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 (2nd/4th live; Responses; Reopening)

2nd: 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 3rd 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 4th hand: 2D = 1M weak, 2H/S = constructive

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

X = take out.(2nd/4th), 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

	Lead	In Partner´s Suit
Suit	1st / 3rd / 5th	1st / 3rd / 5th
NT	Attitude	1st / 3rd / 5th
Subseq	Attitude	

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(+), A(+)	AK(+) asks attitude
King	AK, KQ(+)	asks to unblock 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	odd = enc.
	2	Hi-Lo = Even		even = disc.
	3	high = S/P		even = S/P
NT	1	Low = enc.	high = asks for shift	odd=enc.
	2			even = disc.
	3			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.

INTERNATIONAL CONVENTION CARD

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	1D = neg., 1H = 6+ HCP<3 contr., 1S/1NT/2C/2S/2NT = Controls	1C-1D-1H=art.20+HCP => 1S=0-4, 1NT=2suiter 4-6	over comp. up to 1S
				18+ HCP balanced or	2D/H = Transfer, 3C/D/H/S = TRF semisolid 7 card suit	2C= 4-7nat. or bal., 2D/H/S=4-7 nat.; 1C-1D-1NT =>	control showing
				5 losers	3NT = one solid 7 card suit	system on	
					4C-4S = TRF semisolid 8 card suit		
1D		2	4S	11 - 16 HCP	1D - 2D = FG for opener, 1D - 3D = mixed	1D - 2D - 2H = both m	2D = non-forcing
				usually no 4 card major	1D - 2NT = both minors 6+HCP	1D - 2D - 2S = bal, no NT position	
				possible canapé	new suit in 2 level FG (unless repeated), possible canapé (2+ cards)	1D - 1H/S - 2NT = good 6 card suit	
1H/S		4	4 H/S	11 - 16 HCP	2NT = fit 10+ HCP, 3H/S less than INV unbalanced		
				possible canapé	Splinter: 4+ controls (not 1S - 4H)		
					new suit F1, possible canapé (2+ cards)		
					1S - 2H = NF		
1NT			4S	15 (14) - 17 HCP	2C = Stayman, 2D/H/NT/3C = Transfer, 2S = both m	1NT - 2C - 2D - 2H/S = NF	Rubensohl
				5+card M / 6+card min poss	3S/H = Transfer (good hand), 3D = optional Stayman	1NT - 2C - 2any - 3C = GF relay	
				5431, 4441 poss	4C/D = H/S	1NT - 2C - 2H/S - 3S/H = setting trumps	
						1NT - 2C - 2H/S - 4C/D = cue	
2C		5	4S	11 - 16 HCP 6+C(good suit) or	2D = Relay F1; 2NT = transfer to 3C	2C - 2D - 2NT = 6+C and 2 stoppers	
				5+C and 4+any 14 - 16 HCP	2H/S =NF ; 3C = INV; 3DHS= FG 1-suiter	2C - 2D - 3C = 6+C and 1 stopper	
2D	x	0		5+S and 4+ H 7- 14 HCP	2NT = relay, asks for strength and distribution	2D - 2NT => 3C=max.; 3D=min. 5/4; 4C/D=max.544	
				54 10-14, 6-4, 5-5, 7-11	3C/D = nat. F1	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	3rd/5th	Same
NT	4th possible	3rd / 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/RDLS

Neg.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 ou♣tside 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 less12Hcp, 3♦=PRE	1♦-1♥-1♠= 5+/4+m (-2♠=4th 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, 1st-2nd 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(1st/2nd), 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

1NT 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 2suiter

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)

2nd Pos: 2♣=Ms, 2♦=1 M, 2♥/♠=M+m, 2NT=ms or strong 2suiter

Same when Opp. bid 1m- pass – 1NT

4thPos: 2♣=M, 2♦=1M weak, 2♥/♠=nat sound
PH: same

VS.PREEMTS (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

	Lead	In Partner's Suit
Suit	1th/3rd/5th	1th/3rd/5th
NT	att.	1th/3rd/5th
Subseq	att.	

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♠=4th 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, 1st-2 2nd 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: 1st or 2nd round controls, Splinter, Josephine,	
5♠				PRE	5NT = RKCB (0-1, 2, 2+Q, 3, 3+Q)	Voidwood(0,1,2,3), DOP1/ROP1	

Notes: Franz TERRANEO - Terry WEIGKRICHT

1) VS PREEMPTS:

3♣ → 4♣ = ♥ + ♠
4♦ = ♦ + M
3♦ → 4♣ = ♥ + ♠
4♦ = ♣ + M
3♥ → 4♣/♦ = ♣/♦ + ♠
4♥ = ms, 4NT = BW
3♠ → 4♣/♦ = ♣/♦ + ♥
4♠ = ms, 4NT = BW

same vs. weak2 and in 4th hand:

2♣ → 4♣ = ♥ + ♠
4♦ = ♦ + M
2♦ → 4♣ = ♥ + ♠
4♦ = ♣ + M
2♥ → 4♣/♦ = ♣/♦ + ♠
4♥ = ms, 4NT = BW
2♠ → 4♣/♦ = ♣/♦ + ♥
4♠ = ms, 4NT = BW

2) 1♣-1♦-1♠→

1NT=0-4, no4♠
2♠=0-4, 4+♠
3♥=5-7, 4+♠, any void
4♠=0-4, 5+♠, no shortness
2♣=5-7, no 3♠with A/K/Q
2NT=5-7, 4+♠, any singleton
3♠=5-7, 4+♠, no shortness
2♦=5+♥
3♣/♦=6+♣/♦ with A/K, no 3♠
2♥=5-7, 3♠with A/K/Q
3NT=5-7, KJxxx or better, no shortness

3) 1♥/♠ - 2NT →

3♣ = max. with ♣ suit or any singleton → 3♦ = relay → trumps = min. with any singleton → 3NT asks for singleton
else: Cue asks for Cues

3NT = max. with ♣ suit
else = max. with this singleton.

3♦ = max. with ♦ suit or minimum → 3♥/♠ = NF
3♠/♥ = relay → 3NT = max. with ♦ suit
else = Cue with min.

3♥ = good suit (5+)
3♠ = reverse (5+)
3NT = bal. 13-14 HCP
4♣/♦ = 10cards good suits
4♥/♠ = max 1 ace

4) 1♥ - 1♠ - 2NT →

3♣ = relay ⇒ 3♦ = 4441, 3♥ = ♥ with 3♠, 3♠ = 4414, 3NT = ♥
3♥ = P/C

5) 2♥/♠ - 2NT →

3♣ = any min. or max. with ♣ values or any singleton → 3♦ = relay → 3♥/♠ = weak, 3NT = max. with ♣ suit, else = singleton
3♦ = max with ♦ values; 3♥/♠ = good; 3♠/♥ = 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	3rd/5th	3rd/5th
NT	ATT (3rd/5th)	3rd/5th
Subseq	ATT	ATT

Other: 2nd 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
1NT: 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	1♣ 1♦ 1NT can mask 4 cards M	XX: 10HCP+, PEN oriented
					2♣ F1 (5♣+ 8+HCP) in 1st & 2nd V/V, 3rd NV, 4th	2♣/♦ CB	
					If 1♣ = STR NT 2NT=both minors		
1♦		4(3)	3♠	11-22HCP, 2+ cards if 15-17 BAL 1st & 2nd NV	2♦ F1 (5♦+ 8+HCP) in 1st & 2nd NV & V/V, 3rd NV, 4th. 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 3rd/4th 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

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

2nd & 4th: 16-18HCP

Responses: STAY & TRF on minor, TRF on Major

R/O: 8-11 HCP, 1NT: 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	3rd/5th	3rd/5th
NT	4th	3rd/5th
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	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):

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		
							Truscott after x, CUE INV
1♥		5	4♦	11-22 HCP	NAT, 2NT: Fit FG, SPL, Jumps: NAT Strong	3♥= WK, rest NAT 14+	2♣ Drury, Jumps: NAT+FIT
							Truscott after x, CUE INV
1♠		5	4♦	11-22 HCP	NAT, 2NT; Fit FG, SPL, Jumps: NAT Strong	3♠= WK, rest NAT 14+	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, 4th level=S/S	X= PEN, rest NAT
2♠		(5)6			2NT ®	Suit=H, 4th 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 3rd	NAT F1		
3♦		(6)7		PRE, aggressive NV/V or 3rd	NAT F1		
3♥		(6)7		PRE, aggressive NV/V or 3rd	NAT F1		
3♠		(6)7		PRE, aggressive NV/V or 3rd	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			
5♣						**HIGH LEVEL BIDDING**	
5♦						RKCB: 3041, 5NT: 2 & void, 6x: 1 or 3 & void	
5♥						PAPA: pass = pair	
5♠						Exclusion KCB	
						Josephine	

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)

2nd. & 4th 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, natrural 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	3rd / 5th	3rd / 5th
NT	ATT (possible 3rd / 5th)	3rd / 5th
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, HxxxS

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): 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 3rd 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	1♣-1♦-1NT : 12-14 maybe 4 card M	Weak jump after overcall
		2			GF), 2♥ : 6 card ♠ (0-5 HCP or GF) ; 2♠ : 7-10 HCP	3 steps Roudi (2♦ : no Fit M - 2♥ : Fit + min.	Fit showing jumps if passed
					with ♣ (can be 5♣+4♦) ; 3♣ : weak raise (4-7HCP)	2♠ : Fit + max)	
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		Fit showing jumps if passed
					3♦: weak raise (4-7 HCP)		
1♥		5	4♠	10–23 HCP	2♣ : Nat or GF with ♥/♠	After overcall : 2NT inv + raise .	Drury
					2NT: Limit raise	Cue-Bid : always 4 card support and GF	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 posible	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.	After 2NT : 3♦ : Min , 3♣ Max with S/S	
					2NT : Forcing Relay 15+HCP ; 3♦= P/C	3♥/♠ : Max with H. 3NT: good ♦ or H♣	
2♦	*v*	0		SF with minor or 22-23 NT	2♥/3♥ : P/C ; 2NT : Forcing Relay (15+HCP)		
				or Weak 2♥ (3-10 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

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

1 Level = light,(8-15)HCP,5+(4) cards
2 Level = VUL - intermediate; NOT VUL - intermediate(light)
Responses : New suit = NF
Jump raise = WK
Jump shift = SPL
Reopening: = light

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

Direct seat = (15-18)HCP, System on
Balancing seat : 1NT = (10-14)HCP, Jump to 2NT = (18-20)HCP, System on
Could be semi-balanced
Sandwich NT = NAT
1NT(OPPT) - Pass - Pass - DBL = 11 + HCP

JUMP OVERCALLS(Style; Responses; Unusual NT)

VUL = WK ; NV = very WK
2NT = (5-5)+ ms
Balancing seat = WK
Leaping Michaels

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

1m - 2m = both Ms (if 3+m) or NAT (if m < 3cards)
1M - 2M = Michaels
1m - 3m = 7+ SOL suit, asking for stopper(if 3+m) or PREEMPT(if m < 3cards)
1M - 3M = 7+ SOL suit, asking for stopper

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

Direct Seat :2cl = both Ms,(4-4)+
2di = 1M; 2M = 5+M & 4+m; DBL = PEN
Balancing seat :2cl = both Ms,(4-4)+
2di,He,Sp = NAT, DBL = 11+ HCP

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

T/O DBL thru 4sp
LEB 2NT RESP
4M - 4NT = (5-5)+
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

vs.1cl(str) >DBL= both Ms, 1NT=ms
>2cl=NAT
1cl - Pass - 1di - DBL = (44)+Ms; 1NT=2suits(55)+,exclusion 55 Ms
vs.2cl,di(str) - DBL= both Ms

OVER OPPONET'S TAKE OUT DOUBLE

New suit = NF; 1di - DBL = 1M = 4+cards F1
1M - DBL > TRF, 2NT=4+cards SUPP INV+, 3M=WK, Jump shift = SPL
> RDBL= implies no fit 10+ HCP and following DBL = PEN

LEADS AND SIGNALS

OPENING LEADS STYLE

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

LEADS

Lead	Vs.Suit	Vs. NT
Ace	AK, Ax(+)	AKx, AKJx(+)
King	AKx(+), KQx(+), AKJx(+)	same
Queen	QJx(+), KQTx(+)	same + AQJx(+),AQTxx
Jack	J10x(+), AJTx(+), KJTx(+),Jx	J10x,Jx
T	T9x(+), Tx, HT9x(+)	same + AQT9(+)
9	H98x(+), H9x	same
Hi-x	xSH, xSx	same
Lo-x	xS, HxxS(+), xxxS	same

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit:1st	HI = ODD	HI = ODD	HI = ODD
2nd	HI = HI Suit	HI = HI Suit	HI = HI Suit
3rd			
NT: 1st	HI = ODD	REV Smith	REV Smith
2nd	HI = HI Suit	HI = ODD	HI = ODD
3rd		HI = HI Suit	HI = HI Suit

DOUBLES

TAKEOUT DOUBLES(Style;Responses;Reopening)

Thru 4 sp
Light style

SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

SUPP DBL thru 2he
RESP DBL thru 4di
COMP DBL
MAX O/C DBL
SOS RDBL
Lightner
PEN DBL = O/C in FG; after RDBL; after opening 2di,he,sp,PRE,WJO

WBF Convention Card

Category:	BLUE
Country:	Bulgaria
Event:	All Events
Players:	Miriana Mitovska
	Grorgi Karakolev

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Precision club, 1cl = 16+ HCP or any good hand w/ min 14+ HCP, Fopening;
1di = 0+ cards,(10-15)HCP no 5M; 1M = 5+ cards,(10-15)HCP; 1M - 1NT= F1
2NT = (20-21)HCP,could be semi-balanced (5M,6m,SGL H); PUP
2cl = 5+cards w/ 4M or 6+cards, (10-15)HCP
Generally aggressive style; random PRE; Very light Openings,O/C,T/O DBL

1NT Openings:	1NT = (14-16)HCP,could be semi-balanced (5M,SGL H)
2NT Openings:	2NT = (20-21)HCP,could be semi-balanced (5M,SGL H)
2 OVER 1 Response	FG; COMP 2/1=NF if not TRF or CUE

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

1cl = STRONG
1di = 0+ cards,(10-15)HCP no 5M
2cl = 5+cards w/ 4M or 6+cards, (10-15)HCP
2di = 1 & 2 seat = 6+(5)M,(4-9)HCP or FG w/ NT,24+ HCP
= 3 & 4 seat = 5+ cards,(5 - 13) HCP
2M = 1 & 2 seat = 5+ M w/ 5(4)+m,(4-10) HCP
= 3 & 4 seat = 5+ cards,(5 - 13) HCP
3NT = Gambling = 7cards SOL m, w/o outside stopper(A or K)

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Psychics: Rare

Miriana Mitovska - Georgi Karakolev (Bulgaria)

Opening	Artifica	Min.cards	Neg DBL	Description	Responses	Subsequent Auciton	Passed Hand Bidding
1cl	YES	0		STR, 16+ HCP	1di = (0-7)HCP; 1M,2m = 5+cards,8+ HCP, FG	1cl - 1di - 2M=5+cards,F1; Following: 3M=STR w/ SUPP; 3cl=NEG or (5-7)HCP w/ cl »	
					1NT = BAL, FG; 2M = 6cards,(0-4)HCP	after bid 3NT; 2NT=(5-7)HCP BAL; New suit = 5+cards,(5-7)HCP; 4M=3+ SUPP,WK	
					2NT = (55)+Ms,(5-7)HCP	1cl - 1NT - 2NT=5+cl; 1cl - 1di - 2NT=(22-23)HCP,5M or 6m are possible,PUP STAY	
					3x = 4441, singleton, 8+ HCP, FG	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	1M = 4+cards,F1; 1NT = (7-11)HCP, could be UNBAL	1di-1M-1NT-2cl=Chekback; 1di-1he-2sp=any SPL,2NT=(R); 1di-1M-2NT=6+di good hand	1di - 1M - 1NT - 2cl = NAT
				(11-13)HCP, BAL	2he = 5+sp&4+he,(3-9)HCP; 2sp=BAL INV or ms WK	w/o 3cards in M; 1di-1M-3cl=(55)+m, (14-15)HCP;	
					2NT= 1m, WK; 3m = 6+m,INV	1di-1M-3di=6+di good hand w/ 3cards in M	
					2m = 4+cards,FG; 3M = 6+cards,WK	1di - 1sp - 2he = any SPL, 2NT=(R); SUPP DBL	
1he		5	4di	5+he, (10-15)HCP	1sp = 4+cards; 1NT = F1,(6-12)HCP; 2m = 4+cards,FG	1he - 1NT - 2cl = 1+ cards; 1he - 1NT - 2di = 4+ cards; 1he - 2m - 2he = 6+ cards	1he - 1NT = NF
				Could be 4cards in 3rd seat	2he = (7-10)HCP w/ 3+ SUPP; 3he = 4+ SUPP,WK	1he - DBL - RDBL = 9+ HCP implied no fit; After RDBL every DBL are PEN	1he - 2cl = Drury
					2NT = 9+ HCP w/ 4+ SUPP,INV+ ; 4NT = RKCB	1he - DBL > 1NT,2cl = TRF to cl,di; > 2di = 3cards SUPP w/ 8+ HCP;	
					2sp,3m = SPL,INV+ ; 4he = not promising any points	> 1sp = 5+ cards,NF; >2sp = 5+sp,INV; > 2NT=4+ SUPP,INV+	
1sp		5	4he	5+sp, (10-15)HCP	same as above	1sp - 1NT - 2cl = 2+ cards	1sp -1NT = NF
				Could be 4cards in 3rd seat		1sp - DBL - 2he =3cards SUPP w/ 8+ HCP	1sp - 2cl = Drury
						same as above	
1NT			4he	(14-16)HCP, BAL	2cl = STAY; 4 TRF	1NT- O/C - DBL = T/O,points; 1NT - 3Level O/C - DBL = T/O,points	
				5M or 6m are possible	3cl = (54)+ms,PC; 3di =(55)+ms,FG	TRF Lebensohl	
				Could be semi - BAL	3M = 3cards,(54)ms,FG; 4m = TRF to 4M; 4M = NAT	1NT - DBL(PEN;OPPT) - RDBL = 1m; 2di,he = TRF; 2cl = 2suits	
				Could be singleton H	4NT = INV,BAL	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	2cl - 2NT - 3cl - New suit = SPL,FG	
					2NT = PUP to 3cl = WK w/ fit or any SPL, FG	2cl - 2di - 2M - 2NT = TRF to 3cl = WK w/ fit or ST	
					3cl = 3+ SUPP,INV; 3M = 6+cards,INV; 3di = (55)+ Ms,INV	2cl - 2di - 2M - 3cl = INV	
2di	YES	0		6+(5)M, (4-9)HCP	2M = P/C	2di - 2NT - 3cl = Any MAX; 3di = min w/ he; 3he = min w/ sp	
				or FG w/ BAL hand, 24+HCP	2NT = (R) ; 3m = NAT,NF	2di - 2NT - 3cl - 3di = (R) = 3he is sp, 3sp is he	
				5+cards(5-14)HCP > 3 or 4seat	3he = P/C; 4cl = bid your suit TRF; 4di = bid your suit NAT	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	2NT = (R) = INV+; 3cl = P/C	2M - 2NT > 3m = NAT,WK; >3he = cl,STR; >3sp = di,STR	
				5+cards(5-14)HCP > 3 or 4seat	3M = WK; 3di = INV in M	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	3cl = PUP STAY; 3di,he = TRF	2NT - 3cl > 3di = 1 or 2 4th Ms; 3he = No 4 or 5 Ms; 3sp = 5cards; 3NT = 5 he	
				5M or 6m are possible	3sp = (R) for ms	2NT - 3sp > 3NT = w/o 4ms; 4cl = 4+cl w/ doubleton di; 4di = 4+di w/ doubleton cl;	
				Could be semi - BAL	4m = 6+cards Om,FG; 4NT = INV,BAL	> 4he = 4+cl w/ 3rd di; 4sp = 4+di w/ 3rd cl; 4NT = (44)ms	
				Could be singleton H			
3 in suit		6		WK, PRE	New suit = NAT, FG		
				Not VUL(1st or 3rd seat) = could	DBL = PEN		
				be very light		**HIGH LEVEL BIDDING**	
3NT	YES			Gambling = 7 cards SOL m,	4cl = P/C; 4di = asking for a singleton; 4M = 6cards	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	
				w/o outside stopper (A or K)	5cl,6cl = P/C; 3NT - 4di - 5m = shortness in other m	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	

WBF CONVENTION CARD

Category	Blue
NCBO	BULGARIA
EVENT	All Events
PLAYERS	Nanev-Nikolova

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

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

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

NANEV - NIKOLOVA (BULGARIA)

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	1C-1D 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	1D-1M-1N 2C=ART Any Inv / SOFF m (PUP 2D) 2D=ART FG	1D-1M-1N 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	1H-1S-1N 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	1S-2D 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	1N-2C-2D 2M=MM SOFF, 3M=4M5+OM 4C=MM ST, 4D=MM WK/SF 4M=6M+4OM SOFF 1N-2C-2M 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	2C-2D 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	2D-2N 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	2H-2N 3C=55 any 3D/H=5H4S/45 min, 3S/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	2M-2N 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	2N-3C 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 usualy 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

1NT 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	Discarding
1	low=even	low=even	Odd enc even SP
Suit 2	low=enc	SP	low=even
3	SP		
1	Low=even	Smith echo low enc	Odd enc even SP
NT 2	Low=enc	low=even	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	
1♥		5	7he	10-21 natural	2sp= natural invite, 2NT= 12-15 with fit	3NT= 13-15 balanced with fit	2cl=drury
					3cl= 6-9 with 4 fit, 3di = 10-12 with fit 3+	3sp/4x= splinter 10-14	
1♠		5			3he=any splinter, other same		2cl=drury
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+			
5♣				Natural		HIGH LEVEL BIDDING	
5♦						DOPI/ROPI. RKCB 1403, 5NT= pick a slam,5NT= all aces grand slam try after RKCB	

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 usualy 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

WBF Convention Card

Category: Green
NCBO: Croatia
Event: European National Mixed Team Championships 2019
Players: Tihana Brkljačić & Mate Meštrić

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style, Responses, ½ Level, Reopening)

Style: bridge
Responses: new suit level 1 is F1, 2nd level is NF constructive
Jump in p suit is pree

Reopening: bridge

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

2nd position over: (14)15-18 HCP
Responses: as over 1NT opening
4th position: 11-15(16) Hcp
Responses: as over 1NT opening
Live: NAT
2NT overcall in pass out is nat, strong 17-19 balanced

JUMP OVERCALLS (Style, Responses, Unusual NT)

Style: weak
Leaping and non-leaping Michaels in many situations
Responses: natural, jump is pree, cue is forcing, new suit is F1
Unusual notrump: jump to 2NT or 4NT is two lowest unbid suits

Reopening: good suit, 11-14Hcp
NOTE 21

DIRECT and JUMP CUE BIDS (Style, Responses, Reopening)

Style: direct cue is Michaels; jump cue is asking for stopper
When LM is option, direct cue is asking for stopper
Responses: natural
Reopening: same

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

Strong: 2c-Ms, X-points 2d-M, 2H/S-M+m, 2NT - ms
Dbl – points NOTE 20
Weak:same

Passed Hand & Reopening: same

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

Doubles: T/O
Cue bids: primarly asking for stopper
Jumps: Good hand or Leeping Michaels
NT bids: natural, jump to 4 NT is two suiter: two lowest unbid suits
NOTE 21

VS. ARTIFICIAL STRONG OPENINGS

X majors, 1nt minors, suits natural

OVER OPPONENTS' TAKE OUT DOUBLE

level 1 is F1, level 2 is NF

LEADS AND SIGNALS

OPENING LEADS AND SIGNALS

	Lead	In Partners' suit
Suit	3rd /5th	3rd /5th
NT	small card shows interest	3rd /5th
Subseq	same	same

L E A D S

Lead	Vs. Suit	Vs. NT
Ace	AKQ(+); AKJ(+); AK(+); Ax	AKJxx(+); Ax
King	AK; KQJ(+); KQ(+); Kx	KQ10x(+); Kx
Queen	AQJ(+); QJx(+); Qx	AQJ(+); QJ9x(+); QJx; Qx
Jack	J10(+); Jx; KJ10(+)	HJ10(+);J108(+); J10x; Jx
10	109x; 10x; K109(+); Q109(+)	109x; 10x;H109(+);AQ109
9	9x , 98(+)	H98(+); 98+; 9x
Hi-x	xxxx; xx	xx(+)
Lo-x	Hxx; xxx, Hxxxx, xxxxx	Hxx(+)

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declerer's Lead	Discarding
Suit:	1ST lo is E	SP (Lavinthal)	SP, Lavinthal
	2N Hi/Lo = Ev	Hi/Lo = Ev (rare)	Hi/Lo = Ev(rare)
	3RD SP		
NT:	1ST small is E	SP	lo is E
	2ND SP	Hi/Lo = Ev	SP
	3RD Hi/Lo = Ev		Hi/Lo = Ev

Signals (including Trump suit): suit preference

DOUBLES

TAKEOUT DOUBLES (Style, Responses, Reopening)

Style: 10+ Hcp & support for unbid suits (specially Ms)
17+ Hcp could be off-shape
Responses: 1ST level is 0-8, jump is invitational, cue is 11+ Hcp
Reopening: can be lighter
NOTE 23

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES

Lightner
Lead directing
Negative, Optional

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE:

Natural, 5 c M, 3W2
1♣:2+cards
1NT(14)15-17 HCP singlation possible, 5422 (5431), 6322, 7222 possible

2 over 1 Response: GF

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

Openings:
2♣ - GF
2♦ 2♥ 2♠= W2
3NT=gambling
Two way check back
Gazzili

SPECIAL FORCING PASS SEQUENCES

high levels - when obvious that opps are stealing the contract pass is invitational, dbl is minimum

IMPORTANT NOTES THAT DOES NOT FIT ELSEWHERE

4th suit forcing, 2-way check back, lebensohl, rubensohl
NOTE 12-17,22,23

Psychics: Occasional
3rd chair can be light

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 Texsas, 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=> 22-24

2♣-2♦
2♥-2♠(forced)
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♥ retranfers, 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 jacoby (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 3rd 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	3rd/low (count)	3rd/low (count)
NT	Att	3rd/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, HxxxX	Hx(+)

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit:1ST	Enc	Cnt	SP
2ND	Cnt	SP	
3RD	SP		
NT: 1ST	Enc	Cnt	SP
2ND	Cnt	SP	
3RD	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

2over1

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
4th suit forcing to game
Gazzilli over 1M-1NT and 1♥-1♠

1NT opening: (14)15-17 Hcp
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; 1st step 2-Q, 2nd step 2+Q; Exclusion RKC 03-14-2no!-2Q
1st step asks for trump Queen and Kings, 2nd step for Kings; answers are King or other two Kings,
Asking for Q (or xx) in specifit 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

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

Rdble 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
Suit	3rd / 5th	3rd / 5th
NT	attitude	3rd / 5th
Subseq	Same	Same
Other:		

L E A D S

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, HxxxX	HxX; HxxxX; xxX; xxxxX

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit:1ST	Enc	C	S
2ND	C	S	C
3RD	S		
NT: 1ST	Enc	C	S
2ND	C	S	C
3RD	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

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♣ 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)	
4♥	no	6	-		natural		
4♠	no	6	-		natural		
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.

