







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 2 <sup>nd</sup> strong, balanced or semi-balanced
Responses: after minor opening- stayman, transfers
After major - transfers
In 4 <sup>th</sup> : 9 – 13 Responses same as above
JUMP OVERCALLS (Style, Responses, Unusual NT)
Weak Q invitational to game, Vs 2suits 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	4 <sup>th</sup> best	
SIGNALS IN ORDER OF PRIORITY			
	Partner's	Declarer's Lead	Discarding
Suit	1	low enc	high=odd
	2	count	Suit pref.
	3	Suit pref	
NT	1	low =	high=odd
	2	count	Suit pref
	3	Suit pref	
Signals (including Trumps): UDCA,,rev smith			
DOUBLES			
TAKEOUT DOUBLES (Style, Responses, Reopening)			
3 suiter or 16+ HCP any distribution			
Responses natural – only cuebid F			
Reopening either 3 suiter or 14+HCP			
Suit at lowest level ambiguous			
SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
1minor 1♥ x = no 4 cards in ♠			
Support X and XX			
1♥ /♠ double 2♥ /♠ double is a preference for minors			
Openers X show either 3 cards in partners M			
or a strong hand			

## International-Convention-Card

	   	
Category:		
NCBO:	Switzerland	EVENT: _____
PLAYERS:	Hedy Grey	
	Chris Catzefflis	

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 7cbs 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 3 <sup>rd</sup> seat according to vulnerability.
In 3 <sup>rd</sup> seat, preempts are often weak
PSYCHICS: rarely

OPENING	TICK IF A RT	MIN No.OF C	NEG X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1 ♣		2	4♥	Natural 11 – 22HCP	2♣ inv + 3♣ = pre-empt 2M=weak 6 +cards	1♣ -1♦ – 1NT with or without Maj when hand balanced	Inverted Truscott
1♦		4	4♥	Natural 11—22 see above		1♣ – 1♥/♠ – 2♣ – 2♦ = relay forcing see also 6*	Jumps with fit
					1♣ 1Maj does not exclude long ♦ – after 1nt 2♣ forces to 2♦		
1 ♥		5	4♦	Natural 11 – 22 HCP	Rev bergen 5* 2NT(jacoby) GF 4card fit	1♥ /1♠ – 2x – 2♥ /2♠ – 3♥ /3♠ : FORCING! 1♥ /1♠ -p-3(4)♥ /3(4)♠ = PRE	Jump = fit natural ,
					1NT F1 3♠ splinter, 3NT void, 4x= void 3*	After 1M-p-2NT-p new suit on 3 level is short, on 4 level shows 5-5, 3M is a good opening hand	Drury2♣(10-11), mini drury 2♦ d(7-9)
1 ♠		5	4♥	Natural 11 – 22HCP	Rev bergen 5* 2NT(jacoby) GF 4card fit		See above
					1NT F1 3NT=splinter, 4♠ etc void 3*	After 1M-p-2NT-p new suit on 3 level is short, on 4 level shows 5-5, 3M is a good opening hand	Jump in new suit is 5 cards + 4 cards in opening suit after pass
1 NT				(14)15 – 17(18) balanced or	2♣ =stayman 3♣ = both min weak.	SMOLEN	Rubensohl/2nt with stopper
				Semi-balanced	2♣ /2♥ /2♠ /2NT =transfer 3♦ = " " strong	After stayman and bid M , 3 level bid OM= slamtry with fit	
				Possible 5Maj or 6minor	4♣ /4♥ texas 3♥ =3154 or 3145 3♠ =1354 or 1345 4♠ =majors gf	After 1NT-p-2♣-p-2♦ -p-3♣= minor suit stayman When opps intervene after we open 1NT 8* and 9*	
2 ♣	X	0		Gf except after 2♦ Response	Steps ((controls) 12*		
2 ♦	X	0		Weak in ♥ or ♠ or 22-23 balanced	2♥/♠ pass/correct, 2NT relay asking 4♣= xfer your major 4♦= bid your major		
2 ♥	X	6		5♥ plus 4+ ♠ or 4+ m weak	2♠ p/c , 2NT relay 10*		
2 ♠		6		5♠ + 4+m or 4♥	2NT relay, 3♠ p/c 10*		
2 NT				20/21 balanced Can have 5M or 6m	Puppet 4♠majors with ambition, 4♦ majors no ambition, 4♥ 5 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**

suiters 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, 1<sup>st</sup> step asks, replies:

