

We DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Limited to 17 HCP
1/1 = F1, 2/1 = NF
Reopening Overcalls: limited to 15 HCP
(1m)-P-(P) → - 1NT=10-14, - 2NT=18-19
(1M)-P-(P) → -1NT=10-15, - 2NT=18-19
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd /4 th : 15-18 → System on
Reopening: 10-14 over (1m) → 2♣=Relay, Others=System on.
10-15 over (1M) → 2♣ Inv.+ Relay, 2M-1=♦, Others=System on
JUMP OVERCALLS (Style; Responses; Unusual NT)
(1Any) → Jump Overcalls = 5-10 NV & 11-14 Vul.
Reopening. Jump Overcall: 6+ Natural 12-14 Hcp.
3 rd level Overcall: (6)7+ Natural 12-14 HCP
Exception: (1Any)-P-(P) → 3♣= 2 Lowest
DIRECT & JUMP CUE BIDS (Style; Response; Reopening)
(1m)→2m=♦+X. (1m)-P-(P) → - 2m=♦+X, - 3♣=♥+Other m
(1M)→ 2M=Michael. (1M)-P-(P) → - 2M= Michael, - 3♣= ♣+♦
(1Any)→ 2NT=2 lowest. (1Any) → 3Any: Asks for stop
VS. NT (vs. Strong/Weak; Reopening; Passed Hand)
2 nd seat: X=Values, 2♣=Landy, 2♦=Multi; 2M=M+m,
2NT=Good Strong 2-suiter m+X → 3♣=Relay → ?
3♦=♦+M, 3M=M+♣, 3NT=♣+♦
4 th seat: X=Values, 2♣=Landy, 2♦/2M=Natural,
2NT=Good Strong 2-suiter m+X → See above
Passed: X=10-12, 2♣=Landy, 2♦/2M=Natural; 2NT=m 2-suiter
VS. PRE-EMTS (Doubles; Cue-bids; Jumps; NT Bids)
Natural Overcalls, Take-out double, NT bids=Natural
(2M) → - 3M=Asks Stop, - (2M/3M) → 4m=m+Other M
(2♦ multi)→ 4m=m+♥. (2m/3m) → - 4m=MM, - 4Other m=Other m+♥
(2♣ Precision) → - 3♣=MM, - 4♣=MM Game+, - 4♦=♦+♥.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs Strong ♣ → - X = ♣, - 1♦ = T-O (any shape with good opening), -1NT = ♦+♥, - 2♣ = Michael, - 2♦/2M = Pre-empt, 2NT=minors
Vs Strong 2♣: X = ♣; Others = Natural
OVER OPPONENTS' TAKEOUT DOUBLE
XX = 9+ HCP, 1/1 = F1, 2/1 = NF, 2NT (1♣) = both m 6-8,
2NT (1♦/1M opening) = Truscott (fit & Invitation+),
Jump Raise = Pre-empt, Others = See Openings & Responses
After 1M-(X) → 4m/3NT = Splinter m/Other M, 4 Other M= Nat.

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	Lead	In Partner's Suit
Suit	3 rd , 5 th	Same
NT	2 nd (MUD From xXx) / 4 th	3 rd , 5 th
Subsequent	Reverse Attitude	
Other: Vs NT, K asks for Un-block or Revers attitude when dummy is short, A asks for Revers attitude. Vs suit, K asks count, Ace asks Revers attitude		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AKx(+), Ax(+)	Same
King	AK, AKx(+), KQxx, Kx	KQJx, KQ10x, AKJx
Queen	QJ, QJxx	AQJx, QJ10x, KQx
Jack	J10, J10x	J10x, J109x
10	H109x, 109x, 10x	Same
9	H98x, 98x,	Same
Hi-X	Even	Even
Lo-X	Odd	Odd
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
1	Std Count or SP	Std Count
Suit 2	Rev. Att. on A, Q, J	SP
3		
1	Std Count	Std Count
NT 2	Rev. Att. on A, Q	Smith or SP
3		
Signals: Vs NT, Smith: Low = Enc. from both sides		
Vs suit: Suit preference, high-low shows interest for ruff or odd		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
At least opening values or equivalent. Natural Responses; Cue F1		
Reopening: X can be from 8 and a good shape. Natural Responses.		
Reopening after (1m opening): X followed by 1NT=15-17 & 2NT=20-21.		
Reopening after (1M opening): X followed by NT at lowest level=16-17		
Reopening after (1M opening): X followed by JUMP to 2NT=20-21		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
Negative double up to 4♥		
Competitive double showing good hands		
Double on artificial bids shows the suit		
Lightner double		

W B F CONVENTION CARD
COENRAETS (BEL543) - BIGDELI (BEL1155)
CATEGORY: BELGIAN & INTERNATIONAL EVENTS
F1 = 1 Round Forcing; GF = Game Forcing; SF = Semi Forcing; X = Double, XX = Redouble, PT = Playing Trick, P/C = Pass or Correct, SP = Suit Preference. cm/M: cards m/M
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 cards Major
1♣ : 2+ cards & may have 4 bad ♦
1♦ : usually a good 4 cards suit (also 4432)
1NT: (14) 15-17 Possible 5cM & 6cm or Single
2NT: 20-21H Possible 5cM or Bad 6cm or Single
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ Weak (5-10) 6+♦, or Bal 22-23 or any GF
2♦ Weak (5-10) (5)6+♥, or SF ♣/♦/♣
2♥ Weak (5-10) (5)6+♠ or SF ♥
2♠ Weak (5-10) 5♣ and a 4+m
3NT Solid m (no out-side A or K expected)
4♣/4♦ = NAMYATS (Good 8c♥/♠ or 7c♥/♠ & an A or K)
4♥/♣ = Natural Pre-empt
SPECIAL FORCING PASS SEQUENCES
After our opening, (X) and XX, Pass is forcing
IMPORTANT NOTES
Reverse bids: forcing one-round, 3 rd and 4 th suit.
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	4♥	11-21	1NT=8-10, Jump shift=Strong, 2♣=Inverted raise, 2NT=Limit, 3NT=To play, 3♣=Weak raise, 3♦/3M/4♣=Pre-empts	1♣-1♦ → 1NT Walsch (Can have 1 or 2 4cM) 1♣-1X, 1Y/NT→ - 2♣=Weak ♦ or Any Inviting, - 2♦=GF relay, - 2NT=Weak ♣ or GF 5m4X Exception: 1♣-1♦, 1NT → 2NT=Inviting If 1NT Overcall → 2♣=Landy, 2♦/♥/♦=Natural	2♣ = 5c♣ 8-10, 2M=5cM & 4c♣ 8-10 (also after X or overcall)
					If Suit Overcall → Next suit=5+, 2♣=5-9, Q=Limit+, Others as without overcall		
1♦		4	4♥	11-21	1NT=6-10, Others=Same as after 1♣	Same as after 1♣	2♣ Drury, Others=As after 1♣
1M		5	4♦ (1♥) 4♥ (1♠)	11-21	Jump shift=Strong, 2/1= F1, 1NT=NF, 2♣=3cM fit limit or natural F1, 3M=Pre-empt, 2NT=4cM limit+ or 3cM 15+, 3♠(1♥)=Pre-empt, 3NT/4m=Splinter 10-13, 4♥(1♠)=To play	1♥-1♠, 1NT → As after 1m-1X, 1NT 1♥-1♠, 2NT → 3♣=relay for distribution 1M-2♣ → 2♦=Relay without 4c♥, 2♥=4c♥ 11+, Others= Good13+, 1M-2♦/2♥ → 3NT=18-19	2♣ = Drury with at least Hx. 2NT = 4 cards Fit & a short 2♣(1♥)/3m/3♥(1♠) Fit Jump, Others=same as without Pass
					If Suit Overcall → 1NT/3NT=Nat, Q=3cM Limit+, 2NT=4cM Limit+, X may have 3cM limit+,	If 1NT Overcall → Natural, 2NT=minors, 3X= Pre-empt	
1NT				(14) 15-17, may have 5cM or 6cm or, rarely a single	2♣=Stayman, 2♦/♥/♦/♣=TRF, 2NT=limit, 3X=GF TRF, 4♣=5/5 m slam, 4♦=5/5 M game	1NT-2♣, 2♦ → 2♥=Weak ♥♠, 2♣=GF relay 1NT-2♣, 2♥ → 2♣= GF relay	1NT-2♣, 2♦-3M=5cAM&4cM
					If 2M Overcall → X=TO, 2NT=Lebensohl, 3♦=TRF to AM, 2Y=NF, 3Y=GF, 3NT=No Stop, 3M= 4cAM No stop,	If TRF overcall → P+X=penalty, P+2/3Y=NF, Others as after Nat. overcall	
					If 2♣ Landy → P+X=Penalty, X=Penalty of one M, P+Bid=Competitive, 2M=Stop inv.+, 2NT=inv., 3m=F1, 3M=mm+shortness If 2♣=Artif. → X=Stayman, Others=System on	If 2♦ Multi → Pass may hide 4/5cM & values, X=one 4cM, 2M=Competitive, P+X=Penalty. If X=Strong → XX=Positive, 2♣=Ambiguous, 2♦/M=5c+♦/M to play. If X=Artif. → XX=Strong, Others=System on	
2♣	x	0		6+♦ 5-10, Bal 22-23 or, Any GF	2♦: P/C, 2M/3m= Natural Good suit F1, 2NT=F1 If Overcall → X=Penalty, Suit= NF, 2NT= F1* If X → P=♣, 2NT=F1* with ♦ fit, XX=Strong	2♣-2♦ → 2M= Kokisch style, 2NT= 22-23 2♣-2NT → 3♣/3♦=Wk 2♦+Shortness/mini, 3♥=Wk 2♦+♣/♥ force, 3♠=Wk 2♦+♠ force,	2♣-(2Y)-P-(P), X=Strong without stop 3NT= Wk 2♦ AKQxxx
2♦	x	0		(5*)6+♥ 5-10 or, SF ♣/♦/♣ *May be 5 cards in 3 rd position	2♥=P/C, 2NT=F1 relay, New suit=F1 If 2M Overcall → X=Penalty, Suit=NF, 2NT=F1 If X → P=♦, 2NT=F1* with ♥ fit, XX=Strong	2♦-2NT → 3♣=Wk 2♥ mini, 3♦=Wk 2♥ Maxi, 3♥=Wk ♥ AKQxxx, 3♠=SF♣, 3NT=SF m, 4m=Sf m Gambling style	
					If 3m Overcall → X=Penalty, 3♥=P/C	If X → Pass=♦, XX=strong, 2NT=F1 relay	
2♥		0		(5*)6+♠ 5-10 or SF ♥ *May be 5 cards in 3 rd position	2♠=P/C, 2NT F1 relay, 3m=F1 If Overcall → X=Penalty, Suit=NF, 2NT=F1 If X → Pass=♥ suit, XX=strong, 2NT=F1 with ♠ fit	2♥-2NT → 3♣=Wk ♠ mini, 3♦=Wk ♠ Maxi, 3♥= Wk ♠ AKQxxx, 3♠=SF♥+4c♣, 3NT=6♥ 322, 4m=SF♥+4cm, 4♥=7c+♥ SF	
2♠		5		5c♣ & 4c+m 5-10 *May be without 4+m in 3 rd position	2NT=F1, 3♣=P/C, 3♦/3♥= NF If X → XX=Strong, 2NT=Asks m, 3m=Nat. NF	2♠-2NT → 3♣/♦=4c+♣/♦, 3♥/♠=4c+♣/♦ Maxi If Vul. The m has to be 5 cards	
2NT				(19)20-21, Possible 5 cards M, 6 cards m or Single	3♣ Stayman, 3♦/♥=TRF, 3♣ → Both minors, 4m=Natural, 4M=To play with some ambition. 2NT-3♦/♥, 3♥/♣=No fit, Others=Fit	2NT-3♣, 3♦-3♥=relay for m → 3♣/3NT=4c♣/♦, 4m=5cm, 4M=44m & 2cM 2NT-3♣, 3♦ → 3♣=5c♣/4c♥, 4m=Natural	2NT-3♦/♥, 3♥/♣= No fit
3NT	x			Gambling, AKQxxxx m, No A/K	4/5♣→P/C; 4♦ GF relay; 4M=natural; 4NT slam	Over 4♦ → 4M/4NT shows M/m shortness	
4♣/4♦	x	0		NAMYATS	8 cards good ♥/♣ or 7c good ♥/♣ & 1A	HIGH LEVEL BIDDING: 5KC BW (03, 41, etc.)	
4NT				m 2 suited, 4/5 losers		Trump Q & outside K asking Relay	

DEFENSIVE AND COMPETITIVE BIDDING					LEADS AND SIGNALS					CONVENTION CARD						
OVERCALLS - General style Sound					OPENINGS LEADS											
Responses : Change of suit	Forcing at same level	SUIT	3 rd /5 th but attitude from Hxxx	Rusinow : second from sequence	NT	3 rd /5 th flexible	Attitude			SYSTEM STYLE ARTIFICIAL RED						
Texas from cue-bid upwards					SUBSEQUENT LEADS : Top of sequence and attitude					BELGIUM						
IN BAL. POS. 8-12 ; 1♥ over 1♦, 2♣ over Maj : Take-out					vs no-trump vs suit contracts					STAS 1978	JOHNSON 1320					
Responses : based on 8-12					A K	K Q	Q J	J T	T 9	SYSTEM SUMMARY						
TAKE-OUT DOUBLE - General style Sound					A K X	K Q X	Q J X	J T X	T 9 X	GENERAL APPROACH AND STYLE						
Responses : natural					A K J X	K Q X X	Q J T 9	J T 9 8	9 8 X	FORCING CLUB						
IN BAL. POS. 8-12 OR 16+					A K J T X	K Q J X	K J T X	K J T 9	X X	5-CARD MAJORS						
Responses : based on 8-12					A Q J X	K Q T X	K Q T 9 X	K T 9 8	X X X	VARIABLE 1NT						
1NT OVERCALL	Responses				A J X X	Q T 9 X	H X X	T X	X X X X							
2nd pos. 16-18	Rubensohl (transfers) in competition				K J X X X	H X X X X X	H X X X	H X X X X	X X X X X							
4th pos. 10-13	Stayman Texas															
JUMP OVERCALL	WEAK	INTERM	STRONG	BICOL	SIGNAL WHEN FOLLOWING OR DISCARDING											
Vul		X			1 = odd numbers of cards					D = discouraging						
Non Vul	X				2 = even numbers of cards					E = encouraging						
Responses :					[] = when rarely used					S = suit preference						
UNUSUAL NT : 2-suiter (lower suits)						CARDS	HIGH	LOW	ODD	EVEN	OP.1	1♣	12-14 Natural 5+clubs OR 18+ Artificial			
Responses :					SUIT	On partner's lead	(2) D	(1) E			OP.2	1♦	12-17 at least 2 cards			
DIRECT CUE-BID STYLE 2-suiter						On declarer's lead	2	1			OP.3	1NT	12-14 NV 15-17 V			
Responses : 2NT F1						Discarding			1 st =E	1=DS	OP.4	2♣	15-17 6+clubs or 5+clubs-4x			
VS NT					NT	On partner's lead	2 D	1 E			OP.5	2♦	Multi : wk Maj or strong min or 24 26 bal			
Multi-Landy Dbl = 4Maj-5+min or ♦s						On declarer's lead	2	1			OP.6	2♥	6-11 Major 2-suiter			
2♣ Majors 2♦ long Maj 2Maj : 5Maj+min						Discarding			1 st =E	1=DS	OP.7	2♠	5 Spades, 4+minor			
2NT any strong 5-5					SIGNALS IN TRUMP SUIT					OTHER SIGNALS						
VS PREEMPTS Take-out double					Trump give count of highest unplayed suit					OP.8 3NT Minor pre-empt, non-solid						
Trumps give count of highest unplayed suit					Smith Peter (NT) Leader = no; partner = yes					SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE						
Responses :										CB.1 Cue-bid = 2-suiter						
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES										CB.2 2NT over 1x = 2-suiter						
VS ARTIFICIAL STRONG 1♣ or 2♣ OPENINGS					Responsive Double over raises					CB.3 Multi-Landy over 1NT						
Over 1♣ :					1X – 1Y 1NT = weak 2-suiter take-out (below opening values)					CB.4 Transfers over competition						
Double=take-out 1♦ = Major overcall (5) 1♥,1♠,1NT = 2-suiter 2X= 6 cards OR 1 card in X = (semi) 3-suiter					Opener's neg. double = 3-card support or strong hand											
Doubles of raises are competitive Generalized negative doubles										IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE						
OVER OPPONENTS' TAKE-OUT-DOUBLE 1x = F1, 4+ cards 2x = transfer					SPECIAL FORCING PASS SEQUENCES					PSYCHIC OPENINGS : rare						

OPENING	MIN. NO. OF CARDS	TICK IF ARTIFICIAL	NEG DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	Modifications over competition and with passed partner
1♣	0	*	3♠	12-14 5+C unbalanced OR 18+ artificial	1♦ 0-6 OR 7-11 natural OR 11 balanced 1♥,1♠ 7+ natural 1NT 13-15 2♣ 7-9 nat. 2♦ 12+ nat.(8-11 in comp.) 2♥ 7-9 5H-4S 2♣ 3-6 6S 2NT 12+ 4+C 3♣ 10-11 5+C	♣ rebid 12-14 (Stayman over 1NT response) Major raise 12-14 Other 18+	
1♦	2		3♠	12-17 natural OR balanced	2♣, 2♦ 11+ natural (8-11 in competition) 2♥ 7-9 5S-4H 2♣10-11 5S-4H 3♣ 9-11 nat.	NT rebid 12-14 V 15-17 NV	Transfers over competition Competitive 2-over-1 8-11
1♥	5(4)		3♠	12-17 could be 4-4-1-4	Raises 3♣ (11 12) 3♦ (8 10) 3 Maj (0 7)	See 1♠ for other responses	Transfers over competition
1♠	5		3♥	12-17	1NT F1 2-over-1 GF 2NT GF 4-card fit 3NT 13-15 4-3-3-3Maj 4X fit + good suit X		2♣and 2♦ 11+, fit (resp. 3, 4c) Bergen raises (see 1♥) Competitive 2-over-1 8-11
1NT			2♠	12-14 NV balanced 15-17 V balanced	Stayman Texas		Transfers over competition
2♣	5		3♠	15-17 1-suiter or 5+C- 4X	2♦ relay 6+ 2 Maj 5-8 5 cards		Negative double 6+
2♦	0	*		Multi : weak Major OR strong minor OR 24-26 bal.	2NT F1 relay	Natural with weak Major NT 24-26 balanced	
2♥	4			6-11 Major 2-suiter	2NT F1 relay		
2♠	5			6-11 5S-4+min. 4th seat : 15-17 6 cards	2NT F1 relay		
2NT				20-21 balanced	Stayman Texas		
3♣	6				4♦ KCB (Key Card Blackwood)		
3♦	6			Pre-empt	4♣ KCB		
3♥	6			Pre-empt	4♣ KCB	SLAM APPROACH AND CONVENTIONS	Splinters Fit-jumps Exclusion BW Asking bids
3♠	6			Pre-empt	4♣ KCB		
3NT		*		Minor pre-empt, non-solid		Control cue-bids 5-Ace Blackwood Kickback (4 above agreed suit = 5NT Josephine)	
4	7	*		Bad pre-empt in ♥	Asking bids		
4♦	7	*		Bad pre-empt in ♠	Asking bids		
4♥	7			Good pre-empt in ♥	Asking bids		
4♠	7	*		Good pre-empt in ♠	Asking bids		
4NT				Non-solid preempt in a minor			

DEFENSIVE AND COMPETITIVE BIDDING					LEADS AND SIGNALS					WBF CONVENTION CARD												
OVERCALLS – General style SOUND 5 cards suit					OPENINGS LEADS					SYSTEM STYLE												
Responses NATURAL					SUIT	3 rd / 5 th				Natural	GREEN											
Cue = Fit					NT	3 rd / 5 th		Attitude		Strong club	BLUE											
Jump cue = 4 cards Fit					Other : As ask signal K asks count					Artificial	RED											
Responses 1/1 forcing; 2/2 forc.; 2/1 not forcing; 3/2 not forcing					Vs notrump vs suit contracts					Highly Unusual	YELLOW											
TAKE-OUT DOUBLE – General style Opening. Nat					AK	KQ	QJ	JT	T9	GUY POLET ALAIN KAPLAN BELGIUM												
Response 0/7 natural 8/10 jump 11 cue					AKx	KQx	QJx	JTx	T9x	SYSTEM SUMMARY GENERAL APPROACH AND STYLE												
1 NT positif					AKJx	KQxx	QJT9	JT98	98x													
After weak 2 openings response : 2 NT 8/10 pts Cue = 11 pts					AKJTx	KQJx	KJTx	KJT9	xx	NATURAL	5 CARDS	M										
					AQJx	KQTx	KQT9x	KT98	xxx	1♣ = 3 cards +	1♦ = 3 cards +	inverted raise										
1NT OVERCALL		Responses			AJxx	QT9x	Hxx	Tx	xxxx	Specialized 2 levels opening's												
2 nd pos. 15/18 HCP		Same as opening			KJxx	Kxxxx	Hxxx	Hxxxx	xxxxx	Preempt classic except 3NT												
4 th pos. 10/14 HCP		Same as opening								1 NT opening = 15 - 17												
JUMP OVERCALL	WEAK	INTERM	STRONG	BICOL	SIGNAL WHEN FOLLOWING OR DISCARDING					2 over 1 Response : forcing → 2NT												
Vul		X		Cue	1 = odd numbers of cards					OPENINGS & RESPONSES THAT MAY REQUIRE DEFENCE												
Non Vul	X			Cue	2 = even numbers of cards					OPENINGS												
Responses 2NT Forcing	[] = when rarely used					S = suit preference					DESCRIPTION											
UNUSUAL NT 2 lowest suits					CARDS		HIGH	LOW	ODD	EVEN	2♣	2♦	Semi forcing or weak with both M. Forcing game or weak ♥ or ♣ (multi)									
Responses					S	On partner's lead	2(D)	1(E)			2♥	2♠	Weak 5♥+ 4♦m (6-10 HP) Weak 5♦+ 4♥m (6-10 HP)									
DIRECT CUE-BID STYLE 5♣+5X GHESTEM					U	On declarer's lead	2	1			3 NT	1 Closed suit										
Responses					I	Discarding	2	1	(E)		4♣ or 4♦	Preempt										
VS NT Responses					N	On partner's lead	2(D)	1(E)			4♥ or 4♣	Natural										
2♣ Landy 2♦ multi 6+♣ or ♥		2 NT FORCING			T	On declarer's lead	2	1			4 NT	2 minors suits										
2♥ = 5♥ + 4 m 2♣ = 5♣ + 4 m		2 NT FORCING			Discarding		2	1	(E)													
Double at least same range as opener					SIGNAL IN TRUMP SUIT		OTHER SIGNALS															
After pass double = 1 minor suit					LAVINTHAL		Smith's with high cards in NT First Italian discard (odd=E)					SPECIAL FORCING PASS SEQUENCES										
VS PREEMPTS					LAVINTHAL		2 NT = F1 opposite 6 th suit															
Over weak 2 M Cue = 2 m suits					SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES		Escaping from 1 NT double by transfert Lebensohl New minor suit in competitive bidding NF at level 2															
4♣ = ♣ + O.M.. 4♦ = ♦ + O.M.					May be light with classic shape		1 m 1 NT 2♣ = ask Major															
VS ARTIFICIAL STRONG 1♦OR 2♣ OPENINGS					Response cue promises rebid		1 x 2 NT 2 suits															
1♣ double = weak + both M					1♣ 1♦ double at least 4 + 3 cards in M		OVER OPPONENT' TAKE-OUT-DOUBLE					1 m 1♥ double = 4♣										
1♣ 1NT = 2 m suits					New suit 1 level = Forcing 2 levels or more = non Forcing / weak jump raise																	
2♣ double = ♣																						

OPENING	MIN. NO. OF CARDS	TICK IF ARTIFICIAL	NEG DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	Modifications over competition and with passed partner
1♣	3	x	3 ♠	11 HCP	1 NT : 8/10 1♦ natural (may be 3/2 cards with clubs)	2♣ : Roudi (see annexed) 1♣ : 1 M 2♣ 2♦ relay 10+	1♣ 1x 2♣ = 8-10
					1 M first with 6/11 inverted raise (min. one round forcing)	1 NT Walsh (may have a major suit)	
1♦	3		3 ♠	11 HCP	1 NT 6/10 Other bids : as 1♣	Weak jump after intervention on 1C/D/H and S.	Jump = Fit + suit
1♥			4 ♦	11 HCP 5 ⁺	2 NT = F1 (fit at least limit) Natural	After pass 2C Drury (answer 2D may be minimum opening)	1 M double 2NT Truscott
1♠			4 ♥	11 HCP 5 ⁺	As 1♥ but 1 NT = F1 2♣ 8-10 pts	2 m could be 3 cards Truscott after double	Drury
1 NT				Balanced 15-17	Jacobi transfert 2♣ = club 3♣ = 3♦	Truscott development (see annexed)	
					NF Stayman does promise 4 cards M	After intervention Lebensohl (see annexed)	
					4♣ = 2m-suits 4♦ = 2 M suits		
2♣	0			F1 semi bal 22/23 P	New suit = F1		
				Weak 6 -10 with both M.	2♦ relay to know the longest M. suit		
					2 NT relay forcing (strong)		
2♦	0			FG – multi weak in M (6-10HP)	2 NT Forcing 3♣ 3♦ = natural = F1		
					4♣ transfert 4♦ to announce the major		
2♥	4-5			5♥ + 4m weak 6-10 pts	2 NT Forcing 3♣ - 3♦ natural forcing		
2♣	5			5♣+ 4 ⁺ m 6-10 pts			
2 NT				20 – 21 bal	Stayman Jacobi transfert REC = fit		
					4♣ = 5 + 5 m 4♦ = 5+5M	SLAM APPROACH & CONVENTIONS	
3♣/3♦	6-7			Constructive preempt (good suit) in 1 and 2 hand	Natural	Key card Blackwood 5♣ (1-4) 5♦ (0-3)	
3♥/3♣	6-7			Preempt		Splinter	
3 NT	7-8			Closed suit		Cue-Bid = First Control PODI	
4 m	7-8			Preempt	Cue	Josephine – Lightner Exclusion Blackwood	
4♥ 4♦	7-8			Natural preempt			
4 NT				2 m suits			

WBF SUPPLEMENTARY SHEET

Annexe – Lebensohl

1 NT 2D/H/S 2NT Lebensohl

- a) 1NT 2H 2NT
3C relay pass
3D : to play
3H : 4S without H stop
3NT : no 4S, no stop in H
- b) 1NT 2S 2NT
3C relay pass
3D : to play
3S : 4H without 5 stop
3NT : no 4H, no stop in S
- c) 1NT 2D 2NT
3C relay pass
3D : 4H or/and 4S without D stop
3H/S : invitation
3NT : no 4H/S, no stop in D

Annexe – ROUDI

1C/D 1H/S

1NT 2C roudi

2D min., no 3 cards in H/S

2H/S min., 3 cards in H/S

2 aM max., 3 cards in H/S

2NT max., no 3 cards in H/S

WBF SUPPLEMENTARY SHEET

Annexe – 2D

2D 2H : to play 2H or 2S
 2S : to play 2S or 3H or more
 4C / 4D : to play 4H or 4S (transfert for 4C)
 2NT : strong relay
 3C : 8-10 with H
 3D : 8-10 with S
 3H : 6-7 with H
 3S : 6-7 with S
 3NT, 4C, 4D, 4H and 4S strong (after 3NT baron style)

Annexe – 2NT on 1H/S

1H/S 3H/S preempt
1H/S 3NT shortness in aM
1H/S 4C/D shortness in C/D
1H/S 2NT 4 cards fit and at least limit
 3C 12-14 HP + one shortness (relay by step)
 3D 15-17 HP + one shortness (relay by step)
 3aM 18+ HP
 3H/S minimum
 3NT 15-17 HP-bal.
 4X 5 + 5 – 12-14 HP
 4H/S to play

WBF SUPPLEMENTARY SHEET

Annexe 20 Truscot development after

1 NT 2♦

2 X

a) 1 NT 2♦

2♦ 2♦ relay : ask distribution

2 NT 4 3 3 3 minimum

3♦ = 5 cards in ♦ - 3♦ relay ask for doubleton by step

3♦ = 5 cards in ♦ 3♦ relay ask for doubleton by step

3♦ = 4♦ + 4♦ + 3♦

3♦ = 4♦ + 4♦ + 3♦

3 NT = 4 3 3 3 maximum

b) 1 NT 2♦

2♦ 2♦ relay : ask distribution

2 NT 4 3 3 3 minimum

3♦ = 4 cards in ♦ 3♦ relay ask for tripleton by step

3♦ = 4 cards in ♦ 3♦ relay ask for tripleton by step

3♦ = 5 cards in ♦ 3♦ relay ask for doubleton by step

3♦ = 4 cards in ♦ 4♦ relay ask for doubleton by step

3 NT = 4 3 3 3 maximum

c) 1 NT 2♦

2♦ 3♦ relay ask distribution

3♦ = 4 cards in ♦ 3♦ relay ask for tripleton by step

3♦ = 4 cards in ♦ 3♦ relay ask for tripleton by step

3♦ = 5 cards in ♦ 4♦ relay ask for doubleton by step

3 NT = 4 3 3 3 4♦ ask for power by step

DEFENSIVE AND COMPETITIVE BIDDING

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

Aggressive

Response=Transfer responses (USP) , jumps normal splint inv,2NT over 1M=4card support inv+

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

2nd. 15-18 – NT system on

4th. 10-14 – NT-system on.

Jump to 2NT in 4th pos. = 18-20, 2NT system on.

JUMP OVERCALLS (Style; Responses; Unusual NT)

Preemptive, 2NT=5-5 lowest suits

Reopen: Jumps tends to be opening hand

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

1Maj-2Maj=5-5 Other major+unknown minor

1min-2min=5-5 in majors, 1x-2NT=5-5 lowest unbid

1x-3x=Ask for stopper. If 1x=2+ then 3x=natural

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

2C=Majors

2D=Multi (not strong)

2H/S=Better than multi

2NT=Good pre-empt in minor

3x=preempt

DBL=Points

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

3m-4m=5-5 Majors

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

DBL=Maj., NT=minors

OVER OPPONENTS' TAKEOUT DOUBLE

RD=9+, over 1M-DBL Transfers from 1NT

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	1.3.5	1.3.5
NT	1.3.5	1.3.5
Subseq	2.4. thru declarer	2.4. thru declarer
Other:		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(x)	AKx(x)
King	AK, KQ (x)	KQ(x), (AKJT)
Queen	QJ(x)	QJ(x), (KQT9)
Jack	JT(x)	JT(x), AQJ(x)
10	HHT, T9(x), Tx	HHT,T9(x), Tx
9	HT9,9x	HT9, 9x
Hi-X	xx	xx
Lo-X	Xxx, Hxx	Hxx

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Low=Enc.	Count (Low=even)	Low=Enc.
Suit 2	Count		High=Disc.
3	High=SuitP.		
1	Low=Enc.	Count (Low=even)	Low=Enc.
NT 2	Count		High=Disc.
3	High=SuitP.		

Signals (including Trumps): Special Smith peters vs. NT Note 7

Special count in trick one when needed (Low from xx, xxxxx)

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Normal, Cue=Forcing until fit found or NT bid

Same in reopening

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Almost all doubles are T/O.