1NT 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 lengh, cue - GF + supp.

jump cuebid - asking for stopper

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

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

dbl - take out, Overcall 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, HxxxS, xxS	HxS, HxxSx, xSxxx

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Hi=DISCRG	Hi/lo=O	E=S/P O=ENCRG
Suit 2	Hi/lo=O		
3	S/P		
1	Hi=DISCRG	Hi/lo=O	E=S/P O=ENCRG
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 lengh, 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 = 5oM5m, 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♣** = 5OM5♣, **2M - 4♦** = 5OM5♦
(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	1st/2nd/4th, Xxx and xX	1st/2nd/4th, Xxx and xX
NT	2nd/4th	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 ♣s 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 ♦s 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), unBALwith ♦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 3rd 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 3rd 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 **After 1♣: 2♦** = 12-14 BAL OR 11-14 UNBAL; **Other** = 15+ NAT, unBAL with ♣s; 2NT = 18-20 BAL **After 1♦: 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		
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		
3♣		6♣	5-11	-	6-7 L, Natural PRE	3♦ = asking for 3c M; 3♥/♠ = NAT, F1		
3♦		6♦	5-11	-	6-7 L, Natural PRE	**SLAM BIDDING**	**1♠-2♦ = GF+ with 5+♥**	
3♥		6♥	5-11	-	6-7 L, Natural PRE	**Shortness showing conventions** – also on lower levels	2♥ = 15+ w/o fit **OR** <5 LT with fit **Other** = 11-14 w/o fit, NAT 3♥ = 11-14, 6 LT with fit, no SRT 3♠ = 13-16; 6+ near solid ♠, 6 LT 4♥ = 11-14, 7 LT with fit 4♣/♦ = 11-14, 6LT, SRT ♣/♦	
3♠		6♠	5-11	-	6-7 L, Natural PRE	**Serious 3NT** = shows extras w/o SRT after 3M fit showing		
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♣	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 (1st/2nd/rarely 3rd round control)		
4♠		7♠	-	-	PRE on ♠s 3221 rule of Losers			

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
1NT = 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

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 strenght

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. PREEMPTS (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

L E A D S

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	Hxx**S**xx, **SS**x(...)	Hxx**S**xx, **S**x, **SS**x(...)
Lo – x	Hx**S**, Hxxx**S**, x**S**	Hx**S**, Hxxx**S**

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit:1ST	Hi = DISC	S/P or CT	O=ENC, E=S/P
2ND	S/P when shift	Hi = EVEN	
3RD	obvious		
NT: 1ST	Sx, xxS,HxS,xSxx,	S/P or CT	O=ENC, E=S/P
2ND	HxSx, xxxxS,HxxxS	Hi = EVEN	
3RD	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
Trumps: 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

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 to15hcp 1♣ - 1M-1 - 1M: 2♣/♦ art.
1♦		5(4)	5♣	99% UNBAL except 3rd, 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) 1M-2M-2M+1 ask for extras 1M-2M-2M+2...=nat srt. (2NT=♠)
1♠		5	5♦	(10)11-23 HCP nat 5+♠	1NT=5-11 hcp, 2♣=GF 2+cd, 2NT+ =inv+♠ supp.	
1NT			4♦	14-16HCP, 3rd VUL+4th 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 3rd 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 3rd 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 1st NV vs VUL, 4M possible, wide range in 3rd, 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			1st 2nd seat Namyats, 3,5 to 4,5 loosers 7+♥/♠, 3rd 4th to play based on long solid minor and stoppers outside	After1st 2nd 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	

SYSTEM CARD

DBf DANMARKS BRIDGEFORBUND

EVENT	Mixed EM Lissabon 2019	TEAM	
	Denmark	NO	
PLAYERS	Marlene Henneberg (DEN-35490)- Jens Ove Henneberg (DEN-10391)		

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS(STYLE; RESPONSES 1/2-LEVEL;REOPENING

Aggressive style (maybe only 4 card on 1 level).
Cue = 10+
After (1x) – 1M – (P) - :
1NT = 14+ unknown
2 ♣ = Invit with max 2M
2 ♦/♥ = Transfer or 10+ 3 card support

OVERCALL 1UT (2./4. ; RESPONSES; REOPENING)

1 NT = 4M og 5+m, (8)9-15 hp . Reply:
2NT=Invit ask, cue=search for unknown color
1 NT i 4th. Pos.=10-13. Reply= Two Way Staymann
Sandwich position=15-18NT. Reply = Two Way Staymann

JUMP OVERCALLS (STYLE; RESPONSES; UNUSUAL NT)

1 Suit = PRE
2 NT = 2 lowest
4m after 1M, 2M, 3M= Leaping Michaels.
REOPENING: 2NT=18-19, jump call = good hand with 6+ Suit

DIRECT AND JUMP CUEBIDS (STYLE;RESPONSES;REOPEN)

Michaels Cuebid. 1m-2m = 4-5 i M,(8) 9-15HP
1M-2M = 5-5 in OM + m. 9-15HP. 3♣=p/c
2NT ask for min/max. 2♦ after 1♣-2♣= Bid longest or best M
Jump Cue = Stop ask

VS. NT (STRONG/WEAK;REOPENING; PASSED HAND)

2♣=both M,
2NT=1) both m (8)9-15 or 2) strong 2 suited
D=Penalty
Jump call to 3=Pre, 3 m constructive if vul.

VS. PREEMPTS (DOUBLES; CUEBIDS; JUMPS; NT)

D = Take out
Crowhurst
Leaping Michaels

Lebensohl

VS ARTIFICIAL STRONG OPENINGS

VS. 1♣
1NT=♣ suit
2♣=both M
2NT=both m

OVER OPPONENTS TAKE OUT DOUBLE

RD=10+.
After 1M = Offensive system
After 1♦= 1M = Natural, Transfer bid over 1M

LEADS & SIGNALS

OPENING LEAD STYLE

	LEAD	IN PARTNERS SUIT
SUIT	ATT(4th.)	1.3.5 highest, except 2.
NT	ATT(4th.)	from 4 card.
SUBSEQ	Same	
THROUGH DECLARER	Same(2nd)	

OTHER: MUD

LEADS

LEAD	VS. SUIT	VS: NT
ACE	EKx(x..),Ex	EKx(x..),Ex
KING	KD(x..), EK, Kx	KD(x..), EKBT(x..),EK, Kx
QUEEN	DB(x..)	DB(x..), KDT9(x..)
JACK	BT(x..),KBT(x..)	BT(x..),
10	T9(x..)	Tx, HBTx(x..),H(H)T9x(x..)
9	9x, 98x(x..)	9x, T9x(x..)
HI-X	xx(x..)	xx(x..)
LO-X	H(H)xx(x..)	H(H)xx(x..)

SIGNALS IN ORDER OF PRIORITY

		PARTNERS LEAD	DECLARERS LEAD	DISCARDING
SUIT	1	LO= ENCR	LO=EVEN	LO=EVEN
	2	LO=EVEN		LAVINTHAL
	3	LAVINTHAL		
NT	1	LO= ENCR	SMITH	LO=EVEN
	2	LO=EVEN	LO=EVEN	LAVINTHAL
	3			

SIGNALS INKL. TRUMPS

Trumps Hi/Lo = Trump interest
Smith (High = Encr)
Low/high = Even, High/Low=Odd
Lavinthal

DOUBLES

TAKE OUT DOUBLE (STYLE; RESPONSES; REOPENING)

May be light with classic shape. Cuebid=F1
1 NT = 8-11 with stopper.
Jump to 2 =5 card, 4-7 P
Jump to 3 = 5 card 8-10 P

SPECIEL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

Response and competitive doubles
Neg. Double thru 4 ♥
Invit doubles
After 1♣ opening and positive answer; Double = Penalty
Double from opener is 3 card support after 1 ♦- P - 1M – OVERCALL

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Relay Precision
1 ♣ = 17+HCP (CAN BE WEAKER IF UNBALANCED)
1 NT=14-16 HCP
1 ♦ = 11-13 bal. or 4+ ♦ and 10-16 HCP (Maybe Minor Canapé)
5 card major (1♥ can be 4-4-1-4), 10-16HCP
2 ♣ 6+ ♣ or 5+♣ and 4+ M, 11-16HCP
1 ♦-1NT 7-11HCP, denies 4 Card M
1ma-1NT Artificial GF

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

1♣-1♦=0-7HP
1♣-1♥=Natural 5+♥ GF or 14+HCP BAL
1♣-2♥=(54)m, GF
1♣-2♠/2NT=(4-4-4-1) type, GF
1♦-1♥ = 4+♥ or artificial GF
1♦-1♠/2m=Max 12(13)HCP
2 ♦ opening= 6+♦, 10-13 HCP, normally one suited
2 NT opening=(55)+ m, 8-12HCP
1M-2♣=Unknown invit with max.2 in openers M
1M-2♦/2♥ : Transfer, max. invit.
1 NT in defence = 4M and 5+m, (8)9-15 HCP (4th hand=Natural)

SPECIAL FORCING PASS SEQUENCES

1♣- Positive response =GF, (bid)-pass= F.
1♣ - (1x) – P = F
1NT-(D)-p = Require RD

IMPORTANT NOTES THAT DONT FIT ELSEWHERE

Count of HCP can vary according to total assessment of the hand.

PSYCHICS

Rarely

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	1♦=0-7,1♥: Natural GF or 14+ bal, 1NT=	Relay or natural	Same
				UNBALANCED)	8-13HCP , 1♠, 2♣, 2♦; Natural GF.		
					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.	1NT=7-11. 2 M = Invit with 6 card	After rebid 1 NT: 1 NT system	1♦ - 1♥=Natural after pass
				longer ♣)	1♦-1♥ = 4+♥ or unknown GF, 1♠ or 2m	Transfer after intervention.	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 ; Coleur	
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	
4ut	X			Both m (min. 6-5)		other Major, or ♥ after Minor opening.	

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; ½ Level; Reopening)

Aggressive at 1-level may be 4 card suit
→unassuming cuebid; fitbids

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

2nd=15-18 → sys on
Reopening=11-14 → sys on
Live =15-18 → 2 opening suit=art

JUMP OVERCALLS (Style; Responses; Unusual NT)

Weak after vulnerability and position
2NT=two lowest unbid suits
2NT (reopening)=19-21→sys on

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

(1M)-2M=5+oM&5+mi→2NT= at least invit
(1m)-2m=4+/5+ majors→2NT= at least invit
(1x)-3x=asking for stopper

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

2♣=majors, 2♦=major one-suiter; 2♥/♠=5+&4+minor
2NT=minors or GF with two-suiter
PH: D=onesuiter, 2x=twosuiter

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

(2M)-3M=asking for stopper
(2/3M)-4mi=5+oM&5+mi

VS. ARTIFICIAL STRONG OPENINGS

1x=natural; 1nt=♦/♠ or ♣/♥
2x=one-suiter (x) or 2-suiter x+1/x+2

OVER OPPONENTS` TAKE OUT DOUBLE

Ostot, Pas may be 10+ bal., new suit at 1-level=F

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partners Suit
Suit	4th from H, 2nd bad suit	low from odd
NT	4th from H, 2nd bad suit	low from odd
Subsequent	Attitude	low from odd
Other :		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx	AK
King	KQ, KQx ,Kx, AK	KQ, KQx, Kx, AKJxx
Queen	QJ, QJx, Qx	QJ, QJx, KQ109x, KQJx
Jack	J10x, Jx, KJ10	J10x, Jx, KJ10, AJ10
10	109, 10x, K/Q109	109, 10x, A/K/Q109
9	98x, 9x	H98, 9xx, 98x
Hi-x	4th from H, Xx, xXx, xXxx	4th from H, 2nd bad suit, Xxx
Lo-x	4th from H, 2nd bad suit	4th from H, 2nd bad suit

SIGNALS IN ORDER OF PRIORITY

		Partners Lead	Declarer´s Lead	Discarding
Suit:	1st	low=enc	low=even	low=even, disc
	2nd	low=even	high=odd	high=odd, disc
	3rd	lavinthal	lavinthal	
NT:	1st	low=enc	low=even, oddball	low=even, disc
	2nd	low=even	high=odd, oddball	hight=odd, disc
	3rd	lavinthal	lavinthal	

Signals (Trumph): Eco=looking for ruff

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

May be light with ideal shape
1x-(1NT)-2x-DBL=invit

SPECIAL, ARTIFICIAL AND COMPETITIVE DBL:s / RDBL:s

DBL/RDBL in 5th position=15-17 bal or similar
1mi-(1H)-D=4 card spades; Negative doubles through 3 spades

WBF Convention Card

Category:	
NCBO:	Denmark
Event:	
Players	Camilla Bo Krefeld – Johan Hammelev

SYSTEM SUMMERY

GENERAL APPROACH AND STYLE

Acol

1st and 2nd position:
Weak NT 11(10)-14 nonvul, 12-14 vul(5422 or 6322 possible)
15-17 Bal are often opened with 4-card M (suit quality)

3rd and 4th position:
1NT=15(14)-17 (5422 or 6322 possible)
Drury after opening 1 of a major

Often light openings in 3rd hand

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2♣=weak with ♦ or 18-19 bal or strong
2♦= Multi; weak major one-suiter or 22-24 bal or strong with ♦
2♥=nonvul 4+5+/5+4+ Majors, vul 5+5+ Majors.
2♠=nonvul 5+spades & 4+ minor 4-9, vul. 5+♠5+m
Michaels Q-bid

SPECIAL FORCING PASS SEQUENCES

(1nt)-D-(2♣/♦/♥)-P=forcing

IMPORTANT NOTES THAT DON´T FIT ELSEWHERE

All point ranges may deviate depending on hand structure, middlecards and position

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+,	**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	**After 1M-opening in 3rd and 4th position:** 2♣=support 8+ 2nt=clubs 3new=splint 8-11 **After enemy interference in 2nd 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 **After enemy interference in 4th position** D= 15-17 nt or similar Lebensohl if enemy doubled in 2M
1♦		4	3♠	Natural 11+	Splint 10+, 2♦= 4-7, 3♦=pre 2NT=support 10+,		
1♥		4	3♠	Natural 11+	3♥=pre; 2nt=4+♥ 9+; 3♣=4+♥ 6-9 3♠=10- unknown void, 3NT/4♣/♦=10+ void..		
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	1st and 2nd position: nonvul=11(10)-14 ; vul=12-14 (5422 or 6322 possible) 3rd and 4th 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	
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		
3♣/♦		6		Pre 2-3½-4/½	Major= natural, new minor=cuebid		
3♥/♠		6		Pre 2-3½-4/½	Major=natural, minor=cuebid		
3nt	√			1st & 2nd =Solid minor; else gamble			
4♣/♦		7 7		Pre 2-3½-4/½	Major= natural, minor=cuebid		
4♥/♠		7		Pre 2-3½-4/½	New suit=cuebid		
4ut				Both minors			
SLAM BIDDING							
Cuebids italian style. , RKCB1430; Exclusion Blackwood1430; Gerber; Splinterbids; Often quantitative 4NT; DEPO							

WBF Convention Card

Category:	Strong Club - BLUE
Country:	DENMARK
Event:	EC Mix Lisbon 2019
Players:	Dorthe & Peter Schaltz

DEFENSIVE AND COMPETITIVE BIDDING

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

Aggressive style

Useful Space Principle

CUE: F with new suit or STR raise.

1NT OVERCALL (2ND/4TH Live; Responses; Reopening)

15-18 HCP; System as over 1NT opening

REOPEN: 1NT= 10-14 HCP; 2NT= 18-20 HCP

4th LIVE: NAT, 15+-18 BAL

JUMP OVERCALLS (Style; Responses; Unusual NT)

1-Suit: PRE (3-12 HP depending on vulnerability and position)

2-Suit: 2NT=2 lowest suits

Wide range possible after pas from partner (3-20 HP)

Reopen: Constructive

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

(1m)-2m:H+S,(2D asks) (1H)-2H: 4S-5+mi, (1S)-2S: 5H-5+mi.

JUMP CUE: NAT /m in direct; else asks for stopper.

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

2C=MM. 2N=Constructive 3mi overcall. 2D=Multi 6+M stronger than 2M direct

DBL = Strength (typically same strength+ as opening)

When reopen a strong NT after having passed, DBL= M-M or mi-mi

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

LEBENSOHL (2N=weak options or strong or special)

DBL and then D shows D+M doesn't promise extra

VS. ARTIFICIAL STRONG OPENINGS

Double=Majors; NT=minors

Applies vs STR 1C/2C openings

OVER OPPONENTS' TAKE OUT DOUBLE

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)

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	2nd – 4th attitude	same
NT	Attitude	Same (3rd in unsupported suit)
Subseq	same	

Other: 2nd and 4th + Attitude through declarer.)

5.th level K asks for count

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(+); Ax(+)	AK(+);asks attitude
King	AK; KQx(+);	KQ1098 asks count /unblock
Queen	QJ; QJx(+)	QJx(+) KQxx.
Jack	J10(x+); KJ10x(+)	J10x(+);HJ10x(+) KQJx
10	109(x+); H109x(+)	109;109x(+);H109x(+)
9	9x, H98x	98x, H98(x+)
Hi-x	Sxx, xSx, HxxSx, xSxx,	DISC
Lo-x	xS, HxS, HxxS	ENC

SIGNALS IN ORDER OF PRIORITY

	Partners Lead	Declarer's Lead	Discarding
Suit:1st	low=ENC	Count/SP: Hi/lo=Odd	low=ENC
2nd	Count	S/P	Count
3rd	S/P		S/P
NT: 1st	ATT/Count: low=ENC/E	as above/SP	as above
2nd	Count or S/P	S/P	
3rd	S/P		

Signals (including Trumps):

Trumps: random/count/SP

Smith (high card shows interest)

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Many take out doubles and support doubles.

High – low doubles in some situations

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

Support doubles in some situations: After 1C opening and responders shows or

Indicate a suit and 3rd hand bid a DBL = support. + similar situations.

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Strong club showing 16+UNBAL any V, or 18+BAL 14+ NV 1. + 2.

1D=11-14 BAL/semi BAL (14-17 1st+ 2nd NV against V)

1M=(10)11-15 4+M any. 8()9-13 1st + 2nd NV. May have longer minor.

2CD opening= 11-15. 9-13 1st+2nd NV 5+ in the opening suit No 4 card Major.

2M opening 3-10 (5) 6+ NV. 3-11 V

2NT opening. Any 7+ card suit. Semi strong 8 ½ - 9 ½ tricks

1NT Openings: 15-17 HCP or 10-13 when NV against V 1st+2nd pos.

Responses 2/1=NAT NF after opening 1M. 1NT at least INV

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

1C-1H/S/NT=0-5 Art. 1C-1D=6+ any. 1C-2C+=minor

1D-1H = Relay. Ask min/max or to play in 1NT

1D-1S = 4S NF. 1D-1NT=4H NF

1D-2C NF. 1D-2D GF. 1D-2M to play 1D-2NT=GF

1M – new suit = NF. 1M – 1NT INV+ any

2C/D openings=11-15. 9-13 1st + 2nd. 5+

2NT opening. Any 7+ card suit. Semi strong 8 ½ - 9 ½ tricks

Drury 2C/D after 3rd and 4th hands 1M opening.

See OPENINGS.

Also have a look at our responses to openings. They are often ART

SPECIAL FORCING PASS SEQUENCES

1C-overcall → 3D, Pas= 6+

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

We often upgrade our hand depending on the shape.

Opening in 3. hand might be stronger or weaker than 11-15 HCP.

Psychics: May happen

OPENING BID DESCRIPTIONS

Opening	Artific	Min.	Neg Db	Description	Responses	Subsequent Auction	Passed Hand Bidding
1C	Y	0		16+any (14+ 1st-2nd 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 1st+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 1st-2nd 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 1st-2nd 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.

Dorthe and Peter Schaltz - Denmark

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 2nd; 17-19 4th 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 4th) (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

	Lead	In Partnership Suit
Suit	4th (2nd from bad suits)	Same (3rd/5th if unsupported)
NT	4th (2nd from bad suits)	Same (3rd/5th if unsupported)
Subseq	Same	Same

Other: King request count, ace requests attitude during play, and at trick 1 against pre-empts and 5+ level contracts. 6th best if we have shown 5+.

LEADS

Lead	Vs. Suit	Vs. NT
Ace	A(+) or AK(+) asks ATT	Usually AK, asks ATT
King	KQ(+) or AK(+) asks CT	Asks CT/UNB
Queen	QJ(+)	KQx(x), QJ(+) asks ATT
Jack	(K)J10(+)	(A or K)J10(+)
10	(H)109(+)	H109(+), 109(+)
9	Shortage (9/9x) or Q/J98(+)	9x, Q/J98(+)
Hi-X	Sx, xSx(+)	Sx, xSx(+)
Lo-X	HxS, HxxS(+)	HxS, HxxS(+)

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), 1st 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 CONVENTIOπN 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 3rd); 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 3rd 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 1st & 2nd, to play 3rd & 4th
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♦		4	4♣	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♥ 1♠		5 (4 in 3rd) 5 (4 in 3rd)	4♦ 4♦	Natural 11+ if unbalanced Natural 11+ if unbalanced	1NT 5-9, 2/1=9+ (up to 11 after 3rd in hand), 2♠=weak, 2NT FG +fit, 3♣/♦ = 3/4-card limit raise, 1♥-3♠/1♠-3NT = unspecified splinter, double jump = void, 1♠-3♥=weak	2-way Checkback 1♥-2♥ or 1♠-2♠, step 1 = game try, others=slammy	In competition: Fit jumps 2NT = 4-card limit raise Cue = 3-card raise 2-way Drury after 3rd seat 1M
1NT			4♦	(11)12-14 in 1st/2nd/4th seats May have 6m, 5M or 4M5m May have singleton (14)15-17 in 3rd 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 4th)	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 4th	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♥ 2♠		6 6		Good weak 2, (7)8–12 HCP Slightly affected by vul and position (10-13 4th)	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	
2NT			4♦	20-22 balanced May be 19 in 3rd/4th	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 NVvV	3♦ asks for 3-card majors; 3M NF 1st NVvVul		
3♦		6			3M NF NVvVul 1st in hand only		
3♥		6			4m=lowest Q		
3♠		6			4m=lowest Q		
3NT	Yes			Solid m, no side A/K 1st & 2nd To play 3rd & 4th	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)

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

15-18, 11-14 in 4th
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

	Lead	In Partner's Suit
Suit	4th from hon, 2nd from bad	3rd and 5th
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

	Partner's Lead	Declarer's Lead	Discarding
1	High/Low = even	High/low = even	Low=encouraging
Suit 2	High=discouraging, Low=encouraging	Suit preference	High/low = even
3	Suit preference		Suit preference in known suits
1	High/Low = even	Smith Peter High asks from switch both sides	Low=encouraging
NT 2	Low=encouraging	High/low = even	High/low = even
3	Suit preference	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
3rd 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	Walsh style, 2C=F1, 3C=pre-emptive	1C-2C-2D = 12-14 bal	Fit Jumps
				11+HCP if balanced (NV)	2NT/3NT=Nat, 2D/H/S=Weak		
1♦		4	4S	10+ otherwise, 3rd in seat could	2D=F1, 3D=Pre=emptive, 2M=weak		
				be modest values			By passed hand:
1♥		5	4S	5 card majors 1st, 2nd and 4th,	1NT=5-11 (nf) 2NT=GF 4 trumps, 3C = 4 trumps	1M-2NT-3C any min, 3D 15+ no shortage,	2C=3 card raise, 2D=4 card raise
				3rd in seat opener's choice (may	9-11, 3D = 4 trumps 7-9, 1M-3M = 4 trumps 3-6	3H club spl, 3S diamond spl 3NT OM spl	2NT=mini splinter, 1M-3M=mixed
1♠		5		be 4 cards)	1M-2m and 1S-2H =FG		
INT				(14)15-17	Stayman/Transfers, 2S=Clubs, 2NT=Diamonds	1NT-2S-3C=fit 1NT-2NT-3D=fit	
					3C=5/5m, 3D=5/5m GF, 3M=shortage	(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♣	✓	0		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♥		5	X	vulnerability }	2NT=Asking (for high card feature)	non minimum	
				Can be aggressive	3Y = GF		
2♠		5	X				
2NT			4S	20-21 Balanced	3C 4-card Stayman, 3D/3H Transfers, 3S=Minors	2NT-3C-3D-3M = Smolen, 4M+5+OM	
					4C=Hearts, 4D=Spades, 4H = Clubs 4S = D'monds		
3♣		6		}Natural Pre-empts depending	4D= RKCB (14 30)		
3♦		6		}on position and vulnerability	} Other suits nat F1		
3♥		6		}4-9	}4C = RKCB (14 30)		
3♠		6		}	}		
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-empts 5-10	Natural 4NT=RKCB		
4♥		6	x	} Can be aggressive 5-12			
4♠		6	x	}			
4NT	✓			Specific ace ask	5C=0, 5D/H/S/6C=that ace, 5NT=two aces, 6D=3		
5♣				Natural		HIGH LEVEL BIDDING	
5♦							
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	
						EKCB = 1st step = 0, 2nd step = 1, 3rd step = 2, 4th step = 2+Q	

WBF Convention Card

NCBO Logo & Coloured Sticker:	

CATEGORY: 3 February 2019
NCBO: England **EVENTS:**
PLAYERS: Graham Osborne Frances Hinden

DEFENSIVE AND COMPETITIVE BIDDING

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

5 cards at 1-level; may be up to 19 HCP
RESP: new suit F1 after P; jumps FIT; cue support F1; NT NAT INV
jump cue: 3-level mixed raise; 4-level SPL; Jump raise PRE
2NT L/R if no cue available
4th seat: 2-level new suit NF in competition; 2NT: see [12]
(1x) – P – (1y) – 2y NAT; Re-opening similar but K lighter

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

2nd: 15-18; RESP STAYMAN/TRANS; 4th LIVE 16-19 RESP NAT
In Competition 2NT+ transfers; DBL T/O
Re-opening: 11-15 (PH 9-11) Responses: 2♣ ART ENQ others NAT
PH shows 5-5 in two unbid suits

JUMP OVERCALLS (Style; Responses; Reopen)

WK, Random NV (0+ HCP/5+ cards), RESP 2NT+ TRANS, jumps FIT
2NT (CONSTR+) other M+♣ (over 1M), ♠+other m (over 1m)
RESP: all jumps PRE; new suit NAT NF;
Reopen: INTERM. 11-15 6+ cards; 2NT NAT 19-21 RESP as open

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

(1m)–2m: 55+ in M any strength WK+;
(1M)–2M: 55+ in OM + ♦, Constructive.+; 2NT INV+ relay
RESP: all jumps PRE; DBL PEN; RDBL 1-card pref for higher suit
(1x)-3x asks 3NT with stop (no FP). (1♣ short) - 3♣ NAT CONSTR

VS. NT (vs. Strong / Weak; Reopening; PH) [see note 7]

Non-PH 2♣=♥+?, 2♦=♠+?, 2M NAT, 3x WK, 2NT good 3m bid
PH: 2♣ = ♥+♠, 2♦ = 1M, 2M = suit bid + a minor
X PEN of WK NT, 16+ or PEN of STR NT (then 2♣ scramble)
X of WK NT sets up FP over 2m [STR NT defined as 14+ HCP]
PH: DBL = max pass (vs WK NT)/M+m canapé (vs STR 1NT)
X of STAY or JTB = vs WK NT shows PEN DBL of opening 1NT

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

X t/o LEB FAST[6];(3m)-4m FG MM; 4m-(4NT) NAT; 3NT NAT
4M-4NT any 2 suits; (2/3M) – 4m FG 55+ in OM and suit bid
VS. ART PREEMPTS see [6]

VS. ARTIFICIAL STRONG OPENINGS

(1♣) – x/1♦/1NT=CRO others NAT; lowest NT response ART INV+
Otherwise DBL = MM, NT shows the minors
Jumps WK; P then bid after 1♣ strong.
General style very aggressive NV (over 1♣ may be 4-4)

OVER OPPONENTS' TAKEOUT DOUBLE

1M–DBL–RDBL 7+ dblton M or STR; P=WK or 10+ PEN seeking
1M-DBL-1NT/2-level TRANS; other jumps FIT (1♠-x-3♥ PRE RAISE)
1M –DBL–3M = Mixed; 2M+1 L/R+;1♥- x-2NT = PRE RAISE
1m–DBL–RDBL/1x TRANSFERS; 2NT WK raise 0-6

LEADS AND SIGNALS

OPENING LEADS STYLE – see note 10

	Lead	In Partner's Suit
Suit	3rd/LOW; STND/RUS*	3rd/LOW, STND
NT	ATT vs game, else 4th (2nd bad suit, top of 3 low) K STR	
Subseq	ATT (CT) in new suit;	

Other: *Rusinow vs NT and when leading own suit vs SUIT
Lead attitude in partner's suit if length is known from auction

LEADS [see also note 10]

Lead	Vs. Suit (see * above)	Vs. NT
Ace	AKx(+),AQx(+),Ax(+); REV. ATT	
King	AK(+), KQ(+); CT/ REV ATT	STR; UB or CT
Queen	QJ(+); REV. ATT (KQ+*)	KQ9(+),REV. ATT
Jack	KJ10(+), J10(+);(QJ*+)	QJ10(+), QJ9, AQJ (+), KQJ(+)
10	109(+); KJ10; (J10*+)	(A/K)J10(+), REV. ATT
9	3rd from even length or 9x	(A/K/Q)109(+), 9x
Hi-x	3rd/LOW	DISC(game) / Sxx/xSxx (1/2NT)
Lo-x	3rd/LOW	ENC (game)/4th best

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
Suit	1	Lo = ENC	S/P	Lo = ENC
	2	Lo = ODD	Lo = ODD	Lo = ODD
	3	S/P		S/P
NT	1	Lo = ODD	"SMITH SIGNAL"	Lo = ENC
	2	Lo = ENC	Lo = ODD	Lo = ODD
	3	S/P	S/P	S/P

Signals (including Trumps): REVERSE ATTITUDE;REMAINDER
COUNT; SMITH v NT: PETER BY EITHER HAND ENC LEAD vs NT;
A lot of S/P. REV. ATT on K lead in Bath Coup positions

Doubles

TAKEOUT DOUBLES (Style; Responses; Reopening)

10+ HCP Shape-suitable or STR (19+ or equivalent); K less by reopener
Responses: cue forcing to suit agreement; jumps 8-11, 1NT 6-10
If doubler then cues, step 1 = NEG others 5+ HCP
COMPETITION: [4]

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

Most X T/O before fit found or hand defined (some game-try) [5].
In penalty FP auctions below game, DBL as the first action is T/O
DBL of 1♦/♥ overcall = TRANS. DBL after partner's PRE is PEN
DBL of suit we have bid or implied is PEN except 1♣-(2/3♣)-DBL T/O
Action X: by Pre-emptor shows extra offence.
RESP DBL show 2 places to play, may not have OM
(2/3x)-DBL-(raise)-DBL shows convertible values
DBL of response to PRE t/o of opener's suit.