1<sup>st</sup> step: 4 cards fit + singleton (next step asks where)

2<sup>nd</sup> step: 3 cards fit mini

3<sup>rd</sup> step: 3 cards fit maxi

4<sup>th</sup> step: 4 cards fit mini

5<sup>th</sup> 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 2<sup>nd</sup> suit or his long opening suit showing a distributional but not strong hand.

8\* Intervention on our 1NT :

a) 1NT      X (except if X is for Maj.)

XX = xfer ♣ or ♦

2 ♣ = Stayman

2 ♦ / ♥ / ♠ / NT = xfer

b) 1NT      2 ♣

X = Stayman

2 ♦ / ♥ / ♠ = xfer

c) 1NT      2 ♦ / ♥

2 ♥ / ♠ = Nat

d) 1NT      2 ♥

2NT = xfer ♣, to pass or GF with stopper

3 ♣ = xfer ♦, no stopper

3 ♦ = 4 cards ♠, no stopper

3 ♥ = 5+ ♠, no stopper

3NT = to play without stopper

e) 1NT      2 ♥  
3 ♣      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\* double on our Stayman :

a) 1NT      pass      2 ♣      X

XX = to play

Pass = no stopper

Rest is standard with stopper

b) 1NT      pass      2 ♣      X  
Pass      pass      XX = stayman with stopper

2 ♦ = Stayman no stopper (-> Standard)

c) 1NT      pass      2 ♣      X  
Pass      pass      XX      pass

2 ♦ = 2 Maj. Min.

2 ♥ = 4 cards ♠

2 ♠ = 4 cards ♥

3 ♣ = 2 Maj. Max.

3 ♦ = 5+ ♦, no 4 Maj

10\* 2 ♥/♠ opening :

a) 2 ♥      2 ♠ = Pass or Correct

2NT = Relay

3 ♣/♦ = Nat F1

3 ♥ = PRE

b) 2♥ 2NT  
 3♣ = 5+ cards in the 2nd suit  
 3♦ = 4 cards in ♠  
 3♥ = 4 cards in ♣  
 3♠ = 4 cards in ♦

c) 2♥ 2NT  
 3♣ 3♦ = Relay  
 3♥ = 5 cards in ♠  
 3♠ = 5 cards in ♣  
 3NT = 5 cards in ♦

d) 2♠ 3♣ = Pass or Correct  
 3♦/♥ = Nat F1

e) 2♠ 2NT = Relay  
 3♣ = 5+ cards ♣ or ♦  
 3♦ = 4 cards in ♥  
 3♥ = 4 cards in ♣  
 3♠ = 4 cards in ♦

f) 2♠ 2NT  
 3♣ 3♦ = Relay  
 3♥ = 5 cards in ♣  
 3♠ = 5 cards in ♦

11\* Over WK2 from opps :

a) 2X X pass 2Y = Nat WK  
 2NT = WK (0-7H), xfer for 3♣  
 3Y = Nat 8H+

b) 2X 2NT pass Stayman and xfer

12\* Intervention over our 2♣ opening :

2♣ 2X double = 0-1 ctrl  
 Pass = 2 ctrls  
 Next step = 1A + 1K  
 Next step +1 = 3K's

