

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
AGGRESSIVE AT LEVEL 1 , SOUND AT LEVEL 2 , CUE F1
After 1M overcall: 2M=3(4)c 6-9hcps, 3M=4c fit unbalanced 3-7hcps
Cue at the 3 level: 4c fit 8-11hcps (if only 8-9, then unbalanced)
2NT: 4c fit, 12 ⁺ hcps, Jump new suit: M fit with 5 card good suit limit
Cue at the 2 level: 10 ⁺ with 3c fit OR 12 ⁺ without fit
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd : (15)16-18
Re-opening: (11)12-15 , SYSTEM ON
Sandwich: (1X) - P - (1Y) - 1NT : 16-18 balanced with stoppers
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-Suit: PRE
2-Suit: (1♣) – 2♦ : Both Majors
2NT: the lowest suits
Reopen: INTERMEDIATE (6c, 12-14) , 2NT = 20-22 SYSTEM ON
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
JUMP CUE: Solid minor 8 tricks, ASKING FOR STOPPER
(1♣) – 2♣: 6 ⁺ ♣ 12 ⁺ hcps
(1♦) – 2♦: Both Majors
(1M) – 2M: 5OM5m, strong hand
VS. NT (vs. Strong/Weak; Reopening; PH)
Vs 15-17 / 16-18 / 14-16: (2 ND)
DBL = 5m + 4M OR 6 ⁺ ♦ OR 19 ⁺ STRONG HAND
2♣ = ♥+♠, 2♦ = 1 6CARD M, 2M = 5M-5 ⁺ m ,
4 TH SEAT: 2♣: Both Majors, else natural
Vs weak (12-14/13-15): 2♣: Both Majors, Dbl: 14 ⁺ hcps
2♦/2♥/2♠: Natural (5)6 card suit
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
LEBENSORHL 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	1 st 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 3 RD /4 TH SEAT	
REVERSE BERGEN	
1m – (pass) – 2M: 6+cM, 9-11hcp	
1♣ - (pass) – 2♦: 5+♠-4+♥, 6-9hcp	
2way Game Tries after 2M (1M-2M, 1m-1M-2M, 1M-drury-2M)	
Next step: Long game try asking, Suit: Short (singleton or void)	
SPECIAL FORCING PASS SEQUENCES	
WE DO NOT PASS WHEN UNCLEAR	
IN A GF AUCTION WHEN THE OPPONENTS ARE OBVIOUSLY SACRIFICING	
IMPORTANT NOTES	
Our 3 rd seat opening can be very weak	
PSYCHICS: Rare	