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5-card majors; 1♣ NAT, or any (17)18-19(20) BAL, or many 11-14 BAL

Pre-empts classical in 2nd or 1st VUL; random 1/3 NV [see note 1]
Double often not PEN even in FP sequences

1NT Opening: (14)15-17 may have 6m or 5♥ (5♠ more common 3rd/4th)
2 OVER 1 Response: FG/1M 1♦-2♣ F2NT

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

Transfer responses to 1♣, may respond with 0 HCP without club length
1♥ - 1♠ 0-12 HCP, no more than 4 spades unless also 3+ hearts
May have 3 or 4 hearts if very weak or INV
1♥ - 1NT 5+ Spades any strength
We open most balanced 11-counts

Transfers in competition by responder in many auctions

1♦ – 2NT WK raise (not interested in 3NT opposite 18-19 BAL)
WJS in response to 1m (jump to 2x is NAT, 4-8 HCP, 6 or 7 cards)

2NT in competition TRF, LEB, SCRAMBLING or GOOD RAISE [12]
FIT-SHOWING BIDS IN COMPETITION [2]

SPECIAL FORCING PASS SEQUENCES

(1NT weak) – PEN DBL forcing to (2m)
In major suit raise auctions 3NT often sets up a FP, 4M does not.
Higher-level P only F if we have clearly forced from strength (V or NV)

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

1♣ may be short if 18-20 BAL, 11-14 BAL < 4♦ or any 11-12 min
18-19 (or bad 20) BAL opens 1♣ with five (sometimes 6) diamonds
11-14 BAL may open 1♣ with 4♦ or 5♥ if min or bad suit
Lead Rusinow in own bid suits against suit contracts

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 4th) 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 0		1st/2nd WK (sound in 2nd) [1] 3rd WK random 4th 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		1st/2nd WK (sound in 2nd) 3rd WK random 4th 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 2nd or 4th [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 2nd 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	Good raise of partner's suit if no cue available
						DOPI/ROPI if room else DOPE/ROPE.	RKCB in M as jump or with no intervening bid
						5NT pick a slam where useful	NAT or Two places to play otherwise

[1] POINT COUNT FOR PRE-EMPTS

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.

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.

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

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

3rd seat NV anything goes (0-12, may be a 5-card suit at the 3-level), Vul 5-13

4th seat: 9-13 at 2- or 3- level (6 or 7 cards); 4M hoping to make (10-18); 4m unknown

[2] FIT BIDS: Show 5+ cards in suit bid and 4+ card support for partner, F1 (except by passed hand)

4-level fit jumps show playing strength not high cards, no forcing pass. 3-level fit INV.

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

NEW SUIT NON-JUMP IN COMPETITIONS are 3-card FIT when three suits have been bid

DBL shows the fourth suit without a fit; also frequently by a passed hand.

[3] Intervention over our 1NT opening (see also (5))

After 2♣/DBL with no anchor suit, system ON - DBL/RDBL replaces systemic 2♣ bid

FP after 1NT – P - 2♣ - Action with DBL T/O. After responder's TRANS, DBL = it is our hand

After 2m overcall with one anchor major, 2-level cue bid = INV+ in other major.

After overcall up to 3♦ responder's bids 2NT to 3♥ are transfers (xfer to cue = 3-suiter)

[4] AFTER T/O DBL

(1x) – DBL – (1y) – 2y NAT NF 5+; DBL PEN 4 cards or STR

RESPONSIVE DOUBLES at all levels show 2 (or 3) suits may not have OM

DBL by Aggressor: extra values and usually fewer than 4-cards support (e.g. 1♠-x-P-2♥-2♠-DBL)

DBL followed by new suit is STR NF. DBL then 3-level jump in new suit is F

P of RDBL is USUALLY NAT EXCEPT 1x – DBL – RDBL – P and 1x – P – 1y – DBL – RDBL - P

[5] DOUBLES in COMPETITION

NEGATIVE DOUBLES

1m-(1♠)-DBL shows 4♥. 1♣/♦ - 1♦/♥- DBL = 4+ cards in next suit

Higher doubles of an overcall may be quite weak if shape-suitable

DBL then bid is NF over minimum rebid. DBL unlimited in HCP but can bid NAT F if suitable

DBL of a 2-suited overcall shows any unbid major, pass NF

SUPPORT DOUBLES over simple 4th hand overcalls after a major-showing response

e.g. 1♦ - (P) – 1♥ - (1♠) – DBL shows exactly 3♥;

DOUBLES OF SPLINTERS

Double of an immediate FG splinter NV suggests saving.

Otherwise double of a first round 4-level splinter is lead-directing in the lower unbid suit

Double of a second round splinter suggests not leading the fourth suit

Double of a 2- or 3-level splinter suggests competing in the suit

LATER DOUBLES BY OPENING SIDE

DBL is T/O EXCEPT in the following situations:

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;

they bid a suit we have shown (not a short club); after a 2/1 FG or after a forcing major suit raise

After a 2/1 FG DBL = PEN; in competition after a FG bid, DBL = extras (1M-2x-3y-3x-DBL)

After 1x – (simple overcall) – P – (P) Opener will DBL on all shape-suitable hands

After 1M – 2NT – (bid) DBL = shortage in overcaller's suit

After an inverted raise DBL = PEN

LATER DOUBLES BY OVERCALLING SIDE

Generally T/O even in unclear situations (e.g. (1♣) – P – (P) – 1♠ - (2♣) – DBL)

PEN only if we have tried to pass out a contract or if we DBL a suit we have implied

PEN if we DBL a suit we passed earlier except DBL protective up to 3♥ after 1-level opening (e.g. 1♠-P-2♠-P-P-X)

AFTER WE HAVE PRE-EMPTED

DBL shows extra offence by pre-emptor i.e. desire to bid again

DBL of a FIT bid = FIT in the other suit. Double of a forcing bid opp a WJO is save-suggesting

AFTER THEY HAVE OPENED WITH A PRE-EMPT

DBL of a new suit or NT bid by responder is T/O of opener's suit.

DBL of a raise after partner has overcalled shows convertible values

DBL of a raise after partner has doubled is RESP

AFTER WE HAVE OPENED 2♣ STR

2♣ STR – (bid) – DBL T/O FG; P PEN or WK; DBL by opener usually BAL suggests defending

2♣ STR – (bid) – P – (new suit) – DBL PEN

AFTER 1NT OPENING AND OVERCALL

1NT – (2♦+ that does NOT promise the suit bid, or 2♣ with an anchor suit) -

DBL sets up FP at 2-level then 1st DBL of new suit T/O

P then DBL light take-out

1NT opener will always re-open with a low doubleton after 1NT-(2x)-P-(P) and often with Hx

1NT – (overcall that shows suit bid) – DBL T/O or BAL FG

1NT-(P)-2♦-(2♠)-P-(P)-DBL includes all FG hands 2+ spades (2NT LEB by responder, suits FG)

LEAD-DIRECTING DOUBLES

DBL of a freely bid slam or uncontested 3NT asks for unusual lead usually dummy's first bid suit

DBL of 3NT in competition asks for 1) partner's suit 2) own suit 3) dummy's suit

Lead-directing DBL of an ART BID followed by DBL of final contract still wants same lead

DBL of 1NT – 3NT asks leader to find doubler's major

DBL by pre-emptor = don't lead it. Double of slam by pre-emptor's partner asks for pre-empt suit

DOUBLES OF ARTIFICIAL BIDS

Generally length-showing below game; lead-directing above game but in particular:

DBL of an artificial bid by fourth hand is T/O of the suit shown

DBL of ♣ cue-bid by 1♣ opener just shows a genuine suit

(1NT weak) – P – (2-level response not promising values)-DBL = PEN of 1NT; now DBL T/O

DBL of BERGEN RAISE (or similar) T/O of opener's suit e.g. 1♠-P-3♣-X T/O of ♠

[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

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

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

[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

[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

[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

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

[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)

[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)

[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 SCRAMBLING)
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

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

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

15-17 (14-18) (semi)BAL
SYSTEM ON

4th=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	1st/3rd/5th	same
NT	4th	1st/3rd/5th
Subseq	attitude	same

Other: might lead 1st or 2nd from bad holding vs NT
10/9 are 1st or 3rd

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	Discarding
Suit 1	odd = ENC	hi/lo = even	odd=ENC/even SP
2	Even = SP	SP	(hi/lo = even)
3			
NT 1	St count	Smith	odd=ENC/even SP
2	SP	SP	(hi/lo = even)
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 (AKQxxxx, 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
1NT can be flexible

OPENING	ART	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 ♠;	1♣-1♦-1M = 4+c f1, may have longer minor	1♦ = 0-7hcp
				All points can be adjusted	1♠=8+; 2m=12+; 1NT=12+ w/♥;	→2♣/♦ 6/5-7p no fit/ 3c fit, 2oM=5c+3fit	Others NAT GF
					2♥ = 12-13 or 16+ bal; 2NT=14-15 bal	1♣-1♦-2♥=puppet-2♠ and 2♠=puppet to 2NT	
					2♠ = 12+, any 4441 3x=weak (3-6) with 7		
1♦	x	2	∞	2+, 11-15	2♥/♠=5♠4+♥ weak/inv	MTWS (xyz)	No GF
				stiff honor possible	2m = F1	1♦-1M-2♣=8+c ♣♦; 2NT=6♦ MAX+3M	1D-1M-1N-2D=55
				Can be light in 3rd seat	1N = 6-11, 2N = inv	1♦-2m-2♥=bal; 2♠=ART fit+short; 3m=(41)53); 2N=44(41)	
					3♣ = mm weak, 3♦ = pre		
1♥		5	∞	11-15	2/1 GF; 1NT = SemiF, 2♣ = ♣ or BAL	MTWS (xyz)	Drury
				Can be 4 &/or light in 3rd seat	2NT = inv, 4c fit	Jumps & reverses show playing strength	
					2♠ = weak	1H-1S-2NT = 6H MAX + 3S	
					3m = inv, 3♥ = Mixed, SPL		
1♠		5	∞	11-15 hcp, same as after 1♥	same as after 1♥	BART 1S-1N-2C-2D=different good hands	same as after 1♥
1NT			∞	14-16 BAL	2♣ = Stayman; 2♦♥=transfer to Majors	1NT - 2♣ - 2♦ – 3♥/♠ = 54/45 majors	
				5M, 6m, 5422 possible	2♠ = inv, bal OR trf to ♣; 2NT=trf to ♦		
				Sgl H rare	3♣ = Muppet Stayman (asks 5/4 c M)		
					3M = (13)(54), 3♦ = minors		
2♣		6	∞	11-15, 6♣	2♦=(R); 2♥♠=NF; 2NT=puppet to 3♣	2♣-2♦-2♥=4card M (2♠ asks, step responses)	
				Can be 5 &/or light in 3rd seat	3♣ = puppet to 3♦ (usually shows ♦)	2♠ =max unbal; 2NT=bal; 3♣ min unbal	
					3♦ = 55♥♠ inv+; 3♥♠ INV 6+suit	2♣-2♦-3♥♠ = 65	
2♦		0	no	11-15, short D	2NT=(R) inv+	2♦-2NT-3♣ = min, others max	
				3415/4315/4414/4405	2M/3C=nf	→ 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		no	both minors			

Conventions	HIGH LEVEL BIDDING
	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 1st /2nd 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)

1NT 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	1st/3rd/5th	same
NT	4th or attitude	1st/3rd/5th
Subseq	1st/3rd 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
1NT opening flexible otherwise rare

Lauri Naber – Maarja Oras (Estonia)

	Art	MIN. NO. OF CARDS	NEG. DBL	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	x	0	4♥	STR: 17+ if BAL	1♦=0-7, 1♥= ♠ or 8-11♥, 1NT=12+♥,1♠=BAL/4441	1♣-1♦-1♥=20+ -> 1♠=0-4 -> 2♣=GF	Max-responses (9)10 (11)
				(14) 16+ if UNBAL	2♣/♦=NAT, 2♥=(54)♣+♦,2♠=55+♣+♦	1♣-1♦-2NT=55+ minors, *ca* 16-20hcp	
				or 8+ playing tricks	2NT-3♥= 8-11, 4441 below singleton	1♣-1♦-1NT - 1NT sys on	
					3♠(NT)=any AKQxxx(x) all answers except 1♦ GF	after positive answer (except 2♦) +1=relay (any distr.)	
1♦	x	0	4♥	11-13 BAL,	1♥/♠=F1, 4+, 1NT/2NT NAT, limit	♣ bids from opener=both minors	
				11-16 hcp 4414, 4405 or 4+♦	2♣/♦ NAT, GF, 2♥/♠ = 5♠4+♥, 7-9/8-11 hcp	1♦-1M-1NT-2♣=checkback	
				may also be 5♣4M with bad ♣	3x=INV, 6+ suit	if opps interfere, we play transfers (see suppl. sheet)	
1♥		5	4♦	(9)11-16 hcp	1NT=GF relay (any distr.); 1♠=3+♠ F1	1♥/♠-1NT-2♣=MAX, 2♦=4+m;2♥=BAL or 54+Majors	no GF relays
					2♣=ART, INV; 2NT= distributional INV with supp	2♠=6+ M, 2NT=6+M&4m; 3♣/♦ MAX 5M & 5+♣/♦	fit jump
					3♣/♦=6c suit INV, 2♦/♠ = NAT, NF (0—10(11)hcp)	3♥/♠=6+M & 5♣/♦, 3NT = 65 Majors	
					3♥ = PRE (0—8hcp), 3♠4♣♦ splinter	1M-2♣ ->2♦ =waiting or min 5c M; ->2M = min 6c M	
1♠		5	4♥	(9)11-16 hcp	same principles as after 1♥; 1♠-2♥=NF,		no GF relays
					3♥=INV, 6+♥		fit jump
1NT			4♥	14-16 semiBAL possible	2♣ = Stayman, 2♦♥ = TRF, 2♠ =BAL or ♣,	1NT-2♣-2NT = MAX 44 majors ->3♦/♥ = TRF	
					2NT = ♣♦ or ♦, 3♣♦ = nat, INV	1NT-2♣-2♦-2♥=(44)+ Majors, weak (<9hcp),	
					3♥ = 31(54) GF, 3♠ = 13(54) GF	2♠=5♠4♥, INV; 1NT-2♣-2♦-3♥♠=Smolen	
					4♣ = asking for aces, 4♦♥ = TRF, 4NT INV	after TRF new suit = GF, jump = autosplinter	
2♣		5	4♥	11-16hcp 6♣or 5+♣4M	2♦=relay (INV+); 2♥♠=NF (0—10(11)hcp);	2♣-2♦-2M=4card; 2NT=max 6+♣;3♣ min 6+♣	
				min with 6♣4♦/5♣4M with bad ♣	2NT=trf to 3♣ (♣ or GF twosuiter)	3♦♥♠=max 6+♣4x	
				may be opened 1♦	3♣=nat INV, 3♦♥♠ INV 6+suit		
						2♣-2♦-x -> new suit = nat GF	
2♦	x	0		5-10hcp, 44+ ♥♠	2NT = relay (INV+), 2/3/4♥/♠ = to play	on 2NT: 3♣=min -> 3♦ asks to bid longer suit	
				4th hand: natural, 10-13hcp	3♣ = nat NF, 3♦ = 33 Majors, INV	3♦=55+Ms, GF -> 3M agrees suit	
				(lower limit depends on vul and pos.)	4♣ = make TRF, P!, 4♦ = bid your better M, P!	3♥♠=max, longer suit; 3NT=max, 44	
2♥		(5)6		(2)5-9hcp, nonVUL 5+, VUL 6c	2NT = relay (INV+); raise = random PRE	2♥-2NT VUL-> 3♥=min, 3♣♦♠ max short,3NT max bal	
				4th hand: 10-13	2♠ NF, otherwise new suit F1	2♥ - 2NT nonVUL ->3♣♦ = min 5/6; 3♥/♠ = max 5/6	
2♠		(5)6		(2)5-9hcp, nonVUL 5+, VUL 6c	2NT = relay (INV+); raise = random PRE	2♠-2NT VUL-> 3♠=min, 3♣♦♥ max short,3NT max bal	
				4th hand: 10-13	New suit F1	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	new suit F1 (can be for lead)		
				depending on VUL and position			
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 1st or 2nd 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♦-(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♥-(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 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 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

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+

[1] Promising both Majors.
[2] Not promising both Majors.

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, ½+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

ASPTRO: 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	3rd/5th	1st/3rd
NT	2nd/4th	
Subseq	3rd/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♣ ⚠	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 1st/2nd/3rd level	
1♦ ⚠	(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; 3rd 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 ⚠			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+c

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

	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 bidded 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:	Arttu 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

CC Arttu Karhulahti– Pia Erkkilä

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) Exclusion Blackwood, Non- Serious 3NT, 5NT often "pick-a-slam", DEPO, DOPI/ROPI, 5NT honour asking jump possible * 1st-3rd NV-VUL
3x				6+cards 5-10hcp	4♣ RKCB pre(4♦ after 3♣ opening)		
3NT	x			8-9.5 playing tricks in ♥/♠	4♣: ask shortness, 4♦: SI about 3 tricks, 4♥: Pass/correct 4♠ : Pass with ♠ , Roman Ask ♥,		
4x		7					
4NT				Ask lowest ace	5♣=0, 5♦-♠= A, 5NT=♣A, 6♣♦= 2A, low no A suit		

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♥

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

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 3rd	Top or 3rd
Hi-X	1st/3rd/5th SxS SxSx	1st/3rd/5th SxS SxSx
Lo-X	1st/3rd/5th SxS SxSxS(+)	1st/3rd/5th 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 organisator; 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:

Mika Salomaa - Pekka Viitasalo; Finland; Ostend Open 2018

Opening	ART	Min.	Neg X	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMP AND PASSED HAND
Pass				A: 0-8 hcp B: 0-12 hcp			
1♣	↯	--	4♦	A: 15+, F1R B: 19+, F1R	1♦=7–9; 1♥=0-6; 1♠=10+, no 5 card suits	1♣-1♦: 1♥=ART FG; 1NT=15-16	Passed hand responses 1♦-2♦ like
				A = 1st/2nd Position	1NT=10+, 5+M; 2m=10+, 5+ cards	1♣-1♠: 1NT=BAL->2♣=Stayman	A but ranges: 4-5, 0-3, and 6-8
				B = 3rd/4th Position	2M=0-4, 6 cards; 2NT=solid 6c suit; 3X=HHxxxx	1♣-1NT: 2♣=R->2♦=♥;2♥=♠->R=Support	2M=0-3; 2NT=6-8, 55+ minors
					3NT=solid 7+ suit; 4m=semisolid M with shortness	1♣-1NT-2♣: 2♠=♥+m 55+; 2NT=♥+♠ 55+	
1♦	↯	2	2♠	A: 9-14 B: 12-18	2♦=13+, 4+ ♦; 3♦=PRE (3-8);	1♦-2NT-3m-3M=SPL, 15+	3♦=PRE (0-5)
				A:9-11/B:12-15 BAL w/o 4cM **OR**	2NT=6-10/15+ both m	1♦-2♦: 2M = 12+ stopper; 2NT=9-11 BAL	
				4+♦, ♣-canapé possible	2M = WJR (3-8)		
1♥		4	2♠	A: 9-14 B: 12-18	3♥=PRE(0-8) ; 2NT=SUPP, INV+; 3♠=any singl.	1♥-2NT: 3♣=any min -> 3♦=FG, ASK	2NT=INV raise; 3♥= good INV
				4+ ♥	SPL;3NT=SPL, ♠-void; 4m=SPL, void; WJR(3-8)	1♥-2NT: 3♥=1-suiter; 3♦♠=NAT; 3NT=♣	
1♠		4	2♥	A: 9-14 B: 12-18	3♠=PRE(0-8); 2NT=SUPP, INV+; 3NT=any singl.	1♠-2NT: 3♣=any min -> 3♦=FG, ASK	2NT=INV raise; 3♠= good INV
				4+ ♠	SPL; 4m/♥=void; WJR(3-8)	1♠-2NT: 3♠=1-suiter; 3♦♥=NAT; 3NT=♣	
1NT			3♠	A: 12-14 B: 16-18	2♣=Stayman; 2♦♥=transfer; 2♠=♣s	1NT-2♣-2any: 3m=4+, FG	LEBENSOHL
				BAL or SEMIBAL	3♣=♦s, to play or FG; 3♦=NAT INV; 3M=Splinter	1NT-2♣-2♦: 3M = 5OM+4M (Smolen)	
2♣		5	2♠	A: 9-14 B: 12-18	2♦=ART INV+; 2M=5+cards F1R; 2NT=NAT INV	2♣-2♦-2M=4cards; 2NT/3♣=6+♣ max/min	2♦=ART INV; 2M=NAT NF
				5 reasonable ♣s & 4cM or 6+ ♣	3♦=6+ cards, INV; 3M=6+ cards, FG		
2♦	↯	--	NO	A: 3-8 3rd: (0)6-11	2NT=ART, INV+; 3M=PRE(0-13)	2♦-2NT: 3♣=min; 3♦=44; 3M=5; 3NT=55	After 4th hand opening no
				44/54/45/55 ♥♠; 4th 10-13, 55+♥♠	4m=slam try in M	2♦-2NT-3♣: 3♦=ART FG -> 3M=5, 3NT=44	conventions; value bidding
2♥		5	NO	A:3-8 3rd: (0)6-11 4th 10-13	2NT=ART, INV+ (OGUST); net suit F1R	2M-2NT: 3♣/3♦=minimum, bad/good suit	
2♠				Undisciplined weak two		2M-2NT: 3♥/3♠=maximum, bad/good suit	
2NT			NO	A: 19-20 B: 22-23	3♣=Muppet Stayman; 3♦♥=transfer	2NT-3♣: 3♦=at least one 4cM; 3♥= no 4cM	
				BAL (any 4333/4432/5332)	3♠=both minors; 4X=NAT slam try	2NT-3♣: 3♠=5 cards; 3NT = 5 card ♥-suit	
3♣♦♥♠		5	NO	PRE; can be weak 1/3 position NV	New suit = F1R		
		5	NO	vs. VUL: min Qxxxx xx xxx xxx;			
		5	NO	other NV: min QJTxxx xx xx xxx			
		5	NO	VUL: min KQTxxxx xx xx xx			
3NT	↯	N/A	NO	PRE in either minor; better than 3m	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♦/4♠/4NT= slam try 1/2/3 key cards		
4♦	↯	N/A	NO	Strong 4♠: AKQ+/AKJ+/AQJ+	4♥/4NT/5♣= slam try 1/2/3 key cards		
4NT	↯	N/A	NO	Strong PRE in m; no 2 quick losers	5m/6m/7♣=P/C		
5♣ ♦		7	NO	PRE, not suitable for 4NT			
5♥ ♠		7	NO	NV vs VUL=PRE / top honour ask			

HIGH LEVEL BIDDING

Cue style: 1st/2nd round controls; skipping suit denies control
When 3M agrees 8+ card trump suit, 3NT is non-serious slam try
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)

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

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

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 3rd	Top or 3rd
Hi-X	1st/3rd/5th SxS SxSx	1st/3rd/5th SxS SxSx
Lo-X	1st/3rd/5th SxS SxSxS(+)	1st/3rd/5th SxS SxSxS(+)

SIGNALS IN ORDER OF PRIORITY

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

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

3any = can be very weak in 1st/3rd 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-(1NT): X = PEN, 2♣=1-suiter; 2♦=majors, 2M = M+m
1M-(1NT): 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	2♣=SUPP, INV+; 3♣=PRE(3-7); 3♦♥♠=Splinter	1♣-2♣: 2NT=12-14 BAL; 3♣=UNBAL min	CUE=SUPP, INV+
				We open 1♣ if 4M333	2♦♥♠=WEAK JUMP RESPONSE (0-7)		
1♦		3	2♠	12+ BAL or 10+ UNBAL	2♦=SUPP, INV+; 3♦=PRE(3-7); 3♥♠/4♣=Splinter	1♦-2♦: 2NT=12-14 BAL; 3♦=UNBAL min	CUE=SUPP, INV+
				Can be 3 iff 4-4-**3**-2	2♣=FG; 2♥♠=WEAK JUMP RESPONSE (0-7)		
1♥		5	2♠	12+ BAL or 10+ UNBAL	1NT = F1R; 2/1=FG; 3♥=PRE(0-7); 3m=NAT INV	1♥-2NT: 3♣=any min -> 3♦=FG, ASK	2♣=DRURY FIT (SUPP & INV)
					2NT = 4+ SUPP, INV+; 3♠=any singleton SPL	1♥-2NT: 3♥=1-suiter/♣–suit; 3♦♠=NAT	CUE=SUPP, INV+
					3NT=SPL, ♠-void; 4m=SPL, void		
1♠		5	2♥	12+ BAL or 10+ UNBAL	1NT=F1R; 2/1=FG; 3♠=PRE(0-7); 3m/♥=NAT INV	1♠-2NT: 3♣=any min -> 3♦=FG, ASK	2♣=DRURY FIT (SUPP & INV)
					2NT = 4+ SUPP, INV+;	1♠-2NT: 3♠=1-suiter/♣–suit; 3♦♥=NAT	CUE=SUPP, INV+
					3NT=any singleton SPL; 4m/♥=void		
1NT		--	3♠	15-17 BAL or SEMIBAL	2♣=Stayman; 2♦♥=transfer; 2♠=♣s	1NT-2♣-2any: 3m=4+, FG	LEBENSOHL
					3♣=♦s, weak or FG; 3♦=NAT INV; 3M=Splinter	1NT-2♣-2♦: 3M = 5OM+4M (Smolen)	
2♣	↯	--	NO	22-24 BAL or any FG	2♦=negative/waiting; 2M=NAT positive;	2♣-2♦-2♥=puppet to 2♠, NAT or BAL	
					2NT=both minors; 3m=NAT positive		
2♦		5	NO	Weak two opening:	2NT = ART, INV+ (OGUST), new suit=F1R	2X-2NT: 3♣/3♦=minimum, bad/good suit	
2♥				1st/3rd NV vs VUL: random, 5+		2X-2NT: 3♥/3♠=maximum, bad/good suit	
2♠				3rd random; otherwise sound			
2NT		--	NO	20-21 BAL or SEMIBAL	3♣=Muppet Stayman; 3♦♥=transfer	2NT-3♣: 3♦=at least one 4cM; 3♥= no 4cM	
					3♠=both minors; 4X=NAT slam try	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 xxx) up to 2nd hand			
3♥				vul vs nv (AKQxxxx xx xx xx)			
3♠							
3NT	↯	N/A	NO	1st/2nd position: solid m, no side A/K	4♣/5m/6m/7♣=P/C; 4♦=asks shortness	3NT-4♦: 4M=short; 5m=NAT short om	
				3rd/4th position: gambling, to play			
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: 1st/2nd 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.

Responses : Direct jump raises = preempts. Jumpshift = fit + good suit. New suit F1. Jump cue-bid = fit (4+cards) mixed raise

2NT : 4+ trumps, invit et +

Reopening : denies sound opening values. Maybe 4 cards at 1-level.

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

In 2nd : 15+-18, balanced *Responses* : after 1 ♣/♦, Stayman and Transfers. After 1 ♥/♠ : Transfers.

.In 4th : 9-13, balanced. Responses : same as above

Reopening : 9-13 Hcps, balanced. Responses : 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

Reopen : 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)

Reopening : 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

Reopening : 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 : 2nd 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	Discarding
Suit	1	H/L = 2	H/L = 2	H/L = 2
	2	High = E	S	High = E
	3	S		S
NT	1	H/L = 2	H/L = 2	H/L = 2
	2	E on As/Queen	S	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)

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

Reopening : double either 3-suiter or 14+Hcp.

Responses : 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

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 ♠

Overcalls

Precised Michael's two suiters

Landy

Against 1strong NT opening : Dble= min/maj-

2♦= Multi 2♥/2♠=natural+one minor

1♣ Pass pass 2♣ = Majors

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 3rd 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	natural ; with 4/5♦ + 4♥ often 1♥	1♣/♦ -1♥/1♠ - 1NT-2♣ relay for 2♦	New suit with jump= 5cards suit
				3 cards if 4-3(3-3) or4-4-2-3	2NT = 11HCP jumpshif strong except 2♦ : 5+♣	1♣/♦ - 1♥/♠ - 3NT = 4 cards in ♥/♠ balanced	+4 trumps.
					1♣/♦ 1NT 2♣ = ♠ +♥	Splinters ; 4th suit forcing	
1♦		3	4♥	3 cards only if 4-4-3-2	1♣(♦) - 2♣(♦) = Game forcing	1♣-1♥/♠-2♣-2♦ forcing artificial	
					1♣(♦) - 3♣(♦) = preempt	1♦-1♥/♠ - 2♦ - 2♥ forcing artificial	weak jump after overcall
1♥		5	4♦	10/21	natural ; 1NT NF, maybe 11.	1♥ - 1♠ - 1NT 2♣ = Relay for 2♦	1SA : 6-11
					2NT = 4 cards support, GF. Splinters	1♥ - 1♠ - 3NT natural; Splinters	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	1♥/♠ - 3♥/♠ - 3SA : asking for control	Passed hand : jump in a new suit
					jumpshift = natural, strong except 3♦ : 3cards,	1♥/♠ - 2♥/♠ - 2SA : trial bid any hand ,forcing	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		
3♦		6		Id		**HIGH LEVEL BIDDING**	
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 ligth if shape
Response: new suit forcing 1 round
Reopening: standard

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

2nd : 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	Discarding
1	count	count	count
Suit 2	attitude		attitude
3			
1	count	Count or smith echo	count
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 isT/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
2	Suit	High enc	High enc	High enc
3	Suit	S/P	S/P	S/P
1	NT	Std count	Std count/ Smith	Std count
2	NT	High enc	High enc	High enc
3	NT	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					

HIGH LEVEL BIDDING

4NT RKCB, 5 key cards 3041, 5♠ 2 + Q of Trump, 5NT 2 key cards and a void, 6x : 1 or 3 key card and a void

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♣ 5om+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 ,Grocoby 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)

Anne Gladiator

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	lenght	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	RKC-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 Germany

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	2♥	pass	pass	1SA	2♥	X	pass
X	pass	2SA		2SA			

2♦	pass	2♥	X
Pass	2SA		

1♠	2♥	pass	pass	1♠	2♥	X	pass
X	pass	2SA		2SA			

1♥	2♠	pass	pass	1♥	2♠	X	pass
X	pass	2SA		2SA			

2♥♠	Xpass	2SA	

1♣	2♥♠	X	pass	
2SA				

[04] negative free-bids

1♣♦♥♠	X	- 1♦♥♠	= 5⁺card suit 4-9 HCP	
1♣♦♥♠	O/C	- new suit 2-level	= NF	6-11 HCP
		- new suit 3-level without jump	= NF	9-11 HCP
1♣♦♥	WJO	- new suit 2-level	= NF	6-11 HCP
		- new suit 3-level	= F	
1♣♦♥♠	2-suiter	- new suit 2-level	= NF	6-11 HCP
		- new suit 3-level	= F	
1NT	2♣♦♥♠	- new suit 2-level	= NF	6-11 HCP
		- new suit 3-level woj	= INV	10-12 HCP
		- new suit 3-level jump	= 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♣	10+hcp UNBAL except 3rd,	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
				4 cards only if 4♦(441)	2N=L/R+[5],3♣=NAT INV, 3♦=PRE	o/1♦-1♠: analog	3NT
1♥		5	5♦	10+ often UNBAL exc.3rd [19]	1♠=like F NT may or may not have ♠,1NT=FG(R)[6]	o/1♥-1♠[18]:1NT/2♣/♦=TRF, 2♥=35(32)11-13	DRURY(FIT)
				5♥(332)/(422) may open 1♣	2♣=5+♠ 9-13,2♦=3+SUPP 9-13,2♠=6+♠ 3-7, 2NT=	o/1♥-2♦:2N asks WK doubleton G/T,2♠/3♣/♦	o/comp TRF, jump CUE asks for
					NAT INV, 3m= NAT INV,3NT= 12-14 SUPP	=TRF to ♣/♦/♠ S/T, jump=void+optional KCB	3NT
1♠		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♦	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-(2x/3♣)-
				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			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		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♠				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				22-24 HCP BAL (5422) or	3♣=PUP to 3♦,3♦=4⁺♥,3♥=PUP to 3♠[13],	o/2N-3♣-3♦:3♥=4/5♠[14],3♠=4♥[15],3N=44M	
				(6322) or singleton H possible	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	slam try, 4♦ = optional KCB		
3♠							
3NT				Gambling			
				other side			
4♣				NAT PRE as 3-lvl 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.

International-Convention-Card

♠ ♥ © DBV e.V. ♦ ♣

NBO:	GERMANY
PLAYERS:	Daniela VON ARNIM
	Roland ROHOWSKY
EVENT:	European Mixed Team 2019
CATEGORY	GREEN

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)

2nd: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, 1st 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]**	AK(+)
King	KQ(+) AK **[B1]**	AKJ10(+) KQJ(+) KQ10(+)
Queen	QJ(+) Qx	QJ(x) QJ10(+) KQ109(+)
Jack	(K)J10(+) Jx	J10(x) J109(+) HJ10(+)
10	10x (K/Q)109(+)	10x (H)109(+)
9	9x	9x(x) HH98(+) Q/J98(+)
Hi-x	Sx xxSxxx	Sxx xSxx(+)
Lo-x	xxS(x) xxxxS	Hx(+)S

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]**

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	NBO : Germany/European Mixed RESPONSES	Daniela von Arnim/Roland Rohowsky SUBSEQUENT AUCTION	PASSED HAND BIDDING
1 ♣		2	4♠	2 with 4432	1♦=usually 5+, WK hd bypasses ♦	1♣-1y-1M=UNBAL ; 1♣-1y-1NT=may have 4M	Jump shifts : fit jumps 4+♣ +5JS
					2♣=(4)5+ ♣ 10+ ; 2♦= WJS in a M ;2♥/♠=NAT INV	Two way CB after 1NT rebid ; 3rd suit F, 4SF	
					2NT=INV BAL ; 3♣=mixed raise,3♦=INV; 3M=PRE 7	1♣-2♣ : F up to 3♣, 1m-1M-2M : special (R) **[F1]**	
1 ♦		4	4♠	44mm open 1♦	2♦=4+ ♦ 10+ ; 2♥/♠=NAT INV; 3♣= NAT INV	1♦-1♥-1NT=denies 4♠	Jump shifts : fit jumps 4+♦ +5JS
					2NT= INV BAL ; 3♦=mixed raise, 3M=PRE 7	Two way CB after 1NT rebid ; 3rd suit F, 4SFG	
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	Gazilli **[F2]** ; Two way CB ; 3rd suit F	Drury : 1M-2♣ → 1M-2♣ : 2♦=full opener 5+M
					1♥-3N= SPL ♦11-14; 1M-4♣= SPL♣11-14;	1M-2♣: ART **[F3]**	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♦	1♥-2♥ : 2♠= any LST ; 2NT/3♣/♦=STT in ♠/♣/♦ 1♠-2♠ : 2NT= any LST ; 3♣/♦/♥=STT in ♣/♦/♥	3 other= 4+ NAT S/T; 3M=S/T 1M-2NT=5/5 mm INV;
					1M-3♣/♦= NAT INV, 3M= 4M 6-9	1M-2NT : 3♣=S/T ;3♦=G/T **[F4]**	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	2nd 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 3rd 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 1st and 3rd	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 1st and 2nd 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

WBF Convention Card

♠ ♥ ♦ ♣

Category: Natural - Green

NCBO: GREECE EVENT: mixed teams 2019

PLAYERS: LIOSSIS GEORGE (GRE7009)

SYRAKOPOULOU CHRISTINA (GRE4443)

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 Level; Reopening)
Aggressive 1-level, sound 2-level, New suit resp = NF at the 2 level
Cue bid resp = F1 (3card fit 10+hcps or no fit 12+hcps)
Jump cue resp = mixed raise (4+ trumps, 8-11 hcp)
2NT over 1M resp = 4+trumps, 12+ hcp
Jump raise = pre

1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd POS = (15+)16 - 18 HCP
4th LIVE = 11-14(15) (10-11 by passed hand)
Reopening posision: Responses = like 1NT opening

JUMP OVERCALLS (Style; Responses; Unusual NT)
1 - Suit = pre (6cards at the 2level, (6)7cards at the 3 level)
Resp: 2NT asking relay, Cue = F1
direct 2NT = 55 the lowest unbid suits (10+hcp NV, 12+hcp V)
Reopening position: 2NT: 19 - 21 bal, Jump new suit = Strong (13 - 15, 6 cards)
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
(1♣)-2♣=nat, (1m)-2♦=Majors(55+), (1M)-2M=other M + m(55+ or 46)
Jump cue = solid m (8 tricks), asks for stopper

VS. NT (vs. Strong/ Weak; Reopening; PH)
Vs Strong:DBL=Majors 54 or 1minor 6cards or 19+ / 2♣= Ms 55 OR 1M-1m 55
2♦ = 1 Major 6cards/ 2M=4M-6+m/ 2NT=Majors 55 strong hand
3m=4m44Majors/ Vs Weak: DBL:14+, 2♣:Ms 5+4+ then 2♦ pick, 2♦/♥/♠=nat
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
Dbl: T/O, NT: natural (after 2NT: 3♣:puppet, 3♦: transfer to OM)
Lebensohl after (2M)-Dbl-(Pass)-?
Over 2M = 4minor promises 5m + 5OM
Over 2M = 3M asks for stopper (long minor suit)
Over 2♦ Multi: a) 2M/3m = natural b) DBL = t/o in ♠ or 19+ (any)
c) 2NT = 16 - 18HCP, both M stopped (then 3♣:puppet, 3♦/♥: tr ♥/♠, 3♠:minors)
d) 4m: 5♥-5m GF, e) Pass then 2NT=minors f) Pass then dbl 2♥: t/o
VS. ARTIFICIAL STRONG OPENINGS
Vs strong 1♣: DBL = ♦ or ♥+♠, 1♦ = ♥ or ♠+♣, 1♥ = ♠ or ♣+♦, 1♠ = ♣ or ♦+♥
1NT = ♦ + ♠ or ♣ + ♥ (pointed or rounded)
2suit = pre, with 14+ pass 1st round
Vs strong 2♣: Same
OVER OPPONENTS' TAKEOUT DOUBLE
New suit F1 at level 1, NF at level 2 (non jump)/1x - (dbl) - Jump NS: 6+c limit
2NT = Limit raise or better over 1M, Pre over 1m/ Rdbl = (9)10+HCP
After 1M - (DBL) - transfers apply

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's suit
Suit	4th (2nd from xxx, xxxx)	same
NT	4th (2nd from xxx, xxxx)	same
Subseq		

Other: Vs NT, A or Q asks CT/UB, K and J asks for attitude

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(+)	AKJ10x(+), AKQ10xx, AQJxx
King	KQ(+)	AKx, AKJ(+); KQJ(x), KQ(x)
Queen	QJ10(+), Qx	KQ109(+), AQ(J)10x(+), QJ10x(+)
Jack	(H)J10(+),J10(+), Jx, QJx	QJx, J109(+), (H)J10x(+)
10	(H)109(+), 109(+), 10x	109(+),(H)109x(+)
9	(H)98(+),9x	98(+), (H)98(+), 9x
Hi-x	Sx, xSx(+)	Sx, xSx(+)
Lo-x	HxS or HxxS(+)	HxS or HxxS(+)

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
Suit	1	ATT, Lo=Enc	Smith echo if nes	ATT, Lo=Enc
	2	Count, Lo=Even	Count, Lo=Even	Count, Lo=Even
	3	S/P	S/P	
NT	1	ATT, Lo=Enc	Smith echo if nes	1st discard Lavinthal
	2	Count, Lo=Even	Count, Lo=Even	ATT, Lo=Enc
	3	S/P	S/P	Count, Lo=Even

Smith (when needed):
High "I like the lead" from 3rd hand, "Switch pls" from the leader
When the is an emergency of SP we skip ATT & Count signals

DOUBLES

TAKEOUT DOUBLES (Style; Response; Reopening)
1m - (DBL) - 1M - (2M) = Nat 5+ cards and DBL = 4card this M
May be light (10+) with ideal distribution, CUE-BID promises rebid
After RESP DBL of M:2NT SCRAMBLE
Relay double when 3rd hand bids at the 3 level (1♥)-X-(3♥)-X:tr to 3♠ wk or GF
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES
1♣ - (1♦) - DBL = 4+-cards in both Ms
COMP DBL, MAX DBL, SUPP DBL or RDBLTHRU 2♥
NEG DBL, then new suit = NF

RDBL of a cue = 1st round control PASS of a cue = usually 2nd round control
RDBL over opps DBL of a splinter = 1st round control, PASS = good hand
Lightner, DBL of splinter red asking lead of the above suit
Negative DBL over opps interference after 1NT opening

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE
5-card M, 1♣:3+, 1♦:4+ (except 4432)
2 over 1 response: GF by unpassed hand
1M - (p) - 1NT: F1 by unpassed hand (6-11 with no M fit by passed hand)
1NT Opening: 15 - 17 HCP

SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2♦ opening = weak in a M
2♥ opening = any strong 3suiter, 19+hcp
2♠ opening = ♦ preemt or both minors at least 55 weak
3♦ opening = ♥ preemt
3♥ opening = ♠ preemt
3 ♠ opening = solid minor without outside A or K
3NT = solid minor with an outside A or K

1♣ - (pass) - 2♦: 5+♠-4+♥ weak hand (4-8hcps).
1minor - (pass) - 2NT: weak hand with 55 or 64 both minors

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

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

SPECIAL FORCING PASS SEQUENCES
Pass = F when our bids show a sum of 23+ HCP
1NT - (penalty DBL) - pass: one 5card minor OR both m 4+-4+ OR both M 4-4

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Tend to pass COMP DBL at 3+level when BAL
We don't pass when unclear

PSYCHICS: 3rd seat opening can be very weak
After OPP T/O DBL

OPENING	TICK IF ARTIF	MIN NO OF CARDS	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	2WAY CHECKBACK/ 1NT Rebid, 3rd suit F1 after 2♣ rebid can be short	Jump new suit: 5c+4+c fit, limit
					with 55 or 46m, jump new suit=strong, 2d resp:both M weak	4th suit=11+ (game forcing at the 3 level, F2nt at the 2 level), After 1m-1M/2M - 2way gt	
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	1♥-1♠-1NT=11-14HCP ,1♥-1♠ or 1NT-2♣=could be 2-card,	2♣/2♦ = revdrury fit
					2nt=jacoby, 3♠/4♣/4♦=splinter with 9-11hcp	4SFG,2way checkback/1NT Rebid, 1♥-2♥/2nt=short♠ gt,3♣/♦=short ♣/♦ gt , 2♠=any long gt	then 2♥=minimum
					After 2nt, 3x=sigl x, 4x=5cards x		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	SMOLEN TRF, 1NT-2♣-2M-?a)3OM:FIT M+sigl, slam try(3nt asking)	
					2♠:TRF♣ then 2NT=max with fit, 2NT:TRF♦ then 3♣=max	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	
					3♥/♠=5-4m-sigl♥/♠ GF		
2♣	✓			STR 1/2-suiter or BAL 22+	2♦=neutral, 2M/3m=5+cards & 2/3 TOP H	2♣-2♦/ a. 4♣=♣+♦, b. 4♥=♦+♥, c. 4♥=♥+♠, d. 3nt=♣+♥ or ♦+♠	
				Forcing to 3M	2NT = 6+ 4441 or 5440 any, then 3♣=asking relay	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	2♦-2NT/? a. 3♣=♣ or nothing, b. 3♦=♦ A/K, c. 3♥=♥A/K w ♠ d.3♠=♠A/K w ♥ e. 3NT=solid M	
					4♣=bid you M w x-fer, 4♦=bid your 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	

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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)

2nd: (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: (2ND/4TH 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 (1st 2nd 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	3rd/5th
NT	4th	3rd/5th
Subseq		

Other: 2nd 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 3rd hand, "Switch pls" from the leader!
A lot of SP in secondary situations and in opponents suit or trump suit

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

AGGRESSIVE T/O DOUBLES (especially if good shape)
Cue bid F1

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

SUPPORT DOUBLES & RDOUBLES < 2H
1m – (1♥) – DBL: no 4c♠
At 3+level, RESP DBL: Useful values, any shape, DBL by PRE: wants to ruff
LEAD-DIRECTING DBL(L/D), MAX DBL, Most low-level DBLs=TO
NEG DBL of PRE O/C=USEFUL VALUES
IF WE HAVE BOTH BID A SUIT, AGAINST NT, DOUBLE ASKS FOR Pd'S SUIT

W B F CONVENTION CARD

CATEGORY: NATURAL - GREEN
NCBO: GREECE
PLAYERS: Christina Syrakopoulou (GRE 4443)
Yankos Papakyriacopoulos (GRE 1112)

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE
5cMajors, 1♦ opening 5c (unless 4441), 1♣ can be short (2+)
2/1 response: GF
1NT = F1 (BY UNPASSED HAND)

1NT opening: 15-17

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♦ (1st/2nd position): bad weak in a Major (3-8)
2♥/♠ (1st/2nd position): 8-11 6cards

2♦ (3rd/4th position): weak in a Major (may be very light 3rd)
2♥/♠ (3rd/4th 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 OBLIOUSLY 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	2wayCBS after 1NT r, Transfers after 2NT rebid	
1♣					1m-3M=SPL 15⁺	XYZ, 1m-(1NT)-2♣: BOTH M 5-8hcps	
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	2wayCB, extra length	2♣/2♦=3c/4c rev Drury fit
1♥					3♣: inv 4♥, 3♦: 6-9, 4♥, 3♥ = pre , SPL with (9)10-11	1M-1NT/3x:55, 1M-1NT/2NT: strong JS 54/63	1NT: 6-11 without fit
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 1st/2nd seat, 0-10 3rd 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 1st/2nd seat, 5♥4⁺m 3rd/4th seat	2NT: Asking Relay, NS: GF	2♥-2NT/?3♣:some shortness (then 3♦ ask),	
2♥					(after 2♥ 3rd/4th seat, 2NT asking for the minor suit)	3♥: no outside A/K, 3♠:♠K/A, 3NT: ♣K/A	
2♠		6		(8)9-11 1st/2nd seat, 5♠4⁺m 3rd/4th 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		**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		P0DI: P = 0, DBL =1 , 5X = 2 , ... , R0PI = 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=1st step, Dbl=2nd step	
						EXCLUSION BLACKWOOD (ANSWER WITH STEPS 0,1,2 etc)	
						CUE: 1ST AND 2ND 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)

2nd: (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: (2ND)
DBL = 5m + 4M OR 6+♦ OR 19+ STRONG HAND
2♣ = ♥+♠ , 2♦ = 1 6CARD M , 2M = 5M-5+m ,
4TH 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: 2nd from 3 or more low cards, high from doubleton
A or Q or 10 ask for UB or count , K or J ask for attitude

LEADS

Lead	Vs. Suit	Vs. NT
Ace	ANY	ASKS FOR COUNT/UNBLOCK
King	AK , KQ(+) , Kx	ASKS FOR ATTITUDE
Queen	QJ10(+) , Qx	ASKS FOR COUNT/UNBLOCK
Jack	KJ10(+), J10(+), Jx, QJx	J10(+), QJ(+), Jx
10	H109(+), 10x, 10987	ASKS FOR COUNT/UNBLOCK
9	H98(+), 9x, 109x(+)	H98(+), 9x, 1098(x)
Hi-X	Sx, xSxx, HxxSx(+)	Sx, xSxx, HxxSx(+)
Lo-X	xSx, xSxxx, HxS	xSx, xSxxx, HxS, HxxS

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	HI=DISCRG	HI/LOW=ODD	HI=DISCRG
Suit 2	HI/LOW=ODD	SP	HI/LOW=ODD
3	SP		
1	SAME	SAME	1st discard: ATT
NT 2			(low=enc)
3			

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

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

TAKE OUT DOUBLES(STYLE;RESPONSES,REOPENING)
AGGRESSIVE T/O DOUBLES
RESPONSIVE DBL, MAXIMAL DBL, EXTENSIVE USE OF COMPETITIVE DBL
(1M)-X-(2M)-X/(P)-2NT=BOTH ms

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

SUPPORT DOUBLES & RDOUBLES < 2H
(1m) - X - (2m) - X = 10+ without M
(1M) - X - (2M) - X = denies 4OM
Vs BLIND (3NT) - X ASKS FOR SPADE LEAD
Double in NT, asks for the lead of dummy's 1st 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 3RD/4TH 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 3rd 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		P0DI: P = 0, DBL =1 , 5X = 2 , ... , R0PI = P=0, DBL=1	
						OKCB (4m slam try asking for Aces, next step=minimum, else=14,30)	
						CUE: 1ST AND 2ND 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

1NT OVERCALL

15+-19- HCP NAT. STAY, XFERS., RUBENSOHL
REOP= 12-16 , XFERS, STAY, RUB+LEB
4TH 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♦/2N 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= F 1
BERGEN RAISE (3♣=6-9 WITH SHORTNESS, 3♦=6-9 WITHOUT SHORTNESS)
P FOLLOWED BY X: BAL, 10+

LEADS AND SIGNALS

OPENING LEAD STYLE

	LEAD	IN PARTNER'S SUIT
SUIT	3RD/5TH	3RD/5TH
NT	4TH OF HONOUR	3RD/5TH
SUBSQ.	SAME/ATT	SAME/ATT

We lead smallest from Hxx (if Q or higher). 4th best requires J9xx vs NT

LEADS

LEAD	Vs. Suit	Vs. NT	
ACE	A, AKx(+),Ax(+)	AKx(+), AQJ(+),	UB K
KING	AK, Kx, KQx(+)	+ KQx(+), AKJT(+), Q	UB
QUEEN	Qx, QJ(+), AKQ	AQJ, QJx(+), KQT(9x+),	UB J
JACK	KJTx ,Jx, JT(+)	KJTx, JTx(+)	
T	QT9x(+), T9x	+ AJTx, AHT9(+), QT9x(+), T9x	
9	9x, KT9(+)	(A/K)T9x,(A/K)J98,AK98	
8	Q98, J98, 8x	AKT8,ADT8, Q98, J98, 8x	
Hi-x	EVEN	Sx(+), xSx(+),Sxx(+)	
Lo-x	ODD	JxxS, HxS	

SIGNALS IN ORDER OF PRIORITY

		OUR LEAD	DCLR'S LEAD	DISCARDING
SUIT	1	HI= DISCRG	HI=ODD	HI=DISCRG
	2	HI= ODD	S/P	HI= ODD
	3	S/P		S/P
NT	1	HI= DISCRG	REV.SMITH	HI=DISCRG
	2	HI= ODD	HI=ODD	HI= ODD
	3	S/P	S/P	S/P

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.)

1NT 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

3rd hand openings can be light ones, especially NV
Wide-range PRE's in 3rd position
Points are hints only, often upgrade, very rare downgrade (to game)

PSYHICS: occasionally (esp. with big fit)

OPEN	ART	CARD	NEG. DB	DESCRIPTION	**HUNGARY** RESPONSES	**KEREKES-GULYÁS 2019** SUBSEQUENT ACTION	PASSED HAND BIDDING AND COMPETITION
1♣	X	-	special	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♣-(1X)-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; 4TH SUIT=R, FG; LEBEL R=GF; 1♦-1♣-2♥: 3♣s JUMP BY RESP. IN 2ND ROUND=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).

EBL Convention Card

Category: Green

Country: **Hungary**

Event: Mixed

Players: **Hanka Lajos - András Honyek**

SYSTEM SUMMARY: 2/1, 5card major, 1C is often two cards, transfers over 1C

GENERAL APPROACH AND STYLE

1NT Openings: 15-17

2 OVER 1 Respons Game Force

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

After 1C transfers, ie 1D=Hearts, 1H=Spades, 1S=no major

SPECIAL FORCING PASS SEQUENCES

At and below lvl3 in forcing situations: Pass = penalty or strong distributional,

DBL = balanced type hand

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Transfers are a common part of system

Psychics: Rare

DEFENSIVE AND COMETITIVE BIDDING

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

Aggressive style at lvl1, sound overcalls for lvl2

Reopening: Very often, even with marginal holdings.

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

15-18, Transfers and Stayman

Reopening: 1NT=12-16, 2NT=20-22 Transfers and Stayman after

JUMP OVERCALLS(Style; Responses; Unusual NT)

1-Suit: Preemptive

2-Suit: Lower 2 suits with 2NT

Reopening: Weak opening strength and solid 6 card suit

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

Michaels and Leaping/non leaping Michaels

Jump cue solid 7+ minor suit, no stopper

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

Always multi-Landy

2C = Majors, 2D = 1Major, 2M= M+m, 2NT = minors, 3lvl NAT

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

TO doubles, Leaping Michaels, After dbl Lebenshol

VS. ARTIFICIAL STRONG OPENINGS

2D=Majors, not jumping NT is major+minor

Jumping NT is minors

OVER OPPONENTS' TAKE OUT DOUBLE

RDBL = strong

Transfers after 1M DBL

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	**in Partner's Suit**
Suit	3/5	3/5
NT	Attitude	3/5
Subseq	Attitude or 3/5	3/5
Other:		

LEADS

Lead	**Vs.Suit**	**Vs. NT**
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
10	T9 or HT9 or Tx	T9 or HT9 or Tx
9	9x	9x
Hi-x	even	bad suit
Lo-x	odd	good suit

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	**Declarer's Lead**	**Discarding**
Suit:1st	Attitude	Count	Attitude
2nd	Count		Count
3rd	Lavinthal		Lavinthal
NT: 1st	Attitude	Smith or count	Attitude
2nd	Count	Count if 1st was Smith	Count
3rd	Lavinthal		Lavinthal

Signals (including Trumps):

DOUBLES

TAKEOUT DOUBLES(Style;Responses;Reopening)

Most doubles are TO until 4H

SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1 C		2	4H	10-22HCP, Can be 4D2C if balanced	1D=H, 1H=Sp, 1Sp=D or balanced, inverted minors, 2NT bal GF	After all 1X-1Y-1Z:	Rubenshol if 1x - 2Y(jump)
					Jump bids are NAT weak	2C=forcing to 2D (invitation mostly)	
						2D=GF	
						2NT=weak or GF with C	
1D		4	4H	10-22HCP, Only 4 if (4441), otherwise 5+	NAT style	Same as above	
					Inverted minors, 2NT bal GF		
1H/Sp		5	4D/4H	10-22HCP, if weak can be 6minor 5M	2/1 GF, 1NT semi forcing, 1H-1Sp is 5cards with GF hands		Drury
					Bergen and Jacoby raises with 4+card support		
					Splinters		
1 NT			4H	15-17 BAL/semiBAL, possible 5card M	Stayman, 4way transfers, Double transfers		Rubenshol at lvl2
2 C	X		X	22+ HCP or 16+ with 9+ playing tricks	2D waiting, 2M/3m 5/6+ cards with 2 Honours		
					2C-2D-2H = GF balanced or any distribution with 5+H		
2D			X	Weak 2, Non vul = 5+cards 3-8 HCP	2NT asking, new major forcing, new minor non forcing		
				Vul= 6+ cards 5-10 HCP			
2 H			X	Weak 2, Non vul = 5+cards 3-8 HCP	2NT asking, new major forcing, new minor non forcing		
				Vul= 6+ cards 5-10 HCP			
2 Sp			X	Weak 2, Non vul = 5+cards 3-8 HCP	2NT asking, new major forcing, new minor non forcing		
				Vul= 6+ cards 5-10 HCP			
2 NT			4H	20-21 BAL/semi BAL	Stayman/Xfers/minor Stayman		
3 X			X	6+ cards, Non vul 5-6 playing tricks, vul: 6-7 playing tricks		**High Level Bidding**	
3 NT	X	7		Gambling, solid 7+ cards minor suit with max 1K outside	4/5 minor P/C	RKC with majors and ORKC with minors	
4X				6+ cards, Non vul 6-7 playing tricks, vul: 7-8 playing tricks		Cuebids, No cuebids at lvl5, Exclusion RKC common	
						Last train, Seriouse 3Sp/3NT	

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	4th (from at least J), top/2nd	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	4th (from at least J), top/2nd
Lo-X	3rd=even, low=odd	4th (from at least J), top/2nd

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 SZŰCS – 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	2-way checkback after 1m-1M-1N; 2♣: GF stayman after	
					1♣-2♦/M WK 6+x, 1m-3m WK, 1m-2m INV+ (/: STOP, GF above 3m), 1♣-3♦/♥/♠ NAT PREE	1♣-1♦-1N; 4th 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	4th 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

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

Direct: 15-18 bal (Stayman, Transfers).

4th: 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	In Partner's Suit
Suit	3rd 5th , Hi from doubleton	3rd, HI from doubleton
NT	4th, hi from 2-4 small	3rd, HI from doubleton
Subseq	Attitude, 3rd/5th.	Attitude, 3rd/5th.

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	3rd 5th	4th,

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Low= Encour.	count.	low=enc.
Suit 2	suit preference		
3			
1	Low= Encour.	count	low=enc.
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

Aðalsteinn Jörgensen

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

ICELAND – MIXED PAIR: SVALA K. PÁLSDÓTTIR-AÐALSTEINN JÖRGENSEN.

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	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♦ **2♥** **2♠**	X	 6 6	 Penalty Penalty	Weak 2 in hearts or spades 10 - 12, 6 hearts. 10 – 12, 6 spades	Bids in Majors are pass/correct. 2NT = ask, invit+. 2NT = asking, invitational+ Raise = preempting Jump to 4 new suit= splinter.	In competative action new suit not forcing	New suit NF
2NT			4♥	20-22bal	3♣=Puppet stayman, 3♦♥=transfer, 3NT= to play 3♠=minors slam try.4m=slamtry, 4M= To play		
3♣ **3♦** **3♥** **3♠**		(6)7 (6)7 (6)7 (6)7	All Doubles Penalty	Preempt, 6-10p	New suit on 3rd level= nat forcing new minor on 4th 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.
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♣ **4♦**		(7)8 (7)8	pen pen	Natural preemptive,	All natural. 4M= to play. 4♦= cuebid. 4NT= RKCB		
4♥ **4♠**		7 7	pen pen	Natural, to play, can have an opening bid. Preemptive	4♠/5m= cuebid, slamtry. 4NT= RKCB		
4NT				Ace asking		**HIGH LEVEL BIDDING** 4NT after 4M openings by opponents= 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♣ **5♦**		8 8		Preeptive long suit			

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	3rd 5th , Hi from doubleton	3rd, HI from doubleton
NT	4th, SECOND FROM GAR	3rd, 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	3rd or doubleton	top or 2nd from top
Hi-X	4 or doubleton	4th best or top from nothing
Lo-X	3rd 5th	4th, or 3rd from honor

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Low= Encour.	no signals or suit pref.	low=enc.
Suit 2	suit preference		
3			
1	Low= Encour.	count	low=enc.
NT 2	count	suit pref	count
3	suit pref.		

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 ÞORSTEINSDÓTTIR

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

ICELAND - BRYNDÍS AND GUNNLAUGUR

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	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 aftir 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♦ **2♥** **2♠**		6 6 6	All Doubles Penalty	Weak 2 6-10hcp	new suit forcing. 2NT STENBERG Raise=preempting Jump to 4=cuebid slamish.	In competative action new suit not forcing	New suit NF
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♣ **3♦** **3♥** **3♠**		(6)7 (6)7 (6)7 (6)7	All Doubles Penalty	Preempt, 6-10p	New suit on 3rd level= nat forcing new minor on 4th level=Cuebid, slamtry in your suit raise=to play, preemptive 4♥♠= natural, to play 4NT= RKCB	In competative action new suit not forcing.	New suit NF.
3NT	X		pen	Solid 7+ in either minor little outside.	4♣/5♣= Pass correct 4♦= Ask, bid 5♣ or 5♦.		
4♣ **4♦**		(7)8 (7)8	pen pen	Natural preemptive,	All natural. 4M= to play. 4♦= cuebid. 4NT= RKCB		
4♥ **4♠**		7 7	pen pen	Natural, to play, can have an opening bid. Preemptive	4♠/5m= cuebid, slamtry. 4NT= RKCB		
4NT				Ace asking		**HIGH LEVEL BIDDING** 4NT after 4M openings by opponents= 2 suits 4NT after parters 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♣ **5♦**		8 8		Preeptive long suit			

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

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

2nd seat = 14 – bad 18 (system on)
4th 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, JTx	AJT, KJT, QJT, JTx
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	Discarding
1	O/E (O=Enc)	Count (Hi/Lo=Even)	O/E (O=Enc)
Suit 2	Count (Hi/Lo=Even)	Count (Hi/Lo=Even)	Count (Hi/Lo=Even)
3	Lavinthal/Suit pref	Lavinthal/Suit pref	Lavinthal/Suit pref
1	O/E (O=Enc)	Count (Hi/Lo=Even)	O/E (O=Enc)
NT 2	Count (Hi/Lo=Even)	Count (Hi/Lo=Even)	Count (Hi/Lo=Even)
3	Lavinthal/Suit pref	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 1st 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:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2		11-20, 2+♣'s	Transfer Walsh, inverted minors , 1♠ -> ♦	2♣ & 2NT in many sequences ART	washe still applies
				8 – 20 4th pos	Art 2NT		walshe over double is on
1♦		4		11-20 4+♦'s	Art 2NT, Inverted minors	2♣ over 1NT rebid = check back	
				7 – 20 4+♦'s 3rd pos			
1♥		5 (1st/2nd)		11-20 5+♥'s 1st/2nd/4th pos	Reverse Bergen, 1NT 5-11		Reverse Drury
		4 (3rd/4th)		7-20 4+♥'s 3rd pos	Art 2NT		
1♠		5 (1st/2nd)		11-20 5+♠'s 1st/2nd/4th pos	Reverse Bergen , 1NT 5 – 11		Reverse Drury
		4 (3rd/4th)		7-20 4+♠'s 3rd pos	Art 2NT		
INT				15-17 5CM and 6cm possible	4 way transfers *3♣'s = 5+♦'s\5+♣'s weak 3♦'s = 5+♦'s\4+♣'s GF	Super accept = doubleton over a major	
				3rd pos variable Strength			
2♣		0+M's		GF hand	2♦ waiting	2M over 2♦ = longer M and weak	
					Anything else is natural	3m over 2♦ = strong hand feature in m	
2♦		6+M		Multi, 4-4-4-1 strong option	2♥ Pass or correct	Ogust type responses over 2NT enquiry.	
					2NT enquiry		
2♥		H+m		5+H and 4+minor <11 points	2NT enquiry 3♣ Pass or corret	Ogust type responses over 2NT enquiry.	
2♠		S+m		5+S and 4+minor <11 points	2NT enquiry 3♣ Pass or corret	Over 2NT – 3m longer suit, 3M strong.	
2NT		Can have 6 cm		(20)21-22 balanced 5CM or 6m possible	3C = enquiry 4 way transfers (same structure as over 1NT)	Over 3♣ - 3♦ = 4CM, 3♥ = 5♥, 3♠ = 5♠ 3NT = no 4CM	
					3x nat and F. 4♦ = RKC. 4M = ask		
3♣		6		6+ pre-emptive	3M nat and F. 4♣ = RKC. 4M = ask		
3♦		6		6+ pre-emptive	3♠'s = F, nat. 4♣ = RKC		
3♥		6		6+ pre-emptive	4♣ = RKC.		
3♠		6		6+ pre-emptive	4♣ pass or correct		
3NT		7 (1st/2nd) 4 (3rd/4th)		Solid suit normally a minor Gambling	4♦ - shortage ask 4M/5♦ to play		
					4♦ art F. 4NT = RKC. 4M/5♦ to play		
4♣		7		Pre-emptive			
4♦		7		Pre-emptive	4♠/5♣/5♦ asking bids. 4NT RKC		
4♥		6		To Play	5♣/5♦/5♥ asking bids. 4NT RKC	HIGH LEVEL BIDDING	
4♠		6		To Play			

DEFENSIVE AND COMPETITIVE BIDDING

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 I 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

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

Modified Ghestem 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 najor *Mullti style

SPECIAL FORCING PASS SEQUENCES

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

VS. NT (vs. Strong/Weak; Re-opening;

We use 2♣ over INT as showing either ♣ or ♥ and ♠
2♦ is Single-suited major or goo d Diamonsa
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

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

Double of Weak Two's, Weak Threes and most 4 bids is take-out

OVER OPPONENTS' TAKEOUT DOUBLE

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 I 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

LEADS AND SIGNALS

OPENING LEADS STYLE
Highest from touching hons 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)

LEADS Standard Generally same against Suit and No-Trumps

	Vs. Suit	Vs. NT
10 9 x	As underlined	As underlined
H x x x		A J 10 9
A K x		10xxxx
K Q x		
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 2 Attitude	Count	Generally count when discarding and if we deem it to be important will give suit pref
		We discard what we can]afford
Count	Count	

Signals (including Trumps):

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 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

W B F CONVENTION CARD

Category Green NCBO Ireland

Players M. McGloughlin & Heidi Lillis

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 I 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

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

All variable opposite Passed Partner

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

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

Opening	Artificial	MIN. CARD	NEG.DBL T0	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING Same as for un-passed but most bids not forcing
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 I♦1♥♠ 4+ cards 7+ HCP; 1NT 6-9 2NT 10/12 3NT 13/15 Balanced. No Major 2♦ Multi styke 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 try0 2♠ Asks foor 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	O		MULTI weak in either major or strong balanced 2o/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 wiith 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♦ 4♥/♠	Yes to ♥/♠ No	7 7/8		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
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

1NT 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 4th 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.PREEMTS (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	**3rd/5th**	**3rd/5th**
NT	**2nd/4th**	**2nd/4th**
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	
Lo-X	odd	

	Partner's Lead	Declarer's Lead	Discarding
1	.Rev Count (ex A/Q)	Rev Count	Rev Count
Suit 2	S.P.	Suit Preference	
3	Low = Enc		
1	Rev Count (ex A/Q)	Rev Count	Rev Count
NT 2	S.P.	SP	
3	Low = 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 1st step = 2 no Q, 2nd step = 2+Q

ROPI:Rdbl= 0; Pass= 1 , 1st 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

Lebensohl (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,	1♣ - 2♣, 4♣ RKCB 0314	
					3C=9/10 with clubs, 2 D/H/S <8 6-cd suit		
1♦		4	4♥	11 – 22 HCP	1NT=6/11, 2D=12+, 2NT<8HCP with D,,	1♦ - 2 ♦, 4♦ RKCB 0314	
					3D =9/10 with D, 2H/S<8HCP 6-cd suit		
1♥		5	4♥	11 -22 HCP	2NT=GF: 3♣=10/11 HCP, 3♦= 7/9: (4+♥)	1♥ - 2NT, 3C=Min. 3D=Non-Min no singl.	Drury: 10+HCP 3+♥s (2♣)
					3♠= SPL	3H/S=Sgltn C/D,3NT=Sgtn M,4H=voidM	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)	
				5-card Major possible	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:	Asks opener to bid suits up line. 2NT = 5/5	m/m
					3♥/♠ = Singleton: 4♣/♦ = ♥/♠, 4♥/♠= ♣/♦	.1NT – 2C – 2H – 4C = KC in H. 1NT – 2C – 2S – 4C = KC in S	
2♣	Yes			23+ bal or big hands	2♦ =4+hcp, 2♥=0/3, 2♠=8+ nat, 2NT=8+hcp 5+♥	Jump by Opener sets suit	
					3♣/3♦=8+ hcp 6+cd suit		
2♦	Yes	6		Weak 6/10	Response at 2 level NF; At 3 level is forcing.	2NT Enq	
2♥		6		6/10 hcp			
2♠		6		6/10 HCP	2NT= INQ,		
2NT				20/2 HCP	3♣ = suits upwards	2NT-3C, 3x – 4c/d = slam-try in bid suit	
					3♦/♥ = TFR: 3♠ = 5S+4H		
					4 C/4♦ =♥/♠ TFR(spare bid=cue):4H/S = C/D		
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: 1st & 2nd equally below game	
5NT				Minor 2- suiter			

WBF Convention Card 2.19

Category:	All
Country:	Israel
Event:	Mixed Teams, Lisbon
Players:	Engel Joseph -Rejan Molcho

DEFENSIVE AND COMPETITIVE BIDDING

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

1 level overcalls may be light and sometimes good 4 suiter

2 level overcalls are solid

In reopening can be weaker

1NT OVERCALL (2ND/4TH Live; Responses; Reopening)

15-18, sound bids.

Responds natural like 1NT opening

Reopening 11-14 (11-16) over 1 Major opening, system on in respond!

JUMP OVERCALLS (Style; Responses; Unusual NT)

1-Suit: All jumps are weak

2-Suit:

Reopen: 2NT in reopening is 19-21 and system on!

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

Ghestem - (1C) 2C - natural! (1D) 2D - S+C (1H) 2H - S + C (1S) 2S - H + C

(1X) 2NT - 2 lower unbid suits

(1C) 2D = Majors, (1C) 3C - S + D

(1x) 3x (except 1C) = asking for stopper for 3NT

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

2♣ = both M

2♢ = 1M

2♡/♠ = ♡/♠ + m (5-4)

2NT = Both m

Duble = Points

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

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)

VS. ARTIFICIAL STRONG OPENINGS

Vs strong 1C (or 2C)

Dbl = majors, NT = minors, every overcall is natural and not strong

OVER OPPONENTS' TAKE OUT DOUBLE

1M (dbl) we play2NT = inv + (3+ cards)

1m (dbl) we play system on (except 2 level new suit is weak)

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	2/4th	low from 3/4 cards
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)

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK, AX	Attitude
King	KQ, can bi from AK doubletone	Unblock or count
Queen	Std, asks for attitude (O/E)	Either from QJ or KQ weak
Jack	Std denies the Q	Std denies Q
10	Std, denies J	Strong - promises 1 or 2 higher honou
9	98x, can have honour above	9 promises 10 (bad suit) 109xx
Hi-x	Dblton	Dblton
Lo-x	3 or more	3 or more

SIGNALS IN ORDER OF PRIORITY

	Partners Lead	Declarer's Lead	Discarding
Suit:1st	Attitude on A, K other oc	O/E or suit prf.	odd enc.
2nd	attitude	count/SP	count
3rd	attitude	count/SP	count
NT: 1st	attitude/count	count or suit preference	odd
2nd	attitude/count	count SP	count
3rd	attitude/count	count/SP	count

Signals (including Trumps): Suit preference in trumps, odd enc. att on A/K

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

T/O Dbl, Negative Dbl, Responsive Dbl, Supp Dbl, Inv Dbl

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Acol based system

5 major better minor

1NT Openings: (14)15-17 can be semi balanced

2 OVER 1 Responses:F up to 2NT,

Inverted minor

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2D opening - weak in 1 of the majors or 22-23 Bal or srtong any m

2H - 5H + 5(4) minor less than opening

2S = 5S + 5(4) minor less than opening

SPECIAL FORCING PASS SEQUENCES

When we bid vul game (wiithout preempt)

When passed hand opp bid game or 5 level sacrifice

When we showed invitational+ values and opp sacrifice

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Walsh responds (may bypass Diamonds if weak hand)

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 untill 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 artifical	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

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

2nd = 15-18, stopper, after that system on
4th = 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 agressive.
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, capplety 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:

Overcall: 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	Discarding
1	High enc	Count, not always	o/e
Suit 2	count	Suit preference	
3	Suit preference	smith	
1	High enc	count	o/e
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

W B 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. 3rd 4th 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. 3rd 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	4TH 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

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

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

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

2nd → 15-18 4th=12-15

Responses: 2 ♣ = rel.; others=TRANSFER

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

opp. 1♣ op. (no st.) → 2♣ = 10-15 both M (5-4) (6-4); 3♣ = ♦+♠ N F

opp.1♦ opening → 2 ♦ = both majors; 3♦= ♠+ ♣ FG

opp.1♥/1♠-opening → 2♥/2♠=other major + ♣; 3♥/♠ asks stop

JUMP OVERCALL (Style; Responses; Unusual NT)

opp.1♣/♦ op.→2♥/2♠= natwk; 2NT=♥+ ot.m; 3♣/ ♦=♠ + ot.m. NF/F1

opp 1♥→ 2♠= wk or med; 2NT=♠+♦ 3♣/♦=both minors NF/F1

opp 1♠->2NT=♥+♦; 3♣/ ♦= both minors NF/F1

VS 1 N.T. OPENING

Weak DBL = 12+ /

Strong DBL= 4 Major/5+ minor or Strong 1 suiter; 2 ♣ = Both M; 2 ♦= Multi; 2♥/ ♠ = 5 ♥/ ♠ + 4 + minor; 2NT = Both minors

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

3♣ → 4♣ = both Ms GF; 4 ♦=♦+M: 3♦ → 4♣ = ♣+M GF; 4 ♦=both Ms

3♥/♠ → 4♣ /♦ = ♣ / ♦+ other Major

VS ARTIFICIAL STRONG OPENINGS

Over 1♣→ DBL= both M (even 4-4); 1NT= both m; 1♦/♥ /♠=nat ;2♦=multi;2♥/♠= Major+ minor

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	THIRD/FIFHT	Count (Hi-Lo = even)
NT	Attitude	Count (Hi-Lo = even)
Subseq	Attitude	Count(Hi-Lo = even)

Others: Versus NT ⇒ A for Lavinthal; K asks unblock, or count **Smith**

LEAD	VS. SUIT	VS. NT
Ace	AKx-Ax-A	AK (xx)
King	AK; KQ; KQx(x); KQJx; Kx	AKJ10x; KQJ(10)(x); KQ109x
Queen	QJ(x); QJ10(x); AQJ(x)	KQ(x); KQJx; KQ10x; QJ10;ADJ
Jack	KJ10x; J10(x)	J109; J10(x);DJxx
10	K109x; Q109x; 10x; 109	10x; 109x ; A(K) J10
9	9x; H98x(+)	H109x(+);98xxx
Hi-x	Even number of cards	Even number of cards
Lo-x	Hx(+)S ; xSx; odd number	H10x(+)S; Hxx(+)S;Attitude

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1 2 3	odd = encourag low=suit pref./ count / discour.	low =odd no.cards low=suit pref./ count / discour.	odd= encurag low=suit pref./ count discour.
3	High=suit pref./count/enc.	High=suit pref./count/enc.	High=suit pref./count/enc.

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening

Style: Opening values **Responses:** cue F1; jump=8-10

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

Inverted double

High level in forcing sequence:double shows no interest in bidding

Category BLUE

Country: ITALY

Event: LISBONA 2018 EUROPEAN MIXED TEAM

Players: **Dario Attanasio - Gabriella Manara**

SYSTEM SUMMARY

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

SPECIAL BIDS THAT MAY REQUIRE DE

1♦/♥/♠ opening and OPP DBL → TRANSFER from 1NT up

1♦/1♥ overcall-> 2♥=♠ +MIN.

1♦/1♠ overcall->2♥= NF;2♠=5+♥FG/

opp.2♥/♠->dbl-pass->2 NT= Relay

OPP 1♣ opening (not strong) → 2♣ = 11-15 with both M (5-4/6-4)

SPECIAL FORCING PASS SEQUENCES

High level pass in forcing sequence shows a good hand

IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE

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)**	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♥→ 1NT= NAT →2♣= Drury 3 cards raise 9-11 →2♦= Nat. N.F. 0-2 ♥ →2NT = 4 cards limit raise →3♣/♦= fit showing
1♠		5	4♥	11+ NAT	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♠-1NT-2♣ = May be ART 1♠-1NT-2NT = ART 6♠+4m 15+	1♠→ see 1♥ opening
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.	1NT-2♣ → 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; 3rd/4th pos.undiscipl.	3♦=R for 3 cards maj **(see11)**	**HIGH LEVEL BIDDING**	
3♦		6		preempt; 3rd/4th pos.undiscipl.		**TURBO / 4NT = RKCB** only not in cue action;	
3♥		6		preempt; 3rd/4th pos.undiscipl.		**CUE BID** style: 1st and 2nd round control, in cue action **4NT TURBO**(shows even number of aces)	
3♠		6		preempt; 3rd/4th pos.undiscipl.		**Josephine; Lightner DBLS; BLACKWOOD**	
3NT	✷	7		Gambling (solid ♣ or ♦)		**Forcing pass**	
4♣/♦		7		PREEMPT			
4♥/♠		6		preempt			

SUPPLEMENTARY SHEET 1		
S01.	1♣⇒ 1♦= 0-7 pt.	2 ♥= FG → 2♠ R → 2 NT Bal.25+ poss.any 5°; 3♥ Natural FG 6+ ♥
	1♣→ 1♥/♠/1nt/2♣ (fg)	2♥/♠nat.unbal. →2NT Relay--→ 3 ♣ = 2 suiter artificial strong hand (3♦ R → 3 ♥=4 + ♣; 3 ♠ = 4+♦; 3NT = 4+other mayor) 3♦ = 6+♥/♠ (3♥ R→3♠ min./ 3NT max); 3♥= 5♥/♠ +♣ not interesting slam; 3♠ = 5♥/♠ + ♦ not interesting slam; 3NT = 5♥/♠ + 4 other mayor not interesting slam
S02.	1♣⇒2♠= 4-7 both minors	2NT=R → 3♣=5/5min.; 3♦=5/5max; 3♥=6♣/5♦; 3♠=6♦/5♣
S03.	1♣⇒2 NT=4-7 both majors	3♣=R → 3♦=5/5 min.; 3♥=5/5 max; 3♠=6♥/5♠; 3NT= 6♠/5♥
S04	1♦→1♥	→1♠/1NT Nat →**2NT SAT** (tr.3♣) ---->PASS = weak in ♣; 3♦=5♥+5♦ FG; 3♥=5♥+5♣ FG; 3♠=5♥+4♠+ any sgl.FG(If opener bid 1♠)or 6+♥/ 5+♠; 3NT=6+♥ good suit not interesting slam; 4♣/♦= cue bid 6+♥ ; 4♥ = nat.6 cue ♠
	1♦→1♠	→1NT Nat →**2NT SAT** (tr.3♣)→ PASS = weak in ♣; 3♦= 5♠+5♦ FG; 3♥= 5♠+5♥ FG; 3♠=5♠+5♣ FG; 3NT=6+♠ good suit not interesting slam;4♣/♦♥= cue bid 6+♠;
	1♦→1♥	→1♠/1NT Nat →3♣/♦ = 5♥ + 5♣/♦ NF
	1♦→1♠ 1♦→1♥♠	→1NT Nat → 3♣/♦/ ♥ = 5♠ + 5♣ /♦/♥ NF
		→1NT Nat →2♣R →2X→ 3♥/♠=6+FG not good suit

S05.	1♦→2♣→**2♦** minim.bal. or 6+♦ 11-14 or 6♦/4+♣ 11-16 or 5♦/5♣ 11-14	1♦→2♣
	2 ♥ R 2 ♠ = both minors 9/10 cards 2 NT= bal.12/14 3 ♣= 4/5 clubs unbalanced 3♦ = 6+diamonds 11–14 3♥/♠=6 diamonds+ 4 clubs singl. ♠/♥	
	1♦→2♣→**2♥/♠** nat.	**See 06** 1♦→2♣

1♦→2♣→**2NT** 6♦ bad suit 14-16 1♦->2♣-> **3♣** = 4+♣ 14-16	3♦ R → 3♥ = 5♣/4♦; 3♠=5♦/4♣; 3NT=5♣-5♦	1♦->2♣
1♦→2♣→**3♦**=6+♦14-16		
1♦→2♣→**3♥/♠=**6♦+5♥ ♠ 1♦→ 2♣→**3NT**=7♦sgl♣		

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.	1♦ → 2 ♠= 5+ ♠/4♥ 9-11	2NT= R F1→ 3♣=min.5♠/4♥(-->3♦R→ 3♥=5-4- sgl♦; 3♠=sgl♣, 3 NT=2-2-) 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 ♥ R→ 2♠ = 5+ ♥ / 4+♦ 11-13; 2NT = 5+♥ 11-14; 3♣ = 4+♣; 3♦ = 6♥+4♣; 3♥=5♥+5♣singl♠.; 3♠=5♥+5♣singl♦.

→2♥=5+♥/4♠10-16 — 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 ♠=14-16 4+♦ — **2 NT R→** 3♣=5-4;3♦ =6-4;3. ♠ =5-5 singl. ♠; 3 NT=5-5 singl. ♦

→2NT 14-16 5+♥ — 3♣R->3♦=6♥ + singl.3♥=6♥ + no singl ; 3♠ =5♥ with 3 cards in ♣; 3 NT= 2 cards in ♣;

→3♣ 4 14-16 — 3♦R→ 3♥=5-4-singl. ♠; 3♠=5-4 sgl♦; 3NT=5-4 -2-2

→3♦ 6♥/4 ♣14-16 — 3♥R→3♠=singl. ♠; 3NT=singl. ♦

→ 3♥ 5-5 ♥+♣14-16

→3♠ 5-5 ♥+♠11-16

→3NT

S16 1♠ →2♣→ 2♦ min. — 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)

→2♥ 5♠+4♥11-16 — **See S17**

→2♠ .5+♠/4+♦+14-16 — **2 NT R→** 3♣=5-4;3♦ =6-4; 3♥ =5-5 singl♥. 3♠ =5-5 singl. ♣;

→2NT 5+♠ 14-16bal — 3♣R->3♦=6♠ + singl. 3♥=6♠ + no singl ; 3♠ =5♠ with 3 cards in ♣; 3 NT= 2 cards in ♣;

→3♣ 4+♣ 14-16 — 3♦R→ 3♥=5-4-singl. ♥ ; 3♠=5-4 sgl♦; 3NT=5-4 -2-2

→3♦ 6♠ 4 ♣14-16 — 3♥R→3♠=singl. ♥ ; 3NT=singl. ♦

→ 3♥ 5-5 ♠ ♣14-16

→3♠ 5-5 ♠ ♣ 14-16

→3NT

S17 1♠ →2♣→ 2 ♥ 5♠+4♥ 11-16 — 2 ♠ R →2NT=3suiter or 5-5 minimun→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

1NT 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 lavinthal		
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 -21or 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 or24 + 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= Rf1 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 note7	
2♠		5		7-11with 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	See note 8	
					3 nt = two suiter M		
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 ♥>>>>>>>>>3 ♦=R>>>

3 ♥=5-4-22

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

3 ♣=slam inv.

3 ♦=game inv.

3 ♥-♠=weak

Note4) int-2 ♣

2 ♦=noM>>>>>>>2 ♥ no f.

2 ♠ fR

1nt-2 ♣(both M opp.) != TO

2 ♦=s.o. ♦

2 ♥- ♠=stop

2nt=5-4 m inv+

3 ♣=5-5m weak

3 ♦=5-5m inv+

3 ♥= strong with ♣

3 ♠= strong with ♦

1nt-2M(opp.) 2nt trf ♣

3 ♣=trf ♦

3 ♦/♥=trf

3 M(overcall): stayman

3 other M= asks for stop

1nt-2 ♦(multi opp.) 2nt= trf ♣

3 ♣=trf ♦

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 ♥ = max. 5♣ + 4♠ - 2 - 2

3 ♠ = max. 5♣ + 4♠ - singl. ♥

3NT = max. 5♣ + 4♠ - singl. ♦

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

3 ♥ = 4 ♣ + 4 ♥

3 ♠ = 4 ♣ + 4 ♠

3NT = No M

>>>>>>>>>>>>>>>>>>> 3♣ = max 6+ ♣

>>>>>>>>>>>>>>>>>>> 3♦ = max 4-4-4-1 singl. ♦

>>>>>>>>>>>>>>>>>>> 3 ♥ /♠ = 6+ ♣ + 5♥ /♠

Convention card

PLAYERS: M. Chavarria – A. Gandoglia

DEFENSIVE AND COMPETITIVE BIDDING

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

Style: natural/aggressive

1 level = Natural (5+ cards)

2 level = Natural (5+ cards)

Raise = Jumping is weak, jump-cue is better than preempt, 2NT = fit 4° 8/11 hcp

Responses: natural, only cue-bid is forcing 1+ round

Reopening = suit 7/13, double 7/10 or 14+ any, 1NT = 11-14

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

On 1♦ = Natural: 14/17 balanced + or -

Responses: like on our opening

Reopening: 11/14 balanced (also without stop)

Responses: Only cue is forcing

JUMP OVERCALLS (Style; Responses; Unusual NT)

1-Suit: medium (5/10 hcp) 6(+) cards

Responses: 2NT or Cue = forcing 1+ round

Reopen: 12/15 good 6 cards suit

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

Over 1M = Ghestem, JUMP = ask stopper

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

Double = 4/5+ maj/minor (Vs weak NT = T/O) **2♣** = 5/4+ ♥/♠

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)

Double = take out

Jumps = over 2H/2S leaping Michaels

NT (2 or 3) = natural to play **NT** (4) = bicolor 5/5+ any

Bids = natural

VS. ARTIFICIAL STRONG OPENINGS

Vs 1♣ **- DBL = majors (constructive) , 1NT = 5+/5+ major/minor**

OVER OPPONENT'S TAKEOUT DOUBLE

Redouble = 10+ **new suit** = NF

Raise = NF – pre-empt **jump in a new suit** = limit (nat. or fit 4°)

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd and 5th	Same
NT	Attitude	Attitude or count
Subseq	Count	Attitude

Other: **highest from doubleton**

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKxxx; AKQ; Ax	AKx; AKxx
King	KQJ; KQ109; AK;	KQJx; KQ109x; unblock A/J
Queen	QJxx; Qx	KQ10x; QJ10; QJ98
Jack	J109; J108; Jx	J109x; J1087x
10	Natural	Natural
9	Natural	Natural
Hi-x	Even	Even
Lo-x	Odd	Odd

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
Suit	1	UDCA	UDCA	Odd= encourage
	2			
	3			
NT	1	UDCA	UDCA	Odd= encourage
	2			
	3			

Signals (including Trumps):

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Style : Natural

Responses: natural on 1♦/1♥ (only cue is F1+)

Reopening: aggressive

After overcall: with good hand and without the opponents suit

SPECIAL, ARTIFICIAL and COMPETITIVE DOUBLE/REDOUBLE

Negative; Responsive

Double in competition = good hand + (HCP but also distribution)

Penalty = only after: **a)** partner's opening bid 3♣/♦/♥/♠ ect.
b) a redouble or a partner's penalty double

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE: **NATURAL 5 cardmajor**

1♣ = 2+ cards (if balanced 11/14)

1♦ = 10/21 4+ cards

1♥ = 10/21 5+ cards

1♠ = 10/21 5+ cards

1NT Opening: 15/17 Balanced

2NT Opening: 20/21 Balanced

2 OVER 1 Response: FORCING GAME

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

Op. 2♦ = 18/19 bal

2♥ response over 1 minor opening = 5-9 HCP 5+♠/4+♥

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DON'T FIT ELSEWERE

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♥	**Balanced18/19**	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+♥/♠/♣/♦	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 = 1st and 2nd 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+♣	1♣-1y-1z-2♣=INV hands or to play 2♦	SAME
					1NT/2NT/3NT = limit	1♣-1y-1z-2♦=ANY FG	
					2♦=5♥&4♠ majors, 0-8 hcp, 2M=nat, 0-8 hcp	1♣-1y-1NT-3x=5+5+ GF	
					3♣=6-9 hcp with (4) 5+♣	1♣-1y-1NT-2NT = puppet to 3♣	
					3♦/♥/♠=short ♦/♥/♠ with 5+♣, FG		
1♦		3	4♥	3+, better minor	1x = natural	1♦-1y-1z-2♣=INV hands or to play 2♦	SAME
					1NT/2NT/3NT = limit	1♦-1y-1z-2♦=ANY FG	
					1♦-2M=nat, 0-8 hcp, 1♦-3♣=nat, 0-8 hcp	1♦-1y-1NT-3x=5+5+ GF	
					Same structure as 1♣	1♦-1y-1NT-2NT = puppet to 3♣	
1♥/♠		5	4♥	(8) 10+, 5+ ♥/♠	Not forcing NT	1♥-1♠-2♣ and 1♥-1NT-2♣ and 1♠-1NT-2♣ shows clubs or any 16+	2♣=9-11 with
					2♣=2+ F1, 2♦=(4) 5+, F1, 2♥ after 1♠ = nat, FG		Support
				3/4 pos – may be weaker ,	3♣=6-9 hcp with (3) 4 c support, 3♦ = 10-11 with sup		
				may be 4 cards suit	2NT = FG with support		
					Void Splinters		
1NT			4♥	(14) 15-17 bal	2♣= NF Stayman; 2♦/♥/nt= TRSF ♥/♠/♦;	1NT-2♣-2♥-3♦=FG with ♥	
					2♠=TRSF ♣ or inv 3nt or 6nt or inv 6m with 44 minors	1NT-2♣-2♠-3♥=FG with ♠	
					3♣/♦/♥/♠ = NAT, FG		
					4♣=both M, 5+5+		
					4♦=TEXAS to ♥, 4♥= TEXAS to ♠		
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	2♦-2NT-3♣=minimum, 3♦=5-5; 3♥=5♥/4♠, 3♠=5♠/4♥	
					2NT=relay		
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	**HIGH LEVEL BIDDING**	
					4M = nat, to play	CUE= 1st or 2nd round	
						RKCB= 1430, Kick-back	
4♣/♦		7	-	Weak pre	4M = nat, to play	Relay following 5♥/♠ responses to RKCB or relay+1 following 5♣/♦ responses to RKCB	
						asks for trump Q or K (if not contract).	
4♥/♠		7	-	PRE	4NT=RKCB; new suit=CUE		
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

1NT 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	2rd/4th	same
NT	2rd/4th	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=Lavinthal

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

12+ to unbid suits or 16+ with own suit or 19+any
Responses: 1NT 6-9 bal, minimal bid 0-8 NF
Reopening: might be very weak

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Negative Doubles
Direct redoubles after partners opening=strong
Lightner dbl, lead directing double, slam double
DOPI, ROPI
1♣/♦-[1♥]-x: 4+♠

W B F CONVENTION CARD

CATEGORY: RED – Polish Club
NCBO: LATVIA
PLAYERS: Maija Romanovska – Martins Lorencs

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)1st 2nd 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,	1♥/♠: 7+,4+♥/♠; 1NT: NF; 2♣, 4+,F1; 2♦:10+, 4+	1♦-1♥-1NT:denies 3♥; 1♦-1♥-2♦:with 3 ♥	
				♣ might be longer	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				1st2nd 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	2NT:relay, 3♣/♦ F1		
				V 7-10, 5+, 4+M			
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♣						HIGH LEVEL BIDDING	
5♦						RKCB, Kickback, Exclusion Blackwood, Slam Double, DOPI ROPI	
5♥							
5♠							

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)

2nd: 16-18(19) → syson

4th 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)

4th 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	3rd & low	3rd & low + ATT after support
NT	3rd & low	3rd & 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 1st/2nd favourable; else 15-17

1♣ = 16^+ in 1st/2nd 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 3rd/4th 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♥/♠ (AKQxxxx or KQJxxxx 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; 3rd 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+; 3rd 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♠							

Ope-ning			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 (1430), Exclusion Blackwood	
4X				preemptive			

Defensive Bidding	Leads and Signals				System
Overcall:	Suit: 3rd/5th except from four small				Players:
At 1-level may be 4-crd	K asks count				Bep Vriend – Anton Maas
Resp: jumpraise = preempt, cue = fit or FG	NT: small from an honor				The Netherlands
	Strong King				
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	Jack	KJ10	QJx, KJ10		2-over-1 GF
in 4th position intermediate and Michaels	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,		Partner leads	Declarer leads	Discarding	2♣ = strong or weak two ♦
2NT = ♥+♦, 3♣ = ♠+♦					
Over 1♦: 2♦ = majors, 2NT = ♣+♥, 3♦ = ♣+♠	Suit 1st	Odd = encourage	H/L = odd	Odd= enc	2♦ = Multi
Over 1♥/♠: 2NT= minors, cue bid =other major +♣	2nd	H/L = odd	Lavinthal	H/L = odd	2♥/♠ = weak, 5-crd + minor
3♣ = other major + ♦	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	Optional X, Support X				
1♦ = majors or minors					
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

1NT 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	4th (2nd 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(+)	ATT
10	T(+), K/QT9(+)	T(+), A/K/QT9(+)	ATT
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

	Lead	In Partner's Suit
Suit	3rd-5th=odd; 2-4th-6th =even	3rd-5th=odd; 2-4th-6th =even
NT	LOW = ENC	3rd-5th=odd; 2-4th-6th =even
Subseq	LOW = ENC	

Leads

Lead	Vs. Suit	Vs. NT
Ace	A**K**/**A**Kx/**A**Kxx(x)	A**K**/**A**Kx/**A**Kxx(**x**)
King	**K**Q/**K**QJ(x)/**K**QT(x)	**K**Q/**KQ**J(x)/**KQ**T(x)
Queen	**AQ**J(x)/**Q**J(x)/**Q**JT(x)	A**Q**J(x)/**Q**J(x)/**Q**JT(x)
Jack	H**J**T(x)/**J**T(x)	H**J**T(x)/**J**T(x)
10	H**T**9x/**AQT**(x)/**T**9x	H**T**9**x**/A**Q**T(**x**)/**T**9x
9	H9**x**/9x**x**/**T**9	H9**x**/**9**xx/**T**9
X	Hx**x**x/H**T**9x/xxxx(**x**)	Hxx**x**/HT9**x**/x**x**xx(x)

Signals in order of priority

	Partners lead	Declarer	Discarding
Suit:	LOW=ENC	HL=EVEN	LOW=ENC
2nd	H/L=EVEN	Lavinthal	H/L=EVEN
3rd	Lavinthal		
NT:	LOW=ENC	Smith	LOW=ENC
2nd	H/L=EVEN	H/L=EVEN	H/L=EVEN
3rd	Lavinthal	Lavinthal	Lavinthal

Signals (including Trump's): Smith:LOW=LIKES from both sides. Lavinthal can occur in Trump

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.

WBF

System Card

NBF

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: preemt 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: preemt 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	
3NT		7		Solid minor (1.-2..hand)	4/5m = P/C	Cuebid Italian style	
4♣,♦		(7) 8		Preemtive	4M = to play	Last train	
4♥,♠		(7) 8		Preemtive	New suit = Q	5NT: pick a slam	
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 4th 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 2nd -3rd seat: Multi Landy

4th 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	3rd-5th, top of sequence/inner sequence	3rd-5th
NT	4th best (low x may sometimes be from longer suits), top or second best from bad suits	3rd-5th
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	Hx**x**x/xx**x**(x)	(10)Hxx**x**/**xx**xx(x)/**x**xx(x)

Signals in order of priority

	Partners lead	Declarer	Discarding
Suit:	Low=Encrg	Count, 3rd/5th	Low=Encrg
2nd	Count, 3rd/5th	S/P	Count, 3rd/5th
3rd	S/P		S/P
NT:	Low=Encrg	Smith-Peter	Low=Encrg
2nd	Count, 3rd/5th	Count, 3rd/5th	Count, 3rd/5th
3rd	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).

WBF

System Card

NBF

Category: Red

NCBO/team:
Norway

Event:
EC2019 Mixed Teams

Players:

Christian Bakke

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 1st, 2nd hand all green and green vs red

1NT =15-17 red and all 3rd / 4th seat

Special bids that may require defence

Mini NT 1st, 2nd 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♠ ----- -- No neg. dbl	15-17 vul and 3rd/4th seat (5M/6m/single/5-4) ---------- 8-12 1st, 2nd non vul Normally no 5-card or singleton major	**Strong NT:** 2♣ = Stayman, 2♦/♥/♠= transfers, 2NT = nat, no Ms, 3♣= Puppet Stayman, 3♦♥♠=singleton, 4♣=trf to ♥, 4♦= trf to ♠, 4♥/♠= to play **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-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 1NT -2♣–2x, 2/3M=5 card suit, inv 1NT -2♦-2M = opposite M 2NT=asks further distribution	**Contested auctions** If natural interference: Bid=NF, t/o dbl, transfer Lebensohl. If art. int., dbl = inv+ 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

	Lead	In Partner's Suit
Suit	3rd-5th=odd; 2-4th-6th =even	3rd-5th=odd; 2-4th-6th =even
NT	LOW = ENC	3rd-5th=odd; 2-4th-6th =even
Subseq	LOW = ENC	

Leads

Lead	Vs. Suit	Vs. NT
Ace	A**K**/**A**Kx/**A**Kxx(x)	A**K**/**A**Kx/**A**Kxx(**x**)
King	**K**Q/**K**QJ(x)/**K**QT(x)	**K**Q/**KQ**J(x)/**KQ**T(x)
Queen	**AQ**J(x)/**Q**J(x)/**Q**JT(x)	A**Q**J(x)/**Q**J(x)/**Q**JT(x)
Jack	H**J**T(x)/**J**T(x)	H**J**T(x)/**J**T(x)
10	H**T**9x/**AQT**(x)/**T**9x	H**T**9**x**/A**Q**T(**x**)/**T**9x
9	H9**x**/9x**x**/**T**9	H9**x**/**9**xx/**T**9
X	Hx**x**x/H**T**9x/xxxx(**x**)	Hxx**x**/HT9**x**/x**x**xx(x)

Signals in order of priority

	Partners lead	Declarer	Discarding
Suit:	LOW=ENC	H/L=EVEN	LOW=ENC
2nd	H/L=EVEN	Lavinthal	H/L=EVEN
3rd	Lavinthal		
NT:	LOW=ENC	Smith	LOW=ENC
2nd	H/L=EVEN	H/L=EVEN	H/L=EVEN
3rd	Lavinthal	Lavinthal	Lavinthal

Signals (including Trump's): Smith:LOW=LIKES from both sides. Lavinthal can occur in Trump

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.

WBF

System Card

NBF

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	
3NT		7		Solid minor (1.-2..hand)	4/5m = P/C	Cuebid	
4♣,♦		7		Preemtive	4M = to play	Last train	
4♥,♠		7		Preemtive	New suit = Q	5NT: pick a slam	
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

1NT 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 1st 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

	Lead	In Partner's suit 5+ unsupported
Suit	2nd/4th dubleton small	
NT	2nd/4th dubleton small	3,5 high from dubleton
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

	Partner's Lead	Declarer's Lead
Suit	ATTITUDE COUNT	COUNT
	COUNT, ATTITUDE	S/P
	S/P	
NT	ATTITUDE , COUNT	SMITH ECHO REVERSE
	COUNT , ATTITUDE	COUNT
	S/P	S/P
Disc	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. TUSZYŃSKI

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+

1nt = (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

1nt 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

3rd – 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	1x = natural F1	2-way checkback	2♠ = 6♠4♥ inv
				4414, 4315, 4225 11-14	1NT/2NT/3NT = limit,		
				15-17 4+♣	2♣ = nat, gf, 2♦ = nat GF without 4♥, 2♥ = 5♠&4+♥, 6-9HCP		
				18+ ANY	2♠ = 13-16 no 4M and 5m		
					3♣/♦ = inv. 6+card, 3♥ = 4144 13-16, 3♠ = any suit AKQJxx, 7+AKQxxxx		
1♦		5(4)	4♥	11-18	1x = natural	2-way checkback	2♠ = invit with ♦support
				Can be 4 when 4441 or 4♦ 5♣ 11-14	1NT/2NT/3NT = limit		
					2♦ = inverted		
					2♥ = 5♠4(5)♥ 6-9, 2♠ = 5♠4♥ 10-11		
					3♦ = preemptive		
1♥		5	4♥	11-18, 5+ ♥	1NT = 7-11 without 4M, 2♣ = any GF can be without ♣ 2♦ = nat, FG	2-way checkback	2♣ = Drury
				3rd/4th = may be weaker, may be 4-card suit	2♠ = inv 3+♥ or mini splinter (4+♥ 8-11)		
					2NT = mixed raise, 3♣/♦ = natural inv, 3♥ - preemptive 3NT = splinter ♦		
1♠		5		11-18, 5+ ♠	1NT = can be weak with support, 2NT = invit 3+♠ or mini splinter		2♣ = Drury
				3rd/4th = may be weaker, may be 4-card suit	3♦ = natural inv, 3♣ = mixed raise, 3♥ = NAT inv		
					3NT = splinter ♥		
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				1st/2nd a full minor suit 7+	3rd/4th = 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() KQ109(),
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/10)Sx 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♦ ussually 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 5M332 or 6m332 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 5OM 5m

COMPETITIVE BIDDING
Agressive 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	TICK IF ARTIF	MIN NO OF CARDS	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	

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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

1NT Overcall (2nd/4th live, responses, reopening)

2nd 1NT = 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	Discarding
1	LOW = ENC	LOW = EVEN	S/P (standard)
Suit 2	LOW = EVEN	S/P (standard)	LOW = EVEN
3	S/P (standard)		
1	LOW = ENC	LOW = EVEN	S/P (standard)
NT 2	LOW = EVEN	S/P (standard)	LOW = EVEN
3	S/P (standard)		

Signals (including Trumps): S/P in trumps

Smith's Echo: LOW = ENC

DOUBLES

Takeout doubles (style, responses, reopening)

Double = 11+PC (after Partner's pass, may be weaker with a good shape)

Special, artificial, and competitive doubles and redoubles

1♣ – [1♦] – x = 4+♥, (7)+PC 1♦ – [1♥] – x = 4+♠, (7)+PC

1♣ – [1♥] – x = 4+♠, (7)+PC

We play support, lightner, 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

1NT = 15–17PC, BAL (little off-shape like 5M, 6m, 5431 possible)

2♣ = 11–14PC, 5+♣, 4M, or 6+♣

2♦ = 3–10PC, 6+♥/♠

2♥/♠ = 3–10PC, 5+♥/♠, 5(4)+m

A lot of transfers in competiton, 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+♥, minispliner, 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 ♥, 2nd 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 ♠, 2nd 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			1st/2nd = Gambling, no side stop 3rd/4th = 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/5th+internal sequences	
NT	2nd, 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 interfers 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:
  a) Hearts
  b) Invitation for 3NT with ♣ or ♦ suit
  c) Slam try in ♥-♠

SPECIAL FORCING PASS SEQUENCES:

- 1*x* / LHO Overcall / **Pass** = Maybe penalty
- 1NT / LHO Overcall / **Pass** = Maybe penalty

IMPORTANT NOTES:

PSYCHICS:

Frequent in 3th 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+♥; * 3rd and 4th 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+♠; * 3rd and 4th 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♣	☑	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♣=2nd neg.	
2♦	☑	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 1st and 2nd position		• 5 NT = 1 Ace + 1 Useful Void	
4♦		6		Pre-empt, with bad suit if in 1st and 2nd 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

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

System on in reopening, Natural live (in 2nd)

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	In Partner's Suit
Suit	1st, 3rd, 5th	1st, 3rd, 5th
NT	1st, 3rd, 5th	1st, 3rd, 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	Discarding
1	High encourage	High low even	High, low
Suit 2	Suit Preference	Suit Preference	Count
3			
1	High encourage	High low even	Odd even
NT 2	Suit preference	Suit preference	count
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 3rd 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: 1St 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 ♠ 3♥=max with ♠, 3♠=max with ♥	
					3x = F1		
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

1NT 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 4Th 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; 1NT 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	3RD and 5TH best	The same
NT	3RD and 5TH best	1st, 3rd, 5th
Subsequent	Attitude or 1st, 3rd, 5th	

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	Discarding
1	UDCA	Hight-low odd	Odd-even
Suit 2	Leventhal		
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: 1St 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 or22-23 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-suiters are 55)
[2♣] – x=ms/Ms, 2♦=♣+♥/♦+♠, 2NT=♣+♠/♦+♥

OVER OPPONENTS' TAKEOUT DOUBLE

1M – [x] – 1NT = fit CONST, 2x = NF, 3x = fit jump, 2NT = fit4
INV+ (same on O/C); 1♦ – [x] – 2NT = fit WK, 3♦ = fit CONST
1♣ – [x] – 2NT = min 5♣4♦ 6-9HCP, 3♣ = 6♣ (5)6-9HCP; 2♦ –
[x] – p = ♦, 2♥ = P/C, xx = own 6M+short OM; 1NT – [penalty x] –
bid = to play, xx = 2suits; 1NT – [other x] – sys on; other xx = points

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	2/4	STD CT
NT	2/4; highest from xx, xxx	STD CT
Subseq	Low = ENC	STD CT

Other: original 4th 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-suiters

SPECIAL FORCING PASS SEQUENCES

After a FG bid (2♣ opening, 2/1, XYZ 2♦, Jacoby 2NT, FG cue, limit+ bid followed by one of us showing extras, etc.)
After a limit+ bid if they bid to the 5 level
[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♥	1♦-2♥-2♠=FG inappropriate for NT, 2NT=FG, 3♦=min	CB by PH (always 2♣)
					INV; 2NT=bal INV3NT; 3♣=6♣INV good suit		
1♥		5			1NT=semiF; 2♥=8-10; 2♠=5♠3♥ INV; 2NT=fit4 16+; 3♣/	1M-2NT-3x=short, 4x=5M5x good x; G/T with min xxx in	Rev Drury (2♦=opening, 2M=less)
					3♦=fit3/fit4 INV; 3NT=fit4 12-15bal; SPL=10-14 3+ctrls	the suit; Gazzilli; unserious 3NT on good fit at 3rd level or on	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=as1NT-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 1st/2nd)	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;	2NT-3♣-3♦=M4, 3♥=noM4 (+ 3♠=5♠4♥), 3♠/NT=5♠/♥;	2NT-[3♣]-x=bal wo4M, 3♦=Stayman,
					4th level=as on 1NT	2NT-3♠-3NT-4m=m S/T, 4M=55ms short M	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	
				(1st/2nd)			
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= 1st round ctrl	
4♠		7		4-10	5any=asking for control	As above	
4NT						**HIGH LEVEL BIDDING**	
5♣		8				RKCB 14/30; Exclusion answers: 0,1,2,3; 5NT=even KC+void, 6x=odd KC+void x; DOPI, ROPI, DEPO	
5♦		8				Answers to Q ask: no, yes + 0/2Kings, yes and K in suit bid	
5♥		8				First available step asks for Kings: 0,1,2; If instead we bid a suit, we need control in that suit to play 7	
5♠		8				If 5NT is not asking for Kings, then it's "pick a slam"	
						Josephine	

Game Forcing sequences after 1♣ opening

1♣-1♦-2♦
- 2♥=5+
- 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=5m4M 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♠no4♥)
  - other=natural 16+
- other=7-

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+
- other=7-

1M-1NT-2NT or 1♥-1♠-2NT
- 3♣=relay
  - 3♦=6M4♦, 16+
  - 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+
- [2M]-x=responsive (may have 5OM)
  - OM on min level=4OM NF
  - 2NT/3m=nat FG
  - 3M/3NT=STR 5+OM wo/w stop
  - 2NT=choose m(+show 5OM as below)
  - 3m/3NT=to play
  - 3M=asking for stop
  - 3OM=STR 5+OM
  - 3m-3OM=4OM INV
  - 3m-3M/NT=4OM FG wo/w stop
  - 3M/OM=as above
- [2M]-2NT=choose m (may have 4OM)

[2M]-x
- 2NT=relay
  - 3♣=4OM min
  - 3♦=no 4OM max
  - 3M/NT=4OM wo/w stop
  - 3OM=STR 5+OM
- 3x=to play
- 4m=nat FG

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

[2♦ WK]
- 3♦=stopper asking
- 3♦ then 4♦=Ms S/T
- 4♣=Ms
- 4♦=♣+M

1M-[2NT=ms]
- 3♣=INV in OM
- 3♦/NT = fit3INV+/fit4 game
- 3OM=nat FG

1M-[2M =OM+♣]
- 2NT/3OM/3NT=fit3/4/4game
- 3♣/♦=♦ INV/FG

1m-[2NT=om+♥]
- 3om=fit5+ INV+
- 3♥/♠=♠ INV/FG

1m-[2m=Ms]
- 2♥/♠=♣/♦ INV+
- 3m=to play
- 3M=SPL

1M-[2M =OM+m]
- 2NT/3OM/3NT=fit3/4/4game
- 3♣/♦=nat F

1m-[2NT=om+M]
- 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

DEFENSIVE AND COMPETITIVE BIDDING

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

1 level light;
2 level sound
Responses: Drury; New colour= constructive

1NT OVERCALL (2nd/4th 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	Discarding
1	Attd/Count	Count/Lav.	Italian/Count
Suit 2			
3			
1			
NT 2	Attd/Count	Count/Lav.	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	1♣-2♣;2♦*=11-12	
					Jump suit=strong		
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
+
♠

WBF Convention Card

Category **GREEN**
Country: **ROMANIA OPEN TEAM**
Event: 54th European Team Championships Ostend, Belgium
Players: **STEGAROIU MARINA**
IONITA MARIUS

SYSTEM SUMMARY **NATURAL , 1♣ FORCING**

GENERAL APPROACH AND STYLE

Fairly natural , 5 card majors , strong notrump , special 2 openings
Mixed Raise Note 4

1NT Openings: 15-17
2 OVER 1 Response: GF , except rebid of 2NT by the responder

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2♣ = Weak two suiter majors (54,55) or 21-22 any 5332
2♦ = weak 2 in ♥ or strong with ♠
2♥ = weak 2in ♠ or strong with ♥
2♠ = 5♠ + 4(+) in a minor suit weak

SPECIAL FORCING PASS SEQUENCES

when we are the owners of the board

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Psychics:
RARE

DEFENSIVE AND COMETITIVE BIDDING

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

LIGHT ON TRICK 1 , SOUND OF TRICK 2
CUE-BID =F1 1/1 F , 2/1 NF , 2/2 NF , 3/2 F 3/1 F
DBL = 8+ SUIT = 8-14 2FA= 17-19

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

15-18
LIKE OPPENING OF 1NT
BAL = 10-13 , 11-15 OVER 1♠

JUMP OVERCALLS(Style; Responses; Unusual NT)

1-Suit: WEAK
2-Suit:
2NT = CHEAPERS SUIT EXCEPT OVER 1♣ OR 1♦
Reopening:

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

MICHEAL'S UNDETERMINATED
(1♣/♦) - 2NT = OTHER MINOR + 1 MAJOR

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

DBL = 5+m AND 4M / OR DIAMONDS /OR ANY STRONG H
2♣ = LANDY
2♦ = 1 MAJOR
2M = 5M + 4m

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

DBL= T/O
LEAPING MICHAELS

VS. ARTIFICIAL STRONG OPENINGS

(1♣) - 2♦ = Majors 1nt = 1M+1m dbl= t/o

OVER OPPONENTS' TAKE OUT DOUBLE

2NT over 1M = jacoby
fit over M =weak , Fit-1= TRF

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	in Partner's Suit
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)
Subsec	small=ENCG	
Other:	SMITH with high card	

LEADS

Lead	Vs.Suit	Vs. NT
Ace	AK ==> COUNT (S=O)	AK ==> ATT (S= Q , S-1=LENGTH)
King	KQ ==> ATT (S=ENCG)	KQ , ARVXX ==> ATT (S=E) , UNBLC
Queen	QJ ==> ATT (S=ENCG)	QJ, RD10xx ==> ATT (S=ENCG)
Jack	(H)J10 ==> ATT (S=ENCG)	(H)J10 ==> ATT (S=ENCG)
10	(H)109 ==> ATT (S=ENCG)	(H)109 ==> ATT (S=ENCG)
9	9x ==> ATT (S=ENCG)	9x, 9XX, H9X ==> ATT (S=ENCG)
Hi-x	EVEN	EVEN
Lo-x	ODD	ODD

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit:1st	ATT (S=ENCG)	COUNT S=ODD	ODD=ENCG
2nd	SUIT PREF(lavintha	SUIT PREF(lavintha	SUIT PREF(lavinthal)
3rd	COUNT		
NT: 1st	ATT (S=ENCG)	COUNT S=ODD	ODD=ENCG
2nd	COUNT	SUIT PREF(lavintha	SUIT PREF(lavinthal)
3rd	SUIT PREF(lavintha		

Signals (including Trumps):
SMITH WITH HIGH FROM BOTH
SUIT PREF(lavinthal)

DOUBLES

TAKEOUT DOUBLES(Style;Responses;Reopening)

NATURAL CUE-BID=F1

SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

TRANSFER DBL Note 3
SUPPORT DBL
RESPONSIVE DBL
LEAD DIRECTING DBL
LIGHTNER DBL

Romanian Open Team Marina Stegaroiu Marius Robert Ionita 54th European Team Championships Ostend, Belgium · 6 – 16 June 2018

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1 ♣	☺		4♠	BAL 11-14 , 18-19, 22+	1♦ =ANY WEAK 0-7 OR NAT 8+	DBL CHCKBACK	TRF BIDS
				NATURAL	2♦= 6 ♥ 5-8 /2♥ = 6 ♠ 5-8 /2♠= 6 ♠ 9-11	3RD FORCING	
				ANY GAME FORCING	INVERTED MINOR		
1♦		4	4♠	4+ CARDS	INVERTED MINOR 2M=WEAK 5-8	1♦ -1M - 2NT = 5♣**+4♦ 17-19**	
					3♣= PRE (3-8 HCP)		
1♥/♠		5	4♠	NATURAL	1NT = FORCING .2/1 GF EXCEPT 2NT FOR RESPONDER	2♣ BART .ANTIBART Note 2	DRURY
					BERGEN RAISES , 2NT = GF		2NT = 4 TRUMPS+ SING
					SPLINTERS 3NT =4333 13-15		
					2 Club MAKU Note 1		
1 NT			4♠	15-17	STAY , TRF IN 4 (2nt FOR ♦) 3X MINORS		RUBENSOHL
2 ♣	☺			WEAK WITH MAJORS 54,55	2♦ = RELAY 2♥/♠ **= PREF 2NT= STRONG**		
				21-23 5332			
2 ♦	☺			WEAK 2 IN HE	2♥ =WAITING ,NEW SUIT NATURAL NF, 2NT =		
				STRONG WITH SP	,		
2 ♥	☺			WEAK 2 IN SP	2♠ =WAITING, NEW SUIT NATURAL NF, 2NT =		
				STRONG WITH HE			
2 ♠	☺			5 ♣ + 4(+) IN ONE MINOR SUIT WEAK	2NT= STRONG , 3♣**=P/C , 3♦=GF with ♠,**	After 2NT> 3♣/♥ weak with 5 ♥ STR with ♥/♠, 3♣ STR with ♠	
				4 - 9 HCP			
2 NT			4♠	20-21	STAY , TRF . 3SP= STAY FOR MIN		
3 x		6		PRE , UNDISCIPLINETED			
							High Level Bidding
3 NT		7		GAMBLING WITHOUT STOPPER	4♦= RELAY / 4NT =? FOR 8 CARD		30 41 KC
4 x				PRE , UNDISCIPLINETED			JOSEPHINE
							BLACKWOOD EXCLUSION 01234
							PASS FORCING IF OWNER OF THE BOARD
							NEW SUIT ASK CONTROL
4NT				WEAK 65+ MINORS			
5X				PRE , UNDISCIPLINETED			
5NT				65 MINORS MAX 2 LOSERS			

Romania Open Team Marina Stegaroiu Marius Ionita
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NOTE 1 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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Romania Open Team Marina Stegaroiu Marius Ionita
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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

PAGE 3 NOTE 3 Romania Marina Stegaroiu Marius Ionita

Romania Open Team Marina Stegaroiu Marius Ionita
54th European Team Championships Ostend, Belgium

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

PAGE 4 NOTE 4 Romania Marina Stegaroiu Marius Ionita

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

1NT 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♥/♠=55with 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),HxxxS(+)	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	1♣-1♦-1♥=ART: 4+♥ or GF or 19-21bal;	
					2♥/♠= 8+HCP,6+♣/♦ with singl; 3♦ - 3NT 3suiter SM	1♣-1M-1nt-2♣= nat or 5332	
					2nt=3-suiter with S min;3♣=5+5+minors 8-11	1♣-1nt-2♣= Relay; 1♣-2m-(+1)=Relay; 1♣-2m-2nt=5+ suit of Relay	
					1♣-(1x/2♣/2♦)-D= 0-4 HCP, P=5-7 HCP	After 1♣-1♥: 2/3♥ from Resp normally shows 4♠, 2/3♠ - 6+♥	
					1♣-(2♥/♠)-D=5-7 with 5suit or 8+		
					1♣-(2nt)+-D=8+ 1♣ (1NT) D -8+		
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	1♦-1♠-2♥=543♠1,max;1♦-1♠-2♦=4♥	
					3♦=inv 5♦ unbal ; 3♥/♠=splinter with 5♦	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-1nt-2♣=no other nat bid; 1M-1nt-2x-3M=inv with 3c supp	may be weaker
					1M-2NT=10-11,4card supp		with good suit;
					1M-3♣=6-9,4card supp with shortness	1M-2M→2-Way Game Try; 1♥-1♠-2♠=could be max with 3♠	may be good 4c;
					1M-3♦=7-9,4card supp,no shortness		2♣=Drury
1NT			7nt	1-2pos= 12+-15 may be 4414	2♣= NF Stayman; 2♦/♥= trsf♥/♠; 2NT=♣+♦or ♦	1nt-2♣-2♦: 2♥=(44)+ Majors, sign-off; 2♠=GF Relay	
				3-4pos=15-17	2♠= TRSF ♣ or inv 3nt;	1nt-2♣-2♥: 2♠=4♠ inv; 2nt=GF Relay; 1nt-2♣-2♠-3♣= GF Relay	
					3♣/♦= (54)+ ♣♦,S ♥/♠/ Inv(3-4pos); 3♥/♠= GF ♣♦	1nt-2♠/nt-x-3x=Singl; 1nt-2♦/♥-x-Jump Shift= Singl	
					1nt-(DBL): Pass=F to RDBL; RDBL =♦+♠ or ♦+♣	1nt-2♣-2♦-3M= no stopper M, looking for 4-3 fit	
					2♣♦♥ =♥+♣♦♠; 2♠ = ♠+♣	1nt-2♦-2♥-2nt=trsf♣,3♣=trsf♦,3♦=6♥,3♥=inv with 5♥(after2♥-same)	
2♣	X	5	7nt	11-15HCP 6+♣ or 5+♣-4M	2♦=ART, F1; Jump shift=6+ GF	2♣-2♦: 2♥/♠= 4♥/♠; 2nt/3♣=max/min with 6♣	
					2nt=ART; 1) bad raise; 2) 9-11 6+♦; 3) 55♥♠ inv+	2♣-2nt-3♣-3♦=9-11 6+♦; 2♣-2nt-3♣-3♥/♠ =inv/GF 55♥♠	
					3♦♥ - trx ♥♠ inv	2♣ - 2♦ - 2NT/3♣ - 3♦♥♠ trx ♥♠♦	
2♦	X	0	2♠	(3-7 nv) 5-7 (5nv)6+ Major	2♥♠=P/C; 2nt=Art F1		
				May be any side suits	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	2♠=nat, NF; 3♣=trx ♦ or GF with OM		
				May be any side suits	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	4♣=P/C; 4♦=Asking for side singl	Relays followed by agreeing RKCB;	
				1-2 pos no side A or K			
				3-4 pos with A or K			

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

1NT 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; 2ⁿ♣ (44) ♣+M; 2ⁿ♦ (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 (4ᵗlvl.)/Weak 6+ (3lvl.)

Jump Raise= PRE; after 1M: 2nt inv with supp; 1nt-(2M-1)=Transfers

LEADS AND SIGNALS

OPENING LEADS STYLE

	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

	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 (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

(EXEPT: (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♣= 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+♣5+♦

1nt = 15-17

2 over 1= GF except 1♠-2♥

1nt over 1x= F1

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2♦= 3-8, 6+ ♥/♠

2♥/♠= (8)9-11(12). 6+ ♥/♠

2nt= 3-10, 5+♣5+♦

3nt= Gambling (solid 7m)

vs 1♣/♦: 2♦=♥+♠♠

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE

We open 1♦ wih 4♦ and 5 or bad 6♣

We open higher suit with (65)+

We play a lot of TRSF sequenses

We bid 1M-2♦ usually with 5+♦,so 1M-2♣= m.b. no clubs

PHISICS

rare

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♦;	1♦= 0-7; 1♥/♠ = 8+HCP, 4+; 1nt=8-10 no 4cM	1♣-1♦- 1♥/♠ = 3+♥/♠ 12-14 or STR 4+♥/♠	
				2)4414 11-15;	2m=4+FG; 2♥= 8-11, 54 ♣/♦ ; 2♠ 11-14 bal no 4M;	1♣-1♦-1NT = 18-21 1♣-1♦-2NT = 22-24	
				3) 16+; any	2nt=14+ bal no 4M	1♣-1♦-2♣ = any GF	
					3m =6+INV; 3M=6+weak	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-1nt-2♣=no other nat bid; 1M-1nt-2x-3M=inv with 3c supp	may be weaker
					1M - 2NT = inv,4card supp	1M-1nt-2nt –6M+5any; 1M-1nt-3s – 6s+5M	with good suit;
					1M - 3♣ = 6-8,4card supp with shortness	1M-2M→2-Way Game Try	may be good 4c;
					1M - 3♦ = (7)8-10,4card supp without shortness		2♣=Drury
1NT			5♠	15-17 bal	2♣= NF Stayman; 2♦/♥= TRF ♥/♠	1nt-2♣-2♦: 2♥=(44)+ Majors, weak; 2♠=GF Relay	
					2♠= TRF ♣ or inv bal	1nt-2♣-2♥: 2♠=4♠ inv; 2nt=GF Relay; 1nt-2♣-2♠-3♣= GF Relay	
					2NT = ♣+♦ or ♦	1nt – 2♦/♥ - 2♥/♠ - 2nt+ = TRF	
					3♣/♦ = inv, 6+♣/♦	1nt - 2♣ - 2♦ - 3♥/♠ = smolen	
					3♥/♠ = shortness♥/♠ (5431)		
2♣	X	5	5♠t	11-15HCP 6+♣ or 5+♣-4M	2♦=ART, F1	2♣-2♦: 2♥/♠= 4♥/♠; 2nt/3♣=max/min with 6♣	
					2nt=ART; 1) bad raise; 2) 9-11 6+♦; 3) 55♥♠ inv+	2♣-2nt-3♣-3♦=9-11 6+♦; 2♣-2nt-3♣-3♥/♠ =inv/GF 55♥♠	
					3♦/♥/♠ = TRF ♥/♠/♦	2♣ - 2♦ - 3♦ = gambling♣	
2♦	X	0	2♠	3-8, 6+ ♥/♠	2nt = Asking, F1	2♦-2nt: 3♣ = 6♥min;3♦ = 6♠min;3♥ = 6♠max;3♠ = 6♥max	
					3♣/♦= NF		
					4♣=asks to TRSF M; 4♦=bid own M; 4♥/♠=P/C		
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;	

DEFENCIVE 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 2nd position (2♣ and 2♦)
Resp: Cue – F1, Other – NF

1NT Overcall
2nd – 14-18, if over 1m – like after opening, if over 1M:
2♣ – trf ♦, 2♦ – trf OM, 2M – Stayman INV+, 2OM – trf ♣, 2NT – INV SS
4th – 10-15, then like after 2nd 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 – ♣; 1st level – L/D; 1NT – onesuiter;
2nd 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

	Lead	In part suit
Suit	From H 3/5, from small MUD	Same
NT	Attitude	
Subseq	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 Lo/Hi – even General suit pref	Same Same Same
NT	Lo/Hi – even Lo – encour General suit pref	Lo/Hi - even 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 2nd trick (other suit) encour partners opening lead, discour self lead
From xxxx discards on partners lead could be xx12

DOUBLES

Takeout doubles
T/O – Openinig 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
2nd seat dbl – =4M, 5+m
4th 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♦-1x-1y: 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			

~~~~~~~~~~~~~~~~ Supplementary sheets. Dikhnova-Krasnoselskiy. RUSSIA ~~~~~~~~~~~~~~~~

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♦-(p)-1♠-(2♥)-….-3♣ – 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 8cads 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 cheek-back

1♣-1♦-1♥; 1♣-1♦-1♠; 1♣-1♦-1бк; 1♣-1♥-1♠; 1♣-1♥-1бк; 1♦-1♥-1♠; 1♦-1♥-1бк; 1♦-1♠-1бк; 1♥-1♠-1бк

Main priciples:

Bidding after 1♣/♦ and 1♥ is different because of major/GF preference. After 1♥ direct tfr in 3rd level is 55, after 1m – canape.

All direct splinters on last natural major

If we bid 2♣ and after 2♦ jump to 3nt – we promise 5card and asks to choose. Otherwise 3nt is to play.

2.1 1♥-1♠-1nt (With 4♠ and fit we have exactly INV, otherwise we start from 2♣)

---------- First answers ----------

2♣ – trf to 2♦ (weak ♦ or any invitational)
2♦ – ~any GF (no 5/5) → 2♥ no fit, 2♠ fit 3 cards →→→
2♥ – INV
2♠ – NF
2nt – trf to ♣ (weak or GF 55) → 3♣ autobid → S with GF
3♣ – GF, trf ♦ (5/5) → 3♦/♠ fit (3♥ 622) → 10CM, 3♥ 4th suit
3♦ – SI, trf to ♥, 3 card fit ♥ +5♠ → 3♥ waiting → S (3nt F1)
3♥ – GF, solid 6♠ → 3♠ relay → 3nt no S, 4S – S
3♠ – INV to 4♠, not 3nt
4♣/♦/♥ – autosplinter to void

1♥-1♠-1бк-2♦-2♥

Trf -2. Accept direct – good hand, fit
2♠ – trf 4♣+
2nt – trf to 4♦+
3♣ – trf to 4♥ → 3♥ good hand → **9CM**
3♦ – trf to so-so 6♠ → 3♥ good ♥, 3♠ positive to ♠ → 3nt – no S, 4♣/♦ – S
3♥/3♠ – 64 S by steps
3nt – to play
4♣/♦ – void, 4♥

1♥-1♠-1бк-2♦-2♠

trf -1, after accept trf **9CMm**, otherwise **9CMM**
2nt – trf 4♣+
3♣ – trf to 4♦+
3♦ – trf to 4♥ → 3♥ → **9CM**
3♥ – trf to so-so 6♠ → 3♠ → 3nt – no S, 4♣/♦ – S
3♠ – 6♠4♥ → 3nt F1 → 4♣/♦ – S, after on 1st major
3nt – to play
4♣/♦ – void, 4♥

2.2 1♦-1♥-1♠ etc 1♦

Main priciples: Any fit now is possible. All direct bids on las natural major. Direct trf on 3rt level – canape, 5+

---------- First answers ----------

1♦-1♥-1♠

2♣ – trf to 2♦ (weak ♦ or any INV)
2♦ – ~any GF → 2♥ no fit, 2♠ fit 3c, 2nt – 18-19, other 15+ nat, unbal
2♥ – NF
2♠ – NF
2nt – W/S, trf to 5♣+, pp to 3♣
3♣ – GF, trf to 5♦+
3♦ – GF, solid 6♥ → 3♥ → **1SM**
3♥ – INV to 4♥, not 3nt (otherwise 2♣)
3♠ – INV to 4♠, not 3nt (otherwise 2♣)
3nt – to play
4♣/♦ – void, 4♠

1♦-1♥-1nt

2♣ – trf to 2♦ (weak ♦ or any INV)
2♦ – ~any GF → 2♥ no fit, 2♠ fit 3c
2♥ – NF
2♠ – GF, natural
2nt – W/S, trf to 5♣+
3♣ – GF, trf to 5♦+
3♦ – GF, solid 6♥ → 3♥ → **1SM**
3♥ – INV to 4♥, not 3nt
3♠ – autosplinter to void
3nt – to play
4♣/♦ – autosplinter to void

1♦-1♠-1nt

2♣ – trf to 2♦ (weak ♦ or any INV)
2♦ – ~any GF → 2♥ no fit, 2♠ fit 3c
2♥ – NF, ~5/5 (с 5/4 сразу 2♥)
2♠ – NF
2nt – W/S, trf to 5♣+
3♣ – GF, trf to 5♦+
3♦ – GF, trf to 5♥+
3♥ – GF, solid 6♠ → 3♠ → **1SM**
3♠ – INV to 4♠, not 3nt
3nt – to play
4♣/♦ – autosplinter to void

---------- Continuation ----------

1♦-1♥-1бк-2♦-2♥

Trf -2. Accept direct – good hand, fit → **9CM**
2♠ – trf 4♣+
2nt – trf to 4♦+
3♣ – trf to so-so 6♥ → 3♥ good hand → **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♥ good hand → **1SM**
3♦ – trf to 4♠, 5♥ → 3♠ good hand → **9CM**
3♥ – 6♥4♠ → 3♠ → **10CM**
3♠ – 4♠ no S, no 5♥ → 3nt to play
3nt – to play
4♣/♦ – S, 4♠

1♦-1♠-1бк-2♦-2♥

2♠ – trf 4♣+
2nt – trf to 4♦+
3♣ – trf to 4♥+
3♦ – trf to so-so 6♠ → 3♠ good hand on ♠ → **1SM**
3♥/3♠ – 6♠4♦ S by steps
3nt – to play

1♦-1♥-1бк-2♦-2♠

trf -1, after accept trf **9CMm**, otherwise **9CMM** 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♥ – trf to 4♠, 5♥ → 3♠ → **9CM**
3♠ – 4♠ no S, no 5♥
3nt – to play
4♣/♦ – S, 4♠

1♦-1♠-1бк-2♦-2♠

2nt – trf 4♣+
3♣ – trf to 4♦+
3♦ – trf to 4♥+
3♥ – trf to so-so 6♠ → 3♠ → 3nt – no S, 4♣/♦ – S
3♠ – 6♠4♦ → F1 → 4♣/♦ – S, after on 1st major
3nt – to play

2.3 1♣-1♦-1♥ etc 1♣

---------- First answers ----------

1♣-1♦-1♥

2♣ – pp 2♦ (weak ♦ or any INV)
2♦ –GF → 2♥ min, 2♠ max
2♥ – NF
2♠ – GF, 4♠
2nt – W/S, trf to 5♣+
3♣ – GF, trf to 5♦+
3♦ – GF, good 6♥ → 3♥ → **1SM**
3♥ – INV to 4♥, not 3nt (2♣)
3♠ – void, autosplinter
3nt – to play
4♣/♦ – void, autosplinter

1♣-1♦-1♠

2♣ – trf to 2♦ (weak ♦ or any INV)
2♦ – ~any GF → 2♥ min, 2♠ max
2♥ – NF
2♠ – NF
2nt – W/S, trf to 5♣+
3♣ – GF, trf to 5♦+
3♦ – GF, solid 6♥ → **1SM**
3♥ – INV to 4♥, not 3nt
3♠ – INV to 4♠, not 3nt
3nt – to play
4♣/♦ – void, 4♠

1♣-1♦-1nt

2♣ – trf to 2♦ (weak ♦ or any INV)
2♦ – ~any GF → 2♥ no fit, 2♠ fit
2♥ – NF, ~5/5 (с 5/4 сразу 2♥)
2♠ – GF, 4♠
2nt – W/S, trf to 5♣+
3♣ – GF, trf to 5♦+
3♦ – GF, solid 6♥ → 3♥ → **1SM**
3♥ – INV to 4♥, not 3nt
3♠ – void, autosplinter
3nt – to play
4♣/♦ – void, autosplinter

1♣-1♥-1♠

2♣ – trf to 2♦ (weak ♦ or any INV)
2♦ – ~any GF → 2♥ min, 2♠ max
2♥ – NF, ~5/5
2♠ – NF
2nt – W/S, trf to 5♣+
3♣ – GF, trf to 5♦+
3♦ – GF, trf to 5♥+
3♥ – GF, good 6♠ → **1SM**
3♠ – INV to 4♠, not 3nt
3nt – to play
4♣/♦/♥ – autosplinter to void

1♣-1♥-1nt

2♣ – trf to 2♦ (weak ♦ or any INV)
2♦ – ~any GF → 2♥ no fit, 2♠ fit
2♥ – NF, ~5/5 (с 5/4 сразу 2♥)
2♠ – NF
2nt – W/S, trf to 5♣+
3♣ – GF, trf to 5♦+
3♦ – GF, trf to 5♥+
3♥ – GF, solid 6♠ → 3♠ → **1SM**
3♠ – INV to 4♠, not 3nt
3nt – to play
4♣/♦/♥ – 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♦-1бк-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

---------- Continuation after 2♠ ----------

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♥ – trf to 4♠, 5♥ → 3♠ → **9CM**
3♠ – 4♠ no S, no 5♥
3nt – to play
4♣/♦ – S, 4♠

1♣-1♦-1бк-2♦-2♠
2nt – trf 4♣+
3♣ – trf to 4♦+
3♦ – trf to so-so 6♠ → 3♠ → **1SM**
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

---------- 2.4 After 2♣-2♦ ----------

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 3бк, 4♣ cue ♦, 4♦ – fit no ♣ cue

3. Models and extra length transfers

1 suit model // 1SM
3nt – S
3/4S – S

9 cards model // 9CM
3nt – 5422 (6322)
3/4S – S

10 cards major model // 10CMM
3nt – void
4S – S

10 cards minor model // 10CMm
3nt – negat
3/4S – S
4m – 6511

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♦
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♦-?
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♥ – 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♥
2NT – waiting no ♠ fit →→→
3♣ – 5♠4♥3♣ – «right» fragment → 3♦ – **12CM♣;** 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♥-?
3♣ – can't bid NT, 3♦ – 6+♦ → nat; 3♥/♠ – fit, minimum
2NT – waiting, no ♠ fit →→→
3♣ – 3♦ → 3♦ – **12CM♦;** 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♠**
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 543♦) → 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♠-2бк: 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 (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♠ – 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 to пику; 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 to ♠
3NT – нет fita → 4♣ – fit to черву; 4♦ – fit to пику
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-(dlb) 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♣ – trf ♦
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♦ – trf ♥
2♥ – GF, no 4♥
2♠ – W/S, trf ♣
2nt – INV, natural
3♣/♦/♥ – INV, natural

---------- 4.1.2. After 1♦ ----------

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, без 4♥
2♠ – W/S, trf to ♣, 6+
2nt – natural, INV
3♣ – INV with 6 cards
3♦ – pre
3♥ – INV with 6 cards
3♠ – splinter

---------- 4.1.3. After 1♥/♠ ----------

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…

---------- 4.1.4. After 1nt ----------

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

---------- 4.2.1 After 1♦ ----------

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 ♣

1♦-(2♠)-?
2nt – INV, natural
3♣ – trf ♦
3♦ – trf ♥
3♥ – ? about stopper
3♠ – trf ♣

---------- 4.2.2. After 1♥/♠ ----------

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♦)-dbl-3♥
3♠ – ask for stopper
4♣ – last train with ♥ support
4♦ – cue bid with ♥ support
NB! 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♦)-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♥
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♦)-3♥-3♠
3nt – to play
4♣ – NF, natural
4♦ – no other bid
4♥ – natural 5♠-5♥ (6♠-4♥ double and after 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 – 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♣)-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

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♣)-3♥-3♠
3nt – to play
4♣ – I have no other bid
4♦ – NF, support
4♥ – natural 6♠/4♥
4♠ – slam try with +6♠

1♦-(3♣)-3♠
3nt – to play
4♣ – I have no other bid
4♦ – NF, +5♦
4♥ – to play (maybe just 3♥)

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 (после паса нф)
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♣-(пас)
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 DOnt: 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

WBF Convention Card

Category: Green
NBO (Country): Scotland
Event: Scottish events
Players: Samantha Punch and Stephen Peterkin

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

1NT 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	In Partners' suit
Suit	4th (2nd from poor suits)	Low from Honour
NT	4th (2nd from 4 small)	Low from Honour
Subseq	4th (2nd from poor suits)	Low from Honour
Other:	A & Q lead = reverse att.	

L E A D S

Lead	vs. Suit	vs. NT
Ace	AK (for rev attitude)	AK (for rev attitude)
King	KQ or AK (for count)	KQ or AK(for count)
Queen	QJ (for rev attitude)	KQ or QJ(for rev att)
Jack	J10x, KJ10	J10x, J109x
10	Q109, K109, 10x, 109x(x)	Q109, K109, AJ10,KJ10
9	9x, J98, Q98	1098x, 1097x, 109x
8	8x or 108xx or 98xx	8x, 8xx, 98x, 98xx, 108xx
small x	usually from an honour	4th or top of 3 small

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit:1ST	Hi odd	Hi odd	Rev Att
2ND	Suit pref	Suit pref	Hi odd
3RD			
NT: 1ST	Hi odd	Hi odd	Rev Att
2ND	Suit pref	Suit pref	Hi odd
3RD			

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 2nd opportunity to double (& 1st 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

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

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IMPORTANT NOTES THAT DOESN'T FIT ELSEWHERE

Cue bids may be either 1st or 2nd round controls (incl. singletons)
Rosenkranz xx (see note 3); Defense to 1NT doubled (see note 6)
Lebensohl (see note 7)
Mini-splinters (see note2)

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.)	
5♦	-	7		NAT PRE		Cuebids may be second round controls (freely)	
5♥	-	8		Asks for H AK		If cue is doubled, XX =1st round ctrl	
5♠	-	8		Asks for S AK		5N = Pick a slam / GSF(rare)	
5NT							

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

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 intermdiate jump available
Responses as 2nd

1NT 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:		

L E A D S

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:1ST	Distributional*	Distributional*	1st disc = attitude
2ND	Att. if A/Q/J led	Suit Pref.-	Distributional*
3RD	s. pref if switch	-	2nd card suit pref
NT: 1ST	Distributional*	Distributional*	1st disc = attitude
2ND	Count on king	Suit Pref	Distributional*
3RD	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
.

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.		
5♣	-	7	-	To play			
5♦	-	7	-	To play			
5♥	-	6+	-	Bid 6/7 with HA/HAK			
5♠	-	6+	-	Bid 6/7 with SA/SAK			
5NT	-	-	-	-			

HIGH LEVEL BIDDING

Roman Key Card Blackwood. 4NT

5C= 1/4 aces, 5D= 0/3 aces (trump K= 5th ace).

5H= 2/5 aces. 5S= 2/5 aces + trump Queen

5NT=0-2 aces plus void. 6any= 1-3 aces + void as bid.

Follow-ups ask for Trump Q and Kings.

DEFENSIVE AND COMPETITIVE BIDDING

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

6-16hcp, aggressive at 1st 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 2nd 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 1st level
new suit on 2nd level 6+cards, invitational
(1x)-1y-(dbl)-rdbl = Hx in y

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	4th best	3rd best
NT	4th best	3rd best
Subseq	4th best	3rd best

Other: K asks for count on 5th+ 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	Discarding
1	low=enc	low=even	Lavinthal
Suit 2	low=even	S/P	odd=enc
3	S/P		low=even
1	low=enc	low=even	Lavinthal
NT 2	low=even	S/P	odd=enc
3	S/P		low=even

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: Parezanin Darko and Pepic 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

1NT 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	1st lvl 5+hcp nat, 2♣=5+♣ 10+hcp, 1/2/3NT standard, 2♦=one M,	1♣-2♣-2X = stopper 11+hcp	no inv minors after overcall,
					3-7hcp, 2♥=5♠4+♥ 3-7hcp, 2♠=7-10hcp w/ sup, 3♣=3-7hcp w/ sup	1♣-2♣-3 = splinter 15+hcp	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 2nd lvl = GF,	1♥-2NT-3m=singleton or void	Jacoby on after double and
					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-4m=good minor, 5cards, 1♥-2NT-3NT=15-17hcp	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 3rd position can be 4-4
				3-10hcp	3NT=to play, 2NT=F1	3♦=weak 5-5, 3M=longer M	2♦ in 4th 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 3rd position
				can be light in non-vul	3♥/4♥=to play	with values in that suit	semi-forcing in 4th 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
				5M/6m/5-4/singleton	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 3rd seat
3♦		6	-	pre, can be light in non-vul	new suit F1, possibly lead-directing, 3NT=to play		can be light in 3rd seat
3♥		6	-	pre, can be light in non-vul	new suit F1, possibly lead-directing, 3NT=to play		can be light in 3rd seat
3♠		6	-	pre, can be light in non-vul	new suit F1, possibly lead-directing, 3NT=to play		can be light in 3rd seat
3NT	x	7	-	solid suit, any	4♣=p/c, 4♦=strong F1, asking for suit, 4M=to play		can be bad suit in 3rd/4th seat NV
				usually no outside A/K			like usual 4♣/4♦ opening bid
4♣	x	7		semi-solid ♥ with outside A/K	4♦=RKCB, 4♥=to play, 4♠=cuebid, 4NT=to play		same in 3rd and 4th seat
4♦	x	7		semi-solid ♠ with outside A/K	4♥=RKCB, 4♠=to play, 4NT=to play		same in 3rd and 4th seat
4♥		7		pre, can be light in non-vul	4♠=to play, 4NT=RKCB		
4♠		7		pre, can be light in non-vul	4NT=RKCB		
4NT	x	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 1st or 2nd	
						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.

1NT 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: Gamblilng 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 forsing

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 (AKQxxxx 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			system on
1♥		5	-	(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	1M-2NT-4sM=12-14; 1M-2NT-3NT=15-17 1M-2NT-3sM=18-20 bal or semibal	p-1M-2♣=3M 9-11 p-1M-2♦=5+♦ 9+
1♠		5	-	(11)12-21 hcp		1M-2NT-3X=sgl; 1M-2NT-4X=5+good suit	p-1M-3X=system on
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**	
						Exclusion Blackwood, 0314 RKC, DOPIROPI	
4X/5X			-	preemptive	4M= to play; 4NT=rkc		

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- 2ª position *system on*
4ª 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 *(Leaping Michaels)* **(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

	Lead	In Partner's Suit
Suit	1,3,5	1,3,5
NT	2, 4 (4th good / 2nd 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(+), J 10x, 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	2nd best from bad suit (J9x)
Lo-X	Lo-x shows odd number	4th best

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	declarer's Lead	Discarding
1	Enc/disc	count	Enc/disc
Suit 2	count	Pref.	count
3	S/P		S/P
1	Enc/dis	count	Enc/disc
NT 2	count	Pref.	count
3	S/P		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** ***1NT→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

Agressive 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 **M**aj, or 6 cards in a **m**inor.	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 with2 ♥/♠. (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♣ - <u>2♦</u>→ Artifical bid **F**.
1♦ - 1♠
2♦ - <u>2♥</u>→ Artifical bid **F.**
1♦ - 1♥
2♦ - <u>2♠</u>→ Artifical bid **F.**

NOTE 6
They WE They WE
1♣/♦ Pass 1♥/♠ **<u>1NT</u>**→ 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;
<u>2Nt</u>→ Relais with strong hand.
Over <u>2NT</u>: 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- 2ª position transfer responses, imposible transfer = stayman

4ª 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 / 2nd 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	2nd best from bad suit
Lo-X	Lo-x shows odd number	4th 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** ***1NT→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

MARISA MATUT – PEDRO GONÇALVES (SPAIN)

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 trumph 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 preemt.	"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 agains't Strong NT (14-16 HCP or better)
Double→ 5m+/4M →2♣ asks for the minor, 2♦ for de major. 2♣→ 5/4+ majors → 2♦ Choose, 2NT ask 2♦→ one major (Same responses like multi opening) 2♥/♠→ 5M/4m+ (Same responses like our 2M openings) 2ST →minors

NOTE 3

DEFENCE agains't Weak NT (upper limit 14 HCP)
Double→ Opening values. **Others**→ like Strong NT opening.

NOTE 4

DEFENCE AGAINS'T 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 preemtive.

DEFENCE AGAINS'T 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 preemtive.

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.

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♦ 18-21HCP 3♥ 5/4♥ 18-21HCP 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	1M - 2NT
3♣ ask ---------->	3♣ - 3♦ cuebid 14+HCP
3♦ 5/5+ 15+ HCP	3M 7/9 HCP
3M minimun	3OM cuebid 14+ HCP
3OM Natural 15+ HCP	3NT 10-13 HCP
3NT 17/19 balanced	4♣ cuebid 14+ HCP
4♣ 5/5+ 15+ 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- 2ª position *system on*

4ª 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 / 2nd 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	2nd best from bad suit (J9x)
Lo-X	Lo-x shows odd number	4th 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/disc
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** ***1NT→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)**

Agressive 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 agains't 2♦ multicolor (NOTE 9)
Defence agains'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 – JOÄO 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♣=** Puppett 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 **M**aj, or 6 cards in a **m**inor.	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** ***RKCB – 1430*** → *5♥= 2 without trumph Queen 5♠= 2 with Queen*	***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	

<u>Supplementary sheets</u>

Maria Panadero – João Passarinho (SPAIN)

NOTE 1

They WE They WE

1♣/♦ Pass 1♥/♠ **<u>1NT</u>**→ 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;

<u>2Nt</u>→Relay asking distribution;

Over <u>2NT</u>: 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 agains't 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 AGAINS'T 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♣/♦/♥/♠= 6/7 cards 5-9 HCP, depending of vulnerability

3ST= Solid minor suit w/o side stop

4♣/♦ = minimum opening values with♥/♠ and Ace or King in other suit (10-13 HCP) (NAMYATS)

4♥/♠= 7 + ♥/♠ 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♣/♦ and opponent overcall with2♥/♠. (Same if 1♥ opening and 2♠ overcall). Usually 8+ HCP and with 6+ cards if transfer is to a new suit.

NOTE 9

Defence over 2♦ 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 agains't Michaells

1♥/♠ 2♥/♠

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♣)

3♣/♦ = nat F1

3 in M = 8/10 HCP

3NT = fit in M forcing "4 cards"

NOTE 11

New Minor forcing

1♣ - 1♥/♠

2♣ - <u>2♦</u>→ Artificial bid **G.F**.

1♦ - 1♥/♠

2♦ - <u>3♣</u>→ Artificial bid **G.F.**

NOTE 12

<u>Inverted minors</u> (1♣-2♣)

Responses (over 1♣)	**Subsequent auctions (over 2♣)**
2♣= fit (inv minors) 10+HCP w/o 4 Maj---→	2♦= artificial → any 14(+) HCP
2♦= fit ♣ (8/9 HCP) 5+ cards	2♥/♠= stop in ♥ or ♠, less than 14 HCP
2♥/♠= 6+ cards (3-6 HCP)	2NT= 12/13 with stop in both maj.
2NT= Nat (11-12 HCP)	3♣= *Catchall* 12-13 HCP (denies stop in any Maj).
3♣= (0/7 HCP) 5+ cards	3♦/♥/♠= Splinter 15+ HCP 3ST= 18/19 Bal.
3♦/♥/♠= Splinter (13+ HCP)	

NOTE 13

<u>Inverted minors</u> (1♦-2♦)

Responses (over 1♦)	**Subsequent auction (over 2♦)**
2♦= fit (inv minors) 10+HCP w/o 4 Maj---→	3♣= artificial → any 14(+) HCP
3♣= fit ♣ (8/9 HCP) 5+ cards	2♥/♠= stop in ♥ or ♠, less than 14 HCP
2♥/♠= 6+ cards (3-6 HCP)	2NT= 12/13 with stop in both maj.
2NT= Nat (11-12 HCP)	3♦= *Catchall* 12-13 HCP (denies stop in any Maj).
3♦= (0/7 HCP) 5+ cards	3♥/♠= Splinter 15+ HCP 3ST= 18/19 Bal.
3♥/♠= Splinter (13+ HCP)	

NOTE 14

Responses (over 1♥/♠)

1Nt= F1 (all positions) →**GF nat**.(2♣ w/2+cd) , or **reverse drury,** if passed hand (2♣ w/3 cd. 2♦with 4 cards) 2♥/♠= 8/10 HCP, fit 3 cards----------→ **2NT= Multi 2NT resp. = fit w/ 4+ cards 7+ HCP, (no short) → (*)** **Mini Splinter in transfer**, even after RHO double (8-10 HCP or 15+ with fit 3 or 4 cards)	**(→ even after opps double)** 2NT →Trial bid gen. 3♣/♦→ neg. trial bid **→3♣= 11-14 with any short, or 15-17 bal. if 5:4:2:2) 3♦= Artificial GF.** **→ "Splinter bids" at 4 level are limited to 14 HCP (11-14)**

(*) MULTI TWO-NOTRUMP

1♥/♠ → **<u>2NT</u>** Fit in M, 4+ cards, 7+ HCP

<u>Over 2NT</u>

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

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)

2nd: 15-18 with stopper

Responses: Sys on

Reopening: 4th: 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 2nd level: non forcing, XX: RDBL: 10+

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd from even, low from odd	3rd from even, low from odd, highest
NT	3rd from even, low from odd	3rd from even, low from odd
Subseq	2nd 4th 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 (3rd/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

	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Count	Attitude
Suit 2	Count	Suit preference	Count
3	Suit preference		Suit preference
1	Attitude	Count	Attitude
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 3coM	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: 4coM, 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- 1st step: 2-3supp, 2nd step: 5oM no supp, 3rd step: max 3supp, 4th 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 1st or 2nd round controls, RKCB 1430	

DEFENSIVE AND COMPETITIVE BIDDING

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

1-level: (6)8-16, normally 5+ suit (occasionally 4)

2-level: Very sound, (10)11-16(18), 5+ good suit (normally 6-c suit) and normally not balanced.

Responses: Transfers from 2cue to our suit -1. Lower suit is F1.

2NT = INV+, 4+ supp, Double cuebid: 6-9, 4(5)-c supp.

3our = PRE, 0-5 hcp 4(+) supp

Reopening: Like above but can be lighter

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

15-18, sys on. Passed hand: 54+ two lowest unbid

11-14 when protecting vs 1m, sys on

11-16 when protecting vs 1M, sys on (2♣-2NT (max w. or w/o M))

JUMP OVERCALLS (Style; Responses; Unusual NT)

(1m)-2M= 10-16, 4c M and 5+ om, (1m 2+)-2M=3-9 hcp, 6-c M

(1♥)-2♠=3-9 hcp, 6-c ♠, (1♣)–2♦ = 55+ ♦+♠, NF,

2N = 55+ both lowest unbid, constructive. (Reopening: 19-21 NT)

(1M)-3♣ = 55+ ♦+ oM, constructive. (1♦)-3♣ = 55+ ♣+♠, NF

Passed hand: Same but weaker. Responses: See **[Note 4]**

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

(1m)-2m=55+ Ms, (1M)-2M=55+ oM + ♣, both constructive

(1M)-3M=Stopper ask, (1m)-3m = 55+ ♠ + om, constructive

constructive nature. Responses: See **[Note 4]**

Reopening: Cue = 55+, any two unbid suits, Jump cue = same

VS. NT (vs. Strong/Weak; Reopening; Passed Hand)

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

Reopening: Same (all bids can be a little lighter)

Passed Hand: Dbl = ♠ + other, 2m = m + ♥, 2M = NAT

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

Dbl = T/O, vs 4♠: Dbl = Optional Responses: See **[Note 5]**

(2M)-4m = 55+ m + oM, 2NT=16-18, 3NT=to play

Cue bid: ms/Highest +one, 4NT = unspecified 2-suiter

VS. ARTIFICIAL STRONG OPENINGS

Vs. 1♣: Dbl=Ms, NT = ms, 2♣/♦ = 4+ ♥/♠, 5+ other

OVER OPPONENTS' TAKE-OUT DOUBLE

Trfs after 1♣-(dbl) (from 1♦) and 1♦/1M-(dbl) (from 1NT)

Rdbl: 10+ hcp, interested in penalizing

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd from even, low from odd	3rd from even, low from odd
NT	2nd/4th (third from Hxx)	3rd and low
Subsequent	2nd, 4th through declarer when opening suits	
	that partner hasn't bid (xX(x), Hx, hXx, xXxx, hHxx+)	
Other:	K asks for count against 5-level and higher	

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKQ+, AKJ+, AKx+	AKQ+, AKJ+, AKx+
King	KQJ+, KQT+, KQ+, AK	KQJ/T+, KQ+, AK, AKJT+
Queen	QJT+, QJ9+, QJ+	QJT/9+, AQJ+, QJ+, KQT9+
Jack	JT+, Jx, KJT+/AJT+	JT+, KJT+/AJT+, Jx
10	T9+, HT9+, Tx	T9+, T(9)x, HT9+
9	KJ9+, 9x,	KJ9+, 9x,
Hi-x	xxXx, Xx, xxXxxx	Xx, xXx, xXxx, xXxxx+
Lo-x	xxxxX, xxX	HxX, HxxX+

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
Suit:	1st	ATT, low = enc	Count, low=even	ATT, low = enc
	2nd	Count, low=even	Suit preference	Count, low=even
	3rd	Suit preference		Suit preference
NT:	1st	ATT, low=enc	Smith, low = enc	ATT, low=enc
	2nd	Count, low=even	Count, low=even	Count, low=even
	3rd	Suit preference	Suit preference	Suit preference
Signals:		Hi-lo=discouraging	Hi-lo = odd	

Smith: hi-lo = disc. Special signals: See **[Note 6]**

DOUBLES

TAKE-OUT DOUBLES (Style; Responses; Reopening)

Maybe down to 10 HCP with nice distribution. Will prefer dbl to over-calling 2m with 5332. Offshape ok if (16)17+.

Responses: (1M)-D-1NT = weak or FG. See **[Note 7]**

Reopening: Same as above, but could be even lighter

SPECIAL AND ARTIFICIAL DOUBLES/REDOUBLES

3-card support doubles and redoubles, Maximum Overcall Doubles (see **[Note 8]**), 1♣-(1♦)-dbl = 4+♥, 1m-(1♥)-dbl = 4+♠

SVENSK BRIDGE

WBF and SBF Convention Card

SWEDEN Mixed

Category:	Green
NCBO:	Sweden
Events:	EBL Mixed Teams 2019
Players:	**Ida GRÖNKVIST – Mikael GRÖNKVIST**

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

1♣=BAL (can be 3352) or natural, with "transfer-responses"

4-c 1♦ (never balanced, only 4 when some 4441), 5-card Ms

1NT=(14)15-17, 5-card M and semibal. common

2♦= a) (5)6-c M, weak b) FG with 5+♦

2M = 10-13, 6 c-suit (can be 7-c suit with MIN)

2/1 = FG (2♣ = 2+♣, relay, others unbalanced)

Weak Jump Shifts on 2-level (but see 1♣), INV on 3-level

PRE:s very dependent on vul. and position. See **[Note 10]**

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

1) The opening-bid 1♣: a) 12-14 BAL/18-19 BAL b) NAT

2) The opening-bid 2♦: a) (5)6-c M, weak b) FG with 5+♦

3) The responses 1♦/♥ and 1♠ to 1♣, "Transfer-responses": 1♦/♥ = 4+ ♥/♠ (could be 0 hcp)

1♠= a) 4+♦ (no M unless FG) b) 6+ bal. w/o M

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

SPECIAL FORCING PASS SEQUENCES

When we have forced to game (not just bid it), 1M-2NT, 1x-(Dbl)-Rdbl and (1NT)-Dbl-(escape to 2m).

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Psychics: Rare (lighter/stronger openings/PRE:s in 3rd hand possible). We are not very strict about our hcp-ranges.

Frequent use of transfers and artificial 2NT in competition, see **[Note 9]** for examples.

Singleton A/K usually not shown as singleton

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+ ♥/♠ <u>or</u> FG, 4♥/♠ and 5+♣ 2♠=INV+, 6+ ♣, 2NT=55+ ms, S/O <u>or</u> 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(+)♥/♠, 3♣=Nat INV, 3♦=PRE with 4+ supp	1♦-1M**;** 1NT=4+♣, 2♣=11-14, 6+♦ <u>or</u> 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	4th seat openings: **[Note 2]** Passed hand bidding: **[Note 3]**
3♠		7	-	PRE, (1)3-8 hcp	New suit = Nat. FG, 4♣ = Slamtry in ♠, 4NT = RKC 1430	
3NT	√	---	-	Solid 7+ M	4♣ = Trf to your M, 4♦ = ASK for 8th 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 Jxxxxx and 6322. 3rd seat NV vs. V both players has preempted on five-card suits.

International-Convention-Card

♠ ♥ ♦ ♣

Category:

NCBO: Switzerland EVENT:

PLAYERS: Hedy Grey

Chris Catzeflis

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

1NT 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=hcps 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 HonorJ10x	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	4th best

SIGNALS IN ORDER OF PRIORITY

		Partner's	Declarer's Lead	Discarding
Suit	1	low enc	high=odd	Small enc
	2	count	Suit pref.	count
	3	Suit pref		
NT	1	low =	high=odd	Small enc
	2	count	Suit pref	Small=even
	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

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 IFA 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 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. Catzeflis- 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 3 ♣	2 ♥ pass	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* <u>double on our Stayman :</u>

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* <u>2♥/♠ opening :</u>

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* **<u>Over WK2 from opps</u>** :

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* <u>Intervention over our 2♣ openning</u> :

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/REDOUBLES

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 passesd 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) 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	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 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♦		3		Same	Same except 2♥/♠ : NAT WK 2♣ : NAT Almost GF 1NT : (5)6-10 (no 4M) 3♣ : Nat INV, at lest 2♦		
1♥		5		Same	1♠ Nat 1NT F (may include GF BAL hands w/ or w/o fit) 2♥ : 8-10 usually 3 3♥ : Preempte 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 outsid	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

RKCB 41/30 Jump to 5NT : Josephine 1NT 2♦/♥ 2♥/♠ : jump shift SPL, 4♥/♠ mild S/T

after BW : 1st STEP (excl. trump) for Q

5NT after BW : BW for K (Q promised) (answers: number of Ks, 41/2/30)

a) 1st NT bid : Kx in suit, 1st other step : no CTRL b) after 2NT : 3♣/♦ : 2/3 cards

2nd/3rd other step : 2nd/1st round CTRL

When 3M is F fit : 1step is ART positive, other steps are non serious CUE

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	3rd / 5th	3rd / 5th
NT	4th from Honor	3rd / 5th
Subseq	Attitude	3rd / 5th

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	2nd 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

2-over-1 = GF by uPH, 1♥/♠-3♣/♦ = Bergen Raises

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	1♣-1x-2NT=18-19	2♥/♠ = natural + fit, constructive
					2♦/♥/♠ = WK 4-7 HCP	1♣-1M-3NT=18-19 w/4M	4th suit = RF; 2♣ = to play
							P-(P)-1♣/♦-(X)-2♥/♠ = Nat+fit
1♦		3	4♥	11+–22	1NT=6-10,=; 2♣=GF; 2M WK 4-7 HCP	1m-1♥/♠-1♠/NT 2♣=wk in ♦or inv; 2♦=GF	
					1♦–3♣=INV		
1♥		5	4♦	11+ – 22,	1NT=RF; 2♣/♦=GF; 2♥=8-10 + 3♥	In 2-1 2M=catchcall; Jump to 3NT=15-17	2♣/♥=Max P + fit / 8-10
					2NT= 4♥ GF or 3♥ 16+, 3m Bergen, 3NT=13-15		
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	2NT - 3♦/♥ -3♥/♠ = no fit, 3NT= fit	
					4♦/♥ = TRF to 4♥/♠	3♠ + 4♣=6+♣; 4♦=6+♦;	
						4♥/♠=5♣/♦+4♦/♣	
3♣/♦		(6) 7		Preempt, wide range in 3rd	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 3rd/4th = 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	
						1st or 2nd 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	

29/01/2019 08:48:00

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

1NT 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	3rd/5th	3rd/5th
NT	2nd/4th	2nd/4th
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	lebenshol
				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			

4♦		(7)8+		Pree 3-10hcp,8cards minor w/o A			
4♥		(7)8+		Pree 3-10hcp			
4♠		(7)8+		Pree 3-10hcp			
4NT							
5♣						**HIGH LEVEL BIDDING**	
5♦						DOPI,ROPI,DEPO	
5♥						NON-SERIOUS 3NT	
5♠						VOIDWOOD:0/3,1/4	
						4NT:1/4,0/3	

DEFENSIVE AND COMPETITIVE BIDDING

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

6-16 HCP, Cuebids: F1

Jump fit: preemptive, New suit: F1

1NT 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♣l: 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	3rd / 5th	3rd / 5th
NT	2nd / 4th	3rd / 5th
Subseq	Attitude	Attitude

Other: smith echo Hi

LEADS

Lead	Vs. Suit	Vs. NT
Ace	**A**K(+), Ax	Same
King	**K**Q(+)	**K**Q10(+), A**K**J(+)
Queen	**Q**J(+),Qx	**Q**J10(+),**Q**x
Jack	**J**10(+), K**J**10(+)	Same
10	**10**9(+), H**10**9(+)	Same
9	H9**8**(+),**9**8x,**9**x	H98(+),9**8**x,**9**x
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			
							Drury (2♣): inviting hand in opener's major. Responses: 2M: sign-off, 2♦, 2♥, 2♠, 3♣ are trial bids 2NT= 4card invite with any singleton
1♥		5	6h	(11)12-22 HCP	Splinter:10-12	1M-1nt-2nt: 18-19 5332	
				May have longer minor	1nt semi-forcing , 2♣: 2+♣, GF, 2♦ nat GF	1M-1nt-3nt: 18-19 6322	
1♠		5	6h	(11)12-22 HCP	Splinter:10-12	1M-5nt: Josephine, asking honor cards in trump (responses: 0,1,2,3)	
				May have longer minor	1nt semi-forcing , 2♣: 2+♣ GF, 2♦,2♥ nat GF		
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	After 2nt – 3♠ – 3nt: 4♣ – 4♦ nat slam invite, 4♥/4♠: both minors, bid major is short, 4NT: 2245, 2254	
					4♣: asking aces (responses: 0,1,2,3..), 4♦ hearts, 4♥ spades, 3♠: xfer to 3NT		
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			
4♥						HIGH LEVEL BIDDING	
4♠						RKCB(14-03), exclusion (0,1,2,2+Q, 2+ void, 3)	
4NT				Pre-emptive minors		DOPI, ROPI, 5nt: grand slam try	