DEFENSIVE AND COMETITIVE BIDDING			
OVERCALLS(Style; Responses; 1/2level; Reopening)			
Nat, sound (but may be rarely 4 cards)			
Shift: F (does not promise rebid)		Jump shift: Fit bid on M O/C	
CUE: normally INV <sup>+</sup> w/ 3 <sup>+</sup>			
Jump CUE: INV <sup>+</sup> w/ 4 <sup>+</sup>			
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 <sup>+</sup> 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 <sup>+</sup> m, 2NT = mm		
vs. Strong	X = 4M + 5 <sup>+</sup> 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 <sup>+</sup> 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 honor	Sxx, xSxx, xSxSx(+) (judgment)
Lo-x	3rd / 5th w/ or w/o honor	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

 <b>WBF Convention Card</b>	
<b>Category:</b>	<b>Green</b>
<b>Country:</b>	<b>Switzerland</b>
<b>Event:</b>	<b>All</b>
<b>Players:</b>	<b>Christine VINCENT - Bachar ABOU CHANAB</b>
<b>Version:</b>	<b>2019.01.20</b>
<b>SYSTEM SUMMARY</b>	
<b>GENERAL APPROACH AND STYLE</b>	
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 weak sequences Over 1M BERGEN Raises; Fit bids when passed hand 2NT resp over 1M : GF, 4 <sup>+</sup> fit (inv+ TRUSCOTT after DBL and inv+ after O/C) 1NT Opening : 14 <sup>+</sup> - 17 HCP BAL Inverted minor raise (no 4M)	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>	
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 <sup>+</sup> , 4 <sup>+</sup> fit
1M (1/2x) 2/3x	Inv <sup>+</sup> , 3 fit
3rd and 4th suit Forcing	
2NT in competitive frequently ART	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
1NT (X)	if X is PEN, Pass nothing to say; XX and + Texas
<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>	
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 <sup>+</sup> 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♥ : Preempt 4    4♥ : PRE to play 2♣/♦ : GF (except rep)        2NT : 4 <sup>+</sup> 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 <sup>+</sup> INV <sup>+</sup> 1M (O/C below 2M) CUE : 3 INV <sup>+</sup> 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 <sup>+</sup> , may be INV only w/ 6 <sup>+</sup> ) 2♠ : either ♣ TRF or BAL INV 2NT : ♦ TRF 3♣..♠ : NAT FG S/T 4♣ : 5 <sup>+</sup> ♥+5 <sup>+</sup> ♠        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 <sup>+</sup> ♠+4♥ / 4♠+5 <sup>+</sup> ♥ 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 <sup>+</sup> ♥+5 <sup>+</sup> ♠            2NT → see 2NT open	On COMP        X : PEN oriented, bid : NAT pass : nothing to say
2♦	V	-		FG if BAL : 24 <sup>+</sup>	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 <sup>+</sup> ♥+5 <sup>+</sup> ♠            4♦/♥ : TRF 4♠ : 5 <sup>+</sup> ♠+5 <sup>+</sup> ♦ (Game)	2NT 3♠ 3NT        4♣ : ♣/♦ 1-suiter S/T (→ 4♦ relay) 4♦ : 5 <sup>+</sup> ♠+5 <sup>+</sup> ♦ S/T 4♥/♠ : 5 <sup>+</sup> ♠/♦+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 <sup>+</sup> th, no A/K outside	4♣ : P/C            4♦ : ask for shortness		
4♣/♦		(7)8		NAT PRE	Shift : F		On COMP        X : PEN
4♥/♠		(7)8		NAT PRE	Shift : F		On COMP        X : PEN
4NT	V			Both miros			
Other bids, high level and slam bidding					a)        1st NT bid : Kx in suit, 1st other step : no CTRL        b) after 2NT : 3♣/♦ : 2/3 cards		
RKCB 41/30        Jump to 5NT : Josephine        1NT 2♦/♥ 2♥/♠ : jump shift SPL, 4♥/♠ mild S/T					2nd/3rd other step : 2nd/1st round CTRL		
after BW : 1st STEP (excl. trump) for Q					When 3M is F fit : 1step is ART positive, other steps are non		
5NT after BW : BW for K (Q promised) (answers: number of Ks, 41/2/30)					serious CUE		



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

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

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

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