Neg.Dobles. High-LowDoubles on simple bid from opponent (note 3)

W B F CONVENTION CARD

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

NCBO:

PLAYERS: Klaus Adamsen – Dennis Koch-Palmund
EVENT (Senior)

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Natural 5-card major

1D=4+, 1C=2+

2 over 1 Gameforce

12-14 NT openings except 3. Pos red vs green

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2C=Weak D. or any strong

2D=Multi – Weak 2H/S (always min. if S)

2H=5-3-3-2 11-14 HCP (weak NT with 5H)

2S=8-10 6-card

3NT=Solid minor

Defense

1Maj-2Maj=5-5 Other major+unknown minor

1min-2min=5-5 in majors

1x – 2NT=5-5 lowest unbid

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

All intervals can vary by judgement

PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	COMPETITIVE & PASSED HAND BIDDING			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	
1♣		2+	4H	Only 2 if 4-4-3-2	2C=FG, 2D=Limit in C. 2H/S=Weak. 3C=Weak		Over simple bid we play high-low doubles
					3D/H/S=Splint – not GF		
1♦		4+	4H	We tend to open 1D with 4-4 in	2D=FG, 3C=Limit in D, 2H/S=weak, 3D=Weak		high-low doubles (note 3)
				Minors	3D/H/S=Splint – not GF		
1♥		5+	4D		1NT=nat. 2SP=Weak, 2NT=GF+fit, 3C/D=Bergen	1H-1NT note 1	high-low doubles (note 3)
					3H=limit with 3H, 3SP=unkn.void, Splinter		
1♠		5+	4H		Same as over 1H	1H-1NT note 2	high-low doubles (note 3)
INT		12-14	4H	12-14	2C=staym. 2D/H=trns. 2S=ask for max/min.		Note 6 if 1NT doubled
			4H	15-17 3. Red vs. green	2NT=Transfer 3KL (weak or any 4-4-4-1 GF)		
2♣	x			Weak D or any strong	Diamond bid is to play opposite weak. 2H/S/3C		
					Natural NF, 2NT=Ask bid, 3.H/S=GF		
2♦	x			Weak in a major (Multi)	2NT=Ask bid, Major is correctable, 3C/D=Nat NF	After 2NT. 3C=max, 3D=H, 3H=S	
2♥	5			5-3-3-2 -11-14 HCP	2SP=To play, 2NT/3C/D= transf. 3S=GF		
				(Weak NT with 5H)			
2♠	6			8-10 with spades	2NT=Ask bid.	2NT Note 4	
2NT				20-21	3C=Ask for M (4/5), 3D/H=Transf, 3S=5S+4H		
3♣	6				3D=Ask for 3 card M, 3H/S=Nat. NF		
3♦	6				3H/S=Nat. NF, 4C=Ask bid.	4C Note 5	
3♥	6				3S=Nat. NF. 4C/D=Ask bid.	4C/D Note 5	
3♠	6				4C/D=Ask bid, 4H=Nat.	4C/D Note 5	
3NT	x			Solid minor – max. Q outside	4C=Sign off, 4D=Transf, 4H/S/NT=Ask bid		
4♣	7 (6)						
4♦	7 (6)						
4♥	7(6)						
4♠	7 (6)						
4NT	x			Ask for specific aces	5C=0 aces, 5D/H/S=tha ace, 5NT=Ace of C	HIGH LEVEL BIDDING	
5♣	7						
5♦	7					1430-RKCB, CueBids, Trelde askbids after preempt	
5♥	x			Ask for AK in hearts			
5♠	x			Ask for AK in spades			

Note 1: 1H-1NT

2C=Nat or 16+

Responses 2D=max 8-9, 2H=weak raise 3 hearts, 2SP=Both minors, 2NT=9-11

2D/H=Nat. max 16

2S=Invit 5H+4S

2NT=5H+5C inv.+

3C=5H+5D inv +

3D=GF with 6H (NT responder choose between NT or H)

3H=Invit

3S=6H+5S

Note 2: 1S-1NT

2C=Nat or 16+

Responses 2D=max 8-9, 2H=5H max 8-9, 2SP=Weak with 3S, 2NT=9-11 5H

2D/H/S=Nat. max 16

2NT=5S+5C inv.+

3C=5S+5D inv +

3D=5S+5H inv +

3H=GF with 6S (NT responder choose between NT or S)

3S=Invit

Note 3: High-low doubles

Over simple bid bid on 2 level is natural NF, singlejump=Nat. invit

Exceptions:

1C-1D (No high-low)

1m-1D/H – 2S = weak jump

Note 4: After a weak jump 2H/2S

2NT=Ask bid – Responses 3C=, 3D=min+good suit, 3H=Max, 3S=max+good suit

Note 5: After a preempt 4 minor is ask bid in that suit. (Trelde ask bids)

Responses:

1 Step= No control

2 Step= Control + 0 aces (5 aces)

3 Step=Control + 1 ace

4 Step=Control + 2 aces

5 Step=Void + 0 aces

And so on!

Note 6: 1NT-DBL (penalty)

RD= Clubs + higher suit

2C=Nat. or 2 suits without C – typically D+a major

2D=Nat. or Majors

Opener treat 2C/D as natural until proven wrong

This concept is also used by opener

Note 7: Smith peters vs NT

High from leader=Find something else, High from responder=YES. Low from both is neutral

Defense against Multi

Defense is on if 2D shows one weak major.

2. pos

- a/ DBL = 12-15 Bal. Or strong.
- 2NT = 15-18 bal. 2NT-system on
- b/ Simple bid = Natural not weak
- c/ 3H/S Preemptive
- d/ 4C = 5-5 i H + minor (GameForce)
- d/ 4D= 5-5 i S + minor (GameForce)

ad a/

- 2D - DBL – PAS/RD –
- 2M = Naturlig
 - 2NT = Lebensohl → weak with C/D. Inv.H/S or GF with no M
 - 3C = Natural with some points – not forcing
 - 3D = GF – often looking for 4-4 fit in M
 - 3H/S = GF 5+ in bid suit

- 2D - DBL – 2H/S - DBL = two-way if corr. Penalty if own suit.
- 2S = naturlig NF
 - 2NT = Lebensohl to play 3C/D – or GF with no M
 - 3m = Natural invit.
 - 3M = GF 5+ in bid suit also overbid 2H/3H and 2S/3S

- 2D - DBL – 2/3NT - DBL = Points
- Bid = Natural – in principle forcing

- 2D - DBL – 3C/D - DBL = Penalty
- Bid = Natural GF

- 2D - DBL – 3H/S - DBL = Two-way if corr.
- Bid = Natural GF
 - Cue = slamgoing

ad/b

2D - Bid.

After 2M other M is cue. If opponent bids Dbl is points.

After 3m the bidding is natural, however 2D – 3m, 3H – 3S – like last train for 3NT

4NT = RKCB.

If bidding goes 2D – 2H – 2S - PAS, PAS – then DBL is T/O. Lebensohl is on.

ad/c

2D - 3 major – Preemptive. We can preempt against preempt.
4 m is natural and GF

3/4 in opposite M is good raise.

ad/d

2D - 4m

Shows 5H/S and 5 in unknown minor – GF.

5m is pass/correct – 4 in opposite major is slamtry in major

4NT = RKCB – with M set as trump.

5NT = bid your minor.

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♥	11+, only 2♣ if 4432 w. 11-14	1M poss. longer ♦; 2♣: 4+♣, FG; 2♦: 9-12, 5+♣; 2M: NAT, FG; 3♣: 3-7, 5+♣; 3X: SPL	(2♣): 2♦: 4+♣ no SPL; 2NT 11-14 2-3♣; OTH: SPL	FitBid
1♦		4	4♥	11+, may be (32)44 w. 11-14	2♣: 6-9, 4+♦ or NAT, FG; 2♦: 4+♦, FG; 3♣: 4+♦, 10-12; OTH: analogous to 1♣	(2♣): 2♦ signoff, OTH NAT INV opp. 4+♦ (2♦): 2♥ semi BAL; 2NT 11-14; OTH: SPL	FitBid
1♥		5	4♦	11+,	1NT:semi-F; 2NT/3♦: 4+♥, INV+/7-9; 3♣: 3♥, 9-11 3♣: 8-11, unknown void; 3NT/4♣/♦: 12+, void	(1♣): 2♣ Relay [3]; (1NT): 2♣ Relay [4]; 2N/3♣: TRF; 3♦: 6+♥, 16+	2♣: 3+SUPP, 9+ FitBid
1♠		5	4♥	11+	3♥: 6+♥, INV; 3NT: 8-11, unknown void; OTH: analogous to 1♥	(1NT): 2♣ Relay [5]; 2NT/3♣/♦: TRF; 3♥: 6+♣, 16+	2♣: 3+SUPP, 9+ FitBid
INT			3♠	(14+) 15 – 17 (18-) may be semi BAL	Stayman; Jacoby; 2♣: BAL INV or 6+♣; 2NT: 6+♦; 3♣/♦: 6+♥/♣, FG; 3♥/♣: 54+m, SPL, FG; SA Texas	(2♣): 2NT/3♣: MIN/MAX (2NT): 3♣: ♦ is OK	Transfer Lebensohl [7]
2♣	X	0	3♣	NT 18-19/24-25/28-29 Acol in ♣, ♥ or ♠	2♦: Relay; 2♥: TRF; 2♣: HHXXXX in ♦ or ♦ 2NT: 5+5+m; 3m: INV vs. 18-19; 3M/4m: TRF	(2♦): 2♥ Acol ♦ or 18-19 then 2♣ relay; (2♥): 2♣ 18-19	Transfer Lebensohl [7]
2♦	X	0		Weak Multi or Acol in ♦ or NT 22-23/26-27	2NT: Asks; 2♥/♣/3♦/4♥: P/C; 4♣: TRF to your suit 3♣: FG in my M	(2NT): 3♣ MAX weak; 3♦/♥ MIN ♥/♣	
2♥		6(5)		(6)7-10(11), better than 2♦ ope.	2NT: Asks; 2♣/3m: NAT INV; 4m: FitBid	(2NT): 3X SPL; 3♥/NT: MIN/MAX; 4X: 6-4	
2♣		6(5)		(6)7-10(11), better than 2♦ ope.	2NT: Asks; 3m/♦: NAT INV; 4m: FitBid	Analogous to 2♥	
2NT			3♣	20-21 may be semi BAL	Stayman; Jacoby; 3♣: Slam?; 4♣/♦: 54+/4+5 m 4♥/♣: 6+♣/♦	(3♣): 4X: 5-card; 4NT: MIN (4333)	TRF after 3X
3♣	(5)6			Rule of 2-3-4(5)	3X: NAT F1		
3♦	(5)6			Rule of 2-3-4(5)	3X: NAT F1; 4♣: CUE		
3♥	(5)6			Rule of 2-3-4(5)	3♣: NAT F1; 4m: CUE		
3♣	(5)6			Rule of 2-3-4(5)	4m: CUE; 4♥: NAT		
3NT	X			Solid m 1 st /2 nd ; to play 3 rd /4 th	4♦: SPL ?; 4NT: Length ?	(4♦): 4NT: No; 5m SPL om	
4♣		6		Rule of 2-3-4(5)	4♦: CUE; 4M: NAT		
4♦		6		Rule of 2-3-4(5)	4M: NAT; 4♣ CUE		
4♥		6		Rule of 2-3-4(5)	4♣: NAT; 5m CUE		
4♣		6		Rule of 2-3-4(5)	5m: CUE		
4NT	X			Specific Ace ask	5♣: 0; 5X/6♣: This Ace; 5NT: 2 Aces	HIGH LEVEL BIDDING	
5♣		6		Rule of 2-3-4(5)		RKCB (1430); Voidwood 1430 [9]; Culbertson 5NT for trump honour/length [8]	
5♦		6		Rule of 2-3-4(5)		DOPE, CUE 1 st /2 nd up the line; 5NT pick a slam when no suit agreed	
5♥		6					
5♣		6					

[1] If you double 4th suit or cue in your suit below 3NT then

Pass	One stopper or semistop
RD	2 or more small
NT	At least $1\frac{1}{2}$ stopper
Suit	single/void in 4 th or your suit

[2] 1X – 1M, 2NT 4+M sound raise or 3M and 6+X (normal 1X – 1M, 3X) then

3X/M	Signoff
3 low. unbid	Asks, FG
3X/NT/4X	3M, 6+X then 3M M agreed 4X X agreed
3M	4M5X (22) or (31 with stiff H)
New	SPL

1X -1M, 3X 6+X, 0-2M (normal 1X – 1M, 3X) then

3M 6+M, FG
3 new NAT / Stopper
4 new CUE agreeing X

Responses:

2♦	8(9)+	FG opposite STR - then
	2♥	a) 11-15
	2♠	3♠, F1
	2NT	c) 2♠, F1
	3♣	a) FG
	3♥	b) FG
	3♥	d)
2♥	2(1)♥, weak	
2♠	NAT, weak	
2NT	0-1♥, weak	
3♣	5+♣, 0-1♥, weak	
3♦	6+♦, weak	
3♥	3♥, FG	
3♠	6+♠, INV, OK suit	

[4] **1♥ - 1NT, 2♣ Relay**

- a) NAT, 4+♣
- b) 18+, 4+♦
- c) 15-19 BAL
- d) 6+♥, 0-3♠, FG

Responses:

2♦	8(9)+	FG opposite STR - then
2♥	a) 11-15	
2♠	FG, not NT oriented	
2NT	FG	
3♣/♦	NAT, FG	
3♥	d) not strong suit	
3♠	SPL, 15(43)/0544	
2♥	2♥	6-7 – continuation as after 2♦
2♠	not MIN	both minors, 10 cards
2NT	MIN	both minors, 54+ - then
3♣	FG	
4♣/♦	INV	
3♣/♦	6+card	MIN
3♥	Hx, 5♣	OK hand – then
	3♠	♣ agreed, FG
	4♣	signoff
	4♦	♥ agreed, FG

[5] **1♠ - 1NT, 2♣ Relay**

- a) NAT, 4+♣
- b) 18+, 4+♦/♥
- c) 15-19 NT
- d) 6+♠, FG

Responses:

2♦	8(9)+	FG opposite STR, denies 5♥ - then
2♥	NAT, FG	
2♠	a) or c) - then	
2NT	INV, NAT	
2NT	FG	
3♣/♦	NAT, FG	
3♥	SPL, 51(43)/5044	
3♠	d) not strong suit	
2♥	5+♥	6-10 – then
	2♠	a)
	2NT	INV, NAT
2♠	2♠	6-7 – then
		New suit, FG
2NT	0-1♠	MIN, 4+4+m may be 14(53)/13(54) - then
	3♣	a)
	3♦	INV
	3♥	FG
3♣/♦	6+card	MIN

[6] **Scramble** used after balancing DBL where game is unlikely

2NT trying to find a fit
3X typically 5+card

[7] **Transfer Lebensohl** used after 1NT and 2♦ opening and overcall from opponent

2NT 5+♣ INV+ or to play in a suit below opponents suit
3X TRF, INV+ if TRF to OPP suit then short in OPP suit “3-suited”

[8] **Culbertson 5NT** asks for trump honour (AKQ)/length

7 trump suit 2 honours
1 below trump suit A or K
2 below trump suit Q
3 below trump suit extra length

[9] **Voidwood** when trump is agreed or agreeing trump

Jump to new suit shows void and asks for aces (RKCB/1430) outside this suit

DEFENSIVE AND COMPETITIVE BIDDING

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

Old fashioned style (8-17HCP).

In reopening position we may bid on 4-card.

Normal responses. Sping support is Pre-emptive,

CUE-bid response is at least INV with support.

Jump-response in new Suit= Splint.

2 NT = at least 5-5 in 2 lowest unbid suits

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

2nd and 3rd → 15-18HCP, 4th → 11-14HCP.

We use our normal INT-system as response. [9]

On passed hand 1 NT is for minors.

JUMP OVERCALLS (Style; Responses; Unusual NT)

1m/1 ♥ -2M/2 ♠ → exactly 4card in M/♠ and 5+ in other m/any

minor (12-16 HCP)

3- and 4-level → Pre-emptive.

Reopen:

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

1m-2m → at least 5-5 in M. 2NT response is relay= Ask

1M-2M → at least 5-5 in other M and any minor. 2NT is relay/ask

1m/M – 3m/M → asking for stopper for 3NT.

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

2nd and 3rd position → 2m (3-suiter) → Kelsey (Revised) [7],

2M natural.

4th position => DBL (3-suiter) is Kelsey (revised) [7],

2 ♣ → take out for M

2 ♦ → 1 M (no good hand), 2M → 1 M (good hand)

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

2/3M - 4m → at least 5-5 in m and other M. Optional take-out DBL,

Crawhurst against Multi and openings showing at least 4-4 unknown

Competitive DBL,

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

Against strong 1♣ → Dbl = ♣ and any M, 1NT= both m,

2K= ♦ and any M, 2♦ = Both M.

2/3/4 M and 3/4/m → Pre-emptive.

OVER OPPONENTS' TAKEOUT DOUBLE

1 ♥ – Dbl– 1NT/2♣ → Transfer to ♣/♦, 2♦ = pos support

1 ♠ – Dbl– 1NT/2♣ → Transfer to ♣/♦, 2 ♥ = pos support

RDBL → 9+ and looking for penalty or balanced hand.

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	MUD, INV from H	1.-3.-5. highest [5]
NT	Journalist/Garozzo [6]	1. 3.-5. highest
Subseq	Attitude	
Other: 2. and 4. highest through declarer		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx, Ax	AKx
King	KQx, AK	AKJ10(x) KQ109(x)
Queen	QJx	QJ10(x), KQ10(x), KQ(x)
Jack	J10x	QJx, J10x
10	KJ10x, 109x, 10x	AJ10x, KJ10 x, 109x
9	H109x, 98x,	H109x, 98x
Hi-X	Sx, xSx, SSxx,	Sx, SS(+)
Lo-X	Hx(S)	Hx(SS)

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	ENCRG/DISCG	Hi	ENCRG/DISCG
Suit 2	When Q(xx) on table		
3	Hi, (3 rd from xxSx)		
1	ENCRG/DISCG	Hi/Delayed call	ENCRG/DISCG
NT 2	Unblock/Hi		
3			

Signals (including Trumps): On 5+-level K asks for count.

Lo= ENCRG/Even, Hi = DISCG/Odd. Hi in trumps indicates ruff. Delayed Call (Hi is positive).

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Old fashioned (at least 3+ in unbid suits with 12-16), Reopening Dbl is normally 12+, Responses old fashioned, 1m-Dbl-1M-2M is natural (5+ INV)

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Responsive DBL, Competitive DBL,

1m-1 ♥ - DBL → shows exactly 4 spades.

W B F CONVENTION CARD

CATEGORY: Red

NCBO: Denmark (Senior Team)

PLAYERS: Hans Christian Nielsen
Knud-Aage Boesgaard

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Sound openings. Can open light in 3. Position.

All (4-3-3-3) opens 1♣ and rebids 1NT with 12-14 HCP

1NT= 15-18HCP [8]

Openings on 1 level = 4-card (except ♠ → 5+)

2 over 1 response → 10+ (does not promise rebid)

Most jump shift responses ART.

Frequent use of non-penalty DBL.

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♣ → Balanced 18-20/23-24 HCP or Acol

2♦ → Multi (3-7 HCP One M or strong Acol/Bal 25+)

2 ♥/♠ → 6-10 HCP (NV → 5+) (VUL → 6+)

3NT → PRE in any minor (One suited)

4♣ → Namyats (♥-suit 7+), 7½-9 tricks and 2/3 Aces out of 5)

4♦ → Namyats (♠ -suit 7+), 7½-9 tricks and 2/3 Aces out of 5)

SPECIAL FORCING PASS SEQUENCES

After opponents' interference when we open on the 1-level, we

use negative doubles. We pass on hands that include a penalty.

Opener may pass with length in the bidden suit.

IMPORTANT NOTES: Toronto (Rev.) after 1M opening in

3./4. Position [1], Manco [2], Bergen Raises [3], DOPI [4],

RKCB (1430), Asking bids (Control in bid suit and aces)

PSYCHICS: 1 time pr. 8- 20 matches

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	2♠	12-22 HCP, natural. All 4-3-3-3 opens 1♣ and rebids 1NT (12-14)	2♦ → 10+ and support. 3♦,3 M/NT → FG+Splint 2M → weak jump 6+ and 2-7 HCP.	If opponent interfere → all jumps has the same meaning. CUE is support and INV+	
				1♦	2♠	12-22 HCP, natural.	3♣ → 10+ and support. 3 M/NT → FG+Splint
					2M → weak jump 6+ and 2-7 HCP	If opponent interfere → all jumps has the same meaning. CUE is support and INV+	
1♥		4	2♠	12-22 HCP, natural.	2NT → Relay, FG and support. Splint, Toronto [1] Bergen raises[3]	If opponent interfere → 2NT,jumps have the same meaning. CUE is INV+	
				1♠	5	12-22 HCP, natural.	Same as 1♥ above.
INT			2♠	15-18 HCP	2♣ → Relay (strength/distribution), Transfers [8]	Further relays seeks distribution[8]	
					4♣ → At least 5-5 in M, 4♦/♥ → Transfers		
2♣	X	0	3♠	BAL 18-20/23-24 or Acol	2♦ → Relay. 2♥ → Transfer to ♠	Further relays and transfers.	If opp's interfere → Dbl is NEG
				in ♣ or M	2♠ / 3♣ → Natural FG		and FG.
2♦	X	0		Multi → 3-7 HCP and one M	2NT → Relay (suit and strength), 3m is natural INV		
				(6+). Acol in ♦ or BAL 25+	Jump to 3M/4m is natural → FG		
2♥	X	5 (NV)		6-10 HCP. NV can be only 5.	2NT → Relay, 3m is natural INV.		
					Jump to 3♠/4m is natural → FG		
2♠	X	5 (NV)		6-10 HCP. NV can be only 5.	2NT → Relay, 3m is natural INV		
					Jump to 4m is natural → FG		
2NT				21-22 HCP	3♣ seeks M. 3♦/M is transfers. 4♣ → at least 5-5 In M. 4♦ at least 5-5 in m, 4M → natural		
3♣		6		PRE	3M → Forcing		
3♦		6		PRE	3M → Forcing		
3♥		6		PRE	3♠ → Forcing. 4m → Asks for control and aces.		
3♠		6		PRE	4m → Asks for control in m and aces (out of 5).		
3NT	X			PRE in any m	4/5♣ → Stop in m, 4♦ asks for controls in M/om		
					4M = Natural → Stop.		
4♣	X	0		Namyats. (♥-suit 7+), see Front	4♦ → Relay (asking for Aces/Running suit)		
4♦	X	0		Namyats. (♠-suit 7+), see Front	4♥ → Relay (asking for Aces/Running suit)		
				4♥	4NT → RKCB (1430) – 5 aces		
4♥		6		Natural	4NT → RKCB (1430) – 5 aces		
				4♣	4NT → RKCB (1430) – 5 aces		
4NT		X		Asking for specific aces.	5♣ → No ace. 5♦/♥/♠ → Ace in bid suit. 5NT=♣		
					5NT → RKCB (1430) – 5 aces	HIGH LEVEL BIDDING	
5♣		7			5NT → RKCB (1430) – 5 aces	RKCB (1430) – 5 aces, Special asking bids (for control in bid suit and aces out of 5), Cue Bids, Bids showing extra values,	
5♦		7			5NT → RKCB (1430) – 5 aces		
5♥		7			5NT → RKCB (1430) – 5 aces		
5♠		7			5NT → RKCB (1430) – 5 aces		



[1] Toronto (Revised) after opening 1M in 3rd and 4th position

Example 1.

<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
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pass pass 1♥/♠ pass

2♣ → Toronto (7-11 HCP)

3♣ → Natural 6+ INV

The 2♣ shows normally some shape to opener's suit asking opener, if he believes in a game opposite a passed hand. If so → he bids 2♦.

After the answer 2♦ South can bid:

- 2♥/♠ with minimum
- 3♦ with 3 card support and maximum
- 3♥/♠ with 4 card support and maximum
- 2NT with maximum and less than 3 card support

[2] MANCO

This convention is used, when opponents DBL our artificial bid (e.g. 4th suit) in order to show a stopper/semi stopper , no stopper or a splint in the suit bid:

Example 2.

<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
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1♥ pass 1♠ pass

2♣ pass 2♦ DBL

Pass → One stopper or semi stopper in ♦

RDBL → 2 or more low cards in ♦

2NT → At least 1½ stopper in ♦

2♥/♠ → Splint in ♦

3♣ → Splint in ♦

[3] Bergen Raises

Example 3.

<u>North</u>	<u>South</u>
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1♥/♠ 3♣ → 10-12 HCP and 4-card+ support

3♦ → 7-9 HCP and 4-card+ support

3♥/♠ → Pre-emptive with 4-card+ support

[4] DOPI

This convention is used when opp's interfere on at least the 5-level after partner has bid 4NT → RKCB (1430 with 5 aces).

Example 4.

<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
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1♥ pass 4NT 5♦

5♥ → 2 aces without Queen of ♥ or compensating trump-length

5♠ → 2 aces with Queen of ♥ or compensating trump-length

Pass → 1,3 or 5 aces (odd number of aces)

Dbl → 0 or 4 aces (even number of aces)



[5] Leads in partner's suit

When partner has bid or shown a specific suit not supported – we lead 1st, 3rd or 5th highest.
If we have supported partner's suit, we lead “attitude” → Low card from an Honour (4th if possible).

[6] Leading against NT – Journalist/Garozzo

- From a long suit → the lower the card we lead – The more interested we are in the suit.
- Leading the King → We ask partner to unblock any Honour or signal his Length (Hi)
- Leading from the Queen → shows KQ(x) or an interested suit e.g. QJ10(x)
- Leading from the Jack → shows J10(x) or QJ(x)
- From an internal sequence → we lead the 3rd highest e.g. J98(x), KJ10(x), Q109(x)

[7] Defence against 1NT-Opening – Kelsey (revised)

In **2nd and 3rd position** we use the following defence:

- 2♣ is a 3-suited hand with 0-2 cards in a red suit (at least 3 cards in each of the other suits).
8-16 HCP. 2NT is relay (asking for strength and short suit).
- 2♦ is a 3-suited hand with 0-2 cards in a black suit (at least 3 cards in each of the other suits).
8-16 HCP. 2NT is relay (asking for strength and short suit).
- 2M is a normal defensive bidding.
- 2NT shows at least 5-5 in any suits (never ♣) – a good hand.
3♣ is relay asking for suits (reply is as follows):
- 3♦ shows →♦ and ♥
- 3♥ shows →♥ and ♠
- 3♠ shows →♠ and ♦

In **4th position** we use the following defence:

- Dbl → is a 3-suited hand with 0-2 cards in a any suit (at least 3 cards in each of the other suits).
- 2♣ → is both majors. 2♦ is asking for the longest suit.
- 2♦ → Multi. One suited M – not so strong.
- 2M → Natural. Good hand.
- 2NT shows at least 5-5 in any suits (never ♣) – a good hand.
3♣ is relay asking for suits (reply is as follows):
- 3♦ shows →♦ and ♥
- 3♥ shows →♥ and ♠
- 3♠ shows →♠ and ♦

[8] Responses to 1 NT opening = 15-18 HCP

2♣ → Relay asking for strength and distribution.

2♦ → Relay. Transfer to 2 ♥. If followed by 2♠ → Relay to 2 NT (to show either a bad m with slam interest or one M (INV))

2♥ → transfer to ♠.

2♠ → Relay to 2NT. To show 5+ in any m/M and slam interest.

3m → Weak (to play)

3M → Slam interest. Good suit 6+.



4♣ → At least 5-5 in M. 4♦ is negative.

4♦/♥ → Transfer to ♥/♠

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style; Responses; 1 / 2 Level; Reopening)	
Wide range – up to 18HCP	
Responses: new suit NF, Cue = UCB, jump cue 4 card support, 2NT natural	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	
2 nd – 15-18, system on, TF to opened major = FG with shortage	
Re-opening: 11-15, system on (as above)	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
2M – like 2M opening (same responses)	
3m – like 3m opening	
Reopen: 12-15 good suit	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
Direct cue: 2 suiter with 2 highest suits.	
Responses: 2NT = game try in lower suit, cue = higher suit	
After 2 suits bid, cue of opener suit nat, of resp suit=other suits	
Jump cue – shows solid minor	
VS. NT (vs. Strong/Weak; Re-opening; PH)	
2♦ = 5/4 or 5/5 in majors (10-15), 2♦ relay	
2♦ = 6 card major, 9-15, 2♥/♠ P/C, 2NT Relay then 3M=min, 3♣/♦ =max with ♥/♣	
2M = 2 suiter (major and minor), 2NT relay, 3♣/♦ = natural	
In 4 th , 2♣ maybe 4-4, 2M may be 4M and 5m,	
PH: X-4M/5m (2♣=P/C), 2♣=majors(4-4), 2♦ natural	
X=penalty, nat responses (transfers from 2NT+ after 3 rd hand bids)	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
X = TO, Cue (after 3m) = 5-5-in majors, Jump bids natural,	
3NT natural, 4NT=lowest 2 suits	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♦	
After 1♣: X = majors, 1NT=minors, weak jump overcalls	
After 2♣: X=clubs, bids natural, 2NT=minors	
After 1♣ - 1♦/♥ transfer, X = 13-15 bal by unpassed hand	
OVER OPPONENTS' TAKEOUT DOUBLE	
After 1M X: Transfers from 1NT to 2M-1 (2M-1 = good raise to 2+)	
XX = 10+ bal or short in opened suit, jump bids natural and weak	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th , 2 nd from xxxx, 3 rd from 3, Standard honour leads	3 rd /5 th , sometimes high from xxx	
NT	4 th , 2 nd from xxxx, 3 rd from 3, Standard honour	3 rd /5 th , sometimes high from xxx.	
Subseq	3 rd /5th		
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK, Ax,	AK, AQJ	
King	AK, KQ, Kx	AKJ, KQ10	
Queen	QJ	QJ, KQx(x)	
Jack	KJ10, J10	AJ10, KJ10, J10	
10	109, 10x, H109	109, H109	
9	109xx, 9x, Q98, J98	109xx, H98	
Hi-X	xXxx,Xxx		
Lo-X	HxxX(x),HxX,Xxx		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi = Even, Lo=odd	Suit Preference	Reverse attitude
Suit 2	Suit preference	Hi = even, lo = odd	Hi=even, lo=odd
3	Reverse attitude		Suit preference
1	Hi=even,lo=odd	Suit Preference	Reverse attitude
NT 2	Reverse attitude	Hi=even, lo= odd	Hi=even, lo=odd
3	Suit preference		Suit preference
Signals (including Trumps): Suit preference			
Reverse attitude on P's lead after T1			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Opening bid values, minimum hands will have 3+ in unbid majors.			
Standard responding style			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Penalty doubles after NT bid by us or opps (except after a jump). Comp doubles generally show balanced hands and are can be passed if no fit.			
1M P 1NT X = strong hand 16+			
Double of transfer responses to 1♣/1♦ and to multi-2♦ shows balanced 13-15. Double of Stayman and transfers to 1NT are lead-directing			

W B F CONVENTION CARD	
CATEGORY: Green	NCBO: EBU
PLAYERS: Chris Dixon (96396) Taf Anthias (451126)	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
4 card majors, 1NT=12-14 (may be unbalanced) 2♦/♥ 5-10, 2♦ = 5-10 with majors	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
2♦ opening – weak with both majors	
Some transfer splinters	
2NT by responder on 2 nd round is F1 by an unpassed hand after a 1 level opening bid	
After 1 level opening, Raises from 2M to 3M FG unless bidder has already limited	
After response at 2 level, all raises from 2 to 3 level forcing	
2♣/2♦ after 1NT rebid – two way checkback NOTE 3	
3♣ after 2NT jump rebid - checkback	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES	
PSYCHICS: Very rare	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG,DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♦	Usually 4 (occasionally 3)	2♣ weak, 3♣ = limit, 2♦ = FG with fit 2M = 15+ with strong suit, 2NT=bal (F1)	1NT=15-17, 2NT=17-19 NOTE 3 3NT=18-19 bal with fit	
				Natural	2♦ weak, 3♦ limit, 3♣ = FG with fit NOTE 4 2M = 15+ with strong suit, 2NT=bal (F1)	As above As above	
1♥		4	4♦	Natural	3♥ limit, 2NT=FG fit, 3♣ splinter, 3NT,4♣ TFR splinters, 4♦ = bal raise NOTE 4	1NT=15-17, 2NT=17-19, 3NT=FG bal with fit, After 2NT: Jumps=splinter	
		4	4♦	Rarely 4	3♣ limit, 2NT=FG fit, 3NT/4♣/4♦ = TFR Splinter 4♥ = bal raise NOTE 4	As above	
INT				(11)12-14(15), bal or 5422, 4441, 5431. NOTE 1	2♣ prom Stayman, 2♦/♥ = transfer, 2♣ = FG with minors or weak with 1+ minor, 2NT=F1, 3♣/♦/♥/♣ 6-suit FG, 4♣/4♦ bal slam tries with 5 card suit	2NT by responder is F1 (unless passed hand) 1NT-2♣-2♦ then 2♥ weak 4+/4+ in ♥/♣, 3♥/♣ = splinter in other major, 4♣/♦/♥ = 5/5 ♥/♣	Transfers after 2 level intervention. X=T/O at 3 level NOTE 1. 2NT by resp NF if passed hand
2♣	***			FG (or bal 23-25)	2♦=relay, 2M= 9+ with A or K to 5, 3m = HH to 6, 2NT=9+bal.	After fit, new suit = cue. 4NT by opener = trump asking bid 4NT by responder shows extras.	Penalty doubles
				5-5/5-4 in majors 5-10 HCP	2NT=relay, jumps in major=pre-empt, 3m = strong but NF	After 2NT: 3♣=min 5/4, 3♦ = min 5/5, 3M = max 5/4, 3NT/4♣/4♦ = max 5-5 (splinter)	Penalty doubles. If 2♦ doubled, P is to play, xx=bid longest suit
2♥		6		5-10 HCP, 6 card suit. Maybe 5 3 rd in hand.	2NT=Relay, new suit strong but NF	After 2NT, 3♥=min, new suit = high card feature, 3NT= HHxxxx suit.	Penalty doubles
2♣		6		5-10 HCP, 6 card suit, Maybe 5 3 rd in hand	2NT= Relay, new suit strong but NF	After 2NT, 3♣ = min, new suit = high card feature, 3NT = HHxxxx	Penalty doubles
2NT				20-22 bal (or near bal)	3♣=non-promissory Stayman (may be minor slam try), 3♦/♥=transfers, 4♣/♦ bal with 5, 3♣=FG both minors NOTE 2	After 3♦/3♥: 3NT = HHx(x) and max, New suit = cue superaccept. 2NT-3♥-3♣-4♥ shows 5/5 in ♥/♣	
3♣		6		Standard	New suit F1		
3♦		6		Standard	New suit F1		
3♥		7		Standard	New suit = cue		
3♣		7		Standard	As above		
3NT				Solid minor			
4any				Pre-empt			
4NT 5any				Specific Ace ask		HIGH LEVEL BIDDING	
				Pre-empt		RKC (0314), Cues show Ace (King if partner cannot hold a shortage there) 5NT = RKC (specific K ask), 5NT otherwise = pick a slam.	

Supplementary sheets

Note 1 - 1NT openings

After 2♦ response to Stayman 2♣:

2♥ - Weak 4+ in both majors

3♥/♠ - 4 card suit with shortage in other major

4♣/♦ Splinter - Slam try with 5+ both majors

4♥ - 5+ both majors (game only)

After 2♣ response to Stayman 2♣, 3♥/4♣/4♦ are splinters with spade support

After 2♣ response to 1NT, opener bids 3♣ with longer ♣ than ♦, otherwise 2NT. Responder can play in single minor or FG with both minors by showing fragment majors or bidding 3NT or 4♣/4♦ (showing 6-4+ or 5-5 with known fit)

After 2NT response to 1NT, opener shows 5 card suits or bids 3NT

After 3♣/♦ response to 1NT, opener's suit responses are guards

After 3♥/♠ slam try response to 1NT, responses are cues, or 3NT = suitable but no cue available

After intervention, 2NT,3♣,3♦,3♥ are transfers to 3♣,3♦,3♥,3♣. Transfer to major shown by intervention is FG with 4 in other major. Doubles of 2 level suit bids are penalty, at 3 level are take-out.

After penalty double of our 1NT, suit bids may be preliminary to rescue redouble

Note 2 - 2NT openings

After all responses to 3♣ Stayman, 4♣/4♦ are minor-suit slam tries,

After 3♥/3♣ response to 3♣, 4NT is RKCB

After transfer to 3♥/3♣, 3NT is super-accept with HHx(x) in the requested suit.

After 3♣ response to 2NT (5/4 or better in minors), 4♥/4♣ show super-accept for ♣/♦ and 4NT shows super-accept for both minors

Note 3 - NT rebids by opener

After 1NT rebid,

2♣ is relay to 2♦ and is used for all invitational bids (or to signoff in 2♦).

2♦ is FG checkback.

2NT is relay to 3♣ (then Pass to signoff, else FG)

After 2NT jump rebid, 3♣ is checkback

Immediate 3NT rebid by opener show strong balanced raise of responder's suit

Note 4 - 1♣/♦/♥/♠ openings

2NT by responder on 2nd round is F1. Then repeat by opener of 2nd suit shows min 5-5, but 4th suit shows FG 5-5.

4♦ response to 1♥ and 4♥ response to 1♣ are balanced raises with 12-14 HCP

After x of 1♥/♣, 1NT/2♣/2♦/2♥ are transfers. Transfer to opener's major is good raise to 2+ level, direct raise is pre-emptive

After 1♥/1♣-1NT, opener's rebids are transfers. Transfer to opening suit is 6+, rebid of opening suit shows 4+ ♣ with either 15+ HCP or 5-5

Note 5 - 2♣ openings

2♣-2♦-2NT shows 23-25. Then proceeds like 2NT opening. 2♣-2♦-3NT shows 25-27, then 4♣ is Stayman, 4♦/♥ transfers

4NT by opener is trump asking. Steps are 1=no extras, 2=extra honour, 3=extra length, 4=extra honour and length. 4NT by responder shows extra values

Jumps by responder show aces with support. Also for new suit after trump suit set.

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		
New suit F at 1, 3 level and 2 over 2; 2 over 1 = constructive NF		
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		
15-18 2 nd ; 17-19 4 th live.		
Responses as to 1NT opening.		
Reopening = 11-14 over m, 11-16 over M		
Responses as to 1NT opening but 2♣ asks range and Ms.		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
Weak (usually 6+ cards)		
2NT = two lowest unbid suits (then cue = game try, jumps PRE)		
Reopen: Intermediate (about 11-15, 6+ cards). 2NT 19-21		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
Cue = of minor = both majors, of major = other major + minor		
Responses: cue FG agreeing major, 2NT = game try, 3C=P/C		
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 = often weak relay, 3x = INV.		
NT=NAT, system on (over 2NT), Over 3NT, 4♣ range enquiry, 4♦ weak with M, 4♥/♠ = NAT slam try		
4m over M=that minor and other major, cue of minor = majors, cue asks stopper v weak 2.		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣		
v 1♣, X=MAJs, 1NT=MINs. Weak jumps. 2NT any		
two-suiter, usually 6-5 or better. v 1♣-1♦, X=Ms 1NT=ms.		
v 2♣-2♦, X shows diamonds, 2♣-X = clubs		
OVER OPPONENTS' TAKEOUT DOUBLE		
XX = 10+, usually PEN-seeking. 2NT = sound raise to 3+.		
Raises are PRE, jumps are FIT		

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

W B F CONVENTION CARD
CATEGORY: Green
NCBO: England
PLAYERS: Barry Myers, Sally Brock
EVENT: European Championships
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Five-card majors (except 3 rd); 1♣ NAT or BAL 15-19; 1♦ 4+ ♦s
2♣ opening = weak 2♦ (5-9), FG or 23-24 BAL
2♦ opening = weak only Multi with one major (0-8, often 5-card suit), 2♥/♠ = NAT, (7)8-12
Initial actions fairly sound, not all 11 counts opened
INT (11)12-14 (EXCEPT in 3 rd seat when (14)15-17)
Light 2 over 1s
Wide-range overcalls
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣ NAT or BAL outside NT range (1♦=4)
2♣ opening = weak 2♦ (5-9), FG or 23-24 BAL
2♦ opening = Multi (weaker than 2♥/♠ – can be passed)
2♥/2♠ opening = 'good' weak two ((7)8-12 according to vul/pos)
3NT solid m and nothing 1 st & 2 nd , to play 3 rd & 4 th
Jump shifts: weak: 3-8 (except 1M – 3♣/♦/♥),
Jump in other minor after minor = limit raise (9-11)
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				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND/COMPETITIVE BIDDING
1♣	Yes	2	4♦	All strong NTs open 1♣ unless other 5-card suit or 4D. 11+ if unbalanced	Natural, bypass ♦s unless INV. 2♣=FG, 2♦=limit raise, 2♥/♠=weak, 3♣/3♦/♥/♠=PRE	1♣-2♣-2♦ fewer than 4C, 2NT=4Cs strong NT, others NAT + 4+ clubs 1♣-1x-1NT-2♣/♦ = ART checkback 1♣-1x-1NT may have 4-card support	2♣ constructive NF
1♦				Natural 11+ if unbalanced	Natural, limit raises, 2♥/♠=weak, 2NT=FG+fit, 3♣=limit raise, 3♥/♠/4♣=splinter	1♦-1x-1NT-2♣/♦ ART checkback	Fit jumps in competition
1♥				Natural 11+ if unbalanced	1NT 5-9 (5-11 facing 3rd hand), 2/1=9+, 2♠=weak, 2NT FG +fit, 3♣/♦ = 3/4-card limit raise, 1♥- 3♣/1♣-3NT = unspecified splinter, double jump = void, 1♣-3♥=INV	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♣/♦=3/4crd support over 3 rd seat 1M
1♠	5 (4 in 3 rd)	5 (4 in 3 rd)	4♦	Natural 11+ if unbalanced	1♣-3♥=INV		
1NT				(11)12-14 May have 6m, 5M or 4M5m May have singleton (14)15-17 in 3 rd seat	2♣ STAY, 2♦/♥/♠/NT=♥/♠/♣/♦ 3♣=5♣4♦, 3♦=5♦4♣, 3M=natural slam try, 4♣ Gerber, 4♦/♥ = ♥/♠	2♣-2♦: 2♥/♠=WEAK, 3♥/♠=5-5 Ms INV/FG. 2♣/NT-3♣/♦ A/Kxx or 4 or better New suit FG after TRF, jump auto-SPL	2NT & up transfers after intervention
2♣	Yes	0		Weak 2♦, 0-9NV, 5-9V, 23+ balanced or any FG (no weak option in 4 th)	2♦= waiting (then 2♥ = 23-24 BAL or NAT), 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	Over 2NT, 3♣=bad suit (then 3♥/3♣=NF), 3♦/♥ = ♥/♠, 3♣=MAX + singleton (4♣ asks), 3NT = 2 top honours, others = ♥	
2♥		6		Good weak 2, (7)8-12 HCP Slightly affected by vul and position (10-13 4 th)	New suit = INV, 2NT = relay	2NT: 3♣ = side suit (3♦ asks), 3♦ = singleton (3♥ asks), 3M=MIN, 3OM=extras, 3NT=2 top honours, jump = 6-5	
2♠		6					
2NT			4♦	20-22 balanced May be 19 in 3 rd /4th	3♣ 5-cd Stayman, 3♦ = ♥, 3♥ = ♠ 3♣ minors, 4♣/♦/♥/♠= ♥/♠/♣/♦	2NT-3♣: 3♦=4M (then bid one not held), 3♥=no MAJ, 3♣/3NT= 5♣/♥	
3♣		6		Maybe be 0 HCP NVvV PRE, new major NF NVvVul 1 st in hand only	3♦ asks for 3-card majors		
3♦		6					
3♥		6			4m=lowest Q		
3♠		6			4m=lowest Q		
3NT	Yes			Solid m, no side A/K 1 st & 2 nd To play 3 rd & 4th	4♣ asks for minor, 4♦ asks shortage		
4♣		7		Natural, PRE	4♦ = general try, 4NT asks for key cards	HIGH LEVEL BIDDING 4NT asks for key cards (3041). 4C over 1NT asks for aces. DOPI in they intervene over 4NT. Double jump can be Exclusion. 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 asks for key cards		
4♥		7			5m = lowest Q, 4NT asks for key cards		
4♠		7			5m = lowest Q, 4NT asks for key cards		
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)		
6-18 may be 4 card at 1level.All raises weak. New suit F1..Jump fit. Double jump splinter.Cue = fit 3cards 2nt=fit 4 cards.		
INT OVERCALL (2nd/4th Live; Responses; Reopening)		
15-18, responses as per 1NT opener.11- 14 in 4 th jump/bid 2NT wth max over stayman		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
Weak		
1c- 2d =majors		
Reopen:		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
1D-2D =majors except when 1D maybe 2 cards		
1M- 2M = the other major plus a minor		
Jump cue bid asks for a stop		
VS. NT (vs. Strong/Weak; Reopening;PH)		
2c= H + any 2D = S + any show longer major with H+S		
Resp Ist step P/C (to 5M or 2 nd suit) 2 step= 3 card support. 2NT=		
FG relay new suit= NF. 3 bids weak. X= 1 minor or 5/5 in majors		
overr strong NT or PH.By PH 2c=C + major 2d = D+major		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		
X= T/O then 2NT transfer to 3c which may be corrected to another weak suit ,4of minor also promises the unbid major cue bid =minors over 2M		
Transfers over 2NT transfer to weak 2 suit = stayman.Over 3c /3d		
Cue = majors 3c- 4d = D+ major		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♦ or 2♣		
Over strong ♣X=♥ 1♦=♦ 1♥/♠/INT=2 suits(CRO) 2NT=GF 2		
Suiter. 1♣-P-1♦ X/INT/2♣=2 suits (CRO) (also applies after strong 1♦)		
OVER OPPONENTS' TAKEOUT DOUBLE		
XX =10+ raise of M poor bid 2M minus one =good 3card rase		
After 1 minor 3m =inv 2NT = weak		
1M- 2NT = 4 inv		

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	Lead	In Partner's Suit
Suit	4th	4 th or top or third
NT	4th	4 th or top or third
Subseq		
Other: K asks for count or unblock at NT		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AK	AK
King	AK or KQ	AK or KQ
Queen	QJ	QJ
Jack	J10	J10
10	10 9	10 9
9	Top 9x.9xx 9xxx	9x 9xx 9xxx
Hi-X	Sx or Sxx or 5+	same
Lo-X	HxS HxxS(+)	same
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
1	Attitude (Hi = enc)	SP
Suit 2	Count (Hi = even)	Count (Hi = even)
3	SP	Count (Hi = even)
1	Attitude (Hi = enc)	Rev smith
NT 2	Count (Hi = even)	count
3	SP	SP
		Count (Hi = even)
Signals (including Trumps):		
Rev smith echo H =switch from both hands		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
standard		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
Support x for majors		
Responsive through 4H		
Over penalty double of 1NT redouble= transfer to C		

W B F CONVENTION CARD		
CATEGORY:		
NCBO: England		
PLAYERS: David Mossop		
Gunnar Hallberg		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
5 Card majors		
2/1 GF		
1M- 1NT = F1 except by passed hand		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
1m-2S = inv in m		
1m- 2H= weak 5S+4or 5 H		
1m- 2D= weak 5H+4or 5 D		
SPECIAL FORCING PASS SEQUENCES		
After weak 1NT double -bid--pass is F1		
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	4H	Nat with 3/3 in minors open 1c	Raise GF, double raise weak, 2S inv in m., 2D or 2H 5 cards in suit above plus 4/5 cards in this weak	2NT is relay over 2S, 2H, 2D 2 Way checkback after 1M or 1NT rebid	
					As 1C		
1♦		3	4H				
1♥		5	4H		1NT F1 with 4 card support, 2NT GF, 3C= 5-8, 3D=9-11, 3M =0-4, 3NT = 12-14, Splinters.	Over 2NT bid shortage or 3NT = 15+, 4 raise = max 1 key card, 4 new suit = 5/5, 3 raise other	Reverse Drury
1♠		5	4H		As per 1H	As per H	
INT				15/17	Stayman 2D, 2H, 2S 2N = transfer 3c Minors GF 3d 5card stayman 3H 3S shortage	Break transfer to losing doubleton	X = T/O, Transfers at 2 and 3 level Inc 2NT may not have clubs
2♣	X			22+ or GF	2D relay 2/3 other HHxxxx or better H= AKQ	2N 24+, 2H = kokish	
						Jump = solid suit	
2♦		5/6		weak	2H/2S= FI nat 2NT = relay ,splinters, 4M= nat	After 2M 2NT = 3card fit good 3C = 3card fit poor, raise= 2cards poor ,rebid suit short	
						Bid other = 2+Good,, After 2NT bid guard	
2♥		5/6		weak	2S= F1 nat 2NT=relay, splinters, 4S=nat	As per 2H but 2NT asks for shortage	
2♠		5/6		weak	2NT = nat, splinters 4H = nat	As per 2H	
2NT				20/21	Puppet stayman 3, transfers 3S minor stayman 4 level bids 2step transfers	After 3C bid other major, after 4 bid gap suit = RKCB 4NT = off center NT	
3♣		6/7		weak			
3♦		6/7		weak	Suit GF	New suit GF	
3♥		6/7		weak	Suit GF	New suit GF	
3♠		6/7		weak	Suit GF	New suit GF	
3NT		7+		gambling	4C pass or correct		
4♣		6+					
4♦		6+					
4♥		6+					
4♠		6+					
4NT				Ace ask	Bid A with 2 bid 5nt		HIGH LEVEL BIDDING
5♣		7+					
5♦		7+					RKCB 30/41
5♥		7+					ROPI ; DOPI
5♠		7+					5NT suit = 0 5c = 1, more = 1 plus 1card extra
							Q bid = 1 st or 2 nd round control, redouble= 1 st round control new Q bid =
							2 nd round control in doubled suit plus a further control in the Q bid suit

DEFENSIVE AND COMPETITIVE BIDDING

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

1M – usually 5+(strong 4)cards suit-7-16 HCP

RESPONSES: NF at 2 level,

(1C,D or H) – 1M - ?: 2♦ - DRURY(answer-2D=11-13 hcp)

CUE=10.HCP possibly w/o fit; JUMP RAISE=PRE;

New suit JUMP=FIT, INV;

(1M)-2M: other M + C 5-5; 2NT=mm 5-5; 3C=M+D 5-5;

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

1NT: 15-18 HCP bal (semibal); Resp. as after opening;

4th hand 11-14

JUMP OVERCALLS (Style, Responses, Unusual NT)

WEAK-unvul; Constructive-vul=9-12 HCP and 6+cards

2NT=mm;

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

MICHAELS CUE:-7-14(17) hcp

(2HS)-4CD= minor+ other M (12-16)hcp

JUMP CUE – asks for STOPPER

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

vs. Strong: DBL 5m+4M, other as vs. weak

vs. Weak: DBL – 14 +; 2♦: 4-4+ M or 6+clubs; 2♦: 6(5)+ M or 6+D

2♥: 5+ and 4+m; 2♦: 5+ and 4+m; 2NT:5-5mm;

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

vs. two s: DBL – T/O; 2NT: 15-18 HCP, (semi)BAL

vs. three, four: DBL-T/O

Vs.2♦(Multi):DBL-T/O against 2♦ opening or any strong hand

Suit w/o jump: nat, NF

VS. ARTIFICIAL STRONG OPENINGS

After 1CD=DBL=NAT;1NT=minors ; 2C= Majors; 2D=6+Dor 5+M

2HS= HS +minor; 2NT=minors;3X=nat

OVER OPPONENTS' TAKEOUT DOUBLE

RDBL=10+ hcp, 1x=F1, 2x=NF

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	1/3/5	same
NT	2/4	same
Subseq	Same	same

Other: K ask count

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(x); Ax	AK; AKx(x)
King	AK; KQ; Kx; AKx(x); KQx(x)	KQ; KQx(x); AKJ10(x)
Queen	KQJ; QJ; QJx(x); Qx	KQJ; QJ; QJX(x); KQ10x(x);
Jack	J10; J10x(x); KJ10(x); Jx	J10; J10x(x); Jx
10	H109(x), 10x, 109(x)	HH10x(x); 10x
9	9x	109(x); 9x(x)
Hi-x	Sx; xxSxxx	Sx; Sxx; xSxx
Lo-x	xxS(x); xxxxS	HxS; HxxS(x); HH(x)S

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit	1 odd=enc	UDCA	Italian
	2 S/P	S/P	
	3 UDCA (King)		
NT	1 odd=enc	Smith	Italian
	2 S/P	S/P	
	3 UDCA (King)	UDCA	

Signals (including Trumps):Smith; Lavintal, Italian discards;

Count on king; Ace,Queen-italy (odd=enc)

DOUBLES

TAKEOUT DOUBLES (Style, Responses, Reopening)

10+ HCP; may be less with classic shape after partner's pass

T/o-thru4H

SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES

(3CDH)'=TRF-DBL-take out as DHS

SUPP DBL thru 2♥: 3cards support;

Category:

NCBO: **EST / EST**

EVENT: All events 17.05.22

PLAYERS: **TÖNIS PLEKSEPP**
TOIVO JULLIS

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

1♣=15+any

2♦-Majors ;2♥/♣- weak 6 (5); 2NT- 5/5+ mm, weak

3C/D-6(7)cards w/2F, w/o Ace/King other suits (**if partner not pass**)

1NT Opening: 11(10)-14 HCP, bal or 4414

2 over 1 Responses: F1

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2NT:5-5,minors,

GAMBLING 3 NT (SOL m, no outside Ace or King)

NEGATIVE FREE BIDS (5-11, 5 cards)

After Opp 1NT-strong- DBL- 5m+4M

-2C-6+clubs or 2 Majors

-2D-6+D or 1 Major

-2H-5 +4m

-2S-5+4m

-2NT -5+5+minors

SPECIAL FORCING PASS SEQUENCES

Pass = F after opponent's penalty RD

Pass = F, when we reached game V vs. NV

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Resp's new suit in comp.= NF 2-level

Openings at 3-d hand may be natural (4 +card) and weaker (4+HCP)

PSYCHICS:

Rare

OPENING	T I C K I F	M I N G N O	N E X T H R	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1 ♠	X	0	4H	15+ HCP, any	1♦: 0-8 NEG; 1NT=5+ spades, 9+ hcp,	1♣-1♦: -1H=relay 20+hcp (1S=0-5 hcp), -1NT: 19-21, -2NT:22-24; 1C-1D-1H-1S-2Creelay-3C(3-4bal.hand)	
					1♥2♣♦: NAT 5+, 9+HCP;	1♣-1♠-1NT-2♦:12 + HCP; 1C-1D-2NT-3C(relay);	
					1S=9+ hcp BAL, 2NT,3CDH=9+ hcp 4441	1C-1D-1H-2C(6-8bal);1NT(6-8)5+clubs	
					2♥/2♦: 5-7,6,M w/1,F; 3S any AKExxx;3NT any AKExxxx	1C-1D-1H-1S-2C=relay 22+ hcp (2D=0-2 hcp) 1C-(dbl)-1D=6-8hcp; 1C-(dbl)-rdbl=9+bal without stopper	
1 ♦	4	3♠	11(10)-14(15) HCP, unbal	1M:5,HCP 4 cards M;.2NT: 12-13HCP,BAL; 1NT:6-11	1M:5,HCP 4 cards M;.2NT: 12-13HCP,BAL; 1NT:6-11	1D-1M-3D=max .+6 cards D; 1D-1HS-2SH(6D+4SH) max	Drury, Lebensohl, Gadget
					2C-GF: 2D-4+INV; 2♦/2♣:13+good 5+cards, FG	1D-1M-2NT=6+D and 3cards M, max; 1D-2C-2NT(max); -3NTmi	
					3C: 13+, 6+cards w/2F;FG;3D-NF; 3M-spl;3NT,4M=pl	1♦-1M-3M: max, 5+(4) D+4-card M;1D-1M-3Cmax 5+5+minor	
1 ♥	5	3♠	11(10)-14(15) HCP 5.cards	1♥-1♠:7+,4,cards,F;1NT: NF; 3♦/4♣/♦: splinter; 2NT:inv+, support ;1H-2m=4+cards , 10+HCP F1; 3NT:with support; 4♦:play,w/o 2,5defence tricks ; 1H-2S, 3m =suit+support=slam inv.	1♥-1♠:7+,4,cards,F;1NT: NF; 3♦/4♣/♦: splinter; 2NT:inv+, support ;1H-2m=4+cards , 10+HCP F1; 3NT:with support; 4♦:play,w/o 2,5defence tricks ; 1H-2S, 3m =suit+support=slam inv.	1H-2S,3m-3H(2NT)-min.w/o key card in p.suit; 3NT-max w/o key card in p.suit; 3-new=3+cards+3 in p.s.w/o key card in p.s. 4-new=short,max,+key card in p.s., 4-p.suit=max w/o short+k.c. 4-H=min.+k-card in p.suit ;1H-3H =PRE;1H-2NT-3x-short.	Drury, Lebensohl, Gadget
					All the same like over 1♥	1H-1S-2H-2NT=relay ; 1H-2C-2H-2NT=relay	same
1NT		4H	11(10)-14(15) HCP, BAL or 4414	2C-NF stayman; 2S= inv or 6+ C, 2NT=6+D	2C-NF stayman; 2S= inv or 6+ C, 2NT=6+D	1NT- <u>2♣-2♦</u> w/o4M- <u>2H</u> :play;2S:FG,R,2NT=Invit , 1NT- <u>2♣-2♥</u> <u>2♦</u> =inv with 4S;2NT=GF; 1NT-2D/2H-2NT-supp. with2 keycard	Lebenshol
					3m = 6-8HCP,6(7) w/2F,Inv ; 3M=GF mm 5-4,MM3-1	1NT-2D/H-3other max+supp.;1NT-2D/H-3HS min, good HS	
					1NT-4DH=trf.toH,S;1NT-4C-ask aces;	1NT-2D-2H;2S, 3m=GF; 2NT= inv.	
					1NT- <u>2♣-2♦</u> w/o 4M3♥♦=Smolen	1NT- <u>2♣</u> /2NT-?: -2NT-3♦=MIN, -3♣=MAX	
2 ♦	5	3S	11(10)-14(15)HCP,5,C+4M or 6,C	2♦:10+HCP,F1; 2M:7-11HCP,5,M,NF; 2NT-GFor NF with clubs; 3C- mild inv; 3♦♥♦: good suit,F; 4C=PRE;4D,H,S=Spli	2♦:10+HCP,F1; 2M:7-11HCP,5,M,NF; 2NT-GFor NF with clubs; 3C- mild inv; 3♦♥♦: good suit,F; 4C=PRE;4D,H,S=Spli	2C- <u>2D</u> -2NT:max, 6+ C;3C:min,6+D;2C- <u>2NT</u> -3C-3DHS-2suits GF;2C-2NT-3C-4C RKCB clubs 2C-(2S)-2NT-inv.;2C-2D-2NT-3C-asks shortness(3C-3D-same)	
					2M=play;2NT=relay; 3D=inv in any M 4C=show y best M w trf 4D bid longer	2D-2NT-3C min (54);3D-(55);3M -max(54)	
2 ♥	5		5-9 HCP,H+S suits (5)4+(5)4	2A: NF; 2NT= R,-3C max no short 3H min other max short;-3NT-club shortn. 2H-3CD=6+NF	2A: NF; 2NT= R,-3C max no short 3H min other max short;-3NT-club shortn. 2H-3CD=6+NF		
					All the same like over 2♥		
2NT	X		6-10 HCP,5-5 minors	3♣♦:NF; 3♥:R-3s=sing S;3NT=H; 3♦:natural,NF; 4m-nat inv;4H-RKCB w C;4S-RKCB w D	3♣♦:NF; 3♥:R-3s=sing S;3NT=H; 3♦:natural,NF; 4m-nat inv;4H-RKCB w C;4S-RKCB w D	2NT-3H-4C,D=6+5+1/1	
					3X-NF;4C-inv;4D-RKCB w C;4M-play		
3 ♣	6		5-9 HCP, 6(7) cards w/2F	3X-NF;4C-RKCB w D;4D-inv; 4M-play	3X-NF;4C-RKCB w D;4D-inv; 4M-play		
					3S-NF; 4S-play;4C-RKCB w H;4D-cue		
3 ♦	6		5-9 HCP, 6(7) cards PRE	4C-RKCB w S;4H-play; 4D-cue	4C-RKCB w S;4H-play; 4D-cue	3DHS-4C? and 3C-4D?; answers=1//0//1+Q// AK	
					All ♦ bids= pass or correct, 4♦=R, 4♥/♦=play	4D-4H/S-short; 4NT-7222;	
3NT	X		SOL minor usually no stopper	Transfer to 4H ,8,5-9 tricks	4D-cue;4H-play		
					Tranfer to 4S; 8,5-9 tricks	4H-cue;4S-play	
4 ♥	7		PRE				
4 ♦	7		PRE			HIGH LEVEL BIDDING	
						RKCB 1430, Gerber; Lightner; cue-bids, splinters	
4NT	X		Minors-PRE			DOPI, ROPI=DBL=0/2 ja pass1/3	

DEFENSIVE & COMPETITIVE BIDDING

OVERCALLS

NAT ; 8 - 16 P ; 5+ suit

After 1X overcall : 2C - Drury

1NT OVERCALL

16-18 P bal or halfbal

Responses = look at 1T opening resp., TRF to opp.suit = FG,

Re open 12-14 P bal

JUMP OVERCALLS

NAT, about 6 - 10 P, 6+suit (2-nd level), usually 7+suit

with 2+ high cards (3-rd level).

DIRECT & JUMP CUE BIDS

Direct = michael's cue 10+ P ; resp. 2T = relay

Jump cue = stopper asking (usually 6+ m)

VS. NT

2C = majors ; 2D = 1 major ; 2HS = Nat + minor ; 2T = minors

Vs Strong NT Dbl=long minor

Vs Weak NT Dbl = 14+

2D = majors; 2C = 17-19 P

VS. PREEMPTS

Overbid = NAT ; 2T = 16 - 19 P BAL/HBAL ; DBL = 14(12)+ P

take-out ; cue-bid = 7+ good m or 5+5+ m & other M

Resp.: NAT ; LEB after DBL

VS. ARTIFICIAL STRONG OPENINGS

DBL = NAT, suit ; 1X = NAT ; 1T = minors

2C = majors ; 2D = 1 major ; 2HS = Nat + minor ; 2T = minors

OVER OPPONENT'S TAKE-OUT DOUBLE

RD = NAT, positive ; new suit after : 1C = FG, 1D = F1, 1MT =

NF ; jump after NAT op.bid = suit & supp (game inv or tactical)

SYSTEM SUMMARY

GENERAL APPROACH & STYLE

Strong 1C

Artifical 1D (12 - 14 BAL or 10 - 16 without 5+M)

5+ 1M ; strong 1NT

2 over 1 = F1

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

Artifical 1C & 1D

2C = weak, both majors

2T = weak minor two suiter

2M = weak NAT & 5+minor

3T = gambling

FORCING PASS SEQUENCES

PSYCHICS

Rare

DOUBLES

TAKEOUT DOUBLES

10+ P, usually at least 2 unbid suits or any strong (16+ P)

Responses : NAT; NT = constr. ; cue & jump = F1 (10+ P)

Reopening DBL : may be weaker

SPECIAL, ARTIFICAL & COMPETITIVE DOUBLES/REDOUBLES

NEG DBL thru 3S (from 4-th level = values)

Supp. DBL thru 2S

Lightner

Resp. DBL thru 3S (usually minors)

LEADS & SIGNALS

OPENING LEADS STYLE

	Lead	Partner's suit
Suit	3 = even ; low = odd	Same
NT	2nd,4th	Same
Subseq.	Same	Same
Other		

LEADS

Lead	Vs. suit	Vs. NT
Ace	AK(x) ; Ax(x)	AK(x) ; Ax(x)
King	AK(x) ; KQ(x) ; Kx	AK(x) ; KQ(x) ; Kx
Queen	KQ(x) ; QJ(x) ; Qx	KQ(x) ; QJ(x) ; Qx
Jack	J10(x) ; Jx	HJ10(x); J10(x) ; Jx
10	KJ10(x) ; 10x	KJ10(x) ; 109(x) ; 10x
9	KH109(x); 9x	H109(x); 98(x) ; 9x(x)
Hi - x	Even	
Lo - x	Odd	

SIGNALS IN ORDER OF PRIORITY

	Partner's lead	Declarer's lead	Discarding
Suit	1 hi = enc ; lo = d	Smith echo	Italian
	2 Hi/lo = even (K)	Hi/lo = even (rare)	
	3		
NT	1 hi = enc ; lo = d	Smith echo	Italian
	2 Hi/lo = even (K)	Hi/lo = even (rare)	
	3		

CATEGORY
NCBO

RED/OPEN
ESTONIA

Ivar Kalma

Aarne Rummel

OPEN	ART	NR	NDBL	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPET/PASSED
1C	x	0	3S	16+ P ; 18+ P (BAL)	1D = 0 - 7 P ; 1HS2CD = 7+ P NAT (5+ suit) FG ; 1T = 8+ or 14+ BAL ; 2M = 4 - 7 P 6+suit NF ; 2T-3H = 8+ P 4441 =SCDH short 3S = any AKQxxx ; 3T = any AKQxxxx	1C - 1D - ? : 1HS = nat, 4+ suit F1 ; 1C - 1D - 1M - 1T2M = nat 0-4 P, other nat 5-7 P 1C - 1D - 1T2CD = nat NF 1C - 1M - 2M = RKCB ; 1C - 1M - 1T - 2m - 2M3m = RKCB After RKCB any new suit is asking quality or control	Opener direct cue = michael's DBL ag.1x = 8+ HCP DBL ag.2x = 8+ HCP
1D	x	1	3S	12 - 14 P BAL or 10 - 16 P 5+m or 4441	2CD = 10+ P NAT(4+) F1 ; 2M3m = 14+ P FG one suiter (5/6+) RKCB; 2T = 11 - 12 P INV ; 3M = NAT sign-off	NAT 3M = 14 - 16 NAT & 5+m. 1D - 1M - 1X - ? : 2C = gadget, other = NAT NF 1D - 1M - 2M - next step = any SSGT or slam interest with void	comp.bid.: 2X = F1 supp.dbl after 1D - 1M
1H	5	3S	10 - 17 P NAT	1S = 6+ P NAT(4+) F1 ; 1T = F1 ; 2CD = 12+ P NAT(4+) FG ; 2H = 6 - 9 P NF ; 2S3CD =14+ P one suiter ; 2T = with 3+supp, us.at least INV ; 3/4H = sign-off ; splinters 3-4 controls	LSGT & SSGT after 1H - 2H ; 1H - 1S - 1T - 2C = gadget 1H - 2T - 3X = control	P - 1H - ? : 2C = drury comp.bid.: 2X = F1	
1S		3H	10 - 16 P NAT	2H = 10+ P NAT(5+) F1 ; other : look at 1H	look at 1H subs.auct.		
1T		3S	15 - 17 P BAL	2C = STAY or slam relay ; 2DH = TRF ; 2S = 8-9 BAL or C 5+; 2T = 5+ D 3CDHP = nat six card with 2TH 4C=55 majors; 4DH = texas	1T - 2C - ? : 2D = no 4M ; 2H = H or both majors; 2S = S Next suit slam relay After 2DH TRF responder will bid new suit on 3rd level = NAT FG; after 2ST Nat FG Jump after TRF = max, supp (4-card). Other = NAT		
2C	x	0	no	7 - 10 P 5+4+ M	2D = weak or strong relay	2C - 2D - ? : 2HS = NAT longer M next step strong relay	
2D	x	0	no	7 - 10 P 6M or 20-21	2T = RELAY ; 2/3M = P/C ; 3m = nat NF BAL	2D - 2T - ? : 3C = max H or S 3DH = H, S min; 3T = 20-21 BAL 2D - 2T - 3C - 3D - ? : 3HP = SH	2T = REL 3HS = p/c
2HS	x	5	no	7 - 10 P 5+ & (4) 5+m	2T = REL ; 3C = P/C ;other nat NF	2M - 2T - ? : 3CD = NAT min; 3H/S = C/D max	
2T	x		no	7 - 10 P 5+5+ minors	3CD = s/o ; 4C = C RKCB ; 4D = D RKCB ; 3HS = NAT INV		
3X	6	no		4-3-2-1 rule, NAT	New suit = F, Control or Nat	SLAM BIDDING	
3T	x		no	any AKQxxxx		Cue bids = 1st & 2nd round equally, usually from 4th level ; shape & high card relays ; RKCB ; splinters ; josephine;	
4x	7	no		Preempt			

DEFENSIVE AND COMPETITIVE BIDDING				
Overcalls	Style	1 & 2 level	Reopening	
5 cards sound suit wide range. 1X may be 4 cards suit				
1NT overcall	2nd	4th	Responses	Reopening
15½-18½ balanced. All responses as for 1NT opening after a minor opening, transfers after a major opening.				
JUMP Overcalls	Style	Response	Unusual NT	
Weak (intermed v-nv). Cue=55 2NT=55 lowest				
Reopen: Jump or <i>michael's cue bid</i> both intermediate				
DIRECT and JUMP cue bids				
Cue= 5-5 Jump cue = solid suit, invites 3NT with stop				
versus 1NT opening				
Double : 1 minor 5+ 1 Major 4 2♣ = majors 2 any = natural				
In 4 th seat : Same				
versus Preempts				
3any-x takeout. 2any-x takeout Multi-2♦ x = we hear a 2♠ opening, 3♠ = ♣ + ♦, 4 ♣♦ = 5♥ and 5 in the minor				
versus 1♣ strong				
X = majors, 1 NT = minors				
13/6/06				

LEADS and SIGNALS			
Opening Lead Style 3 rd and 5 th , 4 th best versus NT			
Lead		Partners suit	
Suit	3/ 5th	H1 LO	
NT	4th	H1 LO	
Subsequ.		Other	
Honour Leads			
Suit		No Trump	
Ace	A or Ax	High encourages	
King	Kx or KQ	Asks unblock/count	
queen	Qx or QJ	High encourages	
jack	Jx or J10	J10	
10	10x or 109x(x) or 109	H109x, 109x	
9	9x	Weak	
high	even		
low	odd		
SIGNALS in order of priority			
	Partners	Declarers	Discard
1	Count	Count	Count
Suit	Suit pref	suit pref	suit pref
2			
3			
	1	Count	Count
NT	suit pref	suit pref	suit pref
2			
3			
Signals (including trumps)			
Hi-lo trumps = 3 .. ability to ruff			
Hi for higher other suit, Low for lower (Lavinthal)			
DOUBLES			
Takeout doubles			
All general doubles takeout to 4♥ level unless we have a fit			
Openers double semi-automatic if overcall passed			
Other doubles			
X 1NT (weak) = penalty X 1NT = m + M			
x slam for unusual lead (<i>Lightner</i>)			
x 3NT = lead my (first) suit/or dummy's or spades			

Category (WBF) Convention Card

A.BITRAN F. STRETZ**SYSTEM SUMMARY**

General Approach and style

5 cards majors 1♣/♦ may be 3
 2♣ = Strong 2♦ = Game forcing
 2♥/♠ = Weak 6 cards (5 possible NV)

Strong NT
 Most doubles for takeout - may convert to penalty
 Preemptive raises and fit jumps. Splinters
 Splinters on major opening
 Transfer at level 1 on opponent overcall

Special bids that may require defences

Penalty double versus weak NT opening

Special Forcing pass sequences

Important notes that don't fit elsewhere

Psychics

No policy: very rare

Artificial Bid	✓	Length	neg x up to	Description	Responses	Subsequent Auction	Passed hand bidding
1♣		3+	4♦	nat or any 4333	1NT=7-10 without major	2M 6 cards 6-9 NF	same
1♦		3+	4♣	nat	1NT=7-10 without major	2M 6 cards 6-9 NF	
1♥		5+	4♦	Natural	2NT =(10 11) + fit	3 ♥/♠ NF, any other suit = GF semi-natural	2♣ : Drury asking for strength 2 NT = 4 trumps + singleton 3 ♦ = ♦ + fit 3 ♣ = ♣ + fit
1♠		5+	4♥		3♣ 13 15 FIT 4 3♦ 13 15 FIT 3		
If you overcall: x=takeout/strong, , cue=fit, , Jump always fit with a passed hand							
1 NT		3♠	15 – 17 balanced	Stayman, Transfers, 2 NT = invitational, 3 ♦ = nat NF 3♥/♠ = 5♦ 4♣ splinter		Second bid after transfer , 4♣/♦ = splinter	
2♣ ✓	0	all	Strong any	2♦ relay			
2♦ ✓	0	No	Game Forcing	2♥ : 0 ace, 2♣= 1ace , 2NT = 2 Aces 3♣ = 1 ace+1K 3♦ : 1 ace + 2K 3♥/♠, 3 NT good suit (KQJ 6 th in majors or 7 th in minors) On overcall : X = 1ace			
2♥/♠	6		Weak	2 NT is forcing asking for extra values other bids are not		After 2 NT : 3 any are forcing	
2NT		4♥	20-21 balanced	Stayman and transfers, rectification denies fit			
3 any	7		Pre-empts weaker 3rd/nv	Other suit = forcing			
3NT✓	7*		Solid minor				
4 any	7+		Standard pre-empt	New suit = cue			
4NT ✓			Blackwood				
5 ♥/♠			Pre-empts			High Level Bidding	
Cue bids - <u>lowest</u> control AK/x0.							

Defensive and competitive biddings

Overcalls

Natural, 5+ cards, 8-17 .

2♣ SUPP INV+. CUE = ♣ or cards without support.

2NT mixed raise if RHO bids.

New suit F.

Jump shifts : NAT, 6+ cards, 11-13 H.

Balancing : 5+ cards; 8-16 HCP.

1 NT overcall

Overall 2nd/4th : 15-18. Balancing : 10-14.

2♣ STAY; XFR ; XFR CUE = mm.

Rubensohl.

Same after any natural 1NT/2NT overcall.

Jump overcalls

6 cards, WK except {1M -3♣ = ♦+♥ }

Balancing in minor : 12-14 H 6 cards except 1♣ -2♦.

Balancing in M : 10-13, 6 cards.

Direct cue bid

2 suiters (See outside page)

Balancing : 1♣- 2♣ ♦ + ♥ ; 1♣ -2♦ MM.

VS NT

2♣ Both Majors; 2♦ =1 Major

2♥, 2♠ : 5 Major + minor 4th+

X T/O : (5+ minor with 3+/3+ in Majors) or (strong hand).

Same in balancing position.

VS Preempts

3♣ -4♣ ♦ + ♥ ; 3♣ -4♦ MM

After WK 2M : 3M minors / 4♣ ♠+oM / 4♦ ♦+oM.

Lebensohl after t/o dbl

After 2 Multi : X T/O 13-14 ; 2NT 15-17 ;

4m= Hearts+m/3♥=Spades+m/3♣=mm.

VS artificial strong openings

X MM

1SA mm

2♣ -3♣ ♦ + ♥ ; 2♣ -3♦ MM

Over opponent's take out double

TRF from Redbl.

Leads and Signals

Opening leads style

	Lead	In partner's suit
Suit	3rd/5th	3rd/5th
NT	Attitude	Count
Subseq	Attitude	Count/Attitude

Leads

Lead	Vs Suit	Vs NT
Ace	AKx(x.), Ax	AKx..
King	KQ(xx.), AK, AK(x..)+ singlt	KQ(x.), AKJ10x, KQJ10x
Queen	QJ(x..), Qx	QJ(x..), QK109(x.)
Jack	J10(x..), Jx	J10(x..), QJ98(x.)
10	109(x.), 10x	109x(..), AJ10(x), KJ10(x)
9	9x, 9xxx	9xx, H-109(x)
Hi x	HxSx, xSxx, Sx	Sxx, SSxx, xSxxx
Lo x	xxxxS, xxS, S	HxS, HxSS, HxxxS

After preempt openings

K lead with AK or KQ

Signals in order of priority

	Partner's lead	Declarer's lead	Discarding
Suit 1	Hi = even	Hi = even	Hi = even
2	ATT	S/P	Attitude
3	S/P		S/P
NT 1	CT	CT	CT
2	ATT	S/P	Attitude
3	S/P		S/P

Honor leads: Small ENC.

Trumps : 1) NEUtral 2) CT Hi=odd 3) S/P

Doubles

11+ H t/o or any 18+ hand.

Negative and support doubles.

EBL Convention Card



Category : Green

Country: France

Event: Senior Teams

Players: Marc Girollet Hervé Fleury

v14.2 May 2022

System Summary

General approach and style

5 cards Major, 2/1 GF

1NT : 12-14, 1st and 2nd seat, NV

1NT : 15-17, other positions

Possible singleton in NT openings and rebids when no good opening and rebids are available.

1♣ : NAT, if BAL : 2+ cards, possible longer diamonds

1♦ : 5+ cards, can be 4 if 18-19 balanced or 444-1♣

1♥ : 1NT response semi forcing; 2/1 GF

1♠ : 1NT response forcing; 2/1 GF

Special Bids that may require defence

Openings

2♦: Multi = weak in one major

2♥ : 4+ hearts and 4+ spades, 5-9 HCP

2♣ : 5 spades and 4+ m, 5-9 HCP

Artificial Responses

1♣ : 1NT GF Relay; 2♣ = 5+♠ et 4+♥ 5-9 HCP;

TRF responses at level of 1 and from 2♦ to 2♣.

2NT resp = 5-5 mm 3-9

1♦: 1NT GF Relay; 2♦ = 5+♣ et 4+♥ 5-9 HCP;

2♣ : ART. 6-10 HCP no 4th M;

2♥ = ♦ SUPP INV+ ; 2♠ = ♣ WK or GF.

1♥ : 1NT semi forcing; 2/1 GF; 2♣ GF Relay.

1♠ : 1NT forcing; 2/1 GF; 2♣ GF Relay.

Two suiters

1♣ : 2♣ = 55 MM / 2♦ = WK ♦ / 2NT = ♦ + ♥

1♦ : 2♦ = 55 MM / 2NT = ♣ + ♥

1♥ : 2♥ = ♠+♣ / 2NT = 55 mm / 3♣ = ♦ + ♠

1♠ : 2♠ = ♥+♣ / 2NT = 55 mm / 3♣ = ♦ + ♥

Michaëls after OPP 1M - 2M et 1M - 2NT

Others

Many auctions with relays and transfers.

Bare Kings can be described as doubleton.

Psychics very rare.

Opening	Art.	Nb	Neg Dbl	Description	Responses	After overcalls or passed hand
1♣		2	4♦	(i) NAT 11-21. (ii) Balanced 12-19. Diamonds can be longer than clubs. Possible NT rebid with singleton.	1NT GF Relay (i) clubs (ii) BAL. TRF responses at level 1 and from 2♦ to 2♣ . 2♣ : 5 spades and 4 hearts, 3-9. 1♣: BAL or diamonds or minors. 2NT: mm 55, 5-9 H.	TRF after any overcall up to 2♣ . After 1♦ overcall, 2♣ = 44 MM. Après DBL : TRF, 1NT=♣. After Pass : same system.
1♦		5(4)	4♦	Mostly 5 cards, 11-21 H. Exception : only 4 diamonds when (i) 444-1 club singleton or (ii) 18-19 H balanced. After 1M response, 1NT rebid forcing, 11+ H, balanced or not, most of the time with 3 cards support M.	1NT GF Relay: (i) clubs (ii) diamond SUPP (iii) BAL. 2♣ : 6-10, no 4 card major. 2♦ : 5+ spades and 4+ hearts, 3-9. 2♥ : diamond support, INV+. 2♠ : 6+ clubs, WK or GF. / 3♣ : 6+ clubs, INV.	TRF after any overcall up to 2♣ . Après DBL : TRF, 1NT=♣. After Pass : same system.
1♥		5	4♦	NAT, 11-21 H. After 1♠ response, 1NT rebid forcing, 11+ H, balanced or not, most of the time with 3 spades.	1NT semi-forcing 3-11. 2/1 GF. 2NT 10-14, SUPP 3/4(5) cards. 2♣ GF Relay : (i) natural with clubs (ii) SUPP (iii) BAL. 2♦/3m natural, 6 cards, INV. 3SA/4m : TRF splinter, 5 cards SUPP, 7-10.	TRF after any call up to 2♣ . 2NT : SUPP 3/4 cards, 9-13. CUE : SUPP 4+ cards, 13+. After Pass : 2♣ Drury, 2♣ 4+ cards SUPP with shortness. Jump shifts NAT, INV.
1♠		5	4♦	NAT, 11-21 H.	1NT Forcing 3-13. 2/1 GF. 2NT 10-14, SUPP 3/4(5) cards. 2♣ GF Relay : (i) natural with clubs (ii) SUPP (iii) BAL. 3m/3♥ natural, 6 cards, INV. 3SA/4m : TRF Splinter, 5 cards SUPP, 7-10.	TRF after any call up to 2♣ . 2NT : SUPP 3/4 cards, 9-13. CUE : SUPP 4+ cards, 13+. After Pass : 2♣ Drury, 2NT 4+ cards SUPP with shortness. Jump shifts NAT, INV.
1SA			3♦	(i) NV in 1st and 2nd : 12-14 BAL (ii) other positions : 15-17 BAL Possible singleton if no good rebid after a natural opening at the one level.	2♣ STAY. TRF from 2♦ to 2♠ and 3♣ . 2♦ TRF can be 3-suiter, eventually without hearts. 2♠ TRF w clubs or INV 8-9. 3♦ STAY 4333 or 3433. 2NT, 3♥ et 3♣ mm. 4♣ MM 55. 4♦, 4♥ 6+ hearts, spades resp., still after STAY.	TRF. T/O double. If PEN DBL : RDBL=44, 2♣ = clubs or diamonds, other bids unchanged (TRF). Other OPP DBLs : Sys On.
2♣	X	0	4♦	(i) Any GF. (ii) Balanced 20-21.	2♦ Relay; 2M : 0-3 H with 5 cards M; 3m : 0-3 with 6 cards m. 2♣-2♦-3NT Ace asking.	Pass=0-4; Dbl = 5+; any suit : NAT positive.
2♦	X	0	-	WK in one major 4th seat : 6 cards in major, 10-12	2SA GF Relay. 3♣ INV+ Relay. 3♦ Natural F. 4♣, 4♦ to play in openers's M. 2/3/4♦=P/C. 2/3♣=P/C. 4♣ natural.	After overcall : - level of 2 or 3 in major : DBL = cards. - level of 3 in minor : DBL=penalty ; 3M = P/C. - level of 4 : DBL = cards. After DBL : (i) RDBL ask for suit (ii) 2/3M P/C.
2♥		4	-	NV : 4+ MM, 6-10H; 4th seat : 10-12 with 5H.	2NT Relay INV+; 3♣ and 3♦ natural NF.	After DBL sys on with RDBL for penalty.
		5	-	VUL : 4+5+MM 6-10; 4th seat : 10-12		After overcall, DBL for penalty.
2♣		5	-	NV: 5 spades and 4th+ minor, 6-10; 4th : 10-12	2NT Relay INV+. 3♣ P/C; 3♥ natural NF. 3♦ Spade SUPP INV or S/T.	After DBL sys on with RDBL for penalty.
		5	-	VUL : 5 spades and 5+ minor, 6-10; 4th seat : 10-12		After overcall, DBL for penalty.
2SA			-	22-23 balanced	3♣ STAY. 3♦, 3♥ TRF M : Accept = SUPP. 3♣ : m 1-suiter ou mm 2-suiters. 4♣ : MM 55. 4♦, 4♥: 6+ Hearts/Spades.4♣ TRF clubs ; 5♣ TRF diamonds	
3♣	7(6)	-	7 cards 4-10	3♦ Puppet for 3♥. 4♦ KCB.		
3♦	7(6)	-	7 cards 4-10	3♥ PUP for 3♣ . 4♣ KCB.		
3♥	7(6)	-	7 cards 4-10	4♣ KCB		
3♣	7(6)	-	7 cards 4-10	4♣ KCB		
3SA	X	-	8-9 levées de jeu à cœur ou à pique	4♣ : ask for suit transfer. Any subsequent bid shows 2 keys. 4♦ : ask for suit natural. Any subsequent bid shows 3 keys.	Sys on after DBL.	
4X		8	-	8 cards		
4SA	X		-	Blackwood	Ask for the number of aces (0/1/2).	

High Level Bidding

KCB 4130.Exclusion Blackwood: 012. Splinters. Asking Bids.

In case of overcall after KCB or Asnking Bid : pass = 1st step, Dbl/Redbl=2nd step, other bids = following steps.

In case of overcall after control bid, pass=no control or waiting, any bid=2nd round control, Redbl=1st round control.

DEFENSIVE and COMPETITIVE BIDDING

OVERCALLS - General style : natural, peculiar 2-suited bids
Responses: Transfer advances

REOPENING SEAT: Natural, roman 2-suited bids
Responses: natural

TAKEOUT DOUBLES - General style : standard
Responses: standard; pass agrees redoubled contract

REOPENING SEAT: standard
Responses: natural up to cue-bid, transfer from cue-bid;
pass agrees if xx

SEE ELSEWHERE FOR SPECIAL DOUBLES

NT OVERCALLS
2nd seat: 16-18 HCP
Responses: Transfer bids
reopening seat: 10-13 HCP
Responses: Transfer bids

Other meanings:
in 4th seat = 2-suited
overcall

JUMP OVERCALLS : WEAK INTERMEDIATE STRONG 2-SUITED

Others: 1♥3♣=♣♦, 1♥3♦=♦♣
Responses: Natural, 2NT= relay

2NT OVERCALLS: 2 lower-ranking suits

Responses: natural

DIRECT CUE-BID Style: 2-suited

5♥ et 5♠ over 1♣ et 1♦; 4♦(♥) and 5♣ or ♦ over 1♥(♦)
Responses: natural

DEFENSE VERSUS STRONG NT

x=♦, 2♣=♥, 2♦=♣, 2♥/♣=5♣-4♥/♣, 2NT=strong 5♥-5♠
Responses: weak rectification, forcing 2NT

DEFENSE VERSUS WEAK NT

x = balanced, 14 HCP and more; 2♣=♥, 2♦=♣, 2♥=4♥ and
6♣/♦, 2♦=4♣ and 6♣/♦, 2NT= 5♣-5♦

DEFENSE VERSUS PREEMPTIVE BIDS

versus weak 2 bids: natural overcalls, 2-suited 4♣ and 4♦
Transfer responses to take-out double and 2NT overcall
Multi versus multi

DEFENSE VERSUS STRONG 1♣ or 2♣ OPENING BIDS
versus 1♣: Transfers (x through 1♦); CRASH 1NT, 2♣, 2♦

MISCELLANEOUS

1♣ - 1♥ 2♥ = natural; 1♣ - 1♥ 2♣ = natural;
1♦ - 1♥ 2♦ = 6♣ and 4♦

OVER OPPONENTS' TAKE-OUT DOUBLE

xx = relay (at least 7 HCP); others: non-forcing; pass could
require opener's redouble

LEADS AND SIGNALS

SUIT **Odd-Even 4[#]best Attitude Rusbisow**
OTHERS:

NT **Odd-Even 4[#]best Attitude Rusbisow**
OTHERS: low promises an attractive suit

SUBSEQUENT LEAD **Odd-Even, low encouraging**

STRENGTHEN YOUR NT LEADS

Underline suit leads when different

AK	<u>KQ</u>	QJ	J10	10x	xx
<u>AKx</u>	<u>KQx</u>	QJx	J10x	109	<u>xx</u>
<u>AKJx</u>	<u>KQxx</u>	QJ109	J1098	109x	<u>xx</u>
<u>AKJ10x</u>	<u>KQJx</u>	<u>KQ10x</u>	KJ109	98 <u>x</u>	<u>xxxx</u>
<u>AQJx</u>	KJ10x	KQ109x	K1098		xxxxxx
AJxx	KxX	Qxx	JxX	10xX	
KJxxX	KxXX	QxXx	JxXX	10xXx	
KxXXXX	KxxxX	Q109x	JxxxX	10xxxX	

SIGNALS WHEN FOLLOWING OR DISCARDING

od = odd card number

ev = even card number

D = discouraging

E = encouraging

P = preferential

CARDS	HIGH	LOW	ODD	EVEN
partner's lead declarer's suit discarding	ev E ev	od D od		
			E	P

TRUMP SIGNALS Even-odd	OTHER SIGNALS Smith signals versus NT
---------------------------	--

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

versus NT: attitude (low=encouraging) when A or Q lead,
count when K lead.

versus suit: italian signal (odd encouraging) when singleton
visible in dummy or known in declarer's hand

WBF CONVENTION CARD



Michel CLARET Jean-Pierre ROCAFORT
FRANCE

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

MAJEURE D'ABORD

Artificial relay system

opening bids are related to ♠ and ♥ suit lengths

1♣ : 4 cards in ♠ (maybe 3 if strong)

1♦ : catch-all

1NT: 5 cards in ♥

STRONG OPENING BIDS (excepted 1NT and 2NT)

2♣ = at least 4♥, at least 19 DH

2♦ = no 5-card major, at least 22 DH

PREEMPTIVE opening bids

3♦♥♣, 4♣♦♥♣ = natural preemptive bids

3NT = solid 7♣ or 7♦, no outside value

1NT AND 2NT OPENING BIDS

1NT = 13-18 DH, 5 cards in ♥

2NT = 17-18 DH, 6 cards in ♣

SPECIAL, ARTIFICIAL AND NEGATIVE DOUBLES

- Negative doubles thru 2♦, over jump-bids and raises.

- Double replaces relay if below the level of relay.

- Pass requires opener to double (or redouble) when responder has shown strength and his double would be relay.

Lightner doubles; inverted doubles of adverse cue-bids of one's suit

OPENING	tick if artificial	min n° of cards	DESCRIPTION	NEGATIVE DOUBLE THRU	RESPONSES (and their modifications over overcalls)	SUBSEQUENT AUCTION	MODIFICATIONS OVER OVERCALLS, PASSED HAND BIDDING
1♣	X		Forcing, unlimited, at least 3♦, 4♣ precisely when ≤ 18 DH	4♥	1♦ = indefinite relay 1♥ = 4♥ 0-11 DH 1♣ = 4♣ 0-8 DH 1NT = 9-11 HCP balanced, with 4♥ 2♣♦♥ = weak 6-card	A second suit bid could be longer than spades. Frequent relay description	2♣♦♥ = 6-card, 10-13 DH, over overcall Transfer-bids over overcall (from 2NT or cue-bid)
1♦	X		13-22 DH, no 5-card major, precision-like, hardly 4♥ or 4♣	4♥	1♥ = indefinite relay 1♣ = 5♣, 1-11 DH 1NT = 9-11 HCP, balanced 2♣♦ = 5 cards, 7-10 DH 2♦♣ = weak 6-card	Frequent relay description	2♦♣ = 6-card, 10-13 DH, over overcall Transfer-bids over overcall (from 2NT or cue-bid)
1♥		4	4♥ at least, 11-20 DH fewer than 4♣ except 5♥-5♣	4♦	1♣ = indefinite relay pass = 3♥ or more 1NT = 9-11 HCP, balanced 2♣♦♣ = 6 cards, non-forcing	A second suit bid could be longer than hearts. Frequent relay description	2♣♦♣ = 6-card, 10-13 DH, over overcall Transfer-bids over overcall (from 2NT or cue-bid)
1♠		4	almost always 5♣, 11-18 DH	2♦	1NT = 9-11 HCP, balanced 2♣ = relay with some strength 2♦♥ = 6 cards, non-forcing	Frequent relay description	2♣♦♥ = 6-card, 10-13 DH, over overcall Transfer-bids over overcall (from 2NT)
INT	X		5♥ precisely, 13-18 DH, fewer than 4♣	2♦	2♣ = relay with some strength 2♦=tfer (any weak suit, or BAL inv) 2♥=♣, inv; 2♣ =♦ or ♦, inv 2NT=♣+♦	Frequent relay description	Transfer-bids over overcall (from 2NT)
2♣	X		4♥ at least, 19 DH at least, fewer than 4♣, forcing	2♦	2♦ = indefinite relay 2♣,3♣♦ = weak, natural	ever longer ♣ or ♦ Frequent relay description	
2♦	X		at least 22 DH, forcing, no 5-card major; one or both minors	2♥	2♥ = indefinite relay 2♣,3♣♦♥ = natural, very weak	Frequent relay description	
2♥		6	15-18 DH, fewer than 4♣	2♣	2♣ = relay, good hand	Frequent relay description	
2♣		6	15-18 DH		2NT = relay, game forcing	Frequent relay description	
2NT	X		6♣, 17-18 DH, 2-3♥, 2-3♣	3♦	3♦ = relay, game forcing	Frequent relay description	
3♣		6	6♣, 15-16 DH, 2-3♥, 2-3♣	3♦	3♦ = relay, game forcing	Frequent relay description	
3♦♥♣		6	standard preempt		4X = asking-bid (except 3♣ 4♥)		
3NT	X		solid 7♣ or 7♦, no other value		4♦ = asking for control showing		SLAM BIDDING AND CONVENTIONS
4♣♦♥♣		7	standard preempt		5X = asking-bid		<p>Blackwood: 1st relay after opener's shape and strength description (often 4♣); responses 30-41-2 subsequent relays ask about K, Q, J...</p> <p>Control-Asking bids possible in one precise suit; responses: NO - YES</p>

(suggested) DEFENSE versus MAJEURE D'ABORD

\otimes appears when a choice has to be made

1♣ = at least 3♦ (generally 4, except strong hand)	x = take-out of ♦ 1♦, 1♥... = natural \otimes 1♠ = natural ? or cue-bid (2-suited) ?	then, as a response to partner's overcall, \otimes 1♦ = natural ? or cue-bid ?
1♦ = minor(s), no more 22 DH, hardly 4♥ ou 4♠	x = take-out, at least 4-3 in ♥ and ♦ 1♥, 1♠, 1NT, 2♣... = natural \otimes 2♦ = cue-bid, as if standard opening (for example 5♦ 5♥) ? or natural ?	then \otimes ♦ bid = cue-bid ? or naturel ?
1♥, 1♠	Nothing to report	
1NT = 5 cards in ♥	x = take-out of ♥ 2♣, 2♦ ... = natural overcall 2♥ = cue-bid (2-suited, as if standard 1♥ opening) 2NT = 2-suited, as if standard 1♥ opening	
2♣ = strong with 4♥	x = ♣ 2♥, 2NT = 2-suited, as if standard 1♥ opening	
2♦ = very strong with minor(s)	\otimes x = ♦ overcall ? or both majors ?	
2NT = good opening with 6♣	\otimes x = strong, balanced ? or take-out of ♣ ? \otimes 3♣ = take-out of ♣ ? or 2-suited ?	
RELAY	x = strength in the relay suit \otimes exception to be precisely stated ?: a double of a 1-level relay, when made by a player at his first opportunity to bid, is a take-out of the suits warranted by opener: 1♣ - 1♦ x 1♦ - 1♥ x 1♥ - 1♠ x may be to be extended to 1♠ - 2♣ x and 1NT - 2♣ x	

SUPPLEMENTARY SHEET

Michel CLARET Jean-Pierre
ROCAFORT

RELAY DESCRIPTION

Responder systematically uses relay bids when holding a strong hand, and often when holding an intermediate or weak one if he can't do otherwise.

The following bids are such indefinite relays:

1♣ 1♦

1♣ is forcing, 1♦ only denies a weak hand with precisely 4♥ ou 4♠.

1♣ 1♦

1♥ is forcing and unlimited. Opener may hold a balanced hand or a canapé with 4 (maybe 3) ♠ and another longer suit. Opener holds, at least, 2♥.

1♣ 1♦

Opener is limited to 20 DH but responder may be willing to pass at his next turn (opener may hold a canapé).

1♦ 1♥

1♦ non-forcing but pass quite unfrequent. 1♥ denies a weak hand with 5♠.

1♦ 1♥

1♠ non-forcing; opener holds, at least, 8 cards between ♣ et ♦ and responder may be willing to pass at his next turn.

1♦ 1♥

same as previous one, but opener hand is strong: at least 19 DH and 4♥ (and, maybe, a 5-card minor).

1♦ 1♥
2♣ 2NT

ditto, opener holds a strong hand with minors.

1♥ 1♣

1♥ non-forcing, but pass warrants 3 cards in ♥. Opener may hold a balanced hand with 4♥, hold a canapé with a 5-card minor, hold 5♥ and 5♠, or hold 6♥.

2♣ 2♦

2♣ is forcing and unlimited (with some ♥)

2♣ 2♦
2♣ 2NT

2♣ is forcing. Opener holds 4♥, some 5-card minor and 21-22 DH.

2♦ 2♥

2♦ is forcing and unlimited.

2♦ 2♥
2♣ 2NT

2♣ is forcing and unlimited. Opener holds both minors.

BALANCED OPENINGS (12-17 HCP range)

1♣ : with 4♦

1♥ : with 4♥, no 4♦

1♦ : no 4-card major

Really encouraging relays:

1♣ 2♣ and 1NT 2♣ show intent to reach game facing maximum strength opening

DH point-count = HCP + D

D points are:

- 1 for a doubleton
- 2 for a singleton
- 3 for a void
- 1 for each card from the sixth in a long suit

DEFENSIVE AND COMPETITIVE BIDDING

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

1 level: 8-18

2 level: 10-18

Responses: cuebid after major: at least inv.

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

2nd hand: 15-18

4th hand: 11-14

Responses: stayman, jacoby-transfers (same as after 1NT)

Opening)

JUMP OVERCALLS (Style, Responses, Unusual NT)

Weak, 6+ cards

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

Direct cue after 1♥/♦: Michels, 2NT both lowest

1♣/1♦ - 2♦: ♥ and ♦

Jump cue: asks for stopper, strong

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

2♣: ♥+♦; 2♦: ♥ or ♦; 2♥/♣: 5♥/♦+4m

X against strong NT: 5+crd m/4 crd M

X against weak NT: good 14+

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

(Non) Leaping Michaels

VS. ARTIFICIAL STRONG 1♣ OPENING

1♣ - X = ♣, 1♦/♥/♦ nat., 1NT = 5+crd m/4 crd M

2 level same as vs. 1 NT

OVER OPPONENTS' TAKEOUT DOUBLE

XX: 10+ HCP

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	2./4.	3./5.
NT	attitude	3./5.
Subseq	2./4. ; attitude	2./4. ; attitude
Other:	highest from sequence/	

LEADS

Lead	Vs. Suit	Vs. NT
Ace	Ax ; AKx	AKxx
King	AK, KQxx	KQxx; AKJ10x
Queen	QJ ; Qx	KD10 9, DB10, DB9,
Jack	JT ; Jx ; KJ10	Jx ; JT9
10	109x ; 10x	109xx, 10x
9	9x, 98...	9x
Hi-x	xxx	xxx
Lo-x	xx	xx ; xxxx

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit	1 Attitude	Attitude	Low-high
	2 Count	Count	
	3	Lavinthal	
NT	1 Attitude	Smith	Low-high
	2 Count	Count	
	3	Lavinthal	

Signals (including Trumps):

UDCA: low = encouraging = even

Smith: low = encouraging

DOUBLES

TAKEOUT DOUBLES (Style, Responses, Reopening)

Responses: limit bids

SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES

Optional-Double; penalty-double; reopening-double;
takeout-double ; support-(re-)double; lead-double

2♦ (multi) - dbl shows 4♥

International-Convention-Card

♠ ♥ © DBV e.V. ♦ ♣

Category: Green

NCBO

EVENT: 2022

GERMANY

d'Orsi Trophy
Salsomaggiore

PLAYERS: Buchlev, Nedju

Schilhart, Norbert

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5 card major,

Light opening bids in 3rd hand possible

1NT Opening: 15 – 17 Pts, 5card M regular

2 over 1 Responses: R1

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2♦ = Multi (weak M; SF m)

2♥ = 5♥ + m, 5-10

2♣ = 5♣ + m, 5-10

SPECIAL FORCING PASS SEQUENCES

Dopi-Ropi

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

PSYCHICS: rare

OPENING	TIC K IF ART	MIN No. OF C	NEG X THRU	DESCRIPTION	SUBSEQUENT AUCTION	PASSED HAND BIDDING	
1 ♣		3	4H	11HCP	Inv. Minors, 2♦/2♥/2♣ = 6+cards 4-7hcp, 2NT: 10-12	1♣-(1NT)-2♣= both M Inv. Minors forcing to 3♣ or 2NT	
1 ♦		3	4H	11 HCP	Inv. Minors, 2♥/2♣= 6+ cards 4-7hcp, 2NT:10-12, 3♣: 7-9 hcp 6+♣	1♦-(1NT)-2♣= both M Inv. Minors forcing to 3♦ or 2NT	
1 ♥		5	4H	11 HCP	2NT=support GF 15+, 3NT= support 12-14; 2♣= weak jump, 3♣/♦/♠= minisplinter 6-9hcp; 3♥= invit; 3♣,4♣/4♦= maxisplinter 10-14hcp, 4♣,5♣/5♦=exclusion-Blackwood	After 2NT 3♣/♦/♠= singl.; 3NT=17+; 4♣/♦= 5422 1♥-2♣/♦-2NT=11-13	3rd/4th hand Drury
1 ♠		5	4D	11 HCP	2NT=support GF 15+, 3NT= support 12-14; 3♣/♦/♥= minisplinter 6-9hcp; 3♣= invit; 4♣/♦/♥= maxisplinter 10-14hcp 5♣/♦/♥= exclusion-Blackwood	After 2NT 3♣/♦/♥= singl.; 3NT=17+; 4♣/♦= 5422 1♣-2♣/♦- 2NT=11-13; 1♣-2♥-3♥=11-13	3rd/4th hand Drury
1 NT				15-17, can be semibal. 5 card M regular	NF Stayman, 2♦/♥/♠/NT = Transfer, 3♣= both m weak, 3♦ = both M at least invit, 3♥/♣=single or void with 3 cards other M, Texas Transfers	Smolen, After opponents bidding: 4 m Blackwood, Texas Transfers	
2 ♣	x	0		SF ♥/♠, NT 23+/25, any GF	2♦ = 4+hcp gf; 2♥= 0-3 hcp		
2 ♦	x	0		Weak-two 6 card ♥/♠, SF ♣/♦	2♥/2♣/3♥/3♣= pass or correct,2NT= forc.relay 4♣: asks for transfer, 4♦ : bid your major	2♦- 2NT: (3♣/♦=min ♥/♠ , 3♥/♣=max ♠/♦)	
2 ♥	x	5		5♥+ 4+m, 5-10 pts	2NT =asks, 3♣= nonforc., 3♥= not invit., 3♦= inv. to 4♥	2♥-2NT: 3♣/♦=min ♣/♦, 3♥/♣=max ♣/♦, 2♥-2NT-3m-3♥= Slam	
2 ♠	x	5		5♣+ 4+m, 5-10 pts	2NT=asks, 3♣= nonforc., 3♣ = not invit. 3♦= inv. to 4♣	2♣-2NT: 3♣/♦=min ♣/♦, 3♥/♣=max ♣/♦, 2♣-2NT-3m-3♣= Slam	
2 NT				20-22 / 5 card M possible	3♣= Puppet stayman, 3♦/♥= transfer; 3♣= 5 ♠/4♥; 4♣=Gerber; Texas Transfers	2NT-3♣-3♦-4♣=both M Slam (4♦=both M Game) 2NT-3♣-3xy-4♥-♣ / 4♣=♦	
3 ♣	6+			Weak	4♦ : ace asking, new suit invit.		
3 ♦	6+			Weak	4♣: ace asking, new suit invit.		
3 ♥	6+			Weak	3♣= nat + invit. 4♣/♦ = cue		
3 ♠	6+			Weak	new suit = cue		
3 NT	x			Gambling in ♣ or ♦, 4th hand to play	4♣ : pass or correct, 4♦ : ask shortness (4♥/♣ = single, 4NT no single, 5 ♣/♦ = suit and m single).	HIGH LEVEL BIDDING	
4 ♣	7+			Nat			
4 ♦	7+			Nat		Slam Bidding: RKCB, (30,41,2,2+Q), SCAN, Splinter, exclusion-Blackwood,	
4 ♥	7+			weak		Dopi-Ropi, 4♣/♦ Blackwood in the minorsuits	
4 ♠	7+			weak			

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style; Responses; 1 / 2 Level; Reopening)		
5+ cards, light NVUL on 1 Level		
New suit = non forcing		
New suit jump = SPLINTER (Limit or better)		
Responses: Cue-bid = Only forcing		
INT OVERCALL (2nd/4th Live; Responses; Reopening)		
15-18, Responses as for opening 1NT		
REOP: 13-15, Responses as for opening 1NT		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
1♦-2♦ = WEAK (3-10 HCP)		
1-2 Major = WEAK (3-10 HCP)		
1-3 Major+Minor = WEAK (3-10 HCP)		
Reopen:		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
MICHAEL's CUE with highest suit		
4 th Pos. = any 5-5		
Jump-CUE asks for stopper		
VS. NT (vs. Strong/Weak; Reopening; PH)		
X = PEN; 2♣ = both Majors; 2♦ = any one-suiter		
2♥/♦ = ♥/♦ + minor; 2 NT = any two-suiter, 3♣/♦ = 3-10 HCP		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		
T/O x thru 4♥; thru 3♣ = 3♦ strong take out;		
thru 3♦ = 4♣ strong take out; Leaping Michael's		
Vs 2♦ MULTI: x = T/O 12-15 or 16+; 2 NT = 15-18		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣		
X = Ms; 1♦/♥ = Transfer; 1♣ = MINORS		
1NT = ♣; 2♣ = ♦; 2♦, ♥ + ♠ = Weak (3-10 HCP)		
2NT = any two-suiter		
OVER OPPONENTS' TAKEOUT DOUBLE		
xx = 10+, PEN-orientated		
Preempt raises; 2NT = strong limit bid with HCP		
New suit jump = SPLINTER (limit or better)		

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	Lead	In Partner's Suit
Suit	3rd / 5th	3rd / 5th
NT	4th or ATT or 2 nd from bad suit	3rd / 5th
Subseq	3rd / 5th or ATT or 2 nd	3rd / 5th or ATT or 2 nd
Other: A vs NT aks UB or CT		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AKx(+), A(+)	AKB(+), AQBx(+)
King	K, AK, Kx, KQ(+)	KD(+)
Queen	Q, Qx, QJ(+)	QJ(+)
Jack	J, Jx, J10(+)	J10(+)
10	10,109(+), 10x, KJ10(+)	109(+), AJ10(+), KJ10(+)
9	9, 9x, K109(+), D109(+)	9x(x), A/K/Q109(+)
Hi-X	Xx ,XXXx, HxXx, xXXx	xXxX(+), XxX
Lo-X	XxX, HxX, xxxxX,HxxxX	H/10xX(+)
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
1	Hi=DISCRG	Hi/lo=O
Suit 2	Hi/lo=O	S/P
3		
1	Hi=DISCRG	Smith-Peter
NT 2	Hi/lo=O	S/P
3		
Signals (including Trumps):		
Vs NT = HIGH on 1 st suit by declarer encourage lead		
(Smith-Peter)		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
Promise 3 of other Major or 3-3 Majors 12-15 or 16+ any		
Responses: CUE = F (11+), Lebensohl-Variations		
Reopen : May be lighter, 8-15 or 16+ any		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
Vs Cuebid in Partner's opening or overcall-suit:		
Double = no top (pass = one top or length), negative-double		
cooperative-double, response-double, Lightner's double		
ONE-TRICK-DOUBLE vs Slam when Sacrifice-bid is possible		
SOS-redouble, informative redouble		

W B F CONVENTION CARD		
CATEGORY: BLUE		
NCBO: GERMANY		
PLAYERS: Hans FRERICHS / Ulrich WENNING		
EVENT: 45th World Team Championships 2022 SENOIRS		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
PRECISION CLUB, natural responses		
5-card Majors, 1♦ can be 0 cards		
1NT Opening: 15-17 BAL (444H or 543H poss.)		
2 ♣/♦ over 1♦/♥/♠: Responses forcing to 2NT		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
1♦ = 10-16-, can be 0 cards		
2♣ = 10-16-, 6+cards or 5+♣ + 4M		
2♦ = Weak (3-10 HCP) with both Majors (at least 5-4)		
2♥ = Weak Two (3-10 HCP) with 6 (5) ♥		
2♠ = Weak Two (3-10 HCP) with 6 (5) ♠		
2NT = Weak (3-10 HCP) with 5 ♣ and 5 ♦		
3NT = Weak (9-11 HCP) with solid Minor		
4♣/♦ = Solid ♥/♠ with or without one side-trick (A)		
Direct Cuebid = MICHAEL's CUE with highest suit; at least 5 - 5 with variable strength (5+ to very strong hands)		
SPECIAL FORCING PASS SEQUENCES		
After 1NT-X-2/♦/♥		
1♣-Opening – overcalls thru 1♣		
After constructively bid to game VUL against NVUL		
IMPORTANT NOTES		
Vs Cuebid in Partners Opening or Overcall-Suit: Double = No Top; Pass = 1 Top or xxx(x); Lebensohl after 2 Openings		
PSYCHICS: rare		
3 rd hand opening may be weaker and/or less distribution NVUL		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	0	4♠	16+, any distribution (18+ NT)	1♦ = 0-7 or 14+	1♥ = 5+ ♥ or strong NT (20-23) or strong 2-suiters	
				Maybe less if highly distributional	1♥/♠/2♣/♦ = 8+HCP, 5+cards; 2♥ = 2-4 HCP, 6-card; 2♠ = 2-4 HCP, 6-card; 2 NT = solid 6-card minor suit	1M; 1NT = control ask, 2M = trump ask, subsequent ask; Jump after positive Response in new suit ask for Tops and Aces	1NT = natural
1♦	X	0	4♠	10-16-	1Major maybe 3 cards (rare); 2♦ = 11-15 1NT = 7-11-; 2♥ / 2 ♠ = 4-7 with 6-cards	After 1♦ - 1 ♥/♠ - 1 NT: 2♣ = any INV; 2♦ = GF After 1♦ - 1 ♥ - 1♠: 2♣ = any INV; 2♦ = GF	
1♥		5	4♠	10-16-	1NT = 7-11-, 4♠ possible; 2NT = Game-Fit-Bid; Bergen-raises (3 ♣ = INV with 4♥ / 3 ♦ = INV with 3♥); 3 ♥ = 0-8 HCP; 3♣/4♣/♦ = Splinter; ONLY 3rd Pos.: 2♣ = Drury	TRIAL BIDS (direct suit = losers, help needed; 2 NT = general strength)	After X: 2NT = strong limit bid; only after 2♣ Drury: 2♦ = good Opening; 2 NT=♣; 3♦=Fit Jump
1♠		5	4♥	10-16-	1NT = 7-11-; 2NT = Game-Fit-Bid, Bergen-raises (3 ♣ = INV with 4♠ / 3 ♦ = INV with 3♦); 3 ♠ = 0-8 HCP; 3♥/4 ♠/♦ = Splinter; ONLY 3rd Pos.: 2♣ = Drury	TRIAL BIDS (direct suit = losers, help needed; 2 NT = general strength)	After X: 2NT = strong limit bid; only after 2♣ Drury: 2♦ = good Opening; 2 NT=♣; 3♦=Fit Jump
1 NT			3♠	15-17 BAL, 444H or 543H possible 5M or 6m possible (rare)	2♣ asks 4Major (non forcing); 2♦/♥/♠/NT = Transfer; 3♣ = both minors 0-8 HCP; 3 ♦ = both minors strong		
2♣		5	4♠	10-16-, 6+cards or 5+♣ + 4M	2♦ = (R) ; 2M = NF ; 2NT = INV		
2♦	X	0	4♠	3-10 HCP, BOTH MAYORS (at least 5-4)	2NT = Inquire, 3 ♥ / ♠ = to play, 3 m = forcing		Over X: PASS = 5+♦
2♥		5	4♦	3-10 HCP, 6 (5) ♥	2NT = Inquire, 3 ♥ = to play, 2 ♠ / 3 m = forcing		
2♠		5		3-10 HCP, 6 (5) ♠	2NT = Inquire, 3 ♠ = to play, 3 ♥ / 3 m = forcing		
2 NT	X			3-10 HCP, BOTH MINORS (at least 5-5)	3♣/♦ = to play; 3 ♥ = Inquire	After 3♥: 3♠ = MIN, 3NT = MAX,	
3♣		6		5-10	3M nat F1		
3♦		6		5-10	3M nat F1		
3♥		6		5-10	3♠ nat F1		
3♠		6		5-10	4m nat F		
3 NT	X			Solid m without 2 STOPS			
4♣/♦	X	0		Solid ♥/♠ with/without side-Ace	4♦/♥ = ask for side trick	HIGH LEVEL BIDDING	
4♦	X	0		Solid ♠ with/without side-Ace	4♥ = ask for side trick	RKBC (5 Aces): 1. Step = 1 or 4, 2. Step 0 or 3, 3. Step 2 without Trump Queen; Trump Queen+placed Kings; asking bid for the Queen of trumps and for placed Kings	
4 NT	X			BOTH MINORS at least 5-5			

DEFENSIVE AND COMPETITIVE BIDDING

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

8-17HCP, usually 5+suit, jump raise 3-7HP , Cuebid = F1

Jump-Cuebid = inv. or better 4+trumps 10+HCP or upgrade

new suit forcing at 1-level, nonforcing at 2-level

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

15-18HCP (2nd seat) Stayman, Transfers, system on

10-14HCP (4th seat) Stayman

JUMP OVERCALLS (Style, Responses, Unusual NT)

Weak Jumps, 4-10HCP

2NT shows 2 lowest suits

Intermediate after any suit opening, pass, pass

3♣ over1 ♣/♦/♥/♠ shows ♦+♣/♣+♦/♦+♣/♦+♥

DIRECT AND JUMP CUE BIDS (Style, Responses,

1♣/♦ Cuebid shows majors at least 5/5

1♥/♠ Cuebid shows other Major +♣ at least 5/5

Jump Cuebid asks for Stopper in OPPT suit

("indirect gambling")

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

2♣ = ♥+♠ , 2♦ = 1Major, 2♥ = ♥+1Minor

2♠ = ♠+1Minor, 2NT = ♣+♦ or any strong two suiter

X = strong vs.2NT X= one suit ,3♣,♦,♥ = suit +higher

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

T/O →to 4♣

Leaping Michaels

3♣/♦ -> Cue shows majors

Vs Multi: x= t.o vs ♠ , 2♦ = t.o.short ♥ 2♠= t.o. minors

After 2♦ x 2♥ x= points at least 1h 2♠=nat

After 2♦ x 2♠ x= pen 2NT = Lebensohl

VS. ARTIFICIAL STRONG OPENINGS

against strong ♣(♦) X= ♥+♠, 1♦/♥/♠ = nat., 1NT = ♣

2-level see versa NT

OVER OPPONENTS' TAKEOUT DOUBLE

1M x 1SA(2♣,♦(♥)) TRF fit jump if 3 level
if 1-level forc. ,M x 2NT= 4er Fit invit+ XX = 9+HCP

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3./5.	3./5.
NT	4. (2.)	3./5.
Subseq	Small = attitude but 2.4	thru declarer

Other: 10+9 may have two higher

VS NT from 3,4,5 small cards usually 2.best

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx, Ax,A	AK xx, AKx
King	AK, KQJx, KQx, Kx, K	KQ10xx, AKJxx
Queen	QJx, QJ, Q	QJ10x, AQJ10x,
Jack	J10x, Jx, J	J109x, Jx, J
10	109x, 10x, 10, KJ109x	1098x, AJ109x,
9	Q109x, KJ98, 9x, 9	A109x, K/Q109x
Hi-x	Xx	Xx , xXxx
Lo-x	HxXx, HxxxX , xxX	HxxX(xx) xXxx

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit	1 pos./neg.	Count	pos./neg.
	2 Count	S/P	Count
	3 S/P		S/P
NT	1 pos./neg.	Count	S/P.
	^ Count	S/P	Count
	3 S/P		Pos/neg

Signals (including Trumps): U/D Upside Down

(reversed signals) Lo = even or ENCRG

Smith-Peter low = encouraging

DOUBLES

TAKEOUT DOUBLES (Style, Responses, Reopening)

11+HCP with minimum values almost perfect

4th seat 8+HCP

X vs multi shows t.o. vs spade or strong hand

SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES

Neg.-X→ to 4♥

Game-try-X

Responsive+Competitive-X →to 4♦

Support-X at low level support xx

Lightner-X

Lead-directing-X

X in competitive bidding T/O or additional strength

International-Convention-Card

♠ ♥ © DBV e.V. ♦ ♣

Category: BLUE

NBO: Germany EVENT: Seniors

PLAYERS: Reiner Marsal Herbert Klumpp

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE Precision Club

5card Majors

1♣ usually 17+HCP

1♦ 10-16HCP may be singleton

1NT Opening: 14 - 16HCP

2 over 1 Responses: nat. F1 usually 11+

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2♣ = 5+♣, 10-16HCP

2♦ = weak ♥(♣) or strong 3 suiter 17+

2♥/♠ = ♥/♠ + minor 4-10HCP

2NT = ♣+♦ 5/5, 4-10HCP

3NT = Gambling NT, solid Minor, w/o side values

4♣/♦ = Namyats, good 4♥/♠ opening

SPECIAL FORCING PASS SEQUENCES

after 1♣ opening any positive answer is FG

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Lebensohl

PSYCHICS very rare

OPENING	TICK IF ART	MIN No. OF C	NEG X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1 ♠	x	0	4♦	17+HCP any distribution	1♦ neg., 1♥/♠ = ♠/♥ FG, 2♣/♦ = ♦/♣ FG	after 1♣-1♦-1♥-1♠ = Relay - now 1NT = 20-21HCP, 2NT = 22-23 but 1♣-1♦-1♥ -1NT(2♣,♦,♥)TRF 0-4 but 2♣=mm,2NT=MM 3♣(♦)=♣+♣(♦) 3♥(♠)=♥+♣(♦)	
					2♥/♠ = nat.5-7HCP,	23HCP, 2♥ = nat., 2♣/♦/♠ = ♥+suit muppet stayman	
					2NT = 4-4-4-1 8+ 3NT= solid suit	1♣-1♦ now 2NT = 24+HCP FG, Asking Bids after 1♥/♠/NT	
1 ♦	x	1	4♥	10-16HCP unbalanced if 14-16	2♦ = Inverted Minors, 2♣ = 4-7(8)HCP 6+cards	no Inverted Minor in competition	
					3♣ = at least 4♦ 5♣ 7-10 , 2♥ = 5♣, 4+♥ 5-9HCP	after 1NT -Rebid 2♣/♦ = two way checkback	Drury 2♦ shows good opening
1 ♥	5	4♦		10-16HCP	2NT = gameforcing raise, 3♣ = inv.+ 4+trumps	long suit Trialbid direct, 2♣ = general try, 2NT = LST ♣	2NT = ♣.
					3♦ = inv.+ 3trumps, 3♥ = pre., 3♣/4♣/♦ = Splinter	After 2NT : level3 short 3♥= maximum unbalanced 3NT = max balanced	3♣/♦ Fit jump
1 ♣	5	4♦		10-16HCP	same as above except 3♥ = Splinter, 4♥ = nat.	long suit Trial-Bid direct, 2NT = general try	2NT=♣
1 NT		3♣		14-16HCP	Stayman (NF), 2♦/♥/♠/NT = Transfer,	X = negative thru 3♣, Rubensohl	X by passed hand shows 1 minor
					3♣ = ♣+♦ weak, 3♦ = ♣+♦ strong	1NT-2C-2P-4T= Splinter	pass - pass - 1NT - pass
					3♥, ♠ = short ♥, ♠, 4♦ = ♥+♠ at least 5/5		pass - double
2 ♣	5	4♥		10-16HCP	2♦ = forcing Relay, 2♥/♠ = nat. nonforcing,	2♦ - 2♥/♠/3♣ = min., 2NT/3♦/♥/♠ = nat. max. 6♣	
					3♦ = nat. FG, 3♥/♠ = nat. 6+suit forcing>	2NT - 3♣ - bid shows 2 suiter g.f.	
					3♣= 8-11 2NT = trf ♣		
2 ♦	x			4-10HCP ♥/ ♠	2NT = forcing Relay, 3♣/♦ = nat. nonforcing,	2♦ - 2NT: 3♣/♦ = min♥/♠ 3♥/♠ =max ♠/♥,	same
				or strong 3 suiter 17+	2(3)♥ = poc ,3 ♠ nat 4♣ bid majo tr	X after 2♥/♠ 3♥ =poc after minor x=pen	
				2NT shows 17-20, 3♣(♦,♥,♠)=21+ single above	2♦ x xx = poc , but 2♥(♠) = nat	after 2NT : 3♣ askin g for shortness other bids Fit ?	
2 ♥	6(5)			4-10HCP ♥ + minor	2NT = forcing Relay, 2♣= to play 3♣=poc	2NT - 3♣/♦ = Min 3♥/♠= Max ♣,♦	same
					3♥ = preempt, 3♣ forcing	To play 3M , 4M 5 m X= poc vs min, pen vs ♠	
					4♥/♠ = to play	Next suit asking shortness next to next rKCB lower suit	same
2 ♠	6(5)			4-10HCP ♠+ minor	same as above 4♥ to play	same as above	
2 NT	x			4-10HCP ♣+♦ 5/5	3♥ = asking strength + shortness 3♣=nat	3♣= Min -> 4m to play , 3NT = Max -> 4♣) ask shortness 4♣(♦)= void ♥(♠)-> 1.(2.) Stufe = RKBW ♣(♦)	
3 ♣	7(6)			4-10 Preempt	new suit forcing at 3-level, 4in new minor = slaminv.	4♦ = slaminv.	
3 ♦	7(6)			4-10 "	new suit forcing at 3-level, 4in new minor = slaminv	4♣ = slaminv.	
3 ♥	7(6)			4-10 "	3♣ forcing	after 3♥/♠ - 4♣ = slam inv. w/ fit, 4♦ = slam inv. w/o fit	
3 ♠	7(6)			4-10 "	"	as above "	
3 NT	x	7(6)		Gambling w/o side values 1/2nd, 3rd/4th with side values	4♣ = P/C, 4♦ asks for shortness, 4♥/♠ = to play 4♦- 4♥/♠ = short, 4NT = bal. 5♣/♦ = short other m.	HIGH LEVEL BIDDING	
4 ♣	x	7		good 4♥ opening	4♦ = asks for outside ace, later for shortness	RKCBW 41, 30, Splinter, Cuebids, Exclusion KCBW, forcing Pass, Ropi-Dopi mod.	
4 ♦	x	7		good 4♦ opening	4♥ = asks for outside ace, later for shortness		
4 ♥/♠	7(6)			Preempt	4♣ / 4NT = RKCB		

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)		
Natural, usually 5+c, 5+ hcp.		
New suits F1, jump-raises pre-, can be 0 hcp, 2NT mixed raise after Major overcall		
Reopen: jump in a new suit intermediate, new suit forcing		
INT OVERCALL (2nd/4th Live; Responses; Reopening)		
15-17, Stayman, transfers		
13-15, Stayman, transfers		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
Weak (2-9 hcp.) non-vul. 11-14 hcp. when vul. Natural responses		
Unusual NT: Two lowest unbid (after 1♣ opening that only promises 2-cards, 2NT is minors)		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
Michaels,		
1♣/♦-2♦: Majors, weak or strong depending on vulnerability		
After Michaels: 2 NT: searching for minor, constructive, and/or <u>invitational for the Major</u>		
VS. NT (vs. Strong/Weak; Reopening; PH)		
Dbl vs. strong NT: one minor		
2♣ Landy, 2♦: one Major, competitive, 2/♥/♠:Natural, good hand		
After weak NT up to 15, dbl. is at least as strong, other bids the same		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		
Dbl: usually 13-15 or 19+ if bal.		
2NT: 15-18		
Leaping Michaels, Non-leaping Michaels, GF		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣		
Against 1♣: Dbl: good hand. 1♦: majors, can be 4-4.		
1♥/1♠: natural, 1NT: one minor. 2♣: majors, 5+-5+, 2♦= either ♥, usually 6+, or -5+-5+ ♠+♣. 2♥= either ♠, usually 6+, or 5+-5+ ♣+♦. 2♠= either ♦ or ♦+♥; 2N: ♣+♥ or ♦+♠, usually 5-5		
Against 2♣: dbl: majors. 2♦/♥/♠/NT: Next suit or two-suiter as above		
OVER OPPONENTS' TAKEOUT DOUBLE		
1M-D-transfers from 1N to suit below M. 1M-D-2/3M: preempt		
1m-D-R: 10+ usually balanced		

LEADS AND SIGNALS		
OPENING LEADS STYLE		
Suit	Lead	In Partner's Suit
Suit	3 rd -5 th	same
NT	Lowest, exc. from 2-4 small	3 rd -5 th
Subseq	3 rd -5 th thru declarer	
Other:		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AKx	AKx
King	KQx AK	AKQ10 KQJ10
Queen	QJx,	QJx, KQx
Jack	J10x KJ10	J10x KJ10, KQJx
10	109x, 10x, Q109, K109	109x, 10x, Q109
9	9x,	9x,
Hi-X	Xx, xxXx,	Xx, 8xx, 8XXX
Lo-X	xxX, HxX	9xX, 9xxX
SIGNALS IN ORDER OF PRIORITY		
1	Partner's Lead	Declarer's Lead
1	Attitude	count
Suit 2	Suit pref.	Odd enc. in 1 st disc.
3		even discouraging
3		and suit pref.
1	Attitude	Reverse Smith
NT 2	count	Odd enc. in 1 st disc.
NT 2	Count	even discouraging
3		and suit pref.
Signals (including Trumps): UDCA		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
Normal, classic responses		
7+ fourth in hand, classic responses		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
Support doubles thru 3♥		

EBL CONVENTION CARD		
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:		
NCBO: Iceland		
B. Eysteinsson - G. S. Hermannsson - A. Jörgensen		
EVENT (Open/Women/ <u>Senior</u> /Transnational)		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
Precision		
1NT: 14- 16; 6-card minor, 5-card major possible		
Can include singleton, usually H		
.		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
2♦ : One major, 3-10 hcp.		
2♥ : 8-10 hcp, 5-cards ♥ and 2-3 ♠		
2♣ : 8-10 hcp, 5-cards ♣ and 2-3 ♥		
2 NT: 5+-5+ majors, 3-9 hcp		
3 NT: Gambling, solid minor		
SPECIAL FORCING PASS SEQUENCES		
IMPORTANT NOTES		
Preemts can be light first in hand when green vs. red		
PSYCHICS: Rare		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	x		4♥	16+ hcp, any distribution	1♦: neg. 1♥/♠, 2♣/♦: nat. 8+, 1NT: 8+ bal, can include singleton if 4-4-4-1, 8-9 hcp. 2♥/♠, 6-cards, 4-6 hcp. 2NT: 10+, 4-4-4-1. 3♣/♠: 7-cards, 4-6, 3NT: Solid 7-card suit.	Various asking bids after positive response,	Dbl: negative, 5+ hcp
1♦	x	1	4♥	11-13 bal, (10)11-15 unbal	1♥/♠: 4+cards, 1NT: 8-10. 2NT: 11-12 bal. 2♦: 5♠ and 4+♥, weak. 2♣: 5♣ and 4+♥, inv. 2/1 GF. 3♣/♦/♥/♠: nf	After 1♦-1M; 1N: 2♣/♦ check-back, 1♦-2m, 2NT: 11-13 bal., stopper in both M.	
1♥				(10)11-15, 5+♥	1NT: F1, 2/1: GF, 2NT: Stenberg.	1♥/♠-1NT- 2♣: either 14-15 or minimum, can be bal.	Drury fit
		5	4♥	(10)11-15, 5+♣	3♣/♦: mini-splinter. 3NT: 13-15, bal. and 3-cards		
1♠				(10)11-15, 5+♦	1M-3M: preempt, 1M-4M, to play		Drury fit
INT			4♥	14- 16; 5-cards M, 6-cards m. possible, Can include singleton, usually H	Stayman, transfers, 4♣: clubs, 4♦/♥: Transf.		Transfer Lebensohl
2♣			4♥	(10)11-15 hcp. 5-cards	2♦: R. 2N: good raise to 3♣, INV or GF 2♥/♠: forcing one round, 3♣: weak raise 3♦/♥/♠: strong	3♣ -2♦; 2♥-2♣: 4-cards + clubs, forc.	
2♦	x	(5)6		3-9, weak in one Major	2NT: R. 3♣/♦: natural and NF. 3NT: one suit good hand. 4♣: asks opener to transfer to his suit	After 2N: 3♣: not maximum; 3♦: R 3♦ not min. with ♥, 3♥ not min. with ♠	
2♥		5		5♥, 8-10 hcp. 2-3♣	2NT: R. 2♣ NF, 3♣ looking for minor, NF. 3♦: GT for ♥, 3♥: preemptive	After 2NT: 3♣: 4-card minor, 3♦: bal, 3♥: 5+♣, 3♣: 5+♦.	
2♣		5		5♣, 8-10 hcp. 2-3♥	2NT: R, 3♣ looking for minor, NF. 3♦: GT for ♦, 3♦: GT for ♣, 3♣: preemptive	After 2NT: 3♣: 4-card minor, 3♦: bal, 3♦: 5+♣, 3♣: 5+♦.	
2NT	x			3-9 hcp, minimum 5-5 in majors	3♣/♦: GT for ♥/♠. 4♣/♦: slamtry for ♥/♠		
3♣/♦ 3♥/♠		6		Preempt	New suit forcing		
		6		Preempt			
3NT	x	7		Solid minor	4♣ P/C, 4♦ asks for singleton, 4♥/♠ to play		
4♣				Preempt			
4♦				Preempt			
4♥				Preempt	4♣ to play, other bids cue		
4♣				Preempt			
4NT	x			Asking for specific aces	5♣, no ace, 5♦/♥/♠/6♣: ace, 5N: 2 aces		HIGH LEVEL BIDDING
5♣						Cue-bids at the 3-level show A or K	
5♦						1430 Blackwood, 0314 Voidwood	
5♥						DOPI-ROPI	
5♣							



DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card Category: Blue Country: Iceland Events: 9th National Seniors' Pairs Championships, Madeira June '22 55th European Team Championships – Seniors, Madeira '22 Players: Haukur Ingason – Skafthi Jonsson – Áðalsteinn Jörgensen	
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE				
Aggressive 1-level;sound 2-level. New suit=F1. New suit JUMP=FIT by passed hand. Jump RAISE=PRE. CUE-BID RESP: Promises support.		Suit	Lead	in Partner's Suit		
2NT by responder after opening and overcall of 1M and in competition is SYSON (GF ASK) except (1m/♥ in 1 st hand): 1M-2NT=NAT 13-15 HCP (1x)-1M-(P)-3x in their suit=4card support, very good raise (not FG) (1♥)-1♦-(2♦)-3♣=NF (and similar situations)		NT	3rd-5th	3rd=even;low=odd		
		Subseq	Can be attitude. 3 rd from br. se.	Same		
		Other:	Vs NT, K asks CT/UB; A asks ATT. Low from 3 small in partner's suit if NOT raised, high if raised; High from three small in other suits in NT.			
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY	
2nd POS: 15-18HCP: SYSON. 4th LIVE (in 4th position after 1x-P-1y-1NT=15-18)		Lead	Vs.Suit	Vs. NT	GENERAL APPROACH AND STYLE	
4th POS: 11-16HCP: 2♦=ASK:2♦=11-12 (then Baron), 2♥/2♦/2NT=13-14 HCP, 3X=15-16 HCP; 2♦/2♥/2♦=To play		Ace	AKJ10(+), AK(+), A(+)	AK, AK(+), A(+)	PRECISION (1♦=16+HCP). Mostly natural bidding after positive response to 1♦.	
		King	AK, KQ, KQ(J/10)(+), KQ(+)	AKJ10(+), KQ(J/10)(+)	Sound openings in 1st/2nd hand #1. Classic PRE style #2. 4th suit= FG.	
		Queen	QJ, QJ(+), AKD(+)	AQJ(+),KQ,KQ(+),QJ,QJ(+),AKD(+)	1♦= At least 4-card diamond suit in 1st/2nd hand (11-15HCP). Inverted raise (2/3♦).	
JUMP OVERCALLS(Style; Responses; Unusual NT)		Jack	(A/K)J10(+), J10, J10(+)	(A/K)J10(+), J10, J10(+)	1♥= 5+♥ or 4414/4405 (11-15 HCP). Semi-forcing 1NT, but NF by passed hand.	
1-Suit: WEAK: New suit=F1, 2NT: ASK (3M=min). New suit JUMP=FIT.		10	109, 109(+), H109(+)	109, 109(+), H109(+)	1♦= 5+♦ (11-15 HCP). REVERSE DRURY.	
2-Suit: (1M)-2NT: ♦+♦. (1m)-2NT: ♥+om. New suit bids NAT/NF.		9	9x	9x, 9xx, 98xx	Short suit game tries after a major raise. 1M-2NT=ASK FG 4+cards in M.	
JUMPS in known suits PRE		Hi-x	Sx, xxSx	HxSx ,Sx, Sxx,SxSx, 87xx, 76xx	2♦= 5♦4M or 6♦ (11-15 HCP). 2M=F	
Reopening: 6+suit 12-16HCP.		Lo-x	HxS, HxxxS, xxS, xxxxS	HxS, HxS(x), (9/8/7)xSx	WEAK-MULTI 2♦ (6-card major-suit, 3-10 HCP)	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		SIGNALS IN ORDER OF PRIORITY			WEAK 2♦=BOTH MAJORS (4+4+, 5-11 HPC)	
MICHAELS CUE. 2♦ (Precision): 3♦=Ms, 4♦=♦+♥, 4♦=♦+♦, NF (1M)-2M:OM+m (55+);2NT asks m, m-bid=NAT/NF.		Partner's Lead	Declarer's Lead	Discarding	WEAK 2♦=5♦+MINOR (54+, 5-10 HCP)	
(1♦=0-2+)-2♦/3♦=NAT. (1♦=3+)-2♦=Ms. 1♦ (nat, 2+♦)-2♦=Natural, 2♦=Ms JUMP CUE ASKS STOP (solid m or M): 3x=NAT, F; 4♦=P/C.		Suit:1st	Hi=DISCRG	Hi/lo=O	WEAK 2NT=BOTH MINORS(5+5+, 5-10HCP)	
		2nd	Hi/lo=O	S/P	Jump by responder to higher ranking suit after opening of 1♦/1♥/2♦ is NAT and FG	
		3rd	S/P	Hi/lo=O	Jump by responder to lower ranking suit after opening of 1♦/1M is NAT and INV	
VS. NT(vs. Strong/Weak; Reopening;PH)		NT: 1st	Hi=DISCRG	Hi/lo=O	1NT Openings: 12-15 HCP in 1 st /2 nd seat, 14-15 HCP in 3 rd /4 th seat	
2♦ =Ms, 2♦ =M, 2♦ =♥+m, 2♦ =♦+m, 2NT=ms (10+hcp) or Ms GF, 3x=PRE, 4♦=♦+M GF, 4♦=♦+M GF #9		2nd	Hi/lo=O	S/P	2 OVER 1 Responses: FG	
2NT ASK for m after 2M, 3♦=♦=NAT, NF		3rd	S/P	Hi/lo=O	SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
VS. 15-HCP: D=Penalty #8. VS. Can have 16+HCP: D=4card major and longer minor #9		Signals (including Trumps): REMAINDER COUNT=U/D (high-low=odd)			2♦: BOTH MAJORS (4+4+, 5-11 HCP)	
		Trumps: Hi-lo is S/P, but count if ruffed first			2NT: BOTH MINORS (5+5+, 5-10 HCP)	
		SMITHS ECHO/ODDBALL (high by partner encouraging, high by leader discouraging). 2 nd from broken sequence in opening lead otherwise 3 rd			GAMBLING 3NT	
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)		DOUBLES			WEAK JUMP SHIFTS AND RAISES IN COMPETITION	
T/O DBL through 4♥, OPT DBL over 4♦ and higher.		TAKEOUT DOUBLES(Style;Responses;Reopening)			COMPETITIVE CUE=LIMIT RAISE (or better)	
(WK 2M):2NT=16-18 HCP. (2♦)-2NT:3♦=♦NF, 3♦=♦GF. (2♦)-2NT:3♦=♦GF, 3♦=♦NF (WK 2m): 2NT=17-19 HCP: 3X=GF, 3♦=Puppet, 3♦/♥=TRA, 3♦=ms. 4♦/♦=ORKC		CUE-BID=F to suit agreement			LEBENSOHL: (2X)-D;(1M)-P-(2M)-D;(1M)-D-(2X raise);1♦-(2X)-P-D; 1♦-1♦-(2X)-D #3 RUBENSOHL after overcall of 1NT and (2♦-Multi)-D-(2X) #4	
2NT Scrambling after PH DBL.		Over RDBL:Pass is NEU			SPECIAL FORCING PASS SEQUENCES	
LEB after (WK2x)-DBL-(P)-and (1M)-P-(2M)-D: 3 in opp M direct =oM+not stop (WK 2M): 4♦=OM+♦, 4♦=OM+♦, NF. (2D Multi): 4♦=♦+♥, 4♦=♦+♥, NF (3X)-3NT: 4♦/4♦=ORKC, 4♦/4♦=Natural, mild slam INV, Cue-bid= 2 or 3 suits to play		RESP DBL after M <40M SCRAMBLING 2NT			1♦-(1♦/1M/2♦)-P	
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOU赚LES			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
Vs 1/2♦ opening: DBL=M's, NT=m's		1♦-(1♥)-DBL suggests 4♦, 6+HCP 1♦-(1♦)-DBL suggests 4+♥, 8+ HCP			3X is FG after strong 2NT (17+): 3♦=Puppet, 3♦/♥=TRA, 3♦=mm, 4♦/♦=NAT (ORKC)	
OVER OPPONENTS' TAKE OUT DOUBLE		Negative DBL through 4♥. Optional DBL over 4♥. Maximal DBL. Competitive DBL.			Escape from 1NT-(D): 2♦=♦+M, 2♦=♦+♦, 2♦/2♦=5+cards 6-10 HCP,	
1♦(1st/2nd hand)/1M-(DBL)-1NT/2m(2♦)=TRA, Direct raise weaker than TRA raise 2NT=Mixed raise, 2M(by jump)/3X(under)=FIT showing, Double raise=PRE		Responsive DBL. Snapdragon DBL. Support DBL and RD after 1M through 2♦.			2NT=GF, two suits, 3X=PRE, 4X=SYSON. P=Demands RD, then: P=to play, 2♦=♦+♦,2♦=♦+♥, 2♦=Ms; RD=Demands 2♦, then P/2♦/2♦/2♦= To play;	
RDBL=10+HCP, all D are then PEN		1♦-1♦-(D)-P-RD=Take out (1M/2♦=5+cards). Splinter DBL=A or KD in the suit. Escape RD of 3NT with no major bid: 1. hand no ♦ stopper (P=♦ stopper), 4. hand no ♥ stopper			Escape from 1NT-P-(D)-P: RD=one suit, 2♦=♦+other, 2♦=♦+M, 2♦=Ms, 2♦=♦	
					Escape from 1NT-P-(D)-RD=(54) in the minors, 2m=5-6 card suit	
					1NT-(P)-2♦-(D): Pass=stop in ♦ (RD=To Play, 2♦=REASK) ; 2♦/2♦/2♦=not stop in ♦ Psychics: Rare	

OPEN	TI CK IF AR T	MIN NO OF CAR DS	NEG DBL THR U	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	Haukur Ingason - Skálf Jonsson - Aðalsteinn Jörgensen - Iceland	COMPETITIVE & PASSED HAND BIDDING
1 ♠	X	4♥	16+ HCP	1♦=0-7	1NT=16-18, 2NT=21-22, 3NT="GAMBLING" (6+suit + other values), 4♣=Roman Gerber. Puppet Stayman after 2NT			Over interfer-
				1♦=0-7	1♥=5+♥ or BAL: 1♠=Relay: 1NT=19-20, 2NT=23-24, 2m=3+suit 5♥, 2♣=(NAT,F 20+ hcp)-2NT=TRA MIN, 3X=MAX, 3m=5+card suit FG.		ences see # 5	
				1♦=0-7	2♥=FG, BAL 25+ or ♥: 2♣=ASK			
				1♦=0-7	2♦=5+♦: 2♦=ASK, 2NT=♦. 2♦=5+♦: 2♦=ASK, 2NT=♥. 2♣=NAT, FG. After 2♣: 2NT=5-7 HCP, 3♦=0-4 HCP.			
				1♥=8+ HCP, 5+♣	1NT=NAT. 1♠=3+cards, natural bidding. 2♣=ASK 4+♣(see 1♣-2NT): 2NT=5332/5422 max (11+)			
				1♣=8+ HCP, BAL	1NT=ASK: 2♣=No M; 2♦=4♥, 2♥=4♣, 2♣=5♣, 2NT=5♦ #6			
				1NT=8+ HCP, 5+♥	2♣=ASK. 2♥=3+cards, natural bidding. 2NT=Jacoby (see 1♥-2NT).			
				2♦/2♦=8+HCP, 5+ cards in ♦/♣, reversed. 2♦/2♥=ASK,	2NT=♦/♥ both by responder and opener, except 2NT=♦ by opener after 2♦			
				2♥/2♣=2NT/3♦=8+HCP, S/S in ♣/♥/♦/♦ (2♣=S/S in ♥)	First step ASK for controls: 1 step 1-2, then natural bidding, accepting suit, cue-bids, RKC or ORKC (for minor).			
				3♦/3♥=Solid 6/7+-card suit, no A or K in side suit	3♦/3♣=ASK for S/S, 3♣/4♣=ASK for suit			
				3♣/3NT=Solid 6/7+-card suit, A or K in side suit	4♣=ASK for A/K (4♦=A (4♥=ASK), 4M/4NT=K, (First free step=ASK for S/S)), 4♦=ASK for suit (First free step=Ask for A/K)			
1 ♦	4	4♥	11-15 HCP, NOT BAL OR	2/3♦=Inverted raise, 2♦ FG except 3♦ next by OP or RE.	1♦-1M-1NT-2♣ = CHECKBACK, GF. 1♦-1♣-1NT-2♦/♦=Weak. After 2♦: 2M=4 card suit. Short suit game tries after 1♦-1M-2M.			
	2		11-13 HCP BAL in 3 rd /4 th seat	2♦/2♣=NAT FG, 2NT=NAT (10-12, 4♣+). 3♣=NAT INV	After 2NT: 3♣=NF. 1♦-1M-2NT=3 cards in M, 6+♦, MAX (3♦=0-2 in M). 1♦-1♣-2♦=4♥, 5+♦ max			
					After 1♦-1M - 2M: 2NT is ASK: 3♣/3♦=3 cards in M, min/max; 3♦/3♣=4 cards in M, min/max			
1 ♥	4	4♥	5♦ or 4414/4405. 11-15 HCP	1NT=SF (0-2♥, 6-12 HCP). 2♣=NAT, FG. 3m=NAT INV	2♣ CHECKBACK after 1♥-1♣-1NT. Void splinter bids: 3NT (♣), 4♣, 4♦. 3♣= Singleton splinter bid (3NT=ASK).			DRURY: 2♥=MIN
			(8-15 HCP in 3rd/4th)	2NT=ASK FG 4+cards in M. Void Splinter bids.	2NT: 3X=S/S, 4M=5332/5422 min, 3NT=5332/5422 max, 3M=6322 min, 4X=6322, Cue max. 1M-1NT: 2♣=2+♣, 2♦=4+♦.			
1 ♠	5	4♥	11-15 HCP (8-15 in 3 rd /4 th)	2♣=3+♣ 0/3/6-9 P (NV-V/Equal-V/V-NV), 3♣=3+♣ INV (10-12 P)	Void splinter bids: 4♣, 4♦, 4♥. 3NT= Singleton splinter bid (4♣=ASK). Short suit game tries after a major raise.			DRURY: 2♣=MIN
1 NT			12-15 HCP in 1 st /2 nd , 14-15 in 3 rd /4 th	STAY does not promise 4-card M. Smolen	2♣-2M: 3m=NAT FG, 3 in oM=Slam INV. 2♣-2♦: 2♦=Weak majors, 2♣=ASK FG: 2NT=4 card minor (2NT=ASK), 3m=5cards			(2♣)=♣(+other) or one
			BAL or SEMI-BAL	3x=NAT FG. South-AfricanTexas: 4♣/4♦=♥/♣.	2♣-2♦-2♣=ASK FG: 2NT=4card m (3♣=ASK: 3♦=♣, 3♥=♦), 3m=5card suit, 3♦=3433 MAX, 3♣=4♣, 3NT=3433 MIN.			suit: D=Stayman, Syson
				4-SUIT TRF (but 2♣=♣ or minors)	BREAKING TRF IN M = xx/Ax/Kx + 4 in M. BREAKING TRF IN m: A/K in m. 2♣(♣ or mm)-2NT/3♣-3♦=55mm FG, 3M=S/S 13(45) FG.			
2 ♦	5	4♥	11-15 HCP, 5♣4M or 6♦	#7, 2♦=ASK, 2M=F, 3M/3♦=NAT FG, 3♣/4♣=PRE, 4♦=ORKC	2♦-2NT=(MAX)-3♣=ASK S/S, 2♦-3♦=(MIN)-3♦=ASK S/S. 2♦-2M-3 in oM=Slam INV in M. 2♣-2♦-2♣=NF.			
				2NT=F1 ASK: 3♣=MIN (3♦=6+♦ INV), 3♦=4♦, 3M=S/S,	2M: 2NT=MIN 1-2 in M, 3♣=MIN 0-1 in M, 6+♣, 3♦=MAX4♦, 3♦=MAX4♦/6♦, 3NT=MAX, good♦ suit.			
				3NT=BAL MAX.	2♣-2♦-2♦-2♣=ASK: 2NT=MIN 5♣, 3♣=MIN 6+♣, 3♦=MAX 1435, 3♦=MAX, x4x6+, 3♣=MAX 3415, 3NT=MAX 2425.			
2 ♦	X		Weak 2M (3-10 HCP)	2M/3M/4♦=P/C, 4♣=ASK for TRF. 3m=NAT, FG. 4M=To play	2♦-(D): P=5+♦, RD=bid your suit, 2♥/2♣= own suit, to play. 2NT-3♣=MIN (3♦=ASK: 3♥=♣, 3♦=♥; 3♦/3♣/4♥=Pass or correct)			Over interf. up to 4♦:
					2NT: 3♦/3♥=♥/♣ MAX (3♦/♣=ASK for S/S), 3♣/3NT=♥/♣ AKQ, AKJ or AQJ (4♦=ASK for S/S). 2NT-3X-(3Y-3Z)-4♣=RKC.			SYSON on at 4 th level
2 ♥			BOTH MAJORS (4+4+, 5-11HCP)	2NT=ASK, 3m=NAT NF, 3M=PRE, 4m direct=ORKC-♣/♦,	2NT: 3♣=min (3♦=ASK: 3♥=♣, 4♦; 3♣=4♣, 5♦; 3NT=55; 3M=INV), 3♦=max 45 (3♦=GF ASK: 3♣=13, 3NT=22, 4♦=04, 4♦=40, 4♥=31)			
				4NT=RKC(6KC/2Q)	3♦=max 54 (3♦=GF ASK: 3NT=22, 4♦=04, 4♦=40, 4♥=13, 4♣=31), 3♣=max 55, S/S in ♦, 3NT=max 55, S/S in ♦: 4♣/4♦=RKC-♥/♣.			
2 ♠			WEAK ♠+m (5,4+, 5-10HCP)	2NT=ASK, 3♣/3♦/4♥=NAT NF, 3♦=INV in ♠, 3♣=PRE,	2NT-3m-3♣=GF (Cue-bid sequence), 4 in bid minor=ORKC in the minor, 4 in other minor=RKC in spades.			
				4♣/4♦=ORKC	2♣-3♦ (INV in ♠, Distribution sequence): 3♦=Re-invite, 3♣=min, 3NT=MAX not good ♠, 4♣/♦=MAX 5+suit, 4♦=MAX 5044, 4♣=MAX good ♠.			
2 NT	X		BOTH MINORS (55+, 5-10HCP)	3M=ASK length, 4M=To play. 4♣/4♦=PRE. 4NT=RKC(6KC/2Q)	3♦: 3♣=0-1♥, 3NT=2-3♦. 3♣: 3NT=0-1♣, 4X=2-3♣, Cue-bid. 4m=ORKC after 3♦-3X			
3 ♠			PRE: classic	4♦=ORKC, 3X=FG, 4♣=PRE, 4M=To play	4NT to play after 4♦-4♦, 4♣=ASK for Q. 4NT=ASK for Q after 4♦-4♣			
3 ♦			PRE: classic	4♣=ORKC, 3X=FG, 4♦=PRE, 4M=To play	4NT/4♣ to play after 4♣-4♦, 4♦=ASK for Q. 4NT to play after 4♣-4♦, 4♣=ASK for Q.			
3 ♥			PRE: classic	4♣=ORKC, 3♣=FG, 4♦=Cue-bid, 4♦=To play	4NT/4♦ to play after 4♣-4♦, 4♣=ASK for Q. 4NT to play after 4♣-4♦, 4♣=ASK for Q.			
3 ♠			PRE: classic	4♣=ORKC, 4♦=Cue-bid, 4♥=To play	4NT/4♦ to play after 4♣-4♦, 4♦=ASK for Q. 4♣ to play after 4♣-4♦, 4NT=ASK for Q.			
3 NT	X		GAMBLING, no outside AorK in 1/2	4♣=P/C, 4♦=ASK for S/S, 4M=NAT	High Level Bidding			
4 ♠			PRE: classic	4♦=ORKC, 4M=To play	Cue-bids: 1st + 2nd round equally, A or K at 3 rd level (except 3♣ if ♥ are trumps). Non-Serious 3NT (weaker than cue-bid at 4th level). 5NT= Pick a slam.			
4 ♦			PRE: classic	4NT=RKC, 4M=To play	RKC 4NT ASK #11 1430, but 3014 if responder is asking opener with 15+HCP. Negative answer to Q-ASK: Lowest bid in trump suit; positive answer: 5NT=The Q,			
4 ♥			PRE: classic	4NT=RKC, 4♣=To play, 5m=Cue-bid	but no K, a suit=the Q + the K in that suit. New suit by opener asks for 2 nd or 3 rd round control in that suit. After answer of 5♥ or 5♣, 5NT			
4 ♠			PRE: classic	4NT=RKC, 5m=Cue-bid, 5♦=NAT, Slam INV	asks for specific kings, but a new suit asks for 2 nd or 3 rd round control in that suit, except it is a known 3-cards suit, then it asks for Q and K.			
4 NT	X		Specific aces	5NT=♦A, 6♦=Colored, 6♦=Ranked, 6♥=Shaped, 6♣=3	With void: 5NT=Two key cards and void. 6 in trump suit =Odd number and a void in higher ranking suit. 6 under trump suit = Odd number and void in the suit.			
5 ♠			PRE: classic	5X=Cue-bid, 5NT=Bid 7 with solid suit	Optional Roman Key Card (ORKC) #10 4♣ and 4♦ for minor: 1 st step=MAX (reversed), others MIN: 2♦=1/4, 3♦=0/3, 4♦=2-Q, 5♦=2+Q; 4NT to play after MIN.			
5 ♦			PRE: classic	5X=Cue-bid, 5NT=Bid 7 with solid suit	Double jump EXCLUSION RKC and in suit after SA-Texas: 1 st step=0, 1, 2-Q, 2+Q, 3. RKC/ORKC after openings 2♦/2♥/2♣/2NT/3X: 1 st step=0, 1, 2-Q, 2+Q.			
5 ♥/♣			ASK for 2 aces of 5	6 in M=1 of 5, 7 in M=2 of 5	Second cue-bid in S/S=REN (not sing. A). Lightner D. DOPI, ROPI, DEPO. 1♣-1♦-4♣ and 1♣-4♦=Roman Gerber (0/3,1/4,2: 4NT to play, 5♣ ASK for Ks(01234)).			
5 NT	X		Specific kings	6NT=♦K, 7♦=Colored, 7♦=Ranked, 7♥=Shaped, 7♣=3	RKC after PRE opening: 0, 1, 1+Q, 2, 2+Q. Josephine 5NT after PRE opening: M: 0/3, 1/3, A or K + extra length, 2/3, 3/3; ♦: 0/3, 1/3, 2/3, 3/3			

Note # Description H. Ingason – S. Jonsson – A. Jörgensen Iceland

Note 1: Sound openings in 1st and 2nd seat:

Pass with balanced (4333/4432) 11 HCP in 1st and 2nd seat.

Pass with bad unbalanced 11 HCP in 1st and 2nd seat.

Open with 11 HCP and 5 card major (1♥, 1♠).

Open with good 11 HCP and balanced with 5card minor (1NT).

Open with 10 HCP and 55xx or 64xx.

Note 2: Classic pre-emptive style: Openings: Rule of 2-3-4 in 1st and 3rd seat.

Rule of 1-2-3 in 2nd seat. Jump overcalls: Rule of 2-3-4 over 1♣ and 1♦, rule of 1-2-3 over other openings.

Note 3: Lebensohl style (slow shows): (2♥)-D: 3♥=4♠ not stop in ♥; 2NT-3♣-3♥=4♠ and stop in ♥; 3NT direct=not stop in ♥, not 4♠; 2NT-3♣-3NT=stop in ♥, not 4♠

Note 4: Rubensohl style: Transfer to their suit: Stayman FG, opener bids their suit with no stop, can have no stop if he bids major over 3♦/3♥ transfer.

3♠=No M, not stop. 3NT=No M, stop.

2NT over 2♣/2♦/2♥/2♠: Transfer to 3♣ , INV with ♣ or weak with ♣/(♦/♥).

2NT-3♦ by opener: Fit with ♣ and MAX: 4♣=To play, 4♦=ORKC

Note 5: Interferences over 1♣: D=8+hcp, other bids:

1♣-(D): RD=8+ hcp; P=0-7 hcp, 4+♣, no M; 1♦=0-7 hcp, 4+♦, no M;
1♥=0-4 hcp, 4+♥, 1♠=0-4 hcp, 4+♠,
1NT=5-7 hcp, stop in opponents suit, no M;
2♣=5-7 hcp, 4 card major(s); 2♦=5-7 hcp, 5+♥; 2♥=5-7 hcp, 5+♠;
2♠=8+ hcp, 6+♠ (good suit (minimum 3 of 5 highest in the suit (QJ10));
2NT=8+ hcp, 6+♥ (good suit); 3♣=8+ hcp, 6+♣ (good suit),
3♦=8+ hcp, 6+♦ (good suit); 3♥/3♠/3NT=SYSON
1♣-(1♦, 1♥, 1♠)-D(=8+hcp)-1NT-2♣=Stayman
1♣-(1♦, 1♥, 1♠, 1NT, 2♣): P=0-7 hcp; 1♥=0-4 hcp, 4+♥;
1♠=0-4 hcp, 4+♠; 1NT=5-7 hcp, stop in opponents suit, no M;
2♣=5-7 hcp, 4 card major(s);
2♦=5-7 hcp, 5+♥; 2♥=5-7 hcp, 5+♠; TRA to opponents ♥/♠-suit=
5-7 hcp and not 4+cards in oM; 2♠=8+ hcp, 6+♠ (good suit);
2NT=8+ hcp, 6+♥ (good suit), 3♣=8+ hcp, 6+♣ (good suit),
3♦=8+ hcp, 6+♦ (good suit), 3♥/3♠/3NT=SYSON
(1♠)-2♣=S/S, 5-7 hcp, 1444
1♣-(1NT, 2♣): P=0-7 hcp;
2♣=5-7 hcp, 4 card major(s); 2♦=5-7 hcp, 5+♥; 2♥=5-7 hcp, 5+♠;
2♠=8+ hcp, 6+♠ (good suit); 2NT=5-7 hcp, stop in opponents suit,
3♣=8+ hcp, 6+♣ (good suit), 3♦=8+ hcp, 6+♦ (good suit),
3♥=8+ hcp, 6+♥ (good suit); 3♠/3NT=SYSON
1♣-(2♦, 2♥, 2♠): P=0-7 hcp; 2♥=5-7 hcp, 5+♥; 2♠=5-7 hcp, 5+♠;
2NT=5-7 hcp stop in opponents suit, 3♣=8+ hcp, 6+♣ (good suit),
3♦=8+ hcp, 6+♦ (good suit); 3♥=8+ hcp, 6+♥ (good suit);
3♠=8+ hcp, 6+♠ (good suit); 3NT=SYSON

3 in OPP suit=S/S, 5-7 hcp, 4+ in major/s

1♣-(2NT minors): 3♣=8+ hcp, 5+♥; 3♦=8+ hcp, 5+♠; 3♥=5-7 hcp, 5+♥;

3♠=5-7 hcp 5+♠; 3NT=SYSON

1♣-(3♣, 3♦, 3♥, 3♠): 3X=8+ hcp, 5+card suit; 3NT=8-11 hcp, stop in opponents suit.

Note:..6: Responses to 1♣-1♠-1NT:

2♣=No major, 2♦=4♥, 2♥=4♠, 2♠=5♣(5332), 2NT=5♦(5332)

2♣=No major; 2♦=ASK: 2♥=2344, 2♠=3244, 2NT=3334, 3♣=3343

2♦=4♥: 2♥=4+♥ ASK: 2♠=44xx, 2NT=3433, 3♣=x4x4, 3♦=x44x

2♥=4♠ (not 4♥): 2♣=4+♠ ASK: 2NT=4333, 3♣=4xx4, 3♦=4x4x

2♠=5♣(5332): 2NT=1-2♣ 18+HCP, 3♣=3+♣ 16+HCP, 3NT=1-2♣ 16-17 HCP

2NT=5♦(5332): 3♣=1-2♦ 18+HCP, 3♦=3+♦ 16+HCP, 3NT=1-2♦ 16-17 HCP

Responders 1st step: Jump or raise to game by responder shows 8-9 hcp and maximum 3 controls (1-3): K, A, KK or AK (but not KKK (3 keycards, and not AA (4 controls), then step 2).

Responders 2nd step (Cue-bid or 3NT): 10-12 hcp and 2-4 controls

(A, KK, AK, AA, but not KKKK (4 keycards), then step 3)

Responders 3rd step Que-bid at 4th level: 13-15 hcp, 3-6 controls

(AK, KKK, AA, AKK, AAK, AKKK, AAA, (not AAAK=7 controls), then 4. step)

Responders 4th step: 16+ hcp, 4+ controls (RKC or ORKC)

Openers 1st step: Jump or raise to game by opener shows 16-17 hcp and 4-5 controls (AA, AKK, KKKK, AAK, AKKK)

(Opening of 1♣ shows at least 4 controls, open 1♣ with AAAK (7 co., 15 hcp).

Openers 2nd step (3 in M): 18-20 hcp and 5-8 controls

(AAK, AKKK, AAKK, AKKKK, AAAK, AAKKK, AAAA, AAAKK (not AAAAK then 3rd).

Openers 3rd step Que-bid at 4th level: 21-23 hcp, 6-9 controls

(AAA, AAKK, AKKKK, AAAK, AAKKK, AAAA, AAAKK, AAKKKK, AAAAK, AAAAKKK, AAAAK)

Openers 4th step: 24+ hcp, 7+ controls (RKC or ORKC)

After accepting major suit by opener at second level (1♣-1♠-1NT-2♦-2♥ and 1♣-1♠-1NT-2♥-2♠) and distributional bids by responder and opener:

Jump or raise to game by opener shows 1. step,

3 in M by opener shows 2nd step. Cue-bid at 3rd level is 2nd step or better, 3NT is 3rd step and Cue-bid at forth level is 4th step.

Bids by responder against 2nd step (18-20 hcp); 3 in M is 2nd step,

3NT shows 3rd step, cue-bid at 3rd level shows 2nd step or better and cue-bid at 4th level is 4th step.

Bids by responder against 3rd step (21-23 hcp); 4 in M is 1nd step, cue-bid at 4th level is 2nd step or better.

After accepting minor suit by opener at third level

(1♣-1♠-1NT-2♣-3♣ and 1♣-1♠-1NT-2NT-3♦): 3NT by responder is 1st step, Cue-bid at 3rd level is 2nd step or better.

Note:..7: Responses to 2♣:

2♦=8+ hcp, ASK:

2♥= 4card suit: 2♣= ASK, 3♥=INV, 3♣=Slam INV in ♥, 3♦=5+♦ FG,

4♣=ORLC in ♣, 4♦=Splinter, 3♣=3+♣ 8-10p, 2NT=8-10HCP<3♣

2♠= 4card suit: 3♣=INV, 3♥=Slam INV in ♠, 3♦=5+♦ FG,

4♣=ORKC in ♣, 4♦/4♥=Splinter, 3♣=3+♣ 8-10p, 2NT=8-10HCP<3♣
 2NT=No major, MAX: 3♣=ASK for short suit, 3♦=5+♦FG, 3♥=5♠+4♥,
 3♠=6♠+4♥
 3♣= No major, MIN: 3♦=ASK for short suit, 3♥=5♠+4♥, 3♠=6♠+4♥
 3♦= 4card suit, MAX: 3♥=5♠+4♥, 3♠=6♠+4♥
 3M= 5 card suit, 6+♣
 3NT= Solid 6+♣ and outside value(s)
 2M=8+ hpc, 5+card suit: 2NT=MIN 1-2 cards in M, 3♣=MIN S/S in M, 6+♣
 4♣=MAX, 3-4 cards in M, 6+♣
 2♣-2♥-3♠/4♦=Splinter, 2♣-2♠-4♦/4♥=Splinter
 2NT=Forcing: INV+: 3♣=MIN (3♦=6+♦ INV), 3♦=4+card suit MAX,
 3M=S/S MAX, 4M=56+
 3♣/4♣=PRE, 0-7 hcp
 3♦/3M=6+ card suit, FG
 4♦=ORKC in ♣
 4M=To play

Note:..8: Doubles after NT:

We double weak NT (not including 16 hcp): (1NT)-D-(P/RD)-P-(2X):
 All doubles are PEN; same after D in 4th hand (1NT)-P-(P)-D-(P/RD)-P;
 same after 1X-(1NT)-D.
 After (1NT)-D-(2X), D is T/O or points if the bid was Stayman or transfer (next D is T/O if 2X was Stayman or transfer)
 We double Stayman or transfer: If 1NT was strong (can have 16 hcp) double shows good suit, if 1NT was weak double shows 14+hp.
 Opponents double our 1NT: P=Demands RD; if opponents bid suit D is T/O; same after (1X)-1NT-(D)-P.

Note:..9: Defensive bidding versus 1NT:

2♣=Ms: 2♦ ASK for longer M
 2♦=M: 2♥/♣=Pass/Correct
 2♥=♥+m, 2♠=♠+m. 2NT ASK for m after 2M, 3♣=NAT NF, 3♦=INV in M.
 2NT=ms (10+hcp) or Ms GF: 3NT next is GF ms, Major next is FG both majors.
 3x=PRE,
 4♣=♣+M GF, 4♦=ASK for M
 4♦=♦+M GF, 4♥=Pass/Correct
 4M=To play
 VS. 15-HCP: D=Penalty
 VS. Can have 16+HCP: D=4card major and longer minor:
 2♣=P/C for minor
 2♦=ASK for major
 2M=Own suit

Note:..10: Optional Roman Key Card ASK (ORKC)

Optional Roman Key Card ASK (ORKC) 4♣ and 4♦ for minor, answers:
 1st step=MAX (reversed), others MIN: 2nd=1/4, 3rd=0/3, 4th=2-Q, 5th=2+Q.

After a negative response, ORKC bidder can ask for trump queen with the cheapest bid other than 4NT, or else signoff in the minor trumpsuit or in 4NT.

After a positive response, ORKC bidder can ask for aces with the cheapest bid.
Other possibilities in the following order:

- A. Opponents have bid or doubled a suit.
Step 2 = Voidwood in opps suit.
Step 3 = Voidwood in ORKC responder suit if applicable, see order of options below.
Step 4 (Retreat to 5 in the minor trumpsuit) = lack of control in opps suit.
- B. ORKC responder has bid a suit.
Step 2 = Voidwood in ORKC responder suit.
- C. The partnership has bid 3 suits.
Step 4 (Retreat to 5 in the minor trumpsuit) = lack of control in unbid suit.
- D. Two suits have been bid by the partnership and ORKC bidder cannot be void in secondary suit.
Step 2 = Voidwood in lower unbid suit
Step 3 = Voidwood in higher unbid suit
Step 4 = lack of control in secondary suit.

|Note:..11: Roman Keycards asking bids (RKC)

4NT RKC: The answers are usually 1430, but are 3014 when responder is asking a 16+HCP opener or an 15+HCP (1NT, 2NT, 3NT, D+suit bid) overcaller.

After 5♣ response, 5♦ is the Q-ask. After 5♦ response, 5♥ is the Q-ask, responder must pass with 0 and answer with 3, must pass with 1 and answer with 4 (If you want to know about the queen after a "0 or 1" response use the 5NT Grand Slam Force (responder bids 7 in the trump suit with the Q, K in lower ranking suit)).

Negative answer to Q-ASK: Lowest bid in trump suit.

Positive answers to Q-ask: 5NT=The Q but no outside K.

New suit asks for control in that suit, answers:

A: Responder can have singleton:

Lowest bid in trump suit=No 2nd or 3rd stop, 1st step=doubleton, 2nd step=Q, 3rd step=singleton, 4th step=QJ.

B: Responder can not have singleton:

Lowest bid in trump suit=No 3rd stop, 1st step=doubleton, 2nd step=Q, 3rd step=QJ.

C: Responder can not have the K and can not have doubleton:

Lowest bid in trump suit=no 3rd stop, 1st step=the Q, 2nd step=QJ

Positive answer to Q-ask: A new suit by responder shows the Q + the K in that suit, With 2 kings bid the king suit at the cheaper level. With 3 kings bid 6NT.

New suit bid by opener is ask in that suit, answers:

A: Responder can have the K or singleton:

Lowest bid in trump suit=no 2nd or 3rd stop, 1st step=Doubleton or Q, 2nd step=the K, 3rd step=singleton, 4th step=KQ.

B: Responder can have the K but not singleton:

Lowest bid in trump suit=no 2nd or 3rd stop, 1st step=Doubleton or Q, 2nd step=the Kxx+, 3rd step=Kx, 4th step=KQ.

C: Responder can have the K but not doubleton:

Lowest bid in trump suit=no 2nd or 3rd stop, 1st step=Q,
2nd step=the K, 3rd step=KQ

D: Responder can not have the K but can have singleton:

Lowest bid in trump suit=no 2nd or 3rd stop, 1st step=doubleton, 2nd step=the Q,
3rd step=singleton, 4th step=QJ

E: Responder can not have the K and can not have singleton:

Lowest bid in trump suit=no 3rd stop, 1st step=doubleton, 2nd step=the Q,
3rd step=QJ

F: Responder can not have the K and can not have doubleton:

Lowest bid in trump suit=no 3rd stop, 1st step=the Q, 2nd step=QJ

After the answers of 5♥ or 5♠, a bid of 5NT asks for specific kings, answers:

Lowest bid in trump suit=no king. With 3 kings bid 6NT. With 1 king bid the K suit.

With 2 kings bid the king suit at the cheaper level.

New suit bid by opener is ask in that suit, answers see above.

New suit bid direct by opener (not bidding 5NT) is ask in that suit, answers
see above.

With void: 5NT=Two key cards and void. 6 in trump suit =Odd number and a void
in higher ranking suit. 6 under trump suit = Odd number and void in the suit.

Six keycards RKC (and 2 queens) after double agreement (2♥-4NT, 2NT-4NT),
and weak openings (2♥ and 2NT):

Answers: 1st step: 0, 2nd step: 1, 3rd step: 2-Q, 4th step: 2+lower ranking Q,

5th step: 2+higher ranking Q, 6th step: 2+2Q, 7th step 3.

Queen ask: 1st step:0, 2nd step:1 (lower ranking), 3rd step: 1 (higher ranking),
4th step: 2.

DEFENSIVE AND COMPETITIVE BIDDING

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

Usually 5+ cards at one level = 6-16 non-vul, 10-16 vul.

Usually 5+ cards (6+ if minor) and constructive at 2 level.
10-16 non-vul, 12-16 vul.

New suit responses = F1

After partner's overcall, a bid of the opps suit = invitational values if RHO passes

After partner's overcall, a bid of the opps suit = a points based raise if RHO bids

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

2nd position = 15-17 with stopper

4th position = 10-14 with stopper

Responses are identical to 1NT opening

JUMP OVERCALLS (Style; Responses; Unusual NT)

1 level jump in a suit = 5+ 5+ in that suit and next higher

1 level jump in NT = GF in unspecified 2 suiter

Reopen: Same as above. Responder bids lowest un-bid suit

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

Direct Cue bid by opener/responder = General force

Jump cue bid = stop ask

Direct cue of opening bid = 6-10 with 6 cards in suit above

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

2♦ = diamonds or both majors

2♦ = 5+ hearts or 4 spades with a longer minor

2♥ = 4 hearts with a longer minor

2♠ = 5+ spades

2NT = Both minors

Double = 15+ or clubs if a passed hand

2-way Jump Overcalls - Intermediate/Strong

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

Dbl = Take out

At 4-level Cue Bid = 2 suiter with 5+ cards in the un-bid major(s)

Else, if OP show one suit then cue = general force. if two suits then cue = stop show

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

Obstructive style over 1♦ /2♦

Dbl = ♦ or Ms; 1♦ /2♦ = ♥ (or ♣ + m) 1♥ /2 = ♠ + m

1♦ /2♦ = ♠ , 1NT/2NT=ms

OVER OPPONENTS' TAKEOUT DOUBLE

Suit bids = F1

Redouble = 9+ and promises and further bid if partner passes

2NT = Limit Raise

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	2nd & 4th	2nd & 4th
NT	2nd & 4th	2nd & 4th
Subseq	2nd & 4th/attitude	2nd & 4th/attitude
Other:		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	A, AK; asks for attitude	A, AK; asks for attitude
King	AK, KQ; asks for count	AK, KQ; asks for count/unblock
Queen	QJ; asks for count	KQ, QJ; asks for attitude
Jack	J10(x), KJ10(x), J(x)	AJ10(x), KJ10(x), J10(x), J(x)
10	K109(x), Q109(x), 109(x), 10(x)	A109(x), K109(x), Q109(x), 109(x)
9	9(x)	A987, K987, Q987, J987, 9x
Hi-X	Xx, xXx, xXXX	Xx, xXx, xXXX
Lo-X	HxX(X)	HxX(X)

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Count (Hi/Lo=even)	Count (Hi/Lo=even)	Count (Hi/Lo=even)
Suit 2	Attitude/Suit pref.	Attitude/Suit pref.	Attitude/Suit pref.
3			
1	Count (Hi/Lo=even)	See below	Count (Hi/Lo=even)
NT 2	Attitude/Suit pref.	Attitude/Suit pref.	Attitude/Suit pref.
3			

Signals (including Trumps): Standard count, suit preference/attitude when switch needed. High-low in trumps shows 3+ and ruff prospects

Card on first suit played by declarer in NT is either attitude to lead (Hi enc) or count (Hi/Lo=even) depending on dummy

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

May be light (9+) with classic shape

Negative and Responsive to 4♥

T/O when 1NT overcalled with natural suit

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Lightner Doubles

Lead-directing doubles

Most low level doubles of suit contracts are take out/game tries

Double of an artificial overcall of opening 1NT = competitive

Responsive doubles tend to deny the un-bid major

When partner doubles 1NT, dbl of RHO = points

W B F CONVENTION CARD

CATEGORY: Green

NCBO: Ireland

PLAYERS: Ranald Milne & B.J. O'Brien

EVENT : European Championships- Senior Teams 2022

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

ACOL 4 card suits ; 12-14 NT

Weak Twos in the Majors

4th leads, standard count and attitude

Hand evaluation subject to personal assessment

2 over 1 responses promise a rebid unless opener shows min.

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♣ = 8+ playing tricks or 23-24 balanced

2◊ = GF, ART

2M = 4-10 pts N.V, 8-10 Vul 5+ suit

3NT = Long solid minor

Non-jump cue-bid overcall = 3-way weak in next suit up

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

PSYCHICS: Very seldom

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♦		4	4♥	10-20 pts	1 suit = NAT; 1NT=8-10; Jump Shift = Strong 2NT = 16+ BAL	1NT rebid = 15-18 then 2♦ = ART asking Jump 2NT rebid=19-20 then 3♦=ART ST	PH: Jump Shift response = Weak 6+ suit; 2NT = 11-12 BAL 2NT over dbl = inv. Raise to 2 or 3 = pre-emptive
1♦		4	4♥	10-20 pts	1 suit = NAT; 1NT=6-9; Jump Shift = Strong 2NT = 16+ BAL	1NT/non-jump 2NT rebid = 15-18 then 2/3♦ = ART asking Jump 2NT rebid=19-20 then 3♦=ART ST	PH: Jump Shift response = Weak 6+ suit; 2NT = 11-12 BAL 2NT over dbl = inv. Raise to 2 or 3 = pre-emptive
1♥		4	4♥	10-20 pts	1 suit = NAT; 1NT=6-9; Jump Shift = Strong 2NT = 16+ BAL	1NT/non-jump 2NT rebid = 15-18 then 2/3♦ = ART asking Jump 2NT rebid=19-20 then 3♦=ART ST	PH: Jump Shift response = Weak 6+ suit; 2NT = 11-12 BAL 2NT over dbl = inv. Raise to 2 or 3 = pre-emptive
1♣		4	4♥	10-20 pts	1NT=6-9; Jump Shift = Strong; 2NT = 16+ BAL	2NT rebid = 15-18 then 3♦ = ART asking	Jump Shift = Weak 6+ suit; 2NT = 11-12 BAL
1NT			4♥	12-14 BAL	2♦ = NP Stayman; 2♦/2♥ = Transfer 2♦ = Minor suit relay; 2NT = 18+ BAL 3♦/3♦/3♥/3♦ = Slam tries 4♦/4♥=hearts, 4♦/4♦=spades, 4NT=quantitative	Suit upwards over 2NT response Suits up when accepting 4NT	PH: 2NT = Weak Take out in a minor Dbl=T/O over nat. o/calls, 2NT=Puppet, cue=Stayman
2♣			4♥	8+ Playing tricks or Strong BAL	2♦ =Relay; 2M = 8+ pts NAT; 3 suit = semi-solid suit	2NT Rebid = 23-24; 3NT Rebid =27-18	
2♦			4♥	GF or Strong BAL	2♥ =Relay; 2♦ = 8+ pts NAT; 3 suit = semi-solid suit	2NT Rebid = 25-26; 3NT Rebid = 29+	
2♥		5+		4-10 pts. N.V., 8-10 pts. Vul	2NT asks for a feature if MAX; new suit = F1		
2♣		5+		4-10 pts. N.V., 8-10 pts. Vul	2NT asks for a feature if MAX; new suit = F1		
2NT			4♥	21-22 BAL	3♦ = Suits up; 3♦/3♥=Transfer; 3♦ = 5♦+4♥ 4 any = slam try, 4NT = Quantitative	Suits up if 4NT Quantitative accepted	
3♣		6+		Pre-empt			
3♦		6+		Pre-empt			
3♥		6+		Pre-empt			
3♣		6+		Pre-empt			
3NT				Long solid minor	4♣ for correction; 4♦ void asking		
4♣		7+		Pre-empt			
4♦		7+		Pre-empt			
4♥		7+		Pre-empt			
4♣		7+		Pre-empt			
4NT				Asking for specific aces	5♣ = 0; 5NT=2		
5♣		8+		Pre-empt		HIGH LEVEL BIDDING	
5♦		8+		Pre-empt		RKCB = 1430 for Majors; 3041 for minors then 5NT asks for number of kings	
5♥				Unused		DOPI/ROPI	
5♣				Unused		1st and 2nd round controls shown below game	
5NT				Unused		Exclusion Blackwood	

DEFENSIVE AND COMPETITIVE BIDDING

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

Usually 5+ cards with wide range at one level

Usually 6+ cards and constructive at 2 level

Responses in a suit are forcing for 1 round if third hand passes

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

2nd position 15 -17 points

4th position Live 15 –17 points

4th position Reopening 10-14 points

Responses are identical to 1No Trump opening

JUMP OVERCALLS (Style; Responses; Unusual NT)

1 Suiter weak

2 Suiter 5+/5 wide range 3C is 2suiter without C; 2NT lower 2

Suits; 2D over 1C shows majors

Reopen: 1 Suit Intermediate strength; 2NT Natural 20 - 22

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

Direct cuebids (except over 1C natural) are C+S (C+H) over 1S

Jump cuebids (except over 1C when shows D+S) asks for stop

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

2C = Diamonds or majors

2D= 5+ Hearts or 4+ spades and 5+ minor

2H=4+ Hearts + 5+ Minor

2S = Natural

2NT = Minors

X = Penalty or Clubs by a passed hand

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

Double take out

Cuebid shows 2 suiter with 5+ cards in unbid major(s)

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

Destructive style

Over strong 1C: X Reds or Blacks 1D Ms or ms length 1NT other 1H/S shows 3+ cards and a longer minor

Over strong 2C – X, 2D, 2NT as against 1C

OVER OPPONENTS' TAKEOUT DOUBLE

Suit bids are non forcing at 2 level

Redouble shows 8+ pts and promises a further bid over minimum call by opponents

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	4 th ; 2nd	4 th ; 2nd
NT	4 th ; 2nd	4 th ; 2nd
Subseq	Same/attitude	Same/attitude
Other: 2 nd highest from 4+ small cards; Low promises honour		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	A , AK; Asks for attitude	A, AK; Asks for attitude
King	AK, KQ ; Asks for count	AK, KQ ; Asks for count/unblock
Queen	QJ Asks for count	KQ , QJ ; Asks for attitude
Jack	J10x(x) , KJ10x; Jx	J10x(x) , KJ10x; Jx
10	10x , 109x(x), Q109x	10x , 109x(x), Q109x
9	9x	9x ; 98xx
Hi-X	Xx , xXx, xXXX	Xx , xXx, xXXX
Lo-X	Hxx(x)	Hxx(x)

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	High Enc/ Even no	Low odd number	Low odd number
Suit 2	Suit preference	Suit preference	Discouraging
		High likes opening	
1	As above	lead (by both defs)	Low odd number
NT 2		Low odd number	Discouraging
3		Suit preference	

Signals (including Trumps):

High card (1) count , (2) likes opening lead – Smith peters

In trumps shows 3 + cards and interest in a ruff

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

May be light (9+) with classic shape , a cuebid by responder promises a further bid

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Lightner doubles

Lead directing doubles

Most low level doubles of suit contracts are take out/game tries

W B F CONVENTION CARD

CATEGORY: BLUE

NCBO: Ireland

PLAYERS: Micheal & Padraig O Briain

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Blue Club; control responses to 1C

Canape by opener in some positions

4 card majors

1NT 15-17

2 over 1 response F2NT

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

1C 17+ pts or equivalent in distribution

2C 10 – 16 pts with 6+C or 14-16 pts with 5/5 C & another

2D 3 - 10 pts with 5+ cards in H or S

2H 3 - 9 pts with 5+ H and 5+minor

2S 3 - 9 pts with 5+S and 4(5+) minor

3NT minor suit preempt

SPECIAL FORCING PASS SEQUENCES

If our 1 No Trump opening is doubled

After a positive response to our strong 1Club opening

IMPORTANT NOTES

Occasional opening bids and responses are subminimum

PSYCHICS: Occasional 1H/1S openings or 1 level responses

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			CONVENTION CARD
OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)	OPENING LEADS STYLE			
1 level – 8 – 17 varies with vul/position	Lead	In Partner's Suit		
2 Level – 10 – 17 varies with vul/position	Suit	2/4	2/4	
	NT	2/4	2/4	
	Subseq	2/4	2/4	
INT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY
14-18 2 nd seat and 10-15 in 4 th	Lead	Vs. Suit	Vs. NT	
System on over any 1NT (including protective)	Ace	Att (Ax, AK)	Att (Ax, AK)	GENERAL APPROACH AND STYLE
	King	Count (AK, KQ)	Count (AK, KQ)	5-card Majors; 1♣ is 2+; 1♦ normally unbalanced; 15-17 NT; 2♣
	Queen	Att (KQ or QJ or AQJT) QJT	Att (KQ or QJ or AQJT) QJT	23-24 bal or GF; 2♦ ♣ Pre-empt; 2♥/♠ (6 card, weak); 2/1GF;
	Jack	AJT, KJT, JTx	AJT, KJT, JTx	3♣ minors weak
	10	HT9x, T9x, Tx	HT9x, T9x, Tx	
	9	H98x, 98x, 9x	H98x, 98x, 9x	
	Hi-X	Even	Even	Transfers over our 1♣ opening
	Lo-X	Odd	Odd	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Cue = Ghstem (1x-2x = Highest + lowest)	Partner's Lead	Declarer's Lead	Discarding	
1M-2M = OM +clubs; 1♣-2♦ = Majors; 1♦/♥/♠ – 3♣ highest suits	1 Count (Hi/Lo=Even)	Count (Hi/Lo=Even)	Count (Hi/Lo=Even)	2♦ = ♣ pre-empt
	Suit 2	Suit pref	Suit pref	3♣ = minors, weak
	3			2♣/♦ XY relay over opener's NT type rebids
	NT 2	Suit pref	Suit pref	Support dbl and redbl
	3			2NT in competition – normally conventional
	Signals (including Trumps):			Transfers over our 1♣ opening
	On partner's lead of A or Q, low encourages			
	Hi-lo in trumps 3 trumps looking for ruff			
	DOUBLES			
VS. NT (vs. Strong/Weak; Reopening; PH)	TAKEOUT DOUBLES (Style; Responses; Reopening)			SPECIAL FORCING PASS SEQUENCES
2♣ = ♦'s or both Majors	Up to 4 ♦			Over GF sequence Pass Forcing
2♦ = ♥'s or 4+♣'s & 5+ minor				
2♥ = 4+♥'s & 5+minor				
2♠ = ♠'s				
Dbl pen				
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			IMPORTANT NOTES
Dbl = T.O; NT strong balanced	Support Dble/Redouble			X/Y Relay (over weak NT type rebids):
Leaping Michaels – 4m shows minor and OM (nf)				2♣ Forces 2♦ then bids inv,
				2♦ game forcing relay
				2♥/♠ natural
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣				2NT 6 card in other minor
dble=Majors; 1NT = minors.				3L GF good suits
2♥/2♠ = weak; 3♣ = pre-empt clubs.				PSYCHICS:
OVER OPPONENTS' TAKEOUT DOUBLE				
2NT = good raise; rdble = values, if Major 2M-1/2M max/min raise				
Bids natural, 1RF				

OPENING	ARTIFICIAL	NO CARDS	NEG DBLUE THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE AND PASSED HAND BIDDING
1♣		2	4♦	11+; 2+♣'s	1♦/♥ transfer; 1♠ no major; 1NT 8-11; 2♣ 12+ 5♣; 2♦ 12+ 5+♦ GF; 2 ♥/♠ weak; 2NT 5♣/4♦ minors 9-11; 3/♣ preemt.	Transfer accept with weak NT and 2/3 card supp then XY relays (2♣ Forces 2♦, 2♦ GF relay).	System on after x/l red intervention; over 1♣ - 2♣/♦ trans and 2♥/♠ clubs with/without ♠ stopper
1♦		4	4♦	11+; 4+♦'s, unbalanced	2♣ 12+ 5♣; 2♦ 12+ GF; 3♣ natural inv; 2M=weak; 2NT 5♣/4♦ minors 9-11; 3♥/♠ splinter.	Use XY relays over 1NT rebid	
1♥		5	4♦	5+♥'s; 11+	1NT 6-11; 2NT = GF strong raise; 3NT=13-15; Bergen raise (3♣ 6-9 and 3♦ 10-11 4 card supp); 2NT GF; 3♠ = splinter; 4♠ natural.	Use XY relays after 1NT rebid	PH - 2♦/2♥ max/min raises; also over dble; fit jumps; 2NT 4 card raise.
1♠		5	4♦	5+♠'s; 11+	1NT 6-11; 2NT = GF strong raise; 3NT=13-15; 1♠ - 4♥ splinter, 1♠ - 3♥ = nat nf; Bergen raises; 2NT GF.		PH - 2♥/2♣ max/min raises; as 1♥.
INT			4♦	15-17 balanced	Non promissory Stayman; 4 way trx's; 3x=natural slam try; 4♣ Majors weak; 4♦/♥ trans; 4♣ minors; 4NT quant.	2♣ - 2NT 5 ♥'s min, 3♣ 5 Major max. Break Major transfer= super accept. Bid suit after minor Tx = like suit.	After intervention 2NT forces 3♣, bids natural, dble values. PH 3x shortage
2♣	✓			GF or 23-24 bal	2♦ = relay; any other bid good suit.	2♥ Kokish relay forces 2♣; then 2NT 25-26 other bids natural and ♥'s also. 2NT = 23-24 then as over 2NT opening	
2♦	✓			Pre-empt in ♣	2♥/♠ = natural, nf; 3♦ = Artificial Forcing		
2♥/♠		5+		5+♥/♠'s (weak), normally 6	2NT feature ask; New suit forcing; splinters		
2NT				20-22 balanced	3♣ = puppet; 3♦/3♥ = transfers; 3♠ = minor oriented; 3NT to play; 4♣ Majors weak; 4♦/♥ trans; 4♣ minors	3♦ over 3♣ denies 5 card M, may have 4; 3nt 3♣ not 4♥ .	
3♣	✓	5+/5+		minors 2-10 hcps	3M nat 1RF. 3NT to play;		
3♦		6+		6+♦'s 2-10 hcps	3M nat 1RF. 3NT to play		
3♥/♠		(7+)		7+♥'s/♠'s 2-10 hcps			
3NT	✓			Long solid minor no outside stop	4♣ pass or correct; 4♦ ask for singleton. 4M natural		
4♣/♦	✓			Strong ♥/♠	4 of intervening suit is shortage ask		
4♥/♠		6+		natural			
5♣/♦				Natural' reasonable			HIGH LEVEL BIDDING Key Card Blackwood (14;30) and Exclusion KCB (30;14) ROPI and DOPI over interference with Blackwood

DEFENSIVE AND COMPETITIVE BIDDING

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

7-15 HCP 2nd , 5-13 HCP th.

cue bid show 11+ with fit or any forcing . jump fit weak 4+ cards .

bid non forcing 9-13 HCP. jump new suit 6+ forcing .

double cue bid show 4+ cards fit 7-10 HCP.

1NT 8-11 HCP. 2NT 12-13 HCP .

after x from opponents transfers .

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

15-17 HCP 2nd , 2♣ stayman , 2NT transfer to ♦ , transfers .

3♣ puppet stayman , 3♦= 5-5 majors inv. 3M=singleton .

10-14 HCP 4th. system on .

JUMP OVERCALLS (Style; Responses; Unusual NT)

weak , NT minors over majors.

cue bid forcing , 2NT asking .

4th = 12-14 HCP 6+ suit . 1x-p-p-2NT=20-21 HCP .

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

1♣/♦-2♦=majors

1♣-2♣=natural.

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

capalety vs. weak NT , vs. strong , x=one minor or 2 majors , 2♣/♦ suit+any

2 major naural , 3 any = preemptive .

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

optional x , NT natural , cue bid = strong 2 suiter (or 1 suit) .

4♣-4NT=2 or 3 suits .

VS. ARTIFICIAL STRONG OPENINGS

OVER OPPONENTS' TAKEOUT DOUBLE

over minors opening natural , over majors transfers , 2NT/3♣/3♦ = sistem on.

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's suit
Suit	3rd-th	small from 3/4 non support
NT	small from good suit	same
Subseq		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	A , AKx	A , AKx
King	KQ(x),Kx,AK(x)	AKJ , KQ10 , strong lead
Queen	QJ(x) , Qx	QJx , QJ10x , QJ9x , KQx , Qx
Jack	J10x , Jx , KJ10	J109 , J10x , J108 , Jx
10	109(x) , 10x , Q109 , K109	H109 , HJ109x
9	9 , 9x	109x , 9x
Hi-x	normal	normal
Lo-x	normal	normal

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit	1 odd enc. even S/P	S/P	odd enc. even S/P
	2 count		
	3		
NT	1 count	S/P	odd enc. even S/P
	2 on k J or Q	count	
	3 on A high enc.		

DOUBLES

TAKEOUT DOUBLES (Style; Response; Reopening)

normal style , cue bid forcing one round .

4th 9+ with shortness or normal .

SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES

when opponents show fit x negative . support x up to 2♠.

negative x over jump overcall after 1NT opening .

optional x if we support and the opponents bid .

WBF Convention Card



♠ ♥ ♦ ♣

Category: _____

NCBO: _____ EVENT: _____

PLAYERS: engel
cohen

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5 major , 2 over 1 , 1NT semi forcing over major

bergen rases .

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2♦ - weak major

2♥/♠ - weak 5+5 major+minor

SPECIAL FORCING PASS SEQUENCES

When we reach to game vul. and opponents bid .

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

lebensohl

PSYCHICS: rare

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)		
Aggressive when not vul 6-17		
1/2 lvl Forcing 1 rnd		
Cue-Bid = FIT 10+		
JUMP FIT 0-6 4 cards.		
Reopening: Nat, 2 lvl Jump 12-14 6 cards,		
2NT = 19-21, Cuebid = strong and F		
INT OVERCALL (2nd/4th Live; Responses; Reopening)		
2 nd 15-18 balance / semi with stopper.		
4 th 10-14 balance / semi with stopper.		
Responses sys on		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
Weak jump overcall aggressive when not vul		
Responses: 2nt = August (Asking suit & strength)		
Rest NAT and Forcing		
Reopen: Nat, 2 lvl Jump 12-14 6+		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
Michales cue bid (1M – 2M = O. M +m , 1m – 2m = Majors)		
Jump Cue Bid – asking stopped (soild suit)		
VS. NT (vs. Strong/Weak; Reopening;PH)		
Vs Strong: 2♣ = Major's , 2♦/♥/♠ = NAT , 2NT = minors , X = as 1NT		
Vs weak: 2♣ = Major's , 2♦/♥/♠ = NAT , 2NT = minors , X = as 1NT		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		
Cue Bid = Ask stopper. NT - NAT		
DBL – TAKE OUT		
Jump 4m = GF minor + Major (2♥ - 4♣ = ♣+♠)		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣		
Dbl = Majors		
NT = minors		
Rest NAT		
OVER OPPONENTS' TAKEOUT DOUBLE		
XX = 9+ later DBL is penalty , 1/2 lvl is nat NF		
1NT = 6-10 NAT		
2NT – limit or better + FIT , 1x – (dbl) – 3x weak 0-6		

LEADS AND SIGNALS		
OPENING LEADS STYLE		
Lead	Lead	In Partner's Suit
Suit	2/4 TH Best	1/3/5
NT	2/4 TH Best	3/5
Subseq	2/4 TH Best	3/5
Other: A – Att (High – enc) , K – Count / Unblock (High – Even.)		
Q – Att. Lavnethal Discards		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AK, AX, A,	AK , AX
King	AK, KQ, KX, K	AKJ, KQT, KQJ, (strong)
Queen	QJ, QX, Q	KQ, QJT, QJ9, AQJ
Jack	KJT, JT, JX, J	HJT, JT9, JT8, JT
10	HT9, T9 , TX , T	HT9, T98xx,
9	9X, 987	9xxxx, T9xx ,
Hi-X	Xx, xXxx	xXx
Lo-X	xXx	xXx
SIGNALS IN ORDER OF PRIORITY		
1	Partner's Lead	Declarer's Lead
1	Att – High enc	Count: High even
1		Lavnethal S\P
Suit 2	Count High even	S/P
Suit 2		Count
3	S/P	Count: High even
1	Att – High enc	Smith (High)
1		Count
NT 2	Count High even	Count: High even
3	S/P	
Signals (including Trumps):		
High – Enc , Lavnethal		
Smith (High)		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
Aggressive with shape , 12+		
Responses: 1lvl – 0-8, 2lvl – 8-11 , Cue Bid – 11+		
Reopening: Aggressive with shape , 11+		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
Competitive DBL = INV,		
Support DBL / REDBL		
Lightener DBL		
Negative DBL		
D.O.P.I R.O.P.I		

EBL CONVENTION CARD		
CATEGORY: Green		
NCBO: Mark Micha 6938 – Yuval Lubinski 715		
PLAYERS: Mark Micha & Yuval Lubinski		
EVENT (Senior)		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
5 Major , Better minor .		
1NT 15-17 (*)		
2NT 19-21 (*)		
2/1 – F1, 10+ NAT		
2♦/♥/♠ = weak two		
2♣ - GF		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
1NT -15-17 Any distribution without void / no 2 singletons /6+ Major		
2NT -19-21 Any distribution without void / no 2 singletons /6+ Major		
Lebenshol		
SPECIAL FORCING PASS SEQUENCES		
Protective DBL		
IMPORTANT NOTES		
Lebenshol after opps weak 2 / overcall after 1NT		
PSYCHICS: Rare		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	3♠	Better minor 12-21 (11)	NAT, 3♣ nat 10-11 3x (Jump) Splinter	C.B.S GF, Mini splinter, Jump weak 0-5, 4suit forcing, trial bid, 1♣-3♣ - 3x - stopper	C.B.S
1♦		3	3♠	Better minor 12-21 (11)	NAT, 3♦ nat 10-11 Same as over 1♣	C.B.S GF	C.B.S
1♥		5	3♠	5 + cards, 12-21 (11)	2/1 F1, REST IS NAT! 3♦/♣ - PRE 7 cards, 3♠ or 4♣/♦ - splinter GF, 2NT – NAT, 3nt – 13-15 4-3-3-3 (no 4 major) 3♥ - nat 10-11	C.B.S , splinter, 4suit forcing, Long Trail bid	C.B.S, Drury
1♠		5	3♥	5+ cards, 12-21 (11)	Same as over 1♥ (1♠ - 3♥ - splinter)	C.B.S , splinter, 4suit forcing,	Drury
INT*				15-17 *	N.F.S, All Transfer's, 3♣ - puppet, 4♣ - Gerber 3♦ / ♥ / ♠ - splinter 4-4-4-1 4♠ - Slam forcing (Baron)	After minor transfer all suits are short GF After Major transfer all suit are nat GF	
2♣	V			22+ / 9 tricks GF	2♦ - 0-7 OR RELAY , REST NAT F	NAT	
2♦		5	-	Weak 2 6-10	2nt – asking rest is nat and F	2nt - 3♣ min & bad suit / 3♦ min & good suit 3♥ max & bad suit / 3♠ max & good suit 3NT Soild suit (AKQ)	
2♥		5	-	Weak 2 6-10	2nt – asking rest is nat and F	Same as over 2♦	
2♠		5	-	Weak 2 6-10	2nt – asking rest is nat and F	Same as over 2♦	
2NT*				19-21 *	3♣ puppet , Transfers, 3♠ minor stayman 3NT – to play. 4♣ - Gerber, 4♠ - Baron		
3♣		6	-	Pre 6-10			
3♦		6	-	Pre 6-10	ALL IS NAT AND FORCING	NAT	
3♥		6	-	Pre 6-10	ALL IS NAT AND FORCING		
3♠		6	-	Pre 6-10	ALL IS NAT AND FORCING		
3NT	V	7		Soild suit 7+ cards minor	4/5/6♣ - P/C , 4♥/♠ - To play, 4♦ - ask short 4nt – ask for 8 th card	4♦: 4♥/♠ short , 4NT no short, 5♣ short ♦ , 5♦ short ♣.	
4♣		7					
4♦		7		Pre			
4♥		7		Pre			
4♠		7		Pre			
4NT				Minors 6-5 or better			
5♣		8				HIGH LEVEL BIDDING	
5♦		8				RKCB - 0/3 1/4 2/5 2+Q	
5♥		8				4♣ - Gerber 0/3 1/4 2	
5♠		8				Josephine 5NT	
						Cue bids 1 st / 2 nd round control A / K / SINGEL / VOID	
						4NT – MINORS (open / overcall)	
						D.O.P.I R.O.P.I	

LEADS AND SIGNALS				WBF Convention Card 2.19 
OPENING LEADS STYLE				
DEFENSIVE AND COMPETITIVE BIDDING	Lead	In Partner's Suit		
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	Suit	4/2.	Count	
1NT (dbl-pen or points) sys off, all bids transfers	NT	4/2	Count	Category: Natural - GREEN. Update - 05/05/2022
1NT (dbl-MM) sys off. 2M=stoper, redbl=points	Subseq	4/2	Count	Country: ISRAEL
1NT (dbl-1 or 2 unknown suit) sys on, redbl=points	OtherVs NT, King ask unblock or count			Event: ALL EVENTS
1NT (2c-MM),2M=stoper, dbl points, 2D=to play	Vs Trump, King ask count			Players: Yadlin Doron - Orenshtain Eitan
1NT (2c-1 or 2 suit or natural) sys on, dbl=stayman	LEADS			SYSTEM SUMMARY
1NT (2D/H/S-natural), lebensol, dbl=pen	Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE
1NT OVERCALL (2ND/4TH Live; Responses; Reopeni	Ace	Ax...	AKx...	2 over 1, 5M 4D 2C
Overall 1NT=(14)15-17(18). System ON	King	KQx...	AKJT, KQJ9, KQT9	3Rd seat opening could be light
Balancing 1NT=10-14 HCP, System ON	Queen	QJx...	QJTx...,AQJx...,KQx...	
Opp open 2M, Overall 2N=15-18 System ON	Jack	JTx...	JT9x...	All weak bids, 5/6/7 Cards, (3)5-9(10) HCP
	10	Tx or jurnalist	Tx or jurnalist	
JUMP OVERCALLS (Style; Responses; Unusual NT)	9	9x or 2nd	9x or 2nd	1NT Opening:(14)15-17(18)
1-Suit:Classic on VUL, Could be light (NV)	Hi-x	Xx, xXx....	Xx, xxX....	2 OVER 1 ReGF
2-Suit:Classic on VUL, Could be light (NV)	Lo-x	xxX from PD suit	xxX from PD suit	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
ReopeAs above	Signals in Order of Priority			2D = Weak H or S
DIRECT and JUMP CUE BIDS (Style; Responses; Red	Partners Lead	Declarer's Lead	Discarding	2M = Weak M + m (5:5)
michaels	Suit:1st	O/E	std count	O/E
Jump cue bid, asks for stopper	2nd	std count		After 2C, 2D = 4+HCP, 2H = 0-3 HCP no King
VS. NT (vs. Strong / Weak; Reopening; PH)	3rd			After 1NT, 2C = Nfs, 3C = Pup, 3D = m+m, 3M = 3145
saction:	NT: 1st	O/E	std count	Gambling 3NT, No king outside
X=C or D+H, 2C=D or H+S, 2H=S or C+D	2nd	std count	SMITH	DRURY 2C
2S=S+D, 2N=H+C	3rd			Support dbl, redbl , cue bids
strong hands overcal 1 suit: as above and rise	Signals (including 'O/E SMITH			Inverted minor
strong hands 2 suiter:start with dbl, after pd bid 2C,				Bergen, Jacoby raises
2H=H+S,2S=S+C,2N=C+D,3D=D+H,3H=H+C,3S=S+D				Over opps 1NT - saction
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	DOUBLES			LEBENSOHL, after W2, and 1NT
Negative dbl up to 4H	TAKEOUT DOUBLES (Style; Responses; Reopening)			Michaels que bid
	Up to 4H			2c and 2d - 2 way CBS
				SSTB
				LSTB
VS. ARTIFICIAL STRONG OPENINGS				SPECIAL FORCING PASS SEQUENCES
Vs Prec 1C and 1D resp, Dbl=M+M, 1NT=m+m				1 Level opening, opps dbl and we Redbl
Other bids are natural	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES			1NT Opening, opps pen dbl, Pass = forc to redbl
	Negative double up to 4H			At high level competition
	Responsive Double up to 4H			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
OVER OPPONENTS' TAKE OUT DOUBLE	Support Double up to 2H			1NT Opening, 5M-ok 6m-ok no single
New suit 1 Level=1F 4+ cards, Use supp 3 cards bids	Lead direction			1NT, Opps pen dbl, All bids are transfers
	Lightner			1NT - 2C - 2M - 2/3 in OM = fit and slamish
				Psychic3Rd seat (NV)
				Opps T.O. dbl, when fit found.
OPENING BID DESCRIPTIONS				

OPENING BID DESCRIPTIONS							
Opening	Artificial	Min.	Neg Dble thru	Description	Responses	Subsequent Auction	Pass
1♣		2	4H	10-22	1NT=6-10, 2C=10+Fit, 3C=0-5Fit, 2D/H/S=Weak, 3DHS splinters	stopers after inverted	
1♦		4	4H	10-22	1NT=6-10, 2D=10+Fit, 3D=0-5Fit, H/S=Weak. 3HS splinter, 3C=D 7-9	stopers after inverted	
1♥		5	4D	10-22	1NT=6-11 1F, 2H=8-10, 2NT=Jacoby, 3C, 3D bergen		
1♠		5	4D	10-22	1NT=6-11 1F, 2S=8-10, 2NT=Jacoby, 3C, 3D bergen		
1NT				(14)15-17(18)	2C=NFS, 3C=Pupp, 6xfers, 3D=5:5m, 3M=5431. 4N/4S = inv/slam forc	Smolen	
2♣	V			Strong	2D=4+, 2H=0-3, 2N=H, 2S,3C/3D= 8+ Good suit		
2♦	V	6		1M, 3-10	2/3/H/S=P/C, 3C/D=F1 Nat, 2NT=F1 Ask, 4H/S=To play, 4C=Bid suit in xfer		
2♥		5		5H and 5 m, 3-9	2S,3D=Natural F1, 3C=P/C, 2NT=Ask, 3H=PRE		
2♠		5		5S and 5 m, 3-9	3H,3D=Natural F1, 3C=P/C, 2NT=Ask, 3S=PRE		
2NT				(19) 20-22	3C=Puppet, 4xfers, 3S=Ask for minors		
3♣		6		3-10	3D/H/S=Natural F1		
3♦		6		3-10	3H/S=Natural F1		
3♥		6		3-10	3S=Natural F1		
3♠		6		3-10	4H=To play		
3NT	V	7		GAMBLING	4C=P/C, 4D= Ask single, 4H/S=To play		
4♣		7		PRE	good H 1 ace outside		
4♦		7		PRE	good S 1 ace outside		
4♥		7		PRE	4NT= RKCB		
4♠		7		PRE	4NT= RKCB		
4NT							
5♣							
5♦							
5♥							
5♠							
5NT							

HIGH LEVEL BIDDING

1st and 2nd round control bids

RKCB. 14 -30

Exclusion RKCB

Direct 5NT=JOSEPHINE

DOPI, ROPI, DEPO

5NT after 4NT= ask For specific King

answers void: 5NT=even, 6C=odd - (no Q)

answers void: 6D=even, 6H=odd - (with Q)

DEFENSIVE AND COMPETITIVE BIDDING

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

Standard style usually 5 card at level 1 and 6 cards or 5-4 at level 2

Conventional responses not passed hand on 2 minor overcalls 1 major

Reopening very light at level one

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

15-17 2nd

10-14 reopening

Transfer responses if 1nt overcalls a major

JUMP OVERCALLS (Style; Responses; Unusual NT)

1♣ or 1♦ → 2♥ / 2♠ = ♥♣ / ♣♣

1♥ → 2♠ natural weak

1♦ → 3♣ weak in clubs

Reopen:

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

Ghestem style two suiter

Michels style reopening

Jump cue bid = Strong one suiter

Reopening the same

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

Double over 1NT 15-17 shows a minor with a major

2♣ Landy , 2♦ multi,

2♥ / 2♠ = ♥♣ or ♥♦ / ♣♣ or ♦♦

Reopening 1NT 15-17 : double = a minor

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

Double standard ; reopening may be distributional

4♣ and 4♦ → two suiter

3♥ / 3♠ → 4♥ / 4♦ a solid suit , 4NT = minors

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

Double shows both majors

NT shows minors

Jump 2♥ : weak in ♥ or ♦ 2♣ = ♣ or ♦

OVER OPPONENTS' TAKEOUT DOUBLE

Over 1♦ doubled : 1NT, 2♣ transfer

transfer responses over 1♥ or 1♦ doubled

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3th and 5th	count
NT	Attitude	count
Subseq	Attitude	
Other:	Reverse	

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK x (x) Ax(x) AQx(x)	AKJx AKQx AKx
King	KQx(x)	AKQ10x KQ109 AKJ10
Queen	QJx(x)	QJ10 QJ9 QJ8 KQ9x KQ10x
Jack	J10 x(x)	J10x(x)
10	109x(x) K109x Q109x	109x(x) KJ10x AJ10x
9	98xx K98x Q98x J98x	A109x K109x Q109x K98x
Hi-X	Xx xXx xXXX	xXXX xXx xXXX xXXXX
Lo-X	KxXx QxxxX xxXXX	KJxxX QxxxX 10xxXx

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Odd encourages	Hi = odd number	Odd encourages
Suit 2	Hi = odd number	Hi= Hi suit preference	Hi prefers Hi suit
3	Hi = Hi suit prefers	Odd = encourages	Hi = odd number
1	Odd encourages	Hi= Hi suit preference	Hi = odd number
NT 2	Hi = odd number	Hi = odd number	Odd encourages
3	Hi= Hi suit prefers	Odd encourages	Hi prefers Hi suit

Signals (including Trumps):

Smith signal against no trump: high encourages in the opening lead suit

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Standard style . Distributional double at high level

Reopening could be light at level one

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Double at 2nd round from opener or overcaller shows strong hand

Support double rare just only after 1♣ /1♦-1♥/1♠ - x - 2♥/2♠

Redouble s.o.s. after a takeout double passed

Redouble over a transfer bid doubled usually denies stop

W B F CONVENTION CARD

CATEGORY: i.e. Green

NCBO: ITALY

PLAYERS: MINA ALDO – PULGA RUGGERO

EVENT (Senior)

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

1♣ = 2 cards

1♦ = 4 card (sometime 3 very good when two small clubs)

2♣ = G.F.

2♦ = 18-19 balanced or like 4441 G.F.

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

3NT = Pre in a minor

1♥ or 1♠ → 2♦ Zanzibar: weak support or ♦ 10+ H.P.

2♦ = 18-19 balanced or like 4441 G.F.

1♣ or 1♦ or 1NT → 3♥ / 3♠ = 543♥1♠ / 543♠1♥

1♣ or 1♦ → 2♣ = 5♣4+♥ 8-11 H.P.

1♥ or 1♠ - 2NT minors – Low cue support, Hi cue other major

SPECIAL FORCING PASS SEQUENCES

1♥ - 1♠ - 2NT - 3♣

3NT - 4♣ - pass is forcing cause 3NT establishes forcing pass

IMPORTANT NOTES

Different responses with passed hands: Drury , jumps ...

PSYCHICS: very rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	*	2	4♠	balanced 12-14 may be 4♣4♦ 4+♣ 11-23 H.P	2♣ = g.f. ♣ or balanced 2♦/2♥ = 6+♥/♦ or 2-6, or solid 10+	1♣ ⇒ 1♦ ⇒ 1♥ ⇒ 1♠ relay 1RF 1♣ ⇒ 1♥/1♠ ⇒ 2♦ = multi 17+	1♣ /1♦-1♥ - x = 4+♣ 1♣ /1♦-1♠-x = 4+♥
					2♠ = 5+♠ 4+♥ 8-10	⇒ 2NT relay	1♣ /1♦-1♥/1♠-2♦ = 6+♣/♥
1♦		4	4♠	balanced 4♦ 12-14 also 4♣4♦ 4+♦ 11-23 H.P	3♥ / 3♠ = 543♥ 1♠ / 543♠ 1♥ 4♣ Gerber, 4♦/4♥ = transfer 4♥/4♦	1♦ ⇒ 1♥ ⇒ 3♣ g.f. 1♦ ⇒ 1♥/1♠ ⇒ 2♣/2♥ = multi 17+	1♣ /1♦-1♥-1♠= not 4+♣ 1♣ /1♦-1♠-2♥= not 4+♥
					1♥ ⇒ 2♠ = or solid ♠ or strong 2 suiter ♠+♣/♦	⇒ 2NT relay ; ⇒ 3♣/3NT/cue = 5+♥4♦	
1♥		5	4♦	11-22	1♥/1♠/ ⇒ 1♦/ 1NT ⇒ 2♣ = F1G std or any strong	⇒ 2♣ ⇒ 2♦ = 8+ H.P.	1♥/1♠-x-1NT, 2♣=transfer 2way
					2♦ = ♦ 10+ or weak fit . ♥/ ♠	1♥/1♠ ⇒ 2♦ ⇒ 2♥/2♣ = weak over support	1♥/1♠- 2x/3x-4♣=a good 4♥/4♦
1♠	5	4♥	11-22		2♣= GF relay or ♣ 10+; 2NT = Jacoby&competitive	1♥/1♠ ⇒ 2♣ ⇒ 2♦ = minimum not 4♣/4♥	1♥/1♠- 2x- cue = 10+ raise ♥/♦
INT			4♥	15-17 may be 5 card major	2♣= puppet	⇒ 2♦ = no major ⇒ 2♥/2♣= puppet style	INT- 2♥/2♣=Rubenshol transf
					2♥/2♣= transfer	⇒ 2♣/2NT = max 4♥/4♦; splinters	
2♣	*	0	4♥	23+ balanced or any G.F.	2♦ waiting	⇒ 2♥ balanced 25+ or ♥	2♣ - 2♥/2♣- 2NT = ♠/ ♥
					2♥/2♣ = 6+♣/ 6+♥	⇒ 2♣/ 3♥ accept	2♣ - 2♥/2♣- transfers
2♦	*	1	4♥	18-19 balanced or like 444 g.f.	2♥/2♣/2NT= multi transfers 2♣/2NT/3♣	⇒ 2♥/ ⇒ 2♣=not 4♣, 2NT=4♣, others 444g.f.	2♦- 2♥/2♣- x = 4+♣/ 4+♥
					3♣= puppet ; 3♦/3NT=majors ; 3♥/3♠=shortness	2♦=3♣=3♦ ⇒ 3NT = invitational 4♥+4♦	
2♥		5	4♦	6-9 may be minor side	2NT relay , 2♣ = 5(4)♣ relay,	distributional responses	Double at level means limit raise
					3NT asking for Aces by four and K side	0A max K, 1A , 1A + 7 cards, 1A+K, 2A	
2♠		5	3♥	6-9 may be minor side	2NT relay , 3♣ = ♥, 3♦ = ♣ , 3♥ = ♦	distributional responses	
					3♣ Puppet , 3♦, 3♥ transfers	3♣ ⇒ 3♥ = no major , ⇒ 3NT= 5♥	
2NT			4♥	20-22 may be 5 card major	3♣ = minors	3NT usually denies minors	
					4♣/4♦ invitational ♥/♦ ; 4♥/4♣ invitational ♣/♦	K.C. with better support then two small cards	
3♣		6		Pre	3♦ asking for side values, 4♦ asking for ♣		
3♦		6		Pre	4♣ asking for ♦		
3♥		6		Pre	4♣ asking for Aces by four and K side		
3♠		6		Pre	4♣ asking for Aces by four and K side		
3NT	*			pre in a minor			
4♣	*	0		solid pre ♥	4♦ relay	4♥ no A side nor void	
4♦	*	0		solid pre ♠	4♥ relay	4♣ no A side nor void	
4♥		6		Pre			
4♠		6		Pre			
4NT	*			Good pre in a minor		HIGH LEVEL BIDDING	
5♣		7		Pre		Usually we play cue bids and turbo convention that means :	
5♦		7		Pre		when a minor is fixed 4 the minor or 4NT show first even number of aces then Q	
5♥		7		Pre		when a major is fixed 3NT or 4NT show first even number of aces then Q	
5♠		7		Pre		When a big two suiter is in front of a balanced : we play 6 K.C.	
						KC Blackwood : responses depend on strength ; 5NT pick a slam	
						In competitive bidding: 4NT general forcing or general cue	

DEFENSIVE AND COMPETITIVE BIDDING

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

Natural also weak.

DBL = Standard

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

2nd position 15-18 → System on;

If dobled: Rbd = 5+♣; Other = Tsf

4th position 11-14

JUMP OVERCALLS (Style; Responses; Unusual NT)

Weak jump

1♣ - 2♦ = Ms; Other: Ghestem

1♥/♠ - 2nt = Minors; 3♣: OM + ♦

Reopen: Over 1♣/♦ only 2♦ Ms; Over 1♥/♠ Ghestem

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

1♣ - 2♣ = nat; 1♣/♦ - 2♦ = 5-5 Ms; 1♣/♦ - 2nt = Om + ♥

1♣ - 3♣ = 5-5 ♦/♣; 1♦ - 3♣ = 5-5 ♣/♣ NF; 1♦ - 3♦ = 5-5 ♣/♣ F

1♥/♠ - Cuebid = OM + ♣; 1♥/♠ - 2NT = 5-5 ms;

1♥/♠ - 3♣ = OM + ♦; 1♥/♠ - 3♥/♠ = Ask stop

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

Strong nt: DBL = good hand; 2♣ = Ms or ♦

2♦ = 1M or strong 5M-5m; 2♥-2♣ = 5+ with minor; 2nt = ms

Reopening: same

Weak nt: same;

Reopening: same

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

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

2♦(multi) - pass and after 4♣/♦ = 5+♣-5+♣/♦;

2♥/♠ - Cue = ms; 2♥/♠ - 4♣/♦ = OM - 5+♣/♦;

VS. ARTIFICIAL STRONG OPENINGS

Strong ♣: Dbl = both reds or blacks; 1♦ = both ms or Ms;

2♣ = ♣+♥ or ♦+♣; 1♥/♠ = nat; 1nt = 1 ms; 2♦ = 1 Ms;

2♥-♣ = 6M

Strong 2♣: DBL = Landy others see VS. NT

OVER OPPONENTS' TAKEOUT DOUBLE

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

1♥/♠ - ! - 3 Jump = Fit showing; 1♥/♠ - ! - 4♣/♦ = Splinter

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	1 st 3rd and 5th	Same
NT	1 st 3rd and 5th	Same

LEADS

Lead	Vs. Suit	Vs. NT
Ace	Ace or AK (not bare)	AK ask preference
King	KQ or AK bare	KD10+, AKJ10
Queen	QJ+, Dx	DJ+, KD+
Jack	J10+, Jx	J10+,
10	109+, 10x, HJ10+	109+, HJ10+
9	98+, 9x, H109+	98+, H109+
Hi-X	Even number	Same
Lo-X	Odd numer	Same

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit1	Reverse count	Reverse count	Reverse count
2	S/P	S/P	S/P
3	Odd = enc	Odd = enc	Odd = enc
NT1	Same	Same	Same
2			
3			

Signals (including Trumps): Lavinthal

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Distributional or any strong hand

Responses: Cuebid = F1

Reopening: 8+

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

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

When the opponents are defending DBL = Wants to play

Inverted DBL = 2/3 cards

WBF CONVENTION CARD

COUNTRY: ITALY

TEAM:

PLAYERS: Buratti A. – Failla G.

EVENT:

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Natural 5 cards major

1♣: Bal 12-14, Nat 11+.poss 4/5♦ Bal

1♦: unbalanced nat. poss 4♦/5♣ or 18/19 (20) bal

INT: 15-17

2♣: GF or Bal 22/23 or Bal 24/+

2♦: 20/22 Bal or 6♥/♠ = 4/9 P.O.

2♥/♠: 6 cards 10/13 P.O.

3♣/♦: Good Pree ♣/♦ (normally A in all position except in 3)

3♥/♣: Pree nat

4

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♦: 20/21 Bal or 6♥/♠ = 4/9 P.O.

2♥/♠ = 6 cards 10/13 P.O.

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES:

OPENING	ARTIFICIAL	MIN. NUMBER OF CARDS	NEG. DOUBLE THROUGH				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	2		12-14 Bal (poss 4/5♦ Bal) Natural 11+	Nat; 1♦ poss 3/3/3/4♣; 1NT : 5♣ NF 2♣ = F to 3♣; 2♦/♥ = Tsf w or GF 2♣ = 5/5 min weak or GF or 6♦ GF solid suit 2NT = pree in 1m or 6♣ GF solid suit 3♣/3♦ = nat with 4/1 in M GF 3♥/♣ = singleton in ♥/♣ 5/4 both minors	Chek back Lebenshol	
1♦		4		11-22 5+♦ 4 cards with 3 suit or with 5♣ (rare) 18/19(20) Bal.	1♥/♣ = Nat poss 3; 1nt = Nat; 2♣ = F to 3♣ ; 2♦/♥ = Tsf w or GF; 2♣ = 5/5 min weak or GF or 6♦ GF solid suit 2NT = pree in 1m or 6♣ GF solid suit 3♣/3♦ = nat with 4/1 in M GF 3♥/♣ = singleton in ♥/♣ 5/4 both minors	1♦ - 1♥/♣ - 1nt = 18/19 bal 1♦ - 1♥/♣ - 2nt = 4+♦ with support 18+ or strong one suit Chek back Lebenshol	
1♥		5		11-22	nat. ; 2♣ = GF ; 2♦ = nat 5+♦ GF or 3/7 with 3 supp; 2NT fit limit or more Raise splinter in Tsf; 3♣/♦ = 6+♣/♦ Limit;	1♥ - 1♠ - 2♣ = 5♥ - 4♣ 12-14; ore any 15+ 1♥ - 1♠/NT - 2NT = 6♥ - 4x 15-17 or 18-20;	
1♣		5		11-22	nat. ; 2♣ = GF ; 2♦ = nat 5+♦ GF or 3/7 with 3 supp; 2NT fit limit or more Raise splinter in Tsf; 3♣/♦ = 6+♣/♦ Limit;	1♣ - 1NT - 2♣ = Nat or any strong hand; 1♣ - 1NT - 2NT = 6♣ - 4x 15-17 or 18-20	
1NT				15-17 Bal	2♣ = Mini stayman; 2♦/♥ = TSF; 2♣ = 5/5 min weak or GF or 6♦ GF solid suit 2NT = pree in 1m or 6♣ GF solid suit 3♣/3♦ = nat with 4/1 in M GF 3♥/♣ = singleton in ♥/♣ 5/4 both minors;		
2♣	X	0		23/+ bal. GF	2♦ = R; 2♥/♣= 5+ cards ♣/♥ AK, AD, KD 2nt = 5/5 Both Majors 5/7		
2♦	X	0		Multi = Bal 20 – 21 (22) 6♥/♣ 3-9	2♥/♣ = Pass or correct; 2nt = R; 3♣ 5/4 M;3♦ = 4/4 M	2♦ - 2♣ - 3♣ = Sngl min - 3♦ = Sngl OM - 3♥/♣ = No sngl min/max	
2♥		6		10-13 hcp	2♣ = R; 2nt = 5+♣; 3♣/♦ = Nat F1 round	2♥ - 2♣: 2nt = 6-4x - 3♣ = Sngl min - 3♦ = Sngl ♣ - 3♥/♣ = No sngl min/max	
2♣		6		10-13 hcp	2nt = R; 3♣ = 5+♥; 3♦ = F1 round; 3♥ = ♣	2♣ - 2nt: 3♣ = 6-4x - 3♦ = Sngl min - 3♥ = Sngl OM - 3♣/nt = No sngl min/max	
2NT				20-22 bal 5/3/3/2 not 5♣	3♣ = Baron; 3♦/♥ = Trsf; 3♣ = ms		
3♣/♦		6/7		Good pree const. (not in 3)	New suit F1R		
3♥/♣		6/7		Preemptive	New suit F1R		
3NT	X			Preemptive in 1m	4♣ = ask 3 cards in 1 M		
4♣/	X	7		8 tricks in ♥			
4♦/♦	X	7		8 tricks in ♣			
4NT				Blackwood	Mixed Cue Bids; Turbo (cue = odd number of KC); Lead directing bid;		

DEFENSIVE AND COMPETITIVE BIDDING

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

Standard/natural

Raice: jump is weak

2NT is strong support

Jump cue is better than preempt

Responses: nat. Not forcing cue is forcing one round

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

Natural in 2nd position responses like on opening

In 4th position after 2 passes 10/14

JUMP OVERCALLS (Style; Responses; Unusual NT)

Medium 4/11 8/11 vulnerable

Reopen: 8/12 good 6 cards

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

GHESTEM CUEBIDS

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

DOUBLE 4 major + 5 minor 2♣ 2♦ Landy both majors

2♦ multi 2♥/2♦ 5+ minor 2NT 4♦ + 6 minor

3♣ 6+4♣ 3♦ 6+4♦

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

Double = take out

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

Double = ♦ others nat. 1NT = minors 2♣ = 5+4 majors

2♦ 5/5 majors

OVER OPPONENTS' TAKEOUT DOUBLE

Redouble 9+ new suit n.f.

Raise preempt jump in a new suit nat.

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	Attitude	Attitude in count
NT	Attitude	Attitude in count
Subseq	Attitude	Count
Other:	highest from doubleton	

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKxxx AKQ Ax	AKx AKxx
King	KQF KQ10 9 AK	KQJ KQ10 9 to unblock
Queen	DJxx Dx	KQxxxx QJ10 QJ98
Jack	J109 j108 Jx	J109x J1087x
10	109x	A109x K109x Q109x AJ10
9	98x	109xx J98xx
Hi-X	even	Even
Lo-X	Odd	Odd

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	UDC	UDC	Odd enco.
Suit 2	1		
3			
1			
NT 2	UDC	UDC	Odd. Enco.
3			

Signals (including Trumps):

Lavinthal count when you useful for us

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

After 1♥ = 4/5♦

After 1♦ = 4/5♥

Double in competition = good hand or good distribution

Penalty double after 2♥/♦ 3♣/♦♥♦

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Always takeout in the competitive situations

W B F CONVENTION CARD

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

NCBO:

PLAYERS: Cormela-Sabbatini

EVENT (Open/Women/Senior/Transnational)

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5 cards major Strong NT. 2♦multi

1♣ 2 or more cards 1♦ 4 or more cards unbalanced

2♣ game forcing 2♦ multi 2♥/♦ 9/12 HCP 6 cards

2NT 20/21 possible 5 cards major

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♦ multi = 18/19 HCP balanced or 18 or + 5 0r + ♦ or 6♥/♦ 9 HCP or less

MONACO club cuebids (GHESTEM)

1♥/♦ after double 1NT= ♣

2♣ = ♦

2♦ = ♥

Direct support = weaker

SPECIAL FORCING PASS SEQUENCES

In SLAM sequences when the opponent is clearly in defence

IMPORTANT NOTES

PSYCHICS:Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♣	Balance 12/14	1♦ nat or weak in♣	Nat.1♣-1♦-1♥/♠/NT-2♣ NO FORCING	Only in forcing situation
				Natural 11/20	1♥/♠ nat INT 9/11 2♣ nat forcing 2♦ multi 2♥9/11 5♣+4♥ 2♣ limit o+ minor	1♣-2♣-2♦= no strong hand 2♥/♠= ♦+♥/♠ 15+	
1♦		4	4♣	Nat. unbalanced	All nat. 2♦ multi 2♥ 9/11 5♣+4♥ 2♣ inv♦ 3♦ preamp	1♦-2♣-2♦= no strong hand 2♥/♠= ♦+♥/♠ 15+	Only in forcing situation
1♥		5	4♣	10/20 nat.	2♦ nat forcing or weak support 2♥ 8/10 2♣ = 4♣+6 minor inviting 2NT Game forcing 3♣ inviting with support 3♦ both minors strong	1♥-2NT strong hand 3♦ normal hand 3♥ minimum	
1♠		5	4♥	10/20 nat.	2♦ nat forcing or weak support 2♣ 8/10 2NT Game forcing 3♣ inv. with support 3♦ both minors strong	1♣-2NT strong hand 3♦ normal hand 3♣minimum	
1NT			4♣	15/17 possible 5 major	2♣ no forcing Stayman 2♦ transfer in ♥ or ♣ 2♥transfer in ♠ or ♦ 2♣ 1 singleton 2NT transfer for minor weak or unbalanced SLAM try 3♣ = 5♦ singleton in a major 3♦= 5♣ singleton in major 3♥/♣singleton both minors	2♦ no majors 2♥□ 4 possible 4♣ 2♣ = 4♣ 3♥/♠= 5	
2♣			4♣	Forcing game any distribution	2♦ waiting 2♥ transfer for ♠ 2♣ transfer for another suit 2NT both majors		
2♦			4♣	18/19 balance or weak ♥/♦ or strong with ♦	2♥ negative 2♣ inviting or more 2NT 5 or + ♦force one round others nat. Forcing	2♦ - 2♥ - 2NT = 18/19 balance 3♣ weak maximum 3♦= min. ♥ 3♥= min.♦others game forcing with ♦	
2♥			NO	9/12 6♥	2NT Asking 3♣ a singleton 3♦ask 3♥=♣ 3♣=♦3NT =♣ 3♦= 6-4 with minor	After 2 N.T. all forcing	
2♣			NO	9/12 6♦	2NT Asking 3♣ a singleton 3♦ask 3♥ =♣ 3♣=♦ 3NT =♣ 3♦= 6-4 with minor		
2NT			4♣	20/21 balanced possible 5 majors	3♣ Puppet 3♦ = 5♥ 3♥ = 5♣ 3♣= minors 4♣/♦/♣ = Slam try with ♥/♦/♣/♦	2NT 3♣♣ 3♥ = no majors	
3♣			NO	Preempt	New color forcing		
3♦			NO	Preempt	New color forcing		
3♥			NO	Preempt	New color forcing		
3♣			NO	Preempt	New color forcing		
3NT			NO	6/5 or 6/6 minors	nat.		
4♣			NO	Good 4♥	4♦Asking		
4♦			NO	Good 4 ♦	4♥ Asking		
4♥			NO	Nat.			
4♣			NO	Nat.			
4NT			NO	Asking for Aces			
5♣			NO	Natural		HIGH LEVEL BIDDING	
5♦			NO	Natural		KEY CARD BLACKWOOD	
5♥						CUEBIDS 1^ and 2^ round	
5♣						Dopi Ridopi	

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style; Responses; 1 / 2 Level; Reopening)		
1-level: can be weak (5+HCP)		
2-level: usually more constructive (10+HCP) except sandwich, or when partner has passed		
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		
2 ND =15-18 RESP as over 1NT opening		
4 th Live=5OM-4(+)-om		
4 th reopening 1NT=10-16 RESP NAT		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
Weak jump overcalls (wide ranged, from 3 HCP NVUL vs VUL) vs constructive openings		
2NT=lowest unbid suits		
Reopening jump bids are intermediate		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
(1♣)-2♦ or (1♦)-2♦= both majors, can be 5♥-4♠ NONVUL		
(1♣)-2♣=NAT, (1M)-2M=5OM+5m		
Jump cue=asks stopper, also against short 1m		
4 level cue=twosuiter; 3 level cue=stopper ask		
VS. NT (vs. Strong/Weak; Reopening; PH)		
2♣=both majors, 2♦=one major		
Vs 13-15 (or weaker) NT: X=14+		
Vs strong NT: X=5m, 4M		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		
Leaping michaels (Jump to 4m=5crd m+5crd OM)		
Vs Multi: X=points		
Lebensohl responses on T/O X of 2M		
Doubles are flexible		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣		
Vs strong ♣: X=majors, 1NT=minors, 2♦/♥/♦=PRE		
OVER OPPONENTS' TAKEOUT DOUBLE		
System ON, except 2/1 NF and raise is wide-range		

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	Lead	In Partner's Suit
NT	4 th , highest from xx/xxx, 2 nd from xxxx(+)	3rd/5th
Suit	3rd/5th	3rd/5th
Subseq leads: often same through dummy (or S/P) Through declarer: often ATT (low=ENC), but CNT and S/P possible Other: leads in a suit bid by us can be different		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AK+	AK(+)
King	AK, KQ(+)	AKQ, KQJ, KQ10, KQ(+)
Queen	QJ(+)	QJ(+)
Jack	J10(+)	J10(+), AJ10, KJ10
10	AJ10, KJ10, 109	A109 etc, 109
9	A109, K109, Q109, 9x	9x, 9xx
Hi-X	Doubleton	Doubleton
Lo-X	3rd/5th	
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
Suit 1	Lo=ENC	Lo=even
2	Lo=Even	Hi=S/P
3	Hi=S/P	
NT 1	Lo=ENC	Lo=even
2	Lo=Even	Hi=S/P
3	Hi=S/P	
Signals (including Trumps):		
Hi-Lo in trumps: want a ruff or S/P		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
T/O X can be light (9+) with suitable shape; Offshape T/O X OK if 17+		
X after OPPT simple overcall suggest 4+card unbid M		
X after OPPT higher overcalls more flexible		
2NT response to our T/O X can be scramble.		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
RDBL generally SOS on penalty doubles, but not on lead-directing doubles of Artificial bids		

EBL CONVENTION CARD		
CATEGORY: Green		
Sticker:		
NCBO: Netherlands		
PLAYERS: Leo Hofland, Bas van der Hoek		
EVENT Senior Teams		
Maart 2022 5034 3440720		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
5-card M (semi-F 1NT), 1♣=2+ card, 2/1 GF, 15-17 NT		
Openings can be light with shape, otherwise 11+		
3 rd hand openings can be very light		
Wide-range pre-empts depending on vulnerability/position		
1NT, 2NT opening or rebid can be semi-BAL		
Negative X thru 4♥		
In competition System OFF, after T/O X usually system ON		
3 rd hand pre-empts very undisciplined		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
2♣ opening PRE (5-10) ♦ or 22-23 BAL or MF hand		
2♦ opening multi PRE (5-10) M or 24+ BAL		
2M opening 5M-4+m PRE (5-10)		
PRE jump shifts on 2 level (4-8) after our 1m or 1♥ opening		
SPECIAL FORCING PASS SEQUENCES		
(usually no FP when we overcall)		
IMPORTANT NOTES		
Most doubles in competition are negative/card showing		
4 th suit=GF		
PSYCHICS: rare		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♥	Only 2 with 4=4=3=2. NF	1♣-1M longer ♦ poss. (Walsh); inverted minor RESP to 1♣ can be weak (3+ HCP) PRE 2 level jump shifts (5-8) Double jump=splinter	After 1NT rebid: 2♦=GF; 2♣=puppet to 2♦	Cuebid=support INV+ 1m-(1♥)-X=4card ♣ 1m-(1♥)-1♣=5card ♣
							Support doubles
1♦		4	4♥	often 1♦ with 4-4 minors	1SA: 5-12 semi-F; 2M=CONST; 2/1 GF 2NT=12+ 3+SUPP 3♣=7-9 4SUPP; 3♦ INV 4SUPP 3OM, 3NT=GF BAL 3SUPP, 4m=splinter 3M=3-6 PRE Drury after 3 rd or 4 th hand opening 2♣ on 1♥: PRE 5-8	After 1NT rebid: 2♦=GF; 2♣=puppet to 2♦ 1M-2NT-3♣=MIN	1♥-(1♣)-2NT=NAT 1♥-(1♣)-2♦=10+ 3+SUPP
1♥		5(4)	4♥	4-card possible in 3 rd hand			
1♠		5(4)	4♥	4-card possible in 3 rd hand	2♣=STAY; 2♦/♥/3♣=TRF; 3♦=asks for 5crd M 3♥=3♣1♥(54); 3♣=1♦3♥(54); 4m=S-A Texas	(TRF occasionally on 4-card weak hand)	Lebensohl Na X all bids NAT
1NT		(14)15-17	4♥	5422, 6m or 5M possible 5431/4441 possible (rare)			
2♣	x	0	NO	PRE ♦ 5-10 (can be 5-card) 22-23 BAL, or GF UNBAL	2NT=Relay		
2♦	x	0		Multi: PRE in M 5-10 (can be 5-card NONVUL) 24-25 BAL	2NT= Relay; 2M, 3♥, 4♥=correctable		♥-bids are correctable Doubles on M-overcalls are correctable
2♥		5	NO	PRE 5-10 5♥-4+m	2NT= Relay GF; 3♣=correctable; 3♦=INV for 4♥		♣-bids are correctable
2♠		5	NO	PRE 5-10 5♣-4+m	2NT= Relay GF; 3♣=correctable; 3♦=INV for 4♣		
2NT			4♥	BAL or Semi-BAL 20-21	3♣=puppet STAY; 3♦/♥=TRF; 3♣=minors 4X=NAT slamtry	When TRF is accepted, denies support.	
3♣		6(5)	NO	PRE, NV ca 3-10, vul 6-10 NV 3 rd hand: can be 5 crd		3♦=TRF	
3♦/♥/♣		6	NO	PRE, NV ca 3-10, VUL ca 6-10			
3NT			NO	Gambling, long solid minor			
4♣/♦		6	NO	PRE, 5-10 Usually 7+ card		HIGH LEVEL BIDDING	
4♥/♣		6	NO	PRE, NV vs VUL 3-14 Otherwise 5-14		Mixed Cuebids, last train, Splinters RKC (4130) DOPI, ROPI	
						In forcing pass situations: pass and pull=slamtry	
						Non-jump 4NT over opponent's 4M=usually take-out	
						Jumps to 4m (new minor) in competition often fitbid	
4NT	x		NO	Minors, PRE 5-11		4NT as raise=NF. After 4m (natural) 4NT=usually NF. Serious 3NT	

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)		
1-level 8+ 4+ card		
2-level 10-18 5= card		
Jump reopening 10-15 6+ card		
2♣ over 1♣ is natural 6+ card		
INT OVERCALL (2nd/4th Live; Responses; Reopening)		
15-18 balanced, Stayman and transfers		
4e position 11-14, Stayman and transfers		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
weak		
1♣ or 1♦ and then 2♦ = majors		
2NT is lowest suits, 3♣ = other combinations		
Reopen: 10-15 6+card		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
Cue of major = 5♣ and 5 in other major		
2NT is lowest suits		
3♣ is 5 other major and 5♦ not in reopening position		
VS. NT (vs. Strong; Reopening; PH)		
2♣ is majors, doublet is 5 in a minor and 4 in a major or strong		
2♦ direct is 6♥ or 6♣		
2♥/♣ 5 card with 4+card in a minor		
In reopening only Landy for majors		
Vs weak NT 2♣ is majors rest is natural doublet is 14+		
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)		
Take out double		
Jump in a minor promises a major as well		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣		
INT is minors		
Double is majors		
OVER OPPONENTS' TAKEOUT DOUBLE		
Sometimes transfers e.g. 1♣ -dbl -2♥ = good ♠ raise		
Or 1♥-dbl-2♦ = good ♥ raise and see 1♣		

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		
Other:		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	Asks pos/neg signal	Asks pos/neg signal
King	Asks distribution	Asks distribution
Queen	QJ10x, QJxx ,Qx	QJ10x, QJxx ,Qx
Jack	AQJx, J10x(x)	AQJx, J10x(x)
10	KJ10x, 109xx, 10x	KJ10x, 109xx, 10x
9	Q109x, K109x, 98x, 9x	Q109x, K109x, 98x, 9x
Hi-X	8x, sequence, 987x	8x, sequence, 987x
Lo-X	10xx, xxx, xxxx	10xx, xxx, xxxx
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
1	Low=enc or even	Low = even
Suit 2	Low=enc or even	Lavinthal
3		
1		
NT 2	Low=enc or even	Low = even
3		Lavinthal
Signals (including Trumps):		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
11+ with nice distribution, reopening