to play		can be light in 3 rd seat
3♥		6	-	pre, can be light in non-vul	new suit F1, possibly lead-directing, 3NT=to play		can be light in 3 rd seat
3♠		6	-	pre, can be light in non-vul	new suit F1, possibly lead-directing, 3NT=to play		can be light in 3 rd seat
3NT	x	7	-	solid suit, any	4♣=p/c, 4♦=strong F1, asking for suit, 4M=to play		can be bad suit in 3 rd /4 th seat NV
				usually no outside A/K			like usual 4♣/4♦ opening bid
4♣	x	7		semi-solid ♥ with outside A/K	4♦=RCKB, 4♥=to play, 4♣=cuebid, 4NT=to play		same in 3 rd and 4 th seat
4♦	x	7		semi-solid ♦ with outside A/K	4♥=RCKB, 4♣=to play, 4NT=to play		same in 3 rd and 4 th seat
		7		pre, can be light in non-vul	4♣=to play, 4NT=RCKB		
4♥		7		pre, can be light in non-vul	4NT=RCKB		
4♠		7		pre, can be light in non-vul			
4NT		6/6		6-6 in minors, 3-5 losers	5m=to play, 5♥=asking for key cards based on ♣, 5♠ based on ♦		
5♣		7		pre, can be light in non-vul			HIGH LEVEL BIDDING
5♦		7		pre, can be light in non-vul			1430 Blackwood, Exclusion Blackwood
5♥		8		usually 10-11 tricks			4NT quantitative for 6NT, 5NT quantitative for 7NT
5♠		8		usually 10-11 tricks			Cuebids up the line 1 st or 2 nd
							5NT can be pick a slam
							4m = minorwood in special situations

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

Standard

First level 5-15 hcp, 5+ card suit or can be 10-16 hcp 4+ card suit;

Second level 8-17 hcp, 5+ card

Responses: new suit on first or second level 5+ cards NF 7-10; cue bid support and invit+ or GF hand; on third level 4+ cards and GF direct support 6-10 hcp; jump raise invitational.

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

(14) 15-17 hcp balanced, with stopper in opener's suit in second position (system on)

(11) 12-15 hcp balanced, with stopper in opener's suit in pass out position (system on)

JUMP OVERCALLS (Style; Responses; Unusual NT)

1-Suit: 3X = preemptive (system on)

2-Suit: 2NT = Lowest ranked suit (natural)

4NT = usually minors, but can be all twosuiters

Reopen: dbl after twosuiter shows extra

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

Cue bid: Majors or other major and a minor 5-5 usually

Jump cuebid: Gambling and stopper asking

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

Multi Landy vs. all. (2♣=both majors, 2♦=one major, 2♥/♠=5+♥/♠ and minor)

DBL: 10+ hcp usually 5+m & 4M (can be 4+M 4+m if stronger)

vs 1NT weak: DBL: medium points and more (unless passed hand then it is Multi Landy)

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

Dbl: Opening values and usually at least 3 cards in other suits or points

Cuebid: strong hand two suiter

NT bids: Stopper showing, 4NT is twosuiter

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

Double: Majors, 1NT=minors, rest natural

OVER OPPONENTS' TAKEOUT DOUBLE

Rdbl: 10+, new suit on first level (4)5+ cards, on second 5+ cards NF.

LEADS AND SIGNALS**OPENING LEADS STYLE**

	Lead	In Partner's Suit
Suit	3/4th best	3/4th best
NT	3/4th best	3/4th best
Subseq		
Other:	MUD, xxxx, Xx	

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx.., AKJ.., Ax..	AKx.., AKJ.., Ax..
King	Kx, KQxx.., KQJ.., KQ10x,	Kx, KQxx.., KQJ.., KQ10x,
Queen	Qx, QJxx.., QJ10.., QJ9..	Qx, QJxx.., QJ10.., QJ9..
Jack	Jx, J10xx, J10x, KJ10, AJ10	Jx, J10xx, J10x, KJ10, AJ10
10	10x, 109x, K109.., A109..	10x, 109x, K109.., A109..
9	9x, 9, 987	9x, 9, 987, H987
Hi-X	even	even
Lo-X	odd	odd

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	attitude (high=enc)	count	attitude (odd=enc)
Suit 2	switch (std)	suit preference	count
3	count		
1	attitude (high=enc)	count	attitude (odd=enc)
NT 2	count (std)	suit preference	count
3	switch		

Signals (including Trumps): Roman (odd=enc)

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

opening values and at least 3 cards in other suits, or 16+ hcp

Responses: lowest level 0-7 hcp, jump 8-10, cue bid 11+ hcp F

1NT 7-10 hcp, pass penalty.

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Support dbl/rdbl to the major.

Lightener dbl.

Rdbl is sometimes 1st control or 2nd/3rd top hcp in partner's suit

W B F CONVENTION CARD**CATEGORY:** Green**NCBO:** Serbia**PLAYERS:** Branislav Đuričić and Jovana Zoranović

EVENT Mixed

SYSTEM SUMMARY**GENERAL APPROACH AND STYLE**

1♣ = can be 2♣ if 2344, 1♦ = 4+♦, 1M = 5M cards

2/1

Modified Bergen raises, Jacoby support, New minor forcing Lebensohl,

1NT 15-17 hcp; balanced, semi balanced, 5M

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♦ = Flannery 5♥ and 4♣, 11-16

2♥/♣ = Weak 2 in ♥/♣

3NT = Gambling with (AKQxxx minimum) no K or A offside (on 1st and 2nd position)

SPECIAL FORCING PASS SEQUENCES**IMPORTANT NOTES****PSYCHICS:** Rare

OPENING	ARTIFICIAL TICK IF	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	-	(11)12-21 hcp	1st level (5)6+ hcp natural; 1NT = (5)6-10; 2sm = inverted minor 10+; 2M=weak; 1♣-2♦; 1♦-3♣=7-10 support	system on except 1m-(1X)-2sm=(6)7-9(10) supp.	system on
1♦		4	-	(11)12-21 hcp	1NT = (5)6-11(12); 2♣/♦=GF ;1M-2M=6-9; 1♥-2♠= 9-11 3♥; 1♥-3♣= 6-8 4+♥; 1♠-3♣= 6-8 4+♠ or 9-11 3♠; 1M-3♦=9-11 4+M; 1M-3sM=weak; 1M-3oM/4m = splinters 9-12; 1M-4oM = to play; 1M-2NT=Jacoby		system on
1♥		5	-	(11)12-21 hcp	1M-2NT-4sM=12-14; 1M-2NT-3NT=15-17 1M-2NT-3sM=18-20 bal or semibal 1M-2NT-3X=sgl; 1M-2NT-4X=5+good suit	p-1M-2♣=3M 9-11	
						p-1M-2♦=5+♦ 9+ p-1M-3X=system on	
1♠		5	-	(11)12-21 hcp			
1NT		-	-	15-17 balanced or semi balanced hand, 5M, 6m, 54m, 5m4M	2♣=Stayman; 2♦/♥/NT/3♣=transfers ; 2♠= minor Stayman; 3♥/♦=0-1 cards in the suit and minors; 4♣/♦=S/T ♥/♦; 4M=to play	1NT-2♦/♥-3♥/♦=4♥/♦ min; other bids that are not completing transfers are max and doubletons or NT balanced hands	1NT-(X)-XX/♣/♦/♥= transfers to ♣/♦/♥/♦
2♣	X		-	Strong GF	2♦ = waiting, weak hand or balanced; 2X/3X positive with 3/5 TH 7+p (except QJT)		system on
2♦	X		-	5♥ and 4♠, 11-16 points	2♥/♦=preference; 2NT=asking; 3♣=NF 6+♣; 3♦=invit 6+♦; 3♥/♦=inv 3+♥/♦; 4♣/♦=6+♣/♦	2♦-2NT-3♣/♦=3♣/♦; 2♦-2NT-3♥=4522 min; 2♦-2NT-3♣/NT=4522 max	system on
2♥		6	-	weak two, usually 6 cards ♥	2♠ = 5+ cards F1; 2NT = forsing; 3♣/♦ = nat 5+cards F1; 3NT = to play	2♥-2NT-3X= values extra	2♥-(X)-XX=strong penalty
2♠		6	-	weak two, usually 6 cards ♠	2NT=asking; 3♣/♦/♥=nat 5+cards F1; 3NT = to play	2♣-2NT-3X= values extra	2♣-(X)-XX=strong penalty
2NT		-	balanced or semi balanced 20-22	3♣=Stayman; 3♦/♥=transfers; 3♠=minors; 4♣/♦=S/T 6+ ♥/♦; 4♥/♦=S/T 6+ ♣/♦	2NT-4♣-4♦=accepting S/T 2NT-4♦-4♥=accepting S/T		system on
3♣		-	preemptive, usually 6-7 cards	3♦/♥/♦=5+cards F1; 3NT=to play;			system on
3♦		-	preemptive, usually 6-7 cards	3♥/♦=5+cards F1; 3NT=to play; 4♣=set ♦ S/T			system on
3♥		-	preemptive, usually 7 cards	3♠/4♦=5+cards F1; 3NT = to play; 4♣=set ♥ S/T			
3♠		-	preemptive, usually 7 cards	3♣/♦=5+cards F1; 3NT = to play; 4♣=set ♠ S/T			system on
3NT		-	Gambling to play AKQxxxx	4♣/♦=p/c; 4♦= F1	HIGH LEVEL BIDDING		
4X/5X		-	preemptive	4M= to play; 4NT=rkc	Exclusion Blackwood, 0314 RKC, DOPIROPI		

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)
5-16 HCP, may be light with favourable vulnerability.
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15/18- 2 nd position system on 4 th position 10/12 (vuln/ and over 1♥/♦=12-14) system on When opps bid 2 suits at one level, 1NT shows a two suiter (NOTE 6)
JUMP OVERCALLS (Style; Responses; Unusual NT)
Usually with 6 cards at two level, with 6-10 HCP. Vulnera+le always stronger 8-10 HCP Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels over 1♦/♦: 2♦ or 2st minors, over 1♥/♦ cuebid 2st minors (NOTE 7) Over weak two (<i>Leaping Michaels</i>) (NOTE 8)
Jump Cue asks stopper for 3NT
VS. NT (vs. Strong/Weak; Reopening; PH)
vs. Strong NT (NOTE 9)
Vs. Weak NT (NOTE 9)
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Double is "take-out"
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♦ or 2♦

LEADS AND SIGNALS		
OPENING LEADS STYLE		
Suit	Lead	In Partner's Suit
Suit	1,3,5	1,3,5
NT	2, 4 (4th good / 2 nd bad)	1,3,5
Subseq	New suit: 3,5 or Attitude if seems important	1,3,5
Other:		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AK, AKx, AKJ10	Ax, AKx, AKJx
King	AK, KQ(+), KQJ(+)	AKJ10(+)(ask unblock.)
Queen	QJ(+), AQJ(+)	QJ(+), KQ(+)
Jack	KJ10(+), J10x, Jx,	J10(+), Jx,
10	10x, H109(+), 109(+)	HJ10(+), 109x, 10x,
9	9x, 98x	H109(+), J 9x, 98x, 9x
Hi-X	Hi-x shows even number	2 nd best from bad suit (J9x)
Lo-X	Lo-x shows odd number	4 th best
SIGNALS IN ORDER OF PRIORITY		
1	Partner's Lead	declarer's Lead
1	Enc/disc	count
Suit 2	count	Pref.
3	S/P	
1	Enc/dis	count
NT 2	count	Pref.
3	S/P	
Signals (including Trumps):		
Hi/Low= (UDCA count)		
Small enc. NT and SUIT discards		
Hi-x in trumps → suit pref.		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
8+ PHD in last position (reopening) 12+ in second./ 10+ with good distribution		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
Support	DBLS/RDLS 2 level	Lightner 2x (2y) DOUBLE=Penalty

EBL CONVENTION CARD
CATEGORY: GREEN
NCBO: SPAIN
PLAYERS: CRISTINA BORDALLO- GERARDO WICHMANN
EVENT 1st European Mixed Team Championships
SYSTEM SUMMARY
Natural 5 Maj 2/1 GF INT→F1 1NT=15/17
GENERAL APPROACH AND STYLE
1♣/♦= 3+ cards (no inverted minors)
1♥/♦= 5+ cards 11+HCP
1ST= 15/17 bal (may be with 5 cards in a major)
2♣= Strong → normally game forcing
2♦= Flannery 5 ♥/4♦ (11-15 HCP)
2♥/♦= 6+ cards 6-10 HCP 2NT= 20-21
3♣/♦/♥/♦ preemptive 3STgambling 4♣/♦ transfer 4♥/♦ natural
Aggressive biddings in third seat NV vs. V
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♥/♦→ 2NT= forcing game with 4+ cards in ♥/♦
1♥→ 3♣/4m= splinter
1/♦→ 4x= splinter
"Lebensohl" (NOTE 1)
"Rubensohl" (NOTE 2)
Defence agains't 2♦ multicolor (NOTE 3)
Defence agains't Michaels (NOTE 4)
THIRD SUIT FORCING (NOTE 5)
SPECIAL FORCING PASS SEQUENCES
In competitive auctions when there is an evidence of superiority
IMPORTANT NOTES
PSYCHICS: Rare. Only in third seat NV vs. V

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♠	11-12HCP	Respond 1♥/♠ may have long ♦		
1♦		3	4♠	11-12HCP	Single raise weaker than double raise.		
1♥		5	4♠	Natural (11-12/ 20HCP)	Single raise strong. 1NT F1 2/1GF 2NT-fit 4+.	(NOTE 10)	Drury
1♠		5	4♥	Same	Same		Same
INT				15-17 HCP 5M OK Can be semi bal (6m, 5422)	2♣= Stayman. 2♦/♥ = Transfer 2♠→♣ 3♣ →♦ 2NT nat (8-9) 3♥/♠= 5/5 min and. Singl GF. 4♣ 5/5 maj GF 4♦/4♥ super transfer.	Smolen When RHO overcall 1NT → Lebensohl. 2NT denies stopper.	
2♣	yes	0	4♠	22HCP+. All STRONG hands. May be not GF	2♦ waiting bid 2♥, 2♠, 3♣, 3♦ = Natural, 8+ HCP, at least with 5 cards with 2 honours (AKQ) in a Maj, or 6 cards in a minor.	After 2♦, 2♥ Kokish. →2♠ 2NT= 25/27 bal.	
2♦				Flannery5♥-4♣ 11-15HCP	2nt forcing	3nt 5422 3♣/3♦ 3 cards in minor 4♣/4♦ 4 cards in the minor.	
2♥		6 (5)		6-10HCP	2NT- ask(fit).New suit forcing		
2♠		6 (5)		6-10HCP	2NT- ask(fit).New suit forcing		
2NT				20-22HCP 5M OK Can be semi bal (6m, 5422)	3♣= Stayman (Smolen 5/4 majors) 3♦/♥= Transfer 3♠= minors 5/5 (5/4) 3NT= natural 4♣/♦ natural slam interest		
3♣♦♥♠		7 (6)		5/9 HCP3	New suit is one round forcing		
3NT				Solid minor suit			
4♣♦		7/8		Transfer to 4♥/♠ minimum opening values Ace or King in other suit (10-13 HCP)	Relay"→ ask side suit with Ace or King		
4♥♦				7 + ♥/♠ cards, 6-9 HCP			

SUPPLEMENTARY SHEETS. CRISTINA BORDALLO- GERARDO WICHMANN (SPAIN).

NOTE 1

"Lebensohl" when RHO overcall our 1NT opening bid. 2nt denies stopper.

NOTE 2

"Rubenshol" transfer when we open 1♣ / ♦ and opponent overcall with 2 ♥ / ♠. (Same if 1♥ opening and 2♠ overcall). Usually 8+ HCP and with 6+ cards if transfer is to a new suit.

NOTE 3

Same defense as opp had open a weak 2hearts.

NOTE 4

Defence agains't Michaells: 1♥ / ♠ 2♥ / ♠

Double = 6/7 HCP with fit or penalty in any suit.

Cue in M = limit or better with fit (11+ HCP)

2NT = NF in a minor (opener minimum bid 3♣)

3♣ = nat F1

3♦ = nat F1

3 in M = 8/10 HCP

3NT = fit in M forcing "4 cards"

NOTE 5

Third suit forcing

1♣ - 1♥ / ♠

2♣ - 2♦ → Artifical bid F.

1♦ - 1♠

2♦ - 2♥ → Artifical bid F.

1♦ - 1♥

2♦ - 2♠ → Artifical bid F.

NOTE 6

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1♣ / ♦ Pass 1♥ / ♠ 1NT → Other suits (5/5). NV vs. V (0-6 HCP)

NOTE 7

1♣ - 2♣ Natural.

1♣ / 1♦ - 2♦ → at least 5/4 in Majors with 8 more HCP, depending of vulnerability and distribution.

Responses:

2♥ / ♠ → Weak preference;

2Nt → Relais with strong hand.

Over 2NT: 3♣ → minimum hand less then 12H 5♥ / 4♠

3♦ → minimum hand 5♠ / 4♥

3♥→minimum hand 5♥/5♠
3♠→minimum hand 5♥/6♠
3nt→ 12-15H 5♥/5♠
4m→good hand 16H+/ 5♥/5♠ and splinter.

NOTE 8

4m this minor and the other major.
Cue-bid the minors.

NOTE 9

Dbl m-M / Vs weak no trump 12H+
2♣ M-M (at least 4-4)
2♦ a major suit
2♥ / ♠→ **♥ / ♠** and a minor (normaly 5-5).
2st → at least 5/5 in the minors.

NOTE 10

(Responses (over 1♥ / ♠)
1NT= F1 (all positions)
2/1→GF nat.
2NT= fit w/ 4+ cards GF : Responses 3 level short. 4 level two suited hand.
“Splinter bids” at 4 level .

DEFENSIVE AND COMPETITIVE BIDDING

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

5-16 HCP, may be light with favourable vulnerability.

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

15/18- 2^a position transfer responses, impossible transfer = stayman

4^a position 10/14 (vuln 12-14) transfer responses

When opps bid 2 suits at one level, 1NT shows the other two suits

JUMP OVERCALLS (Style; Responses; Unusual NT)

Usually with 6 cards at two level, with 5-10 HCP.

Reopen: 6 cards, opening values.

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

Michaels cuebid (**NOTE 1**)

Over weak two Leaping Michaels: 4m = OM + m

Jump Cue overcall asks stopper for 3NT

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

Vs. Strong NT (**NOTE 2**)

Vs. Weak NT (**NOTE 3**)

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

Double is "take-out"

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

(**NOTE 4**)

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	1,3,5	1,3,5
NT	2, 4 (4th good / 2 nd bad)	1,3,5
Subseq	New suit: Attitude	1,3,5

Other:

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK, AKx, AKJ10	Ax, AKx, AKJx
King	AK, KQ(+), KQJ(+)	AKJ10(+) (ask unblock.) KQ109, KQJ10
Queen	QJ(+), AQJ(+)	QJ(+), KQ(+)
Jack	J10(+), Jx, KJ10(+)	Same
10	10x, H109(+), 109(+)	10x, H109(+)
9	9x	109(+), 9x
Hi-X	Hi-x shows even number	2 nd best from bad suit
Lo-X	Lo-x shows odd number	4 th best

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	declarer's Lead	Discarding
Suit 1	Enc/disc	Count	Enc/disc
Suit 2	Pref.	Pref.	Count
NT 1	Enc/dis	Count	Enc/disc
NT 2	Pref.	Pref.	Count

Signals (including Trumps)

Hi/Low = even

Odd = Enc.

Hi-x in trumps → suit pref.

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

8+ PHD in last position (reopening) 11+ in second.

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Support DBLS/RDLS

Lightner

2x (2y) DOUBLE= Penalty

EBL CONVENTION CARD

CATEGORY: GREEN

NCBO: SPAIN

PLAYERS: MARISA MATUT – PEDRO GONÇALVES

EVENT 1st European Mixed Team Championships

SYSTEM SUMMARY

Natural 5 Maj 2/1 GF INT→F1 1NT=15/17

GENERAL APPROACH AND STYLE

1♦/♦ = 3+ cards (inverted minors with 10+HCP)

1♥/♣ = 5+ cards 11+HCP

1ST= 15/17 bal

2♦=Multi → 6 cards in ♥/♣ (6-10 HCP) or some strong hands

2♥/♣= 5M/4m+ 5-10 HCP

2NT= 20-21

Agressive biddings in third seat NV vs. V

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

1♥/♣ → 2NT= 7+HCP with 4+ cards in ♥/♣

1M (Major)-"double"-Other M → fit in OM -8+HCP

Check back (**NOTE 5**)

2 way check back (**NOTE 6**)

SPECIAL FORCING PASS SEQUENCES

In competitive auctions when there is an evidence of superiority

IMPORTANT NOTES

PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣/1♦		3	4♠	Natural (11-21 HCP)	Walsh → Inverted minors → 2♦/3♣ = Positive club raise 8-10 HCP 3m = Weak club raise 4-7 HCP 3M splinter	(NOTE 7) (NOTE 8)	
1♥/1♠		5	4♠	Natural (11-21 HCP)	1NT F1 → 2M 3c support 8/10HCP (passed hand 5/9 HCP) 2/1 GF 3♣ Any singleton, 4+ cards support → 3♦ Any minor void, 4+ cards support → 3OM void, 4+ cards support → 3M weak 4 cards support, 4-6 HCP 2ST 4+ cards support, 7+HCP→ (If passed and minors)	2NT GF over 1NT F1 (NOTE 9) (NOTE 11) (NOTE 12) (NOTE 13)	Reverse drury (2♣ w/3 cd. 2♦ with 4 cards) (NOTE 10)
1NT			3♠	(14+) 15/17 Bal Can be semi bal (5M, 6m, 5422)	2♣ Weak stayman and smolen 2♦/2♥ transfer 2♣ inv NT or ♠ transfer -----→ 2NT ♦ transfer -----→ 3♣ minors GF 3♦/♥/♠ Slam try, no singleton.	2NT min. and 3♣ max. 3♣ max and 3♦ min.	When RHO overcall 1NT → Neg. Doubles and Lebenshol
2♣	X			Strong hands. May be not GF.	2♦ = Waiting bid with 0+HCP 2♥, 2♣, 3♣, 3♦ = Natural, 6+ HCP		
2♦	X			MULTICOLOUR (Weak in one Major w/6 cd or GF balanced or one suit minor GF) 5-10 HCP	2♥=pass / correct 2♠= Can play 3/4♥ (pass w/♠) 2NT= 14+HCP asking -----→ 3♥= 0-12 HCP to play 3♥/3♠ 4♣=asking to bid the suit in transfer	3♣ hearts min., 3♦ spades min., 3♥ spades max., 3♠ hearts max.	wide-range depending on vulnerability position
2♥/♠		5		5M/4+m 5-10HCP	2NT → F1 10 HCP -----→ 3♣ pass or correct 3♥/3♠= Not invit.(0-10 HCP)	3♣ clubs min., 3♦ diamonds min., 3♥ clubs max., 3♠ diamonds max.	
2NT				20-21 can be semi bal (5M, 6m, 5422)	3♣ Puppet -----→ 3♦/3♥ transfer -----→ 3♣ Force to 3NT to play or minor hands 3NT 5♣ +4♥.	3♦ 1 or 2 majors, 3M 5cds, 3NT no majors. 3♥/♠ shows min hand 3NT max with 3c support 4x cuebid with 4 support	
3♣♦♥♠		7(6)		5-9 HCP	New suit is one round forcing 3m-4m slam try	HIGH LEVEL BIDDING	
3NT	X			Solid minor suit w/o side stop		RKCB – 1430 → 5♥= 2 without trump Queen, 5♠= 2 with Queen 4NT → 5NT= 1 Ace + “useful void”, 6x = 2 Ace + “useful void” 5NT (after 4NT) → Kings → First King. Exclusion → Aces 0, 1, 2, 3 When opps overcall 4NT DOPI and DEPO When opps double a control bid → XX first control;	
4♣/4♦	X	7/8		Transfer to 4♥/♠, good preempt.	“Relay” → ask side suit with Ace or King		
4♥/♠		7/8		7 + ♥/♠ cards, 6-9 HCP			
4NT	X			Both minors, 6+5+	(Only third position NV vs. V)		

Supplementary sheets

Marisa Matut – Pedro Gonçalves (SPAIN)

NOTE 1

1♣ - 2♣ or 1♦- 2♦ → 5/5 majors.

1♣ - 2♣ – pass - 2♦ Choose 2♥/♠ → Weak preference 2NT → Ask	1♦- 2♦ - pass - 2♥/♠ → Weak preference 2NT → Ask
1♣ - 2♣ – pass - 2NT Pass - 3♣→ minimum hand. 3♦→ medium hand. 3♥→ max. hand	1♦ - 2♦ - pass - 2NT Pass - 3♣→ minimum hand. 3♦→ medium hand. 3♥→ max. hand

NOTE 2

DEFENCE againts't Strong NT (14-16 HCP or better)
<p>Double→ 5m+/4M → 2♣ asks for the minor, 2♦ for de major.</p> <p>2♣→ 5/4+ majors → 2♦ Choose, 2NT ask</p> <p>2♦→ one major (Same responses like multi opening)</p> <p>2♥/♠→ 5M/4m+ (Same responses like our 2M openings)</p> <p>2ST → minors</p>

NOTE 3

DEFENCE again'st Weak NT (upper limit 14 HCP)
--

Double→ Opening values.

Others→ like Strong NT opening.

NOTE 4

DEFENCE AGAINST STRONG CLUB

Double→ any good suit 11+ HCP

1♦/♥/♠/2♣ Natural (4-10 HCP)

1ST→ Minor + major.

2♦ → Majors

2♥/♠ → Natural weak.

2NT → Minors.

3♣/♦/♥/♠→ Natural preemptive.

DEFENCE AGAINST POLISH CLUB

Double→ take out for majors or any strong hand.

1♦/♥/♠/2♣ Natural.

1ST→ Minor + major.

2♦ → Majors

2♥/♠ → Natural weak.

2NT → Minors.

3♣/♦/♥/♠→ Natural preemptive.

NOTE 5

Check Back

1m – 1M
2NT - 3♣ → ask
3♦ → 3 cards support and 4 card in OM
3OM → 4 card in OM, no 3 cards support
3OM → 3 cards support, no

NOTE 6

2 Way Check Back

1m – 1x

1NT – 2♠ → ask partner to bid **2♦** to pass or all invitative hands.

2♦ → artificial GF

2NT → transfer ♣ weak

3Y → 5-5+ Slam try

3X → 6+ Slam try

NOTE 7

Walsh club

1♠ - 1♦

1M → unbalanced hand

1NT → balanced hand, can have 4 cards major.

NOTE 8

Inverted minors (1m-2m)

2m= fit (inv minors) 10+HCP w/o 4 Maj---->	2x= first stopper. 2NT= 12/13 with stop in both maj. 3m= Natural minimum 12-13 HCP 3x= Splinter 15+ HCP 3ST= 18/19 Bal.
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NOTE 9

2NT GF over 1NT F1

1♥ - 1NT 2NT 18-21 HCP 5/4, balanced 18/19 or 6+♥ 18/20 HCP 3♣/♦ 5/5+ 18-21 HCP	1♠ - 1NT 2NT 18-21 HCP 5/4, balanced 18/19 or 6+♠ 18-20 HCP 3♣ 5/4+ 18-21 HCP 3♦ 5/5+ 18-21 HCP 3♥ 5/5+ 18-21 HCP
1♥ - 1NT 2NT - 3♣ ask 3♦ 5/4♦ 18-21 HCP 3♥ 6+♥ 18-21 HCP 3♠ 5/4♠ 18-21 HCP 3NT 18/19 balanced	1♠ - 1NT 2NT - 3♣ ask 3♦ 5/4♦ 18-21 HCP 3♥ 5/4♥ 18-21 HCP 3♠ 6+♠ 18-21 HCP 3NT 18/19 balanced

NOTE 10

Passed hand drury 2♣ with 3 cards

1♥ - 2♣	1♠ - 2♣
2♦ opening values, F1	2♦ opening values, F1
2♥ minimun, NF	2♥ natural minimun, NF
2♠ natural GF	2♠ minimun, NF
2NT balanced hand GF	2NT balanced hand GF
3♣/♦ natural GF	3♣/♦/♥ natural GF
3♠/4♣/4♦ Splinter	3♠ Splinter in hearts
	4♣/4♦ Splinter

Passed hand drury 2♦ with 4 cards

1♥ - 2♦	1♠ - 2♦
2♥ minimun, NF	2♥ natural minimun, NF
2♠ natural GF	2♠ minimun, NF
2NT opening values, F1	2NT opening values, F1
3♣/♦ natural GF	3♣/♦/♥ natural GF
3♠/4♣/4♦ Splinter	3♠ Splinter in hearts
	4♣/4♦ Splinter

NOTE 11

1M - 3♣ undefined splinter 10+ HCP

1M - 3♣
3♦ ask → 3♥ Splinter ♣
3♠ Splinter ♦
3NT Splinter OM

NOTE 12

1M - 3♦ minor void 10+ HCP

1M - 3♦
3♥ ask → 3♠ ♣ Void
3NT ♦ Void

NOTE 13

MULTI TWO-NOTRUMP

1♥/♠ → 2NT Fit in M, 4+ cards, 7+ HCP

1M - 2NT 3♣ ask -----> 3♦ 5/5+ 15+ HCP 3M minimum 3OM Natural 15+ HCP 3NT 17/19 balanced 4♣ 5/5+ 15+ HCP	1M - 2NT 3♣ - 3♦ cuebid 14+HCP 3M 7/9 HCP 3OM cuebid 14+ HCP 3NT 10-13 HCP 4♣ cuebid 14+ HCP
--	---

DEFENSIVE AND COMPETITIVE BIDDING

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

5-16 HCP, may be light with favourable vulnerability.

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

15/18- 2nd position system on

4th position 10/14 (vuln 12-14) system off

When opps bid 2 suits at one level, 1NT shows a two suiter
(NOTE 1)

JUMP OVERCALLS (Style; Responses; Unusual NT)

Usually with 6 cards at two level, with 5-10 HCP.

Vulnerable always 8-10 HCP

Reopen:

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

Michaels over 1♥/♦

At 2 level, cue over 1♣/♦, always Majors (at least 4/4) **(NOTE 2)**

Over weak two and 3♥/♦ (*Leaping Michaels*)

Jump Cue asks stopper for 3NT

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

LIONEL vs. Strong NT **(NOTE 3)**

Vs. Weak NT **(NOTE 4)**

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

Double is "take-out"

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣ **(NOTE 5)**

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	1,3,5	1,3,5
NT	2, 4 (4th good / 2 nd bad)	1,3,5
Subseq	New suit: 3,5 or Attitude if seems important	1,3,5
Other:		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK, AKx, AKJ10	Ax, AKx, AKJx
King	AK, KQ(+), KQJ(+)	AKJ10(+) (ask unblock.)
Queen	QJ(+), AQJ(+)	QJ(+), KQ(+)
Jack	J10(+), Jx,	Same
10	10x, HJ10(+), 109(+)	Same
9	H109(+), 9x, 98x	H109(+), V9x, 9x, 98x
Hi-X	Hi-x shows even number	2 nd best from bad suit (J9x)
Lo-X	Lo-x shows odd number	4 th best

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	declarer's Lead	Discarding
1	Enc/disc	count	Enc/disc
Suit 2	S/P	Pref.	S/P
3	count		count
1	Enc/dis	count	Enc/dis
NT 2	S/P	Pref.	S/P
3	count		count

Signals (including Trumps):

Hi/Low= DISCRG and ODD (UDCA count)

Small enc. (NT discards: slam enc. and High S/P)

Hi-x in trumps→ suit pref.

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

8+ PHD in last position (reopening) 12+ in second.

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Support DBLS/RDLS at 2♦ Lightner 2x (2y) DOUBLE= Penalty

EBL CONVENTION CARD

CATEGORY: GREEN

NCBO: SPAIN

PLAYERS: MARIA PANADERO- JOÃO PASSARINHO

EVENT 1st European Mixed Team Championships

SYSTEM SUMMARY

Natural 5 Maj 2/1 GF INT→F1 1NT=15/17

GENERAL APPROACH AND STYLE

1♣/♦ = 3+ cards (inverted minors with 10+HCP)

1♥/♠ = 5+ cards 11+HCP

1ST= 15/17 bal (may be with 5 cards in a major)

2♦= Strong → all strong hands, may be not game forcing

2♦=Multi → 6 cards in ♥/♦ (6-10 HCP)

2♥/♠= 6+ cards 11-14 HCP 2NT= 20-21

3♣/♦/♥/♠ 3ST 4♣/♦ 4♥/♠ 4NT **(NOTE 6)**

Aggressive biddings in third seat NV vs. V

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

1♥/♦→ 2NT= 7+HCP with 4+ cards in ♥/♦

1♥/♦→ 3X= fit 3+ cards in M, mini splinter in transfer (8-10 HCP or 15+). With 11-14 HCP direct splinter.

"BERGEN" at 3 level, after pd overcall in a Major at one level.
(only if LHO pass or double) (3♣= 4+cd. 8-9 HCP)

"Lebensohl" **(NOTE 7)**

"Rubensohl" **(NOTE 8)**

1M (Major)-"double"-Other M → fit in OM -8+HCP (same in pd's overcall, if LHO pass or double)

Defence against't 2♦ multicolor **(NOTE 9)**

Defence again't Michaels **(NOTE 10)**

Neg. Free-bids

NEW MINOR FORCING (NOTE 11)

SPECIAL FORCING PASS SEQUENCES

In competitive auctions when there is an evidence of superiority

IMPORTANT NOTES

PSYCHICS: Rare. Only in third seat NV vs. V

MARIA PANADERO – JOÃO PASSARINHO (SPAIN)

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♠	Natural (11-21 HCP)	Inverted minors (NOTE 12)	(NOTE 12)	
1♦		3	4♠	Natural (11-21 HCP)	Inverted minors (NOTE 13) 1♦-2♣= GF ----->	Similar action as inverted minors	
1♥		5	4♠	Natural (11-21 HCP)	1NT F1 2/1GF MULTI TWO NOTRUMP (NOTE 14)	(NOTE 14)	
1♠		5	4♥	Natural (11-21 HCP)	(NOTE 14)		
INT			4♠	(14+) 15/17 Bal. may be with 5M Can be semi bal (5M, 6m, 5422)	2♣= Stayman, (Smolen) 3♣= Puppet Stayman 2♦/♥ = Transfer 2♠→♣ 2NT→♦ 3♦= 5/5 minors GF 3♥/♣= 5/4 min. singl. 4♣= Gerber 4♦= Maj (5:5). 4♥/♣= 5/5 min. Singl (slam)	When RHO overcall 1NT → Neg. Doubles and Rubensohl (usually w/8+HCP)	1 NT- 2♣- 2♦- 3♣ → Asking minors
2♣	X		4♥	All STRONG hands. May be not GF	2♦ = Waiting bid with 0+HCP -----> 2♥, 2♦, 3♣, 3♦ = Natural, 8+ HCP, at least with 5 cards with 2 honours (AKQ) in a Maj, or 6 cards in a minor.	2X is Not GF; 3X is GF.	Kokish 2♣ - 2♦ 2♥→2♣ 2NT= 25/27 bal.
2♦	X			MULTICOLOUR (Only weak in one Major w/6 cd) 5-10 HCP	2♥=pass / correct 2♠= Can play 3/4♥ (pass w/♣)→ 2NT= 14+HCP asking -----> 3♣/3♦= Nat. F1 3♥= 0-12 HCP to play 3♥/3♠ 3NT= To play 4♣=asking to bid the suit in transfer 4♦= asking to bid the suit 4♥/♣= To play	With ♥ opener bid is singleton or 3♥ w/o 3♣= minimum with ♥ 3♦= minimum with ♠ 3♥= Maximum with ♠ 3♠= Maximum with ♥	wide-range depending on vulnerability position If opp double 2♦ (NOTE 15)
2♥/♣		6		6+ cards 11-14 HCP	2NT → F1 10 HCP -----> 3♣/3♦= Nat. F1 3♥/3♠= Not invit.(0-10 HCP)	3♣/3♦= Short min. 4♣/4♦= Short Max. 3NT= AKQxxx	
2NT				20-21 can be semi bal (5M, 6m, 5422)	3♣= Puppet 3♦/♥= Transfer -----> 3♣= Transfer to 3NT 3NT= 5♣+4♥ 4♣/♦/♥/♣= Same as 1NT	3♥/♣ shows agreement (fit) 3NT denies	
3♣♦♥♣		7(6)		5-9 HCP	New suit is one round forcing		wide-range depending on vulnerability position
3NT	X			Solid minor suit w/o side stop	(NOTE 16)		
4♣/4♦	X	7/8		Transfer to 4♥/♣ minimum opening values Ace or King in other suit (10-13 HCP)	“Relay”→ ask side suit with Ace or King	HIGH LEVEL BIDDING <i>RKCB - 1430 → 5♥= 2 without trump Queen 5♣= 2 with Queen</i>	6 Ace Blackwood (2 suits agreed) When opps overcall 4NT
4♥/♣		7/8		7 + ♥/♣ cards, 6-9 HCP		4NT→5NT= 2 Aces + “useful void”	“PASS” → even number of Aces
4NT	X			Both minors, 6+5+	(Only third position NV vs. V)	4NT→6♣= 1 Ace + “useful void” 5NT (after 4Nt) → Kings → STEPS	“DOUBLE” → odd number of Aces When Opps double a control bid → XX= first control; Pass= 2nd Control.
						Exclusión Blackwood → Aces 14-30	

Supplementary sheets

Maria Panadero – João Passarinho (SPAIN)

NOTE 1

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1♣/♦ Pass 1♥/♠ 1NT → Other suits (5/5). NV vs. V (0-6 HCP)

Cue in m (medium hand depending of vuln.)

Cue in M (strong hand)

NOTE 2

1♣ - 2♣ or 1♦ - 2♦ → at least 4/4 in Majors with 6 more HCP, depending of vulnerability and distribution.

Over 2♣, bids are:

2♦ → Choose; 2♥/♠ → Weak preference;

2Nt → Relay asking distribution;

Over 2NT: 3♣ → 4/4 minimum hand;

3♦ → 4/4 Not a minimum hand;

3♥ → 5♥/4♠

3♠ → 5♠/4♥

3NT → 5♥/5♠ or more

3♥/♠ → To play.

NOTE 3

DEFENCE against strong NT (14-16 HCP or better) **LIONEL** with 6 more HCP, depending of vulnerability and distribution

Double → at least 44 in ♣ and another suit. After the double, 2♣ asks for the other suit.

2♣ → at least 44 in ♣/♥ (responder's other suit is to play).

2♦ → at least 44 in ♦/♥ (responder's other suit is to play).

2♥/♠ → natural

2ST → minors

NOTE 4

DEFENCE again'st weak NT (upper limit 14 HCP)

1.1. Double→ 13+ points, balanced hand;

1.2. 2♣→ at least 4/4 in Majors (11-14 HCP); *Over 2♣, bids are:*

2♦→ Choose; 2♥/♠→ Weak preference; 2Nt→ Relay asking distribution;

Over 2NT: 3♣→ 4/4 minimum;

3♦→ 4/4 Max;

3♥→ 5♥/4♠

3♠→ 5♠/4♥

3NT→ 5♥/5♠ or more

3♥/♠→ To play.

1.3. 2♦→ Transfer to ♥; 2♥→ Transfer to ♠;

1.4. 2♠→ two suiter of spaced suits → 2NT is relay and over 2NT→ 3♣ (♣/♥); 3♦(♦/♠).

1.5. 2Nt→ Transfer to ♣, or ♦;

1.6. 3X→ Two suiter of contiguous suits;

1.7. IN REVEIL only: 2♣ (maj.) 2NT (minors);

Rest is natural and **double is 13+HCP**

NOTE 5

DEFENCE AGAIN'ST STRONG CLUB

Double→ Any good suit (**denies opening values**)

1♦→ Majors (4/4)+ (3-9 HCP)

1♥/♠→ Major + minor (Major can be 4 cards) (3-9 HCP)

1ST→ Minors (4/4)+ (3-9 HCP)

2♣/♦/♥/♠→ Natural, 3-9 HCP (less than “double”)

2ST→ 6 more cards in any good suit (3-9 HCP)

3♣/♦/♥/♠→ 6 more cards in any good suit (3-9 HCP)

NOTE 6

$3\clubsuit/\diamond/\heartsuit/\spadesuit =$ 6/7 cards 5-9 HCP, depending of vulnerability

3ST= Solid minor suit w/o side stop

$4\clubsuit/\diamond =$ minimum opening values with \heartsuit/\spadesuit and Ace or King in other suit (10-13 HCP)
(NAMYATS)

$4\heartsuit/\spadesuit =$ 7 + \heartsuit/\spadesuit cards, 6-9 HCP

4ST= 6/5 5/6 in minors. Only third position NV vs. V.

NOTE 7

“**Lebensohl**” against 2 weak openings, or similar after pd’s double

NOTE 8

“**Rubensohl**” when RHO overcall our 1NT opening bid and when we open $1\clubsuit/\diamond$ and opponent overcall with $2\heartsuit/\spadesuit$. (Same if $1\heartsuit$ opening and $2\spadesuit$ overcall). Usually 8+ HCP and with 6+ cards if transfer is to a new suit.

NOTE 9

Defence over $2\diamond$ multicolor – 2M (Maj) → Take-out double, short in bided suit (take-out in 4th position) 12+ HCP.

2NT → 16-18 Bal. (*system on*).

NOTE 10

Defence againts't Michaells

$1\heartsuit/\spadesuit \quad 2\heartsuit/\spadesuit$

Double = 6/7 HCP with fit or punitive in any suit.

Cue in M = limit or better with fit (11+ HCP)

2NT = NF in a minor (opener minimum bids $3\clubsuit$)

$3\clubsuit/\diamond =$ nat F1

3 in M = 8/10 HCP

3NT = fit in M forcing “4 cards”

NOTE 11

New Minor forcing

1♣ - 1♥/♠

2♣ - 2♦ → Artificial bid G.F.

1♦ - 1♥/♠

2♦ - 3♣ → Artificial bid G.F.

NOTE 12

Inverted minors (1♣-2♣)

Responses (over 1♣)

2♣= fit (inv minors) 10+HCP w/o 4 Maj--->
2♦= fit ♣ (8/9 HCP) 5+ cards
2♥/♠= 6+ cards (3-6 HCP)
2NT= Nat (11-12 HCP)
3♣= (0/7 HCP) 5+ cards
3♦/♥/♠= Splinter (13+ HCP)

Subsequent auctions (over 2♣)

2♦= artificial → any 14(+) HCP
2♥/♠= stop in ♥ or ♠, less than 14 HCP
2NT= 12/13 with stop in both maj.
3♣= *Catchall* 12-13 HCP (denies stop in any Maj).
3♦/♥/♠= Splinter 15+ HCP 3ST= 18/19 Bal.

NOTE 13

Inverted minors (1♦-2♦)

Responses (over 1♦)

2♦= fit (inv minors) 10+HCP w/o 4 Maj--->
3♣= fit ♣ (8/9 HCP) 5+ cards
2♥/♠= 6+ cards (3-6 HCP)
2NT= Nat (11-12 HCP)
3♦= (0/7 HCP) 5+ cards
3♥/♠= Splinter (13+ HCP)

Subsequent auction (over 2♦)

3♣= artificial → any 14(+) HCP
2♥/♠= stop in ♥ or ♠, less than 14 HCP
2NT= 12/13 with stop in both maj.
3♦= *Catchall* 12-13 HCP (denies stop in any Maj).
3♥/♠= Splinter 15+ HCP 3ST= 18/19 Bal.

NOTE 14

Responses (over 1♥/♦)

<p>1Nt= F1 (all positions)</p> <p>→GF nat. (2♣ w/2+cd) , or reverse drury, if passed hand (2♣ w/3 cd. 2♦ with 4 cards)</p> <p>2♥/♦= 8/10 HCP, fit 3 cards-----→</p> <p>2NT= Multi 2NT resp. = fit w/ 4+ cards 7+ HCP, (no short) → (*)</p> <p>Mini Splinter in transfer, even after RHO double (8-10 HCP or 15+ with fit 3 or 4 cards)</p>	<p>(→ even after opps double)</p> <p>2NT → Trial bid gen. 3♣/♦→ neg. trial bid</p> <p>→3♣= 11-14 with any short, or 15-17 bal. if 5:4:2:2 3♦= Artificial GF.</p> <p>→ “Splinter bids” at 4 level are limited to 14 HCP (11-14)</p>
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(*) MULTI TWO-NOTRUMP

1♥/♦ → **2NT** Fit in M, 4+ cards, 7+ HCP

Over 2NT

3♣→ 11-14 HCP with any singleton or 15/17 bal. with any 5:4:2:2 not good to open 1NT **(a)**

3♦→ Artificial. GF with any unbal. 17+ HCP **(b)**

3♥/♦→ Minimum hand

3NT→ 18-19 Bal.

4♣/♦→ Splinter 16+HCP

4♥/♦→ Any 5/5+ (11-14 HCP)

(a) Over 3♣, 3M from responder is to play (sign-off with 7-10 HCP) and 3♦ asks for singleton (probably slam try). (With 15-17 Bal opener bid 3NT).

(b) Over 3♦, responder has the following options:

3M → Minimum hand (7-9 HCP) with at least one Ace or King

3NT → 10-12 HCP

4♣/♦ → 13+ HCP - Control -.

4M → Minimum hand (7-9 HCP) without any Ace or King

NOTE 15

If opps DOUBLE 2♦

PASS	Proposition to play 2♦ doubled
RDBL	Asks opener to bid his suit
2♥	6+ ♥ (singleton or void in OM)
2♠	6+ ♠ (singleton or void in OM)
2ST	Minors two suiter (5/5)+ (if double is take-out, otherwise asking)
3♣	6(5)+ ♣ cards – lead directing
3♦	6(5)+ ♦ cards – lead directing
3♥	Ignoring double. Same with the rest of the auctions

NOTE 16

OPENING 3NT

4♣/5♣/6♣ = to pass or correct. 4♦ = asking singleton -----→ 4♥/♦ = to play. 4NT = asking number f cards -----→	4♥/♦ = singleton 4ST → denies 5m → singleton O/m 5♣ = 7 5♦ = 8
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DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)		
1 level: Can be weak, ~7-16, (4)5+ suit. 2 level: sound, (10)11-16(17), good suit. 2m most often not balanced		
Responses: New suit: F1, cue bid: good raise		
Cue bid: good raise		
Double cue bid: ~8+, 4+support		
2NT: NAT INV		
Reopening: NAT		
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		
2 nd : 15-18 with stopper		
Responses: Sys on		
Reopening: 4 th : Over 1m: 11-14, over 1M: 11-16		
Responses: After 11-14: sys on, after 11-16: 2♣ ASK M; 2♦-2♠sys on 11-14, 2NT: 15-16, unknown distribution (3♣: reask)		
(1x)-P-(1y)-1NT: 15-18		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
Jump overcalls: weak, ~5-11, (5)6card suit		
2NT: Constructive 55+ two lowest unbid (Reopening: 19-21 BAL)		
Responses: New suit: F1, 2NT: NAT INV		
Reopen: NAT		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
Cue bid: Constructive 55+ highest unbid suit + one unbid suit (Protecting: 55+ any two unbid)		
Responses: 2NT: asking for other suit, suit: P/C		
Jump cue bid: Asking for stopper		
VS. NT (vs. Strong/Weak; Reopening; PH)		
X: Upper opening strength/stronger		
2♣: Both majors, 4-4+		
2♦: Weak 6c M		
2M: NAT		
2NT: 5-5+ both m		
3m: NAT		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		
2NT: 15-18, sys on		
X: Takeout, continuation: lebensohl		
VS. Multi: X: 13-15 BAL/17+, 3M: 4cM+6cm, 4m: m+H		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣		
X: both M, 1NT: both m		
OVER OPPONENTS' TAKEOUT DOUBLE		
New suit on 2 nd level: non forcing, XX: RDBL: 10+		

LEADS AND SIGNALS		
OPENING LEADS STYLE		
Suit	Lead	In Partner's Suit
Suit	3 rd from even, low from odd	3 rd from even, low from odd, highest
NT	3 rd from even, low from odd	3 rd from even, low from odd
Subseq	2 nd 4 th through declarer in untouched suit	1-3-5
Other: If we have shown supp in partner's suit the highest from xxxx is lead. Leads in trump show S/P if not vs doubled partscore (3 rd /low)		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AKx(x), Ax	AK(x), Ax
King	AK, KQ(x), Kx	AKJ10(x), KQ(x), Kx
Queen	QJ(x), Qx	KQ109(x), QJ(x), Qx
Jack	J10(x), Jx	QJ98(x), J10(x), Jx, AQJ(x)
10	KJ10(x), 10x	109(x), 10x, AQ10(x), HJ10(x)
9	KJ9(x), 9x, H109(x)	H109(x), HH9(x), 98(x)
Hi-X	Xx, xxXx, xxXXXX	Xx, xxXx, xxXXXX
Lo-X	xxX, xxxxX	xxX, xxxxX
SIGNALS IN ORDER OF PRIORITY		
1	Partner's Lead	Declarer's Lead
1	Attitude	Count
Suit 2	Count	Suit preference
3	Suit preference	Suit preference
1	Attitude	Count
NT 2	Count	Count
3	Suit preference	Suit preference
Signals (including Trumps): Low-High: Encouraging/even, High-Low: Discouraging/odd. Suit preference in trumps. If partner leads an honour in our shown suit, middle card: encouraging, other: SP.		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
3 cards in unbid suits (10-11)12+ depending on distribution/17+ offshape		
Responses: Cue bid: forcing		
Reopening Can be weaker, ~8+		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		

W B F CONVENTION CARD		
CATEGORY: Green		
NCBO: Sweden		
PLAYERS: Sanna CLEMENTSSON – Simon EKENBERG		
EVENT		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
1♣: 12-14 BAL/18-19 BAL/ NAT		
1♦: 4+D UNBAL		
1M: 5+, 11+		
15-17 NT Can contain 5c M, can be semibalanced		
2♣: 20-21 NT/GF		
2♦: 6c weak M/strong D		
2M: 6c suit, 10-13		
2NT: 22-24		
2/1: GF		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
1♣: 2+		
1♣ – 1♦/♥/♠: TRF		
2♦: weak 6cM/strong ♦		
SPECIAL FORCING PASS SEQUENCES		
IMPORTANT NOTES		
PSYCHICS: Unusual		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	Sanna CLEMENTSSON – Simon EKENBERG			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2		12-14 BAL 18-19 BAL 11-23 NAT	1♦/♥: 4+♥/♠, 1♠: S/O ♦/GT+ ♦/GT+ both m/ weak BAL/GF BAL, 1NT: GT vs 12-14 BAL, 2♣: 5+♣ to play, 2♦: GT+5+♣, 2M: ~4-7 6c suit, 2NT: S/O 5-5 m, 3♣: PRE 6+♣, 3♦/♥/♠: SHO 6+♣ GF	1♣-1red-1red+1: 12-14 BAL 2-3♥ (4♥ with min)/11-15 UNBAL with 3♥, 1NT: 18-19 BAL, 3M: 18-19 BAL w 4c-supp 1♣-1red-1red+1/1NT- 2♣: S/O ♦/GT, 2♦: GF, 2NT: S/O ♣/GF 5-5+	Transfers after most overcalls with some exceptions, for example 1♣ – (1♥) – 2m Further details: [Note 1]
1♦		4		4+♦ UNBAL (only 4 if 4441) 11-23	1M: 5+ 4+M, 1NT: 6-11, 2♣: GF 4+♣, 2♦: weak raise, 2M: 4-7 6M, 2NT: 4+♦ 15+, 3♣: GT+ 4+♦, 3M: SHO M 4+♦	1♦ – 1M – 1NT+ : TRF 1♦ – 1NT – 2♣ : F1	1♦ – (1M) – 2M: GF 5+oM, 2NT: GT 5-5 ♣+oM, 3♣: GT+4+♦ Further details: [Note 2]
1M		5		11-23	2♣: 2+ GF, 2♦: 5+ GF, 2M: 8-11 3+M, 2♠ (if opening 1♥): 4-7 6♠, 2NT: GT+ w 4+support (continuation: [Note 3]), 3M: PRE, 3 lower suit: 6+suit GT, double jump: void SPL	1M-1♠/NT- 2M: 5-4+ in M+♣ 11-15, 2♣: 14-16 6cM/any 16+ except 64s 1♥-1♠-1NT- 2♣: S/O ♦/GT, 2♦: GF, 2NT: S/O ♣/GF 5-5+ ♠+m	TRF after dbl. Cue: 3-supp GT+.
INT				15-17, can contain 5cM, may be semibalanced	2♣: asking for M, doesn't promise a 4cM 2♦/♥: TRF to ♥/♠, 2♠: 6+♣/♦ any strength, 2NT: 6+♦ any strength/weak 55m. 3♣: GF both m, 3♦: one 6cM, GT, 3M: Single M 3c0M	1NT-2♠- 2NT: min, 3♣: accept of bal GT, 1NT-2NT- 3♣: not accepting possible GT, 3♦: accept 1NT-3♣- 3♦: No 4cm, good hand, 3♥/♠: 4+♣/♦, 3NT: no interest, 4m: max, 5m	Dbl: negative, 2x: weak NAT, 2NT: puppet to 3♣ S/O/GT+♣, 3♣/♦/♥: TRF 5+suit, GT+, 3♠: GF both m. After strong X: 2♣.♣/♦+♥/♦+♠, 2♦: ♦/both M, 2NT: both m
2♣	*			20-21 NT/GF	2♦: 4+♥/ BAL. 2♥: 4+♠ (w longer m if only 4♠). 2♠: 6+♣ weak/GF/6+♦ SHO ♣ GF. 2NT: GF 55+ M. 3♣: 6+♦ weak/GF w SHO M. 3♦/♥/♠: 4441 SHO in the suit (3♦: SHO in either m).	2♣-2♦/♥; OP relays with 20-21NT (2♥ could also be GF ♥). 2NT is GF (usually BAL) and asking.	
2♦	*			~4-9 6cM/GF with ♦	2/3M: P/C, 2NT: GT+, 3m: NAT F1, 4♣: wanting opener to transfer to M, 4♦: wanting opener to bid M	2♦-2♥- 2NT: GF ♦, 3x: NAT GF ♦ 2♦-2♠-2NT: weak ♥ 2♦-2NT- 3♣: weak M maximum, 3♦/♥: TRF weak minimum M, The rest: GF ♦	Dbl: penalty
2M		6		10-13	New suit: F1, 2NT: Forcing, 3/4M competitive	2M-2NT- 3♣: one single, 3♦: one 4cm, 3oM: 4c0M, 3M/NT: no SHO min/max	Dbl: penalty
2NT				22-24	3♣: asking for 5/4 M, 3♦/♥: 5+ ♥/♠ GF, 3♠: TRF to 3NT, to play/5-4+m GF, 3NT-4♥: TRF 6+suit	2NT-3♣- 3♦: at least one 4cM, 3♥: no 4+M, 3♠/NT: 5♥/♠. 2NT-3red- 1 st step: 2-3supp, 2 nd step: 5oM no supp, 3 rd step: max 3supp, 4 th step: max 4csupp, 4M: 4csupp min	
3m		6		PRE, 3-9	4om: modified RKCB, 4M: to play: 4NT: Blackwood		
3M		6		PRE, 3-9	4♣: ST, voluntary RKCB, 4♦: NAT, 4M: to play, 4NT: RKCB	3M-4♣- 4♦: no accept, 4♥-5♦: 0,5-2,5 aces	
3NT	*			7+ solid M	4♣: asking for SHO, 4♦: asking for tricks, 4M: P/C	3NT-4♦- 4♥/♠/NT: 7/8/9	
4m		(6)7		PRE	4NT: asking for aces		
4M		(6)7		NAT	4NT: asking for aces		
4NT	*			Asking for specific aces	5♣: 0, 5♦: ♦A, 5♥: ♥A, 5♠: ♠A, 5NT: ♣A, 6♣: 2	HIGH LEVEL BIDDING	
5m				NAT		Cue bid showing 1 st or 2 nd round controls, RKCB 1430	

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS				 SVENSK BRIDGE																
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE				WBF and SBF Convention Card	SWEDEN Mixed															
1-level: (6)8-16, normally 5+ suit (occasionally 4)			Lead	In Partner's Suit																		
2-level: Very sound, (10)11-16(18), 5+ good suit (normally 6-c suit) and normally not balanced.	Suit	3 rd from even, low from odd	3 rd from even, low from odd																			
Responses: Transfers from 2cue to our suit -1. Lower suit is F1.	NT	2 nd /4 th (third from Hxx)	3 rd and low																			
2NT = INV+, 4+ supp, Double cuebid: 6-9, 4(5)-c supp.	Subsequent	2 nd , 4 th through declarer when opening suits																				
3our = PRE, 0-5 hcp 4(+) supp		that partner hasn't bid (xX(x), Hx, hXx, xXxx, hHxx+)																				
Reopening: Like above but can be lighter	Other:	K asks for count against 5-level and higher																				
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS																					
15-18, sys on. Passed hand: 54+ two lowest unbid	Lead	Vs. Suit	Vs. NT																			
11-14 when protecting vs 1m, sys on	Ace	AKQ+, AKJ+, AKx+	AKQ+, AKJ+, AKx+																			
11-16 when protecting vs 1M, sys on (2♣-2NT (max w. or w/o M))	King	KQJ+, KQT+, KQ+, AK	KQJ/T+, KQ+, AK, AKJT+																			
JUMP OVERCALLS (Style; Responses; Unusual NT)	Queen	QJT+, QJ9+, QJ+	QJT/9+, AQJ+, QJ+, KQT9+																			
(1m)-2M= 10-16, 4c M and 5+ om, (1m 2+)-2M=3-9 hcp, 6-c M	Jack	JT+, Jx, KJT+/AJT+	JT+, KJT+/AJT+, Jx																			
(1♥)-2♠=3-9 hcp, 6-c ♠, (1♣)-2♦ = 55+ ♦+♣, NF,	10	T9+, HT9+, Tx	T9+, T(9)x, HT9+																			
2N = 55+ both lowest unbid, constructive. (Reopening: 19-21 NT)	9	KJ9+, 9x,	KJ9+, 9x,																			
(1M)-3♣ = 55+ ♦+ oM, constructive. (1♦)-3♣ = 55+ ♣+♦, NF	Hi-x	xxXx, Xx, xxXxxx	Xx, xXx, xXxx, xXxxx+																			
Passed hand: Same but weaker. Responses: See [Note 4]	Lo-x	xxxxX, xxX	HxX, HxxX+																			
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopening)	SIGNALS IN ORDER OF PRIORITY																					
(1m)-2m=55+ Ms, (1M)-2M=55+ oM + ♣, both constructive		Partner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE																	
(1M)-3M=Stopper ask, (1m)-3m = 55+ ♠ + om, constructive	Suit: 1 st	ATT, low = enc	Count, low=even	ATT, low = enc	1) The opening-bid 1♣: a) 12-14 BAL/18-19 BAL b) NAT																	
constructive nature. Responses: See [Note 4]	2 nd	Count, low=even	Suit preference	Count, low=even	2) The opening-bid 2♦: a) (5)6-c M, weak b) FG with 5+♦																	
Reopening: Cue = 55+, any two unbid suits, Jump cue = same	3 rd	Suit preference		Suit preference	3) The responses 1♦/♥ and 1♠ to 1♣, "Transfer-responses": 1♦/♥ = 4+ ♥/♣ (could be 0 hcp)																	
VS. NT (vs. Strong/Weak; Reopening; Passed Hand)	NT: 1 st	ATT, low=enc	Smith, low = enc	ATT, low=enc	1♠: a) 4+♦ (no M unless FG) b) 6+ bal. w/o M																	
Dbl = Strength/Tricks, 2♣ = 44+ Ms, 2♦ = One M, worse or better than 2M, 2M = 6+ M, 10-16 hcp, 2NT = ms or very good twosuiter	2 nd	Count, low=even	Count, low=even	Count, low=even	4) The responses 2♦ and 2♥ to 1♣: WJS in the suit above (3-7 hcp) or 4(+) in the suit above and 5+♣, FG																	
Reopening: Same (all bids can be a little lighter)	Signals:	Hi-lo=discouraging	Hi-lo = odd																			
Passed Hand: Dbl = ♠ + other, 2m = m + ♥, 2M = NAT	Smith: hi-lo = disc. Special signals: See [Note 6]																					
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT-bids)	DOUBLES				SPECIAL FORCING PASS SEQUENCES																	
Dbl = T/O, vs 4♣: Dbl = Optional Responses: See [Note 5]	TAKE-OUT DOUBLES (Style; Responses; Reopening)				When we have forced to game (not just bid it), 1M-2NT, 1x-(Dbl)-Rdbl and (1NT)-Dbl-(escape to 2m).																	
(2M)-4m = 55+ m + oM, 2NT=16-18, 3NT=to play	Maybe down to 10 HCP with nice distribution. Will prefer dbl to over-calling 2m with 5332. Offshape ok if (16)17+.				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE																	
Cue bid: ms/Highest +one, 4NT = unspecified 2-suiter	Responses: (1M)-D-1NT = weak or FG. See [Note 7]				Psychics: Rare (lighter/stronger openings/PRE:s in 3 rd hand possible). We are not very strict about our hcp-ranges.																	
VS. ARTIFICIAL STRONG OPENINGS	Reopening: Same as above, but could be even lighter				Frequent use of transfers and artificial 2NT in competition, see [Note 9] for examples.																	
Vs. 1♣: Dbl=M, NT = ms, 2♣/♦ = 4+ ♥/♣, 5+ other	SPECIAL AND ARTIFICIAL DOUBLES/REDOUBLES				Singleton A/K usually not shown as singleton																	
OVER OPPONENTS' TAKE-OUT DOUBLE	Trfs after 1♣-(dbl) (from 1♦) and 1♦/1M-(dbl) (from 1NT)																					
Rdbl: 10+ hcp, interested in penalizing	[Note 8]), 1♣-(1♦)-dbl = 4+♥, 1m-(1♥)-dbl = 4+♠																					

OPENING BID DESCRIPTIONS					Ida Grönkvist-Mikael Grönkvist, Sweden Mixed	
Opening	Tick if Art	Min No Crds	Neg Dbl Thru	Description	Responses	Subsequent Auction
1♣	✓	2	4♥	a) (11)12-14 BAL b) 18-19 BAL c) Natural, 4+ ♣ UNBAL	1♦=4+♥, 1♥=4+♠, 1♠= a) 4+♦ (no M unless FG) b) 6+ bal. w/o M, 1NT=FG BAL/♣, 2♣=5-9, 5+♣, 2♦/♥, =3-7 hcp with 6+ ♥/♠ or FG, 4♥/♠ and 5+♣ 2♠=INV+, 6+ ♣, 2NT=55+ ms, S/O or FG, 3X =PRE w/ 6+ suit	1♣-1♦/♥; 1♥/♠=12-14NT/3M, 5+♣, MIN 1NT=18-19 BAL, 3M=18-19 BAL, 4-c M 3♣=6+♣, 3-c M, 15-17
1♦		4	4♥	Natural, semi-/unbalanced hand. Only 4♦ when 4441	1♥/♠=6+hcp 4+suit, 1NT=6-12 no 4-card M, 2♣= FG bal/♣, 2♦=8-11, 3+ supp, 2♥/♠=3-7 hcp, 6(+)*, 2NT=INV+ with 4+ supp, 3m=Nat INV, 3♦=PRE with 4+ supp	1♦-1M; 1NT=4+♣, 2♣=11-14, 6+♦ or 18+ "any", 2NT=15+ w/ supp, 3M = MIN 5♦4M(31)
1♥		5	4♦	11-23	1NT=Semiforcing, 2♣= FG BAL/♣, 2♦= FG, 2♥=8-11, 3(4)-c supp, 2♠=3-7 hcp, 6(+)*, 2NT=INV+ with 4+ supp, 3m=Nat INV, 3♦=4(5)-c supp 4-8 hcp, 3♠=Supp, intermediate hand with any void, 3NT/4m=Void (3NT=♦), worse/better than 3♣	1♥-1♠/NT; 2♣= 6+♥ or 16+ "any", 2♥ = 11-16, 5♥+4♣, 2NT = 15+, 6♥ 4-c m 1♥-1♠; 3♣= MIN 5♥4♣ (31)
1♠		5	4♥	11-23	1NT=Semiforcing, 2♣= FG, BAL/♣, 2♦/♥= FG, 2♠=8-11 w 3(4)-c supp, 2NT=INV+ with sup, 3♣/♦/♥=Nat INV, 3♠=4(5)-c supp 4-8 hcp, 3NT=Supp, intermediate hand with any void, 4m/♥= Void, worse or better than 3NT	1♠-1NT; 2♣= 6+♠ or 16+ "any", 2♠ = 11-16, 5♠+4♣, 2NT = 15+, 6♠ 4-c m 1♥/♣-2NT: See [Note 1]
1NT		---	-	14+-17hcp, (semi)BAL, 5-card M or 6-card m possible	2♣=ASK for 4c M(s) (doesn't promise 4cM), 2♦/♥=Trf ♥/♠, 2♣/NT=Trf ♣/♦, 3♣=FG, 54+ ms, 3♦=INV, 6+M, 3♥/♠=Short M, 4c oM, 44/54 ms, 4♣/♦=Trf ♥/♠	Super accepts, Second-round transfers (after 2♣/2red), 1NT-2♣; 2♦-3M = 4M and 5oM, FG
2♣	✓	0		a) FG (not ♦ as longest suit) b) 20-21 BAL	2♦= Waiting (4+ hcp if 5+ M), 2M=To play facing 20-21 NT, 2NT-3♥=Trf to next suit w/ HHxxxx+	2♣-2♦, 2♥=5+ ♥/FG, BAL (forces 2♣) Accepting 2NT+ trf = Hx/xxx+ in support
2♦	✓	0	-	a) (5)6cM, (3)5-9 hcp b) FG with 5+ ♦	2/3M=Pass or correct, 2NT=INV+, 3m=Nat FG, 4♣=Trf to your suit, 4♦=Bid your suit, 4M=To play	2♦-2NT; 3♣=Max, 3♦=Min with ♥, 3♥=Min with ♠, 3♣+ FG with ♦
2♥		6	-	10-13 hcp, 6c-suit (can be 7 with 10-11 hcp)	3♣=Weak or FG with 5+♦, 3♦ =5+♣, 2NT=Inv+ asking, 3♥=PRE, 3♠/4m=Splinter	2♥-2NT: See [Note 1]
2♠		6	-	10-13 hcp, 6c-suit (can be 7 with 10-11 hcp)	3♣=Weak w 5+♦/♥ or FG w 5+♦, 3♦ = Inv+ w 5+♥, 3♥=5+♣, 2NT and 4m♥=See 2♥	2♠-2NT: See [Note 1]
2NT		----	-	22-24 BAL	3♣=ASK for 4/5c M, 3♦/♥=Transfer, 3♠=54+ ms, FG, 3NT=To play 4♣/♦=Slamtry with 6+ ♥/♠, 4♥/♠=Slamtry with 6+♣/♦	2NT-3♣; 3♥=No M, 3NT=5♥ Super accepts after 3♦/♥ (can show 2M+5oM)
3♣	6	-		PRE, (1)3-8 hcp	4♦=Slamtry in ♣, New suit = Nat. FG, 4NT = RKC 1430	
3♦	6	-		PRE, (1)3-8 hcp	4♣=Slamtry in ♦, New suit = Nat. FG, 4NT = RKC 1430	
3♥	7	-		PRE, (1)3-8 hcp	New suit = Nat. FG, 4♣ = Slamtry in ♥, 4NT = RKC 1430	4 th seat openings: [Note 2]
3♠	7	-		PRE, (1)3-8 hcp	New suit = Nat. FG, 4♦ = Slamtry in ♠, 4NT = RKC 1430	Passed hand bidding: [Note 3]
3NT	✓	---	-	Solid 7+ M	4♣ = Trf to your M, 4♦ = ASK for 8 th trump, 4M = To play	
4♣	7	-		PRE, (1)3-8 hcp	4♦ = Slamtry in ♣, 4M=To play, 4NT = RKC 1430	
4♦	7	-		PRE, (1)3-8 hcp	4M=To play, 4NT = RKC 1430, 5♣ = Slamtry in ♦	
4♥	6	-		To play	4♠ = To play, 4NT=RKC 1430, 5♣ = Slamtry in ♥	
4♠	6			To play	New suit=cuebid, 4NT=RKC 1430	
4NT	✓	----		Asking for specific aces	5♣=No ace 5♦=♦-ace 5♥=♥-ace 5♠=♠-ace 5NT=♣-ace 6♣+= 2 aces	
5♣	7			To play		
5♦	7			To play		

HIGH LEVEL BIDDING

RKC 1430, ask for specific kings and third round controls after asking for aces, can ask for complete distribution in most game forcing sequences Splinters, 1st and 2nd round controls up the line, Last Train – control in bypassed suit may be shown by cuebidding other suit under game level If OPPs dbl a bid asking for stoppers: NT = 1,5+stoppers, RDBL = xx+, pass = one stopper or semistopper, bid = nat with singleton

Supplementary sheets I. Grönkvist - M. Grönkvist Sweden Mixed

[Supplementary Note 1] – 1M-2NT/2M-2NT

1♥-2NT (4+ support, invitational+)

3♣ Minimum

	3♦	FG, asking for ShS	
	3♥	No ShS	
	3♠	Short ♠	
	3NT	Short ♦	
	4♣	Short ♣	
	3♥	Inv.	
	3♠, 4♣	Showing singleton	
	3NT	Singleton ♦	
3♦	Extras w/o ShS		
		3♥ No ShS, 3NT singleton ♦, 3♠/4♣ showing singleton	
3♥	Extras, short ♣		
3♠	Extras, short ♠		
3NT	Extras, short ♦		
4m	Void m		
4♥	Void ♠		
4♣	Void ♣, stronger		

1♠-2NT: (4+ support, invitational+)

3♣ Minimum

	3♦	FG, asking for ShS	
	3♥	No ShS	
	3♠	Short ♥	
	3NT	Short ♦	
	4♣	Short ♣	
	3♠	Inv.	
	3♥, 4♣	Showing singleton	
	3NT	Singleton ♦	
3♦	Extras w/o ShS		
		3♥ No ShS, 3NT singleton ♥, 3♠ singleton ♦, 4♣ singleton ♣	
3♥	Extras, short ♥		
3♠	Extras, short ♠		
3NT	Extras, short ♦		
4m	Void m		
4♥	Void ♥		
4♣	Void ♥, stronger		

Also used (with logical modifications) after 1♦-2NT and 2M-2NT (then 3NT suggestion to play by responder and 2♥-2NT, 4♥ = 4♠+6♥).

[Supplementary Note 2] – 4th seat openings

2♣: a) FG with ♣ or ♥ b) 20-21 BAL

2♦: FG with ♦ or ♠

2NT: 22-24 BAL

3X: 10-13 hp, good 7-c suit

3NT: To play

[Supplementary Note 3] – Passed hand bidding

After 1♣: 1NT = 10-11 BAL

After 1♦: 2♣ = 8-11 hcp, 4(+) supp, 2♦ = 3-7 hcp, (3)4(+) supp, 3♦ = 2-6 hcp, 4(+) supp

After 1M: 1NT = Can't have supp, 2♣ = 8-11 hcp, 3-c supp, 2♦ = 6-9 hcp, 4(+) supp, 2M = 2-7 hcp, 3(+) supp, 3M = 0-5 hcp, 4(+) supp

[Supplementary Note 4] – Responses to jump overcalls, direct/jump cue bids

Jump overcalls ((1M)-2M) and direct cuebids:

The two suits are always known.

Giving preference at 2-level: Natural, to play

Giving preference at 3-level ((1M)-2M): "Invitational", promises some values

2NT is a puppet to 3♣, to show a weak hand that wants to play one of the suits on 3-level or "any" game force

Cuebid: Primarily a stopper ask

Other bids: "Natural"

Jump cue:

3NT = I have a stopper

4/5m = Pass or correct

[Supplementary Note 5] – Responses to T/O-doubles of preempts

After 2-level opening:

2NT is a puppet to 3♣, to show a weak hand (0-7 hcp) that wants to play a suit lower than the opening or a game force with 4-c oM/doubt about NT.

3-level bids (non jumps): Natural and "Invitational", about 8-11 hcp

Cuebid: Stopper ask without 4-c oM

Other bids: "Natural"

[Supplementary Note 6] – Special signals

- Against suit contracts when dummy has a singleton in the suit lead and partner leads A (or another honour that wins the trick – implying that third hand has the ace): Suit-preference
- In a suit where we have promised 5+ cards in the bidding: High or low = Suit-preference, middle card = encouraging

[Supplementary Note 7] – Responses to T/O-doubles over 1M

1♠ = 0-11 hcp (if 6-11, 4 card X)

1NT = Puppet to 2♣, 0-7 hcp or FG (Pass/2lower = 0-7 hcp, 2cue+ = "NAT" FG)

2lower = 8-11 hcp, (3)4+ suit

2♠ = 6-10 hcp, 5+ suit

2cue: 8-11 hcp, 4-c oM and 5+ m

[Supplementary Note 8] – Special doubles and redoubles

3-card support doubles and redoubles:

Played up to (and including) 2M after 1♦-1red. Not obligatory but we may double with 12 balanced and 4333. The support double also includes 18-19 NT with two-card support for partner's suit and no stopper in the opponent's suit.

Maximum Overcall Doubles

Double is invitational when we are in 2M after a raise and opponents bid 3M-1. This is independently if they raise each other, bid after a T/O-double or if it's their side's first bid. Over lower bids, dbl is for penalty and 3new is ART INV.

[Supplementary Note 9] – Use of transfers and artificial 2NT in competition

Transfers in competitive bidding

- After 1♣-(1X): Transfers from Dbl (over 1♦/♥, then 1NT NAT, NF) or 2♣ (over 1♠) to 2X-1 (showing 5+ ♣)
- After 1♦/M-(Dbl): Transfers from 1NT to 2♦/M-1
- After (1X)-1/2Y-(P): Transfers from 2X to 2Y-1/3Y-1
- After (1X)-1Y-(Dbl): Transfers from 1NT to 2Y-1
- 1♦-(1♠): 2♣ = 5+ ♥, 6+ hcp, 2♥ = F1, 5+ ♣

Accepting the one-level transfers shows 12-14 NT with 2-/3-c M or a MIN UNBAL hand with 3-c M. Accepting the two-level transfers shows a hand that would have passed a natural NF-bid in the suit shown.

Artificial 2NT in competition

- After (2X)-Dbl-(Pass): 2NT = Puppet to 3♣, weak or FG
- After 1♣/NT-(2X): 2NT = INV+ 5+ ♣
- After other T/O-doubles of 2M: 2NT = INV+ 5+ ♣ (if bidding voluntarily)/asking for partner's longer m (otherwise)
- 1♥-1NT-(2♠): 2NT = "Good/Bad" – Weak or FG with one m (normally 55+)
- (1X)-2lower-(2X)-P, (P)-2NT: 4-6 in two suits

[Supplementary Note 10] – Preempting style

All preempts are very dependent on vulnerability and position. 1st and 3rd NV vs. V is (of course) the situations where we are most aggressive. 2nd seat and V is more constructive. Here, however, suit quality is much more important than hcp or number of tricks.

Mikael tends to be more aggressive than Ida 1st seat NV vs V but Ida is more aggressive than Mikael when V. 1st seat NV vs. V Mikael normally opens 3X with Jxxxx and 6322. 3rd seat NV vs. V both players has preempted on five-card suits.

DEFENSIVE AND COMPETITIVE BIDDING

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

6 – 16 natural- possible 4 card suit

New Suit F1

Jumpshift = fit and good suit after pass, else weak

Direct jump raise = preempt

Jump cue-bid = 4 card fit and good hand

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

In 2nd strong, balanced or semi-balanced

Responses: after minor opening- stayman, transfers

After major - transfers

In 4th : 9 – 13 Responses same as above

JUMP OVERCALLS (Style, Responses, Unusual NT)

Weak Q invitational to game, Vs 2suiters unusual vs unusual 4*

Leaping michaels (2♦ 2♥ 2♠)-4♣ / ♦ = 5+ bid m+ 5M

Reopen natural 2nt = 1nt opening 17-19

DIRECT AND JUMP CUE BIDS (Style, Responses, Reopen)

1 m – 2♦ = majors 1M – 2M other M + ♣

Jump cuebid asks for stopper

Reopening cue= 2suiter

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

Multilandy 1*

Vs weak NT X=hcp after which pd bids as if X bidder has

Bid 1NT(system on), rest multilandy

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

Takeout X natural cuebid = asks for stopper, may be

Minors

Leaping michaels

Vs wk 2 11*,

Over opps wk 2NT opening showing mms 3♣ =5-4MMs 3♦ =5-5MMs

Rest natural

Vs 3m 4m=MM, 4 om leaping michaels

VS. ARTIFICIAL STRONG OPENINGS

1♣ strong: 2*

OVER OPPONENTS' TAKEOUT DOUBLE

New suit F 1 1 over 1 , 2 over 1 nf

Redouble = 10+ HCP

Truscott(inv + with 3/4 card fit), rev in minor

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's
Suit	3rd – 5th	3rd – 5th
NT	4th best	3rd – 5th
Subseq	attitude	

Other:

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx	AKx
King	KQx	KQJx, KQ10x
Queen	QJx	QJ10x or KQx
Jack	J10x or Honor J10x	J10x or Honor
10	10 9 x or Honor 109	10 9 x or
9	9x	9xx or Honor
Hi-x	even number	Bad suit
Lo-x	odd number	4 th best

SIGNALS IN ORDER OF PRIORITY

	Partner's	Declarer's Lead	Discarding
Suit	1	low enc	high=odd
	2	count	Suit pref.
	3	Suit pref	
NT	1	low =	high=odd
	2	count	Suit pref
	3	Suit pref	

Signals (including Trumps): UDCA,,rev smith

DOUBLES

TAKEOUT DOUBLES (Style, Responses, Reopening)

3 suiter or 16+ HCP any distribution

Responses natural – only cuebid F

Reopening either 3 suiter or 14+HCP

Suit at lowest level ambiguous

SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES

1minor 1♥ x = no 4 cards in ♠

Support X and XX

1♥ / ♣ double 2♥ / ♣ double is a preference for minors

Openers X show either 3 cards in partners M

or a strong hand

International-Convention-Card



♠ ♥ ♦ ♣



Category:

NCBO:

Switzerland

EVENT:

PLAYERS:

Hedy Grey

Chris Catzeflis

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

NATURAL 5 CARD MAJOR 4card ♦

2♣ = gf

2♦ multi

2M weak 2suiter

1NT Opening: 15 – 17 balanced or semi-balanced

2 over 1 Responses: Game Forcing

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

Walsh over 1♣ opening

2♣/♦ 2way checkback

2♣/drury 2♦ mini drury (7-9 hcp)

3NT: solid minor no outside A or K 7cds AKQ

michaels

Good-bad 2 NT *7

When opp overcalls by 1NT: after our m opening we play that 2♣ by Responder is stayman, rest xfer

After a major opening all bids over opps 1NT are xfers

After opps overcall of our opening up to 2♣ responder transfers majors

On the 2 level, 2NT= mms

SPECIAL FORCING PASS SEQUENCES

Dopi/ropi

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Frequent light opening in 3rd seat according to vulnerability.

In 3rd seat, preempts are often weak

PSYCHICS: rarely

OPENING	TICK IF A RT	MIN NO.OF C	NEG X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1 ♠		2	4♥	Natural 11 – 22HCP	2♣ inv + 3♣ = pre-empt 2M=weak 6 +cards	1♣ -1♦ – 1NT with or without Maj when hand balanced	Inverted Truscott
1♦		4	4♥	Natural 11—22 see above		1♣ – 1♥ /♣ – 2♣ – 2♦ = relay forcing see also 6*	Jumps with fit
					1♣ 1Maj does not exclude long ♦ – after 1nt 2♣ forces to 2♦		
1 ♥		5	4♦	Natural 11 – 22 HCP	Rev bergen 5* 2NT(jacoby) GF 4card fit	1♥ /1♣ – 2x – 2♥ /2♣ – 3♥ /3♣ : FORCING! 1♥ /1♣ -p-3(4)♥ /3(4)♣ = PRE	Jump = fit natural ,
					1NT F1 3 ♣ splinter, 3NT void, 4x= void 3*	After 1M-p-2NT-p new suit on 3 level is short, on 4 level shows 5-5, 3M is a good opening hand	Drury2♣(10-11), mini drury 2♦ d(7-9)
1 ♠		5	4♥	Natural 11 – 22HCP	Rev bergen 5* 2NT(jacoby) GF 4card fit		See above
					1NT F1 3NT=splinter, 4 ♣ etc void 3*	After 1M-p-2NT-p new suit on 3 level is short, on 4 level shows 5-5, 3M is a good opening hand	Jump in new suit is 5 cards + 4 cards in opening suit after pass
1 NT				(14)15 – 17(18) balanced or	2♣ =stayman 3♣ = both min weak.	SMOLEN	Rubensohl/,2nt with stopper
				Semi-balanced	2♣/2♥/2♦/2NT =transfer 3♦ = “ “ strong	After stayman and bid M , 3 level bid OM= slamtry with fit	
				Possible 5Maj or 6minor	4♣/4♥ texas 3♥ =3154 or 3145 3♦ =1354 or 1345 4 ♣ =majors gf	After 1NT-p-2♣-p-2♦ -p-3♣= minor suit stayman When opps intervene after we open 1NT 8* and 9*	
2 ♣	X	0		Gf except after 2♦ Response	Steps ((controls) 12*		
2 ♦	X	0		Weak in ♥ or ♣ or 22-23 balanced	2 ♥/♣ pass/correct, 2NT relay asking 4 ♣= xfer your major 4 ♦= bid your major		
2 ♥	X	6		5 ♥ plus 4+ ♣ or 4+ m weak	2♣ p/c , 2NT relay 10*		
2 ♣		6		5 ♣ + 4+m or 4 ♥	2NT relay, 3♣ p/c 10*		
2 NT				20/21 balanced Can have 5M or 6m	Puppet 4 ♣majors with ambition, 4♦ majors no ambition, 4♥ 5 minors short ♥, 4 ♣ 5 5 minors short sp, 3♣-3nt-4♥= 5 ♣ +4 ♦ slammish, 3♣-3nt-4♦ 5 ♦+ 4 ♣slammish, 3♣-3nt- 4♣=♦ slammish,3♣-3nt-4♦ =♦slammish		
3 ANY				PREEMPT			
3 NT				Solid Minor no void	4♣ = correct in minor 4♦ = asking singleton,	HIGH LEVEL BIDDING	
						RKCB 4130 After Blackwood, next step asks for Queen of trumps – 1st step = no 5NT even + useful void, 6x=odd+void	
4 ♣				NAMYATS	STRONG HEART SUIT	josephine	
4 ♦				NAMYATS	STRONG SPADE SUIT	LIGHTNER DOUBLES	
4 NT				BOTH MINORS		3NT is non serious if non jump and M fit is known	

SUPPLEMENTS Ch. Catzeffis- H. Grey

1* **Multilandy** : X= 5+m + 4M

2 ♣ = 9+ cards in Ms

2 ♦ = long major 1 suiter

2 ♥ = ♥ +m

2 ♠ = ♠ +m

2NT= minors

2* vs opps Strong ♣ opening : 1 ♦ = ♥ or ♠ + ♣

1 ♥ = ♠ or ♣ + ♦

1 ♠ = ♣ or ♦ + ♥

1NT= multi

2 ♣ = ♦ or majors

2 ♦ = ♥ + ♣

2 ♥ = ♠ + ♦

3* splinter and void bids

1 ♥ p 3 ♠ = undetermined singleton -> 3NT = relay (-> 4 ♣ / ♦ / ♥ = singl. ♣ / ♦ / ♠)

1 ♥ p 3NT= void ♠

1 ♥ p 4 ♣ / ♦ = void

1 ♠ p 3NT= undetermined singleton -> 4 ♣ = relay (-> 4 ♦ / ♥ / ♠ = singl. ♣ / ♦ / ♥)

1 ♠ p 4 ♣ / ♦ / ♥ = void

4* Unusual vs Unusual

suiter overcall lower possible cue = invite + in lower our suits, higher cue= invite+ in

Higher our suits. 3x and 3y are non invite, to play

5* reversed Bergen, 3 ♣ stronger than 3 ♦

6* we can fit responders major with 3 cards, 1st step asks, replies:

1st step: 4 cards fit + singleton (next step asks where)

2nd step: 3 cards fit mini

3rd step: 3 cards fit maxi

4th step: 4 cards fit mini

5th step: 4 cards fit maxi

7* **good-bad** 2NT bid by opener forces 3 ♣ by responder (except if he has a gamegoing hand), opener will pass or correct to his 2nd suit or his long opening suit showing a distributional but not strong hand.

8* Intervention on our 1NT:

a) 1NT X (except if X is for Maj.) XX = xfer ♣ or ♦

2 ♣ = Stayman

2 ♦ / ♥ / ♠ / NT = xfer

b) 1NT 2 ♣ X = Stayman

2 ♦ / ♥ / ♠ = xfer

c) 1NT 2 ♦ / ♥ 2 ♥ / ♠ = Nat

d) 1NT 2 ♥ 2NT = xfer ♣, to pass or GF with stopper

3 ♣ = xfer ♦, no stopper

3 ♦ = 4 cards ♠, no stopper

3 ♥ = 5+ ♠, no stopper

3NT = to play without stopper

e) 1NT 2 ♥ 2NT = xfer ♣, to pass or GF with stopper

3 ♦ = 4 cards ♠, with stopper

3 ♥ = 5+ ♠, with stopper

3 ♣ = 5+ ♦, with stopper

3NT = to play with stopper

f) 1NT 2 ♠

2NT = xfer ♣, to pass or GF with stopper
3 ♣ = xfer ♦, no stopper
3 ♦ = 5+ ♥, no stopper
3 ♠ = 4 cards ♥, no stopper
3NT = to play without stopper

g) 1NT 2 ♠
3 ♣ pass

2NT = xfer ♠, to pass or GF with stopper
3 ♦ = 5+ ♥, with stopper
3 ♥ = 5+ ♦, with stopper
3 ♠ = 4 cards ♥, with stopper
3NT = to play with stopper

h) 1NT 2X = xfer

X = T/O
2Y = Nat.
Pass followed by X = penalty
Pass followed by 2NT = ♣ + ♦

9* double on our Stayman :

a) 1NT pass 2 ♣ X

XX = to play

Pass = no stopper

Rest is standard with stopper

b) 1NT pass 2 ♣ X
Pass pass XX = stayman with stopper
 2 ♦ = Stayman no stopper (-> Standard)

c) 1NT pass 2 ♣ X
Pass pass XX pass
2 ♦ = 2 Maj. Min.
2 ♥ = 4 cards ♠
2 ♠ = 4 cards ♥
3 ♣ = 2 Maj. Max.
3 ♦ = 5+ ♦, no 4 Maj

10* 2 ♥/♠ opening :

a) 2 ♥ 2 ♠ = Pass or Correct
 2NT = Relay
 3 ♣/♦ = Nat F1
 3 ♥ = PRE

- b) 2♥ 2NT
 3♣ = 5+ cards in the 2nd suit
 3♦ = 4 cards in ♠
 3♥ = 4 cards in ♣
 3♠ = 4 cards in ♦
- c) 2♥ 2NT
 3♣ 3♦ = Relay
 3♥ = 5 cards in ♠
 3♠ = 5 cards in ♣
 3NT = 5 cards in ♦
- d) 2♠ 3♣ = Pass or Correct
 3♦ / ♥ = Nat F1
- e) 2♠ 2NT = Relay
 3♣ = 5+ cards ♣ or ♦
 3♦ = 4 cards in ♥
 3♥ = 4 cards in ♣
 3♠ = 4 cards in ♦
- f) 2♠ 2NT
 3♣ 3♦ = Relay
 3♥ = 5 cards in ♣
 3♠ = 5 cards in ♦

11* Over WK2 from opps :

- a) 2X X pass 2Y = Nat WK
 2NT = WK (0-7H), xfer for 3♣
 3Y = Nat 8H+
- b) 2X 2NT pass Stayman and xfer

12* Intervention over our 2♣ opening :

- 2♣ 2X double = 0-1 ctrl
 Pass = 2 ctrls
 Next step = 1A + 1K
 Next step +1 = 3K's

DEFENSIVE AND COMETITIVE BIDDING

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

Nat, sound (but may be rarely 4 cards)

Shift: F (does not promise rebid) Jump shift: Fit bid on M O/C

CUE: normally INV⁺ w/ 3⁺

Jump CUE: INV⁺ w/ 4⁺

Jump raise at level 3: Pre syle, 4 trumps below INV

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

2nd: (15)16 - 18, BAL (1m) 1NT (p) system on
(1M) 1NT (p) CUE = STAY, 2♦..2♦ = roll TRF
(roll TRF: OPPT suit is bypassed: (1♥) 1NT (p) 2♦ = ♦)

4th: same

4th live: COMP w/ 4 in upper & 5⁺ in lower unshown suits
(if opening may be a two cards m, lower may be any m)

JUMP OVERCALLS(Style; Responses; Unusual NT)

1-Suit: PRE

2-Suit: (see special bids)

Reopening: 2♦ (over 1♦) 2M : 6(7) cards 11 - 14
2NT : BAL (17)18 - 19

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

Simple CUE: 2-suiter (Except (1♦) 2♦ : nat) : see special bids

Jump CUE: Ask for STOP (except 1♦ 3♦ : see special bids)

Reopening: Any 2-suiter

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

Multi - Landy : 2♦ = MM, 2♦ = M, 2M = 5M + 4⁺M, 2NT = mm
vs. Strong X = 4M + 5⁺M (or any hand too strong for other bid)
vs. Weak X = good opening bal or semi bal (vs weak NT)

Reopening: Same

Subsequent: As on our 1NT opening

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

X = T/O Jumps constructive NT : To play

(3♦) 4♦ : ♥ + ♦, 4♦ : ♦ + M

(3♦) 4♦ : ♥ + ♦ (3♥) 4♥ : ♦ + m

(2♥/♦) 3♥/♦ : ♦ + ♦, 4♦/♦ : ♦/♦ + ♦/♦

(2♦ multi) 2♥/♦/3M : NAT, 4♦/♦ : ♦/♦ + ♥, 2nd turn : ♦/♦ + ♦

VS. ARTIFICIAL STRONG OPENINGS

Suction : ♦ = ♦ or (♥ + ♦) ♦ = ♥ or (♦ + ♦)

(at all levels) ♥ = ♦ or (♦ + ♥) ♦ = ♦ or (♦ + ♥)

NT = (♦ + ♥) or (♦ + ♦)

X is the first step (for example 2♦ X = ♦ or (♥ + ♦))

OVER OPPONENTS' TAKE OUT DOUBLE

1M (X) 2NT : INV⁺ W/ 4 3x : Fit bid 3M : PRE

1m (X) 2M : PRE NF 2NT : PRE in m 3m : INV

XX STR (11+), may be seeking for PEN

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	in Partner's Suit
Suit	3rd / 5th	3rd / 5th top from bad 3 if fit
NT	4th (2nd from bad suit)	3rd / 5th shown (suit & NT)
Subseq		
Other: vs NT: K asks for unblock or count, A/Q asks for attitude		

LEADS

Lead	Vs.Suit	Vs. NT
Ace	AKx(+ A(+)	AKx(+)
King	AK KQ(+ K(x)	AKJ10+ KQJ+ KQ109+
Queen	QJ(+ Q(x)	AQJ(+ QJ10
Jack	J10(+ J(x)	AJ10(+ KJ10(+ J109(+ J108(+
10	109(+ 10(x)	H109(+ 1098+ 1097+ 109x
9	9(x)	9x(x)
Hi-x	3rd / 5th w/ or w/o honnor	Sxx, xSxx, xSxSx(+ (judgment)
Lo-x	3rd / 5th w/ or w/o honnor	H/JxxSx, TSxS (judgment)

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit:1st	Hi = ENC	Hi = 2	Hi = ENC
2nd	Hi = 2	S/P	Hi = 2
3rd	S/P		S/P
NT: 1st	Hi = DISC	Hi = 2	Hi = ENC
2nd	Hi = 2	S/P	Hi = 2
3rd	S/P		S/P

Signals (including Trumps):

Hi-Lo suggests ruff

Smith echo vs NT

DOUBLES

TAKEOUT DOUBLES(Style;Responses;Reopening)

T/O: Sound (may be lighter w/ good shape and passed partner)

Resp: Nat, Jump in M = 4 8-10, 1NT = 8-11, Double jump in M 5 8-10

CUE only F, promises rebid

Reopening: Sound opening or good shape (start around (4441) or (5431) 8+)

SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUABLES

NEG X thru: 5♦ (the higher, the more passable 1♦ (1♦) X: No 4M

1♦/♦ (1♥): X = No 4♦, 1♦ = 4+

COMP X thru: 3♦

SUPP X thru: 3♦ (3 cards or strong BAL)

(1x) O/C (raise) X: NEG

(1x) X (raise) X: NEG (RESP)

(1x) O/C (shift) X: NEG

(1x) O/C (shift) 4th suit : NF



WBF Convention Card

Category: Green

Country: Switzerland

Event: All

Players: Christine VINCENT - Bachar ABOU CHANAB

Version: 2019.01.20

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5-cards Majors - better Minor - Strong NT - 2♦ SF - 2♦ GF - Weak two's

1NT resp over 1M : F1 over 1st/2nd (passable w/ weak BAL over 3rd/4th)

2 over 1 responses: GF except rebid in week sequences

Over 1M BERGEN Raises; Fit bids when passed hand

2NT resp over 1M : GF, 4⁺fit (inv+ TRUSCOTT after DBL and inv+ after O/C)

1NT Opening : 14⁺ - 17 HCP BAL

Inverted minor raise (no 4M)

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

1♦ - 1♦ may be short (in weak BAL)

2 suiter :

On 1♦ 2♦ = ♥ + ♦ ; 2NT = ♦ + ♥ ; 3♦ = ♦ + ♦

On 1♦ 2♦ = ♥ + ♦ ; 2NT = ♦ + ♥ ; 3♦ Nat pre

On 1♥ 2♥ = ♦ + ♦ ; 2NT = ♦ + ♦ ; 3♦ = ♦ + ♦

On 1♣ 2♣ = ♦ + ♥ ; 2NT = ♦ + ♦ ; 3♦ = ♦ + ♥

1M - 3M : Pre, 0-6, 4+fit

1M (x) 2NT weak (INV TRUSCOTT)

1M (DBL/2x) 2NT Inv⁺, 4⁺fit

1M (1/2x) 2/3x Inv⁺, 3 fit

3rd and 4th suit Forcing

2NT in competitive frequently ART

SPECIAL FORCING PASS SEQUENCES

1NT (X) if X is PEN, Pass nothing to say; XX and + Texas

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

DH : HCP + Points for distribution

Psychics:

OPEN	ART.	Min. Nb of cards	NEG. DBL. thru	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1♦		3		10+ HCP (the lower the more distribution. Normally, BAL hands start at 12)	1♦ : NAT but may be short (WK BAL < 8) 1M : NAT 2♦/♥/♦ WK 1NT : 8-10 (no M) 2NT : 11-12 BAL (no M) 3NT : BAL to play 2♣ : fit 10+ 3♣ : fit PRE 3♦/M : 7, PRE	1♦ 1♦ 1NT : 2♦/♦ NAT WK, 2NT INV 1x 1y 1z 3x : INV 1♦ 1♦ 1x 3♦ : F 1m/♥ 1M 1NT : 2NT PUP to 3♦, 3x FG 3rd/4th suit F 1m/♥ 1M 1NT 2♦ : ART PUP to 2♦ (followed by 3NT : choice of game, by 3♦ (after 1♥) or 4 below M : SPL mild S/T)	1♦ (1♦) X : No 4M 1m (1♥) X : No 4♦ 1m (1♥) 1♦ : 4+♦ Jump shift : NAT (5) w/ ♣/♦ fit (4) INV 1m (O/C) jump shift : fit bid 1m (O/C) 2m : may hide 4M if considered too weak
1♦		3		Same	Same except 2♥/♦ : NAT WK 2♣ : NAT Almost GF 1NT : (5)6-10 (no 4M) 3♣ : Nat INV, at least 2♦	1m/♥ 1M 1NT 2♦ : ART FG (NAT continuation) 1m 1M 2NT : 3♣ ART (R) w/ Hxx or 4 in m (3♦ 5m), 3♦ ART (R) enquiry for MM	1m 1M 2NT : 3♣ check back w/ interest in m 3♦ check back w/o interest in m 3M : NAT S/T, 4M : sign off
1♥		5		Same	1♦ Nat 1NT F (may include GF BAL hands w/ or w/o fit) 2♦ : 8-10 usually 3 3♥ : Preempt 4 4♥ : PRE to play 2♦/♦ : GF (except rep) 2NT : 4+ GF 3♦ : unshown SPL 3NT (for ♦)/4♦/♦ : void SPL 2♦ : NAT WK 3♦/♦ : BERGEN (9+, 7-9)	1♥ 2♦ 2♦ : general G/T or S/T (→ 2NT is POS w/ ♦ CTRL) 1♥ 2♦ 2NT (for ♦)/3♣/♦ : G/T asking for complement 1M 2NT: Shortness at 3; NAT at 4; 3M mini; 3SA Good hand	p (p) 1M (p) 2♣ : drury fit 2M : weakest bid above 2M : FG p (p) 1M (X) XX : drury fit same as above 1M (O/C below 2M) 2NT : 4+ INV+ 1M (O/C below 2M) CUE : 3 INV+ 1M (O/C) jump shift : fit bid 1M (X) 2m : NF
1♦		5		Same	Same philosophy but 3NT : unshown SPL 4♦/♦/♥ : void SPL		
1 NT				(14)15-17(18) May be (6m332) or (5m422) (not mandatory)	2♣ : STAY 2♦/♦ : TRF (WK or STR w/ 5+, may be INV only w/ 6+) 2♦ : either ♣ TRF or BAL INV 2NT : ♦ TRF 3♣..♣ : NAT FG S/T 4♣ : 5+♦+5+♦ 4♦/♥ : TRF 4NT : QUANT	1NT 2♣ 2NT/3♣ 4♦+4♦ min/max → 3♦/♥ TRF 1NT 2♣ 2♦ 2♦/♦ : NAT (5) INV nothing else promised 1NT 2♣ 2♦ 3♦/♦ : FG 5+♦+4+♦/ 4+♦+5+♦ 1NT 2♦/2♥ 2♦/2♦ 2NT ART FG (see (b)) 1NT 2♦ 2NT (min) → 3♦ : 55mm 3♦/♦/NT : short oM/♦ 1NT 2♦ 3♣ (max) → 3♦ : short or long ♦, 3NT : to play	On 2♣ (NAT or ART but not MM) : system on, X : STAY On 2x (NAT) X : Cards, NEG, 2y : to play 2 NT : PUP to 3♣, CUE : STAY (w/o STOP) 3y roll TRF, 3NT (w/o STOP), 4y : system on On 2x (TRF) pass followed by X : PEN X followed by X : T/O, other like above On 2x (ART) pass maybe to know, other like above
2♦	V	-		STR (not FG) 1 suit or BAL : 20 - 21	2♦ : normal (R) 2♥/♦ : NF higher : STR and NAT	2♣ 2♦ 3♦/♦ : ~8 tricks, 4♦/♦ : ~9 tricks (CONST), 3NT : 5+♦+5+♦ 2NT → see 2NT open	On COMP X : PEN oriented, bid : NAT pass : nothing to say
2♦	V	-		FG if BAL : 24+	2♥ : 0 or 2 Ace 2♦ : 1 A no K 3♣ : 1A + 1K 3♦ : 1A + 2K (2Q = 1K) 3♥/♦ : KQJxxx	NAT 2NT → see 2NT open	On COMP X : no value, pass : value no shape bid : NAT
2♥/♦	(5)6			1st/2nd : 5(NV)/ 7(V) - 10 min QT9xxx, no 4 in oM	2♦ : F 2NT : Ask 3♣/♦ : F Fit : COMP (not INV)	2M 2NT 3M : min, 3x : shows feature, 3NT : AKQxxx, jump : SPL	less disciplined in 3rd up to around 14 in 4th
2 NT				BAL 22 - 23	3♣ : PUP STAY 3♦/♥ : TRF 3♦ : PUP to 3NT 3/4/5 NT : 5♦+4♥ (NF except 5 NT) 4♣ : 5+♦+5+♦ 4♦/♥ : TRF 4♦ : 5+♦+5+♦ (Game)	2NT 3♦ 3NT 4♣ : ♣/♦ 1-suiter S/T (→ 4♦ relay) 4♦ : 5+♦+5+♦ S/T 4♥/♦ : 5+♦/♦+4♦/♦ 4NT : QUANT	
3♣/♦	(6)7			NAT PRE (CONST in 2nd)	Shift : F Jump shift : ASK (see (a))		On COMP X : PEN
3♥/♦	(6)7			NAT PRE	Shift : F Jump shift : ASK (see (a))		On COMP X : PEN
3NT	V			solid m 7+th, no A/K outside	4♣ : P/C 4♦ : ask for shortness		
4♣/♦	(7)8			NAT PRE	Shift : F		On COMP X : PEN
4♥/♦	(7)8			NAT PRE	Shift : F		On COMP X : PEN
4NT	V			Both miros			
Other bids, high level and slam bidding				a)	1st NT bid : Kx in suit, 1st other step : no CTRL	b) after 2NT : 3♣/♦ : 2/3 cards	
RKCB 41/30 Jump to 5NT : Josephine				1NT 2♦/♥ 2♥/♦ : jump shift SPL, 4♥/♦ mild S/T	2nd/3rd other step : 2nd/1st round CTRL		
after BW : 1st STEP (excl. trump) for Q					When 3M is F fit : 1step is ART positive, other steps are non serious CUE		
5NT after BW : BW for K (Q promised) (answers: number of Ks, 41/2/30)							

DEFENSIVE AND COMPETITIVE BIDDING

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

1level: can be GOOD 4-card suit, 8+ – 17; 2 level sound

RESPONSES: All 1/3NT bids = nat; 1-1 RF; 1-2 NF

Jump Q=4+ fit, INV

JUMPS in a new suits = natural + fit for partner suit

BALANCING: natural, Jump suit = 12+ – 15, 6+ suit; Q = Michaels

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

(1x)-1NT=15+–18, System On. If Xed: TRF = XX=♣ etc

(1x)-P-(1y)-1NT=good hand, 15+ – 18; System On

BALANCING: 1NT = 10+ – 14, X + NT = 15–17, 2NT=18 – 20

JUMP OVERCALLS (Style; Responses; Unusual NT)

WK, NF responses, Q = invitational to game

(1M)-2NT=5♣+5♦; (1M)-3m= WK

Leaping Michaels: (2♦/♥/♠) – 4♣/♦ = 5+♣/♦ + 5-card major, RF

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

(1♣/♦) – 2♦ = majors, <11 or 15+. Q = invit; ♥/♠ bids = to play.

(1♥/♠) – 2♥/♠ = 5♣/♥ + 5m. 2NT = Ask 3♣ = P/C

(1x) – 3x = ? stop to play 3NT (1m) – P – (1NT) – 2m=♥+♦

(1♣/♦) – P – (1♥/♠) – 2♥/♠ = NATURAL; 2♣/♦/2NT = unbid suits

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

vs. STR(14+): X=4M+5+m, 2♣=♦+♥; 2♦=6+M; 2♥/♠=5♥/♦+4+m

(1NT) – X/2♣ – (P/2x) – 2NT = game try

vs. WK(<14): X=14+, us =; Others = Multi-Landy

(1NT) – X – (P/XX) – ?: P = 6+ our hand; 2♣ = 0-6, no 5-c; 2x=0-6, 5+

(1NT) – P – (2x) – X = 14+, says nothing about x suit. Rest NATURAL.

(1NT) – P – (P) – ?: SYSON + rule of borrowed king.

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

vs.2♦ Multi:2♥/♠= NAT; X/2NT=12-14 or 19+/15-18

vs.2♥/♠ wk: X = TO(lebensohl); 2NT=15-18; 4♣/♦= 5+♣/♦+5♣/♥

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

vs.STR 1♣: X = ♥+♦, 1NT ♣+♦, 2m = m+M

(1♣) – P – (1♦) – Same

vs. STR 2♣/♦: NAT

OVER OPPONENTS' TAKEOUT DOUBLE

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

1♥/♠–(X)–2NT = Truscott

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3 rd / 5 th	3 rd / 5 th
NT	4 th from Honor	3 rd / 5 th
Subseq	Attitude	3 rd / 5 th

Other: Same

No rules if partner rates to have very little

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx+	Asks for ATTITUDE
King	AK, KQx+, Kx	Asks UNBLOCK / COUNT
Queen	QJx+, Qx	KQx+, QJ9+
Jack	J10x+, (A)KJ10+	J10x+, A / KJ10+
10	(A) / K / Q 109+ or highest	A / K / Q 109+ or highest
9	98+, 9x	9xx, H98x
Hi-X	Usually doubleton	2 nd best from xxxx(x)
Lo-X	xxX, xxXx, xxxxX	from Hxxx+

SIGNALS IN ORDER OF PRIORITY – STD count and attitude

	Partner's Lead	Declarer's Lead	Discarding
1	UDCA	Low = even	Low = E
Suit 2	Count	Logic	Logic
3	Suit preference		
1	UDCA	Low = even	Low = E
NT 2	Count	Logic	Logic
3	Suit preference		

Smith (small) only against NT

Against suit with AK we lead the K to show something special (shortness etc)

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

From 10+ hcp if perfect shape OR 18+ with a suit. TO of M implies 4OM.

RESPONSES: (1♦/♠)-cheap=wk, jump=inv, 1NT=7-10; Q = F until 2xSuit

After cheap response: Suit = 17+ - 20, NF; Q = 20+ (return=wk)

(1♥/♠) – Pass – (3♣/♦ Bergen) – X = TO vs. ♥/♠ if WK version

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Support X and XX

1♥/♠ – (P) – 1NT – (2x) – X = TO, extra, tricks

(1x) – 1y – (Suit/Raise/1NT) – X = other suit(s)+tolerance for partner's suit

Responsive doubles up to 3♣; (1NT) – X = 4♥/♠+5+♣/♦

(1♥/♠)–P–(1NT) – X = TO. If opener bids again X = penalty.

W B F CONVENTION CARD

CATEGORY: Green

NCBO: Switzerland

PLAYERS: Irène Saesseli
Gojko Zivkovic

Lisbon 02.2019 – 20.01.2019

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5-card majors, better minor, 1NT = 15 – 17 VUL

2♣ = Any Acol 2 or BAL 22 – 23, 2♦ = GF, 2♥/♦ = WK

2NT = 20–21, aggressive openings in 3rd

SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Walsh over 1♣ opening
2♦ = GF or 24+ =
Michaels
(1♣/♦)-2♦=majors;(1♥/♠)-2♥/♠=5♣/♥+5m;If Xed: P=no pref
All suit jumps in competition are in fit
(1♣/♦)-1♥/♦-(P/X)- 3♣/♦ = 4+ fit, INV
1m (1NT) 2m = both M

SPECIAL FORCING PASS SEQUENCES

Anytime partnership showed invitational+ values, PASS is F

1suit / NT – (X) – XX ; 1x – (1NT) – X = Forcing to 2NT or X

IMPORTANT NOTES

1♣ – 1♦/♥/♠ – 1♥/♦/NT: 2♣ = wk in ♦ or INV; 2♦ = GF

3 level jumps = GF with good suit(s)

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

DEFENSIVE AND COMPETITIVE BIDDING

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

Style : Aggressive in green versus red

1 level : 5+ cards **2 level** : 5+ cards

Raises : jumps are weak, jump cue better than pre-empt, **2 NT** : fit 4+ 8-11 HP . Cue F1

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

on 1x : 1NT : 15-17 HCP Responses same as opening NT

Balancing 1 NT : 11-15 HCP, thereafter 2cl asking bid for range and if nf major

Rest, system on

JUMP OVERCALLS (Style; Responses; Unusual NT)

Style : Aggressive in green vs. red

Responses: 2nt or cue F1

Reopening: 6+cards, 12-15 hcp

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

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

Double : 4M/5+m vs Weak NT: take out

2 CL: Majors 2 Diamond: one major

2 H: 5+H /4+minor 2SP: 5 +SP /4+minor

2 NT : minors, **3of a minor**: that minor 5+ and 4 H

Reopening : same as direct

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

Bids natural other than other than bidding 4 of a minor with or without a jump over opps 1M-2M , 1M-3M, 2M and 3M which shows that minor and the other Major

After we pre-empt with 4 of a Major, and opps bid 5 of their suit,our dbl shows interest in bidding 5 of our Major

2 NT natural over 2 Level preempts **4 NT** : 5+/5+ minors

VS ARTIFICIAL STRONG CLUB: Check supplement

OVER OPPS TAKE OUT DOUBLE

Rdbl: 10+hcp, New suit nat , F1, Raises weak,

Over 1M Dbld: xfer bids , 2NT shows 3 crd fit Lim/GF

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd and 5th	3rd and 5th
NT	2nd and 4th	Attitude or count 3rd/5th
Subseq	Count	Attitude

Other: High from doubleton

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx,AKQ,AKxx,Ax	AK,AKx,AKxx,AKxx(x)x
King	KQJ,KQx,AK,KQTx	Requires unblock of H
Queen	QJT,QJxx,Qx	AKQx,QJT,KQT,QJ9x
Jack	JTx,JTxx,Jx	JT9x,JTx, JT8xx
10	KJT,T9xx,Tx	AJTx,KJTx,T98x
9	KT9x,QT9x,J98x,9x	AT9x,KT9x,QT9x,9xx
Hi-X	Even count	Even count
Lo-X	Odd count	Odd count

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
ti1	Low=Even	Low=Even	Low = Enc
Suit 2	Low=Low S/P	Low=Low S/P	Low=Even
3	Low = Enc	Low = Enc	Low=Low S/P
NT 1	Low=Even	Low=Even	Low=Low S/P
NT 2	Low=Low S/P	Low=Low S/P	Low = Enc
3	Low=Low S/P	Low = Enc	Low=Even

Signals, including trumps : S/P , asking for ruff , smith hi-lo

TAKE OUT DOUBLES(Style, Responses, Reopening)

Natural, dblton in unbid minor ok, Cue F1

Responses NF, Reopening : Aggressive

SPECIAL DOUBLES

Off shaped doubles over 3 H included

Over opps splinter ,x asks for sacrifice bidding if we are green, otherwise asks for the suit below the splinter

EBL CONVENTION CARD

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

NCBO: TURKEY

PLAYERS: TUNA ALUF-NAMIK KOKTEN
EVENT (Open/Women/Senior/Transnational)

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

NATURAL 5 CARD MAJOR

1 CL : 3+ cards 10-21 hcp

1 D : 3+ cards 10-21 hcp

1 H : 5+ cards 10-21 hcp

1 SP : 5+ cards 10-21 hcp

1 NT : may often have 5 crd Major

2 NT : 20-21 HCP

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

1 minor – 2 hearts : 5 SP/4+H 3 To 9 hcps

To partners one minor opening and opps overcall of 1 H:

Our one spade response shows a maximum of 3 card spades

Double shows 4/5 spades

2 Hearts show 6+ spades

2 spades show limit or more from opening minor

SPECIAL FORCING PASS SEQUENCES

After doubling 4Hearts Preemptive opening

After our side shows game value strength in HCP, and some invitational sequences , to overcall over our strong 2cl, dbl shows 5 useful HCP and up , up to 4cl, and pass isF over 4 cl. To overcall over our 2nt, dbl shows no values, pass is F,up to 4cl, vice versa over 4cl

IMPORTANT NOTES: After we pre-empt with 4 of a Major, and opps bid 5 of their suit,our dbl shows interest in bidding 5 of our Major

				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	5 D	10-21 HCP 3+cards	Nat. 1 cl – 2cl : inverted GF 5 plus cards	1cl-2cl- 3cl any singleton max	
					1cl – 2 sp : invitational 5+ clubs , 1cl-3cl pre-empt 1cl- 2 diamonds invitational 6+ diamonds	1cl-2cl-3D,3H,3SP Shortness min 1cl- 1D- 1nt: 4crd M poss if balanced 2 way checkback over 1 nt response	
1♦		3	5 H	10-21 HCP 3+Cards	Same as 1 cl opening, 1 d- 3cl invit 6+clubs	1D-2D – 3cl any singleton max , 3d: CL singleton min , 3H/3SP singleton min	
		5	5 H	10_21 HCP 5 +cards	1NT: SF, 2cl/D :GF, 2NT Jacoby GF. 3CL Bergen 6-11 HCP, 3D: 3 card fit limit raise, 3SP: 4Crd fit 10-12 any singleton, 3 NT SP single		Over opps X, and negativeX xfer bids , Drury , Bergen, new suit NF
1♥					4CL , 4D splinter		
1♠		5	6 H	10-21 HCP 5 +cards	Same as 1 H, 3 H shows invitational Hearts, 3 NT: 10-12 Any singleton , otherwise same responses		
INT				14+ to 17 HCP	2cl: stayman , may not have 4 Crd Major, Smolen 2D/2H/2SP/2NT Xfer, 3cl puppet, 3D good minors 5+/5+, 3H, 3SP short , 5/4 minors, SouthAfr. Texas		
2♣	x		7 ap	GF	2d: waiting, see supplement		
2♦		5 +		weak			
2♥		5 +		weak			
2♠		5+		weak			
2NT				20-21	3D, 3H,3SP Xfer 3cl asks for 5crd Major , Texas		
3♣		6		Natural preempt	New suit F1 4 D slam try		
3♦		6		Natural preempt	New suit F1 4 Cl slam try		
3♥		6		Natural preempt	New suit F1 4 Cl slam try		
3♠		6		Natural pre-empt			
3NT	x			Preempt in minor	4 d asks shortness , 4cl/5cl pass or correct		
4♣		7		Natural, preempt	4 D slam try		
4♦		7		Natural, preempt			
4♥		7		Natural, preempt			
4♠		7		Natural preempt			
5♣		7+		Natural, preempt	5x : cue	HIGH LEVEL BIDDING	
5♦		7+		Natural , pre-empt	5x: cue	Last train and Serious Nt after Major fit , exclusion Blackwood, DEPO, REPO	

TUNA ALUF- NAMIK KOKTEN
CONVENTION CARD SUPPLEMENT
2019 MIXED TEAMS

MAJOR SUIT BIDS

- 1 SPADE- 3 HEARTS: Invitational 6 +card hearts
subsequent bidding by opener is GF
- 1 SPADE – 3 NT: 10-12 HCP Any singleton
4 level CL, D, H maximum splinter 13 +
- 1 HEART- 3 SPADES : 10-12 HCP , Any singleton
4 level bids maximum splinter 13+

1 SPADE – 2 HEARTS – GF

With a 4 card fit opener rebids:

- 4 H: 4 card fit , no singleton, minimum
- 3 H: 4 card fit, no singleton maximum
- 3 NT 4 card fit, with a singleton, maximum
- 4 Cl, 4 D : 4 card fit, splinter, minimum

With a 3 crd fit, opener rebids:

With a minimum balanced hand:

2 SP, then to responders 2nt or 3x_ rebids 3 hearts

With a maximum balanced hand:

2NT, then to responders X bid, 3 hearts

With a maximum hand, singleton, and 3 crd fit

Rebids the 4 card minor, then to responders x bid, bids 4 hearts

With a minimum hand with a singleton and 3 crd fit :

Opener rebids 2 spades, then to responders x bid, rebids 4 Hearts

2NT: JACOBY

1 pik - 2nt

3nt: 5332 14 -15

5-4-2-2 13-14 HP

1 sp - 2nt

3 sp - 16 plus , 3nt - serious, 4cl is your hand slammish?

1 sp - 2nt

3x - singleton

If opps intervene with a suit over 2 nt Jacoby, and we double, stolen bid, that shows a singleton

3NT: 10-12 Hp, any singleton

BERGEN BIDS :

1 H - 3cl 6- 11 DP 1

1 SPADE- 1 NT

3 X is game forcing and 5/5 , 17 hcp +

Same goes for 1 HEART-1 SPADE

1 SPADE – 1 NT

2 NT – F1 and may be unbalanced

responders subsequent 3 cl asks for hand description , 3 nt shows 6332 around 18 HCP

1 spade- 1 nt

4x: self splinter

2 CLUB STRONG OPENING

2CL – 2DIAMONDS RELAY

Openers rebids:

2sp : natural

2nt: 22-23

3cl: 6 clubs, may have 4 crd major, responder asks if , with the 3 diamond relay ,

To 3cl , 3 H and 3 sp are natural, 8 minus and average quality

3 Diamonds: Diamonds

3H /3 SP :Diamonds with the bid major 4 cards, The responders bid thereafter :

4 clubs : fit for the major

4 diamonds: fit for diamonds

3nt: 5/5 minors, strong : x ax ARDxx ARDxx

2CL- 2NT : Clubs AOJxxx RQJxxxx.

2 CL- 3CL : Diamonds ,after opener shows fit with 3d, responders 3 level , 4cl included is control cue, jump bids are splinter

2cl- 3cl

3 D - 3 h (control cue) 4 H (splinter)

2cl- 3H and 3 SP , semi solid AQJTxx or RQJTxx

CONVENTIONAL 2 HEART REBID BY OPENER –

2 clubs - 2 diamonds

2 hearts : relay to 2 sp

Subsequent bids by the opener :

2NT : 24 up

3cl : hearts

3 hearts : hearts and clubs

3 diamond : hearts and diamonds

OVER OPP X OUR LANDY

2D=pick

2H/2SP=to play

xx=dias

COMPETITIVE BIDDING

Over opps 1 NT opening

OVER OPP XX TO OUR X (showing 4crd major/longer minor)

PASS=xfer cl, long minor

2CL/2D=sys on

OVER 2CL

2D=majors, also over opps 2 d waiting bid, our double shows majors

2nt- minors ,

OVER 3NT

4CL=majors

4D=1major

4H/4SP=with minor

OVER 3CL

4CL=majors

4D=D+major

3NT=to play /4CL=majors/4D=xfer/4H=xfer/4SP=dias

OVER 3D

4D=majors

4CL=CL+major

3NT=to play /4CL=majors/4D=xfer/4H=xfer/4SP=cls

OVER 3H

4CL=CL+SP

4D=D+SP
4H=minors strong
4NT=minors weak
3NT=to play /4CL=nat /4D=nat/4H=xfer/4SP=minors

OVER 3SP
4CL=CL+H
4D=D+H
4SP=minors strong
4NT=minors weak
3NT=to play /4CL=nat/4D=xfer/4H=dias/4SP=minors

OVER weak nt
2CL=landy
2D=xfer /2H=xfer
3SP=4sps and 5 or 6 minor
3CL/3D=4h and minor

OVER STRONG CL
dont
1NT=1suited
rest nat

DEFENSIVE AND COMPETITIVE BIDDING

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

6-17 HCP Cue: F1
Jump Fit :Weak New Suit: F1
Cue-bid: F1 After Pd's overcalls xfer system works over opps dbl
Jumps in balancing is medium hand
After M opening over opps dbl 3x : fit and suit

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

2nd 15-17 (18) same
4th 10-14(15) , 2Cl range stayman

JUMP OVERCALLS (Style; Responses; Unusual NT)

Nat. 6+ 4-12 Hcp.
4th PLACE: inv. 6+ suit
UNNT
Reopen:

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

Direct cue : Micheals ,
over 1Cl, 2cl nat, 2d majors 3Cl 5+D,5+sp
1x 3x asking stopper

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

VS. STRONG NT: MULTI LANDY
2CL:M'S 2H/SP:5+,4+m'S 2D: 6+M DBL:5+m-4M
REOPENING: SAME
VS WEAK NT:2CL M'S, 2D/2H/2SP/3CL:trf

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

DBL:T/O, 4m= 5+M,5+m
Q-bid:3M(minors) NT bids: nat

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

After strg 1cl: DBL strong
1d/1h/1sp nat sunction system
After 2cl: dbl: M's, others :nat

OVER OPPONENTS' TAKEOUT DOUBLE

Rdbl:9+, After pd's 1M opening trsf system
1x:F1 jump fit: weak
1m-dbl-2nt=weak support
1m-dbl-3m=INV

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	2 nd /4 th
Subseq		Smith eco
Other: standart,high from doubleton		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK(+),Ax	same
King	KQx	KQ10x,AKJ(+)
Queen	QJ(+),Qx	QJ10(+),ADV(+)
Jack	V10(+),KV10(+)	SAME
10	109(+),H109(+)	SAME
9	9x	V98,H9x
Hi-X		
Lo-X		

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Hi:ENC	HI/LOW: EVEN	O/E
Suit 2	Hi/L:ENC		
3	Small:DISENC		
1	Hi:ENC	SMITHECO HI:ENC	O/E
NT 2	Hi/Low:ENC	HI/LOW:ENC	
3	Small:DISENC		

Signals (including Trumps): HI/LOW: PREFERENCE

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

10+ HCP T/O

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

T/O
NEGATIVE
RESPONSIVE
LIGHTNER
LEAD DIRECTING
MAX OVERCALL/OPENING

EBL CONVENTION CARD

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

NCBO:

PLAYERS: OKAY GUR-MAISY ALUF
EVENT (Open/Women/Senior/Transnational)

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

2/1 GF

AFTER 1M OPENINGS TRANSFER SYSTEM AFTER OPPS DOUBLE

2WAY CHECKBACK

2 WAY DRURY

MICHAELS

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2D MULTI

2H BOTH MAJORS

2SP BOTH MINORS

SPECIAL FORCING PASS SEQUENCES

IF PARTNERSHIP PROMISES 24+ ALL PASSES ARE FORCING

IMPORTANT NOTES

PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2+	4SP	9(+)-10-22HCP	2CL:INVERTED,2D:INV CL, 4.SUIT GF	2H:4+H-5+SP (3-8HCP)2SP:4+H5+SP(8-11 HCP)	
1♦		4+	4SP	9(+)-10-22HCP	2D:INVERTED, 3CL:INV D,4.SUIT GF	2H:4+H-5+SP (3-8HCP)2SP:4+H5+SP(8-11 HCP)	
1♥		5+	4SP	9(+)-10-22HCP	2SP/3CL/3D:INVITATION 2NT:INV H	1M-2NT 3CL-ASKING BID	
					3SP:H SUPPORT WITH ANY SHORTNESS(10-12) 3NT:SP/4CL/4D SPLINTER(13-16)		
1♠		5+	4H	9(+)-10-22HCP	3CL/3D/3H:INVITATION 2NT:INV SP 3NT:SP SUPPORT WITH ANY SHORTNESS(10-12) 4CL/4D/4H SPLINTER(13-16)	1M-2NT 3CL-ASKING BID	
INT				(14)-15-17HCP	2cl: may be w/o 4 cards M,4 way trs. ,south African trf.	5sp:choose the slam	lebenhol
				May have 5 cards M,6cards minor			
2♣	0			22-bal or 16+unbal.	2d:3-hcp,2h:0-3hcp,2nt:H 7+hcp, others nat.		
2♦	0			Weak any M,or (20-22)balanced with cards	2nt:asking,2h/2sp:P/correct,3cl:any strong hand, 3d:inv opening M,4cl:trsf your M, 4d: play your M		
2♥	4			Both M 4+-5+, 0-10hcp	2nt:asking,new suit F1		
2♠	0			Both minors 5+-5+, 0-10hcp	2nt:asking,new suit F1		
2NT				20-22hcp bal., no 5cards suit	3cl:stayman, south african trsf,,3sp:trs to 3nt	2nt-3sp 3nt-4cl:clubs,4d:dia, 4h:5+cl-4+dia, 4sp4+cl-5+dia 4nt:5+-5+minors	
3♣	(6)7+			Pree 3-10hcp	New suit:F1		
3♦	(6)7+			Pree 3-10hcp	New suit:F1		
3♥	(6)7+			Pree 3-10hcp	New suit:F1	4cl/4d/4sp:asking loser	
3♠	(6)7+			Pree 3-10hcp		4cl/4d/5h: asking loser	
3NT				Pree 3-10hcp,8cards minor with A			
4♣	(7)8+			Pree 3-10hcp, 8cards minor w/o A			

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

6-16 HCP, Cuebids: F1

Jump fit: preemptive, New suit: F1

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

15-17 HCP, responses same as 1nt opening

4th position: 10-15 HCP, 2♦: range ask, transfers**JUMP OVERCALLS (Style; Responses; Unusual NT)**

Weak

Reopen: 11-14 6-card suit

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

Micheal's cuebid

Jump cuebid asks stopper

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

2♣ majors, 2♦ one of majors, 2♥ – 2♠ ♥/♠ + minor

DBL: vs strong NT: 4card major and a longer minor (after dbl: 2♣: p/c, 2♦: bid your major, 2♥/♠ nat) 2NT: minors, vs. Weak nt: dbl good opener, rest is the same

When opp overcalls 1NT, dbl is penalty, rest is the same

4th position: same

When opponent overcalls 1nt over a Major opening and everyone passes:

1♥-1NT – p – p

2♣: 4-card ♠, 2♦: 6-card H, 2♥ - ♥ and a minor suit, 2♠:

6card ♥ 5 card ♠

1♠-1NT-p – p

2♦: 4-card ♥, 2♦: 6-card ♠, 2♥: 55 maj 2♠: ♠ +minor

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

DBL: T/O, LEBENSOHL on doubles against weak two openings

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

Against strong 1♦: dbl= majors, 1nt= minors, 2♣= nat

OVER OPPONENTS' TAKEOUT DOUBLE

XX: 9+ 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 Hi	

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK(+), Ax	Same
King	KQ(+)	KQ10(+), AKJ(+)
Queen	QJ(+),Qx	QJ10(+),Qx
Jack	J10(+), KJ10(+)	Same
10	109(+), H109(+)	Same
9	H98(+),98x,9x	H98(+),98x,9x
Hi-X	Sx, xxxxS,	Sx, xxxSx
Lo-X	xxS, xxxxS	xSx, xxxSx

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Hi: ENCRG	Hi/Lo: E	O/E & suit preference
Suit 2	Hi/lo: E		
3			
1			
NT 2	Hi:ENCRG	Hi/lo: E	O/E & suit preference
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

EBL CONVENTION CARD**CATEGORY: GREEN****NCBO: Turkish Bridge Federation****PLAYERS: Başak KUTUK – Suleyman KOLATA****EVENT**

European Mixed Team Championship

SYSTEM SUMMARY**GENERAL APPROACH AND STYLE**

5 card MAJOR, weak 2 openings

1NT: 15-17, 2NT: 20-22

1M/2x: GF

1M – 3x: natural, invite

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♦, ♥, ♠: weak, 6cards

3NT: gambling solid minor

2♣: artificial GF

When our 1M opening or overcall is doubled, everything except

1♠ is transfer (1♠-dbl-2♥ =good 2♠ hand, 1♠-dbl-2♠= bad

Raise; 1♥-dbl-2♦ = good 2♥ hand, 1♥-dbl-2♥ = bad raise)

1h-dbl-3cl/3d: 4card support in hearts, values in bid suit

1sp-dbl-3x: 4card support in spades, values in bid suit

SPECIAL FORCING PASS SEQUENCES

1x – DBL – RDBL – forcing up to 2♠

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	6h	(11) 12-22 HCP	2-way cb (1m-1x-1nt-2♣: relay to 2♦, either will be passed or shows an inviting hand if any other bid is made; 1m-1x-1nt-2♦: any GF)	After 1m – 1x-2nt: transfers 1m-1♥-2nt – 3♥ (xfer to 3♠) → 4card ♥ 4card ♠ 1m-1M-4M = 18-19 HCP any 4432 distribution with 4cards in partner's major	1c/1d -2h/2sp: five cards in bid Major, 4 cards in partners minor		
1♦		3	6h	(11) 12-22 HCP					
1♥		5	6h	(11) 12-22 HCP	Splinter: 10-12	1M-1nt-2nt: 18-19 5332	Drury (2♣): inviting hand in opener's major.		
1♠		5	6h	(11) 12-22 HCP	May have longer minor	1nt semi-forcing , 2♣: 2+♣, GF, 2♦ nat GF	Responses: 2M: sign-off, 2♦, 2♥, 2♠, 3♣ are trial bids 2NT= 4card invite with any singleton		
INT		-	-	15-17 BAL	2♣: Stayman, 2♦/♥: JACOBY xfers 2♠: xfer to ♣, 2NT: balanced invite; 3♣: xfer to ♦, 3♦: strong minors, 3♥: short heart 54or 64 minors 3♠: short spade, 54or64 minors 4♣/ asking aces (0,1,2,3) 4♦: xfer to ♥, 4♥: xfer to ♠, 4♠: to play 4NT: QUANT				
2♣	✓	-	-	Artificial GF	2♦: waiting, 2♥-2♠-2nt, 3♣, 3♦ natural				
2♦		6 (5)		Weak (6-10 HCP)	2NT: F1, asking, new suit F1	Rebidding the suit shows minimum, any other bid showing value			
2♥		6 (5)	-	Weak(6-10 HCP)	2NT: F1, asking 2♠: F1, 3♣, 3♦: passable	Rebidding the suit shows minimum, any other bid showing value			
2♠		6 (5)	-	Weak(6-10 HCP)	2NT: F1, asking 3♥: F1, 3♣, 3♦: passable	Rebidding the suit shows minimum, any other bid showing value			
2NT		-	-	20-22 HCP BAL	3♣: puppet stayman 3♦/♥: JACOBY XFER 4♣: asking aces (responses: 0,1,2,3..), 4♦ hearts, 4♥ spades, 3♠: xfer to 3NT	After 2nt – 3♠ – 3nt: 4♣ – 4♦ nat slam invite, 4♥/4♠: both minors, bid major is short, 4NT: 2245, 2254			
3♣		6	-	Preemptive	New suit F1				
3♦		6	-	Preemptive	New suit F1				
3♥		6	-	Preemptive	New suit F1				
3♠		6	-	Preemptive	New suit F1				
3NT				Solid Minor	4♣: P/C, 4♦ asks singleton				
4♣		7		Preemptive					
4♦		7		Preemptive		HIGH LEVEL BIDDING			
4♥									
4♠									
4NT				Pre-emptive minors		RKCB(14-03), exclusion (0,1,2,2+Q, 2+ void, 3) DOPI, ROPI, 5nt: grand slam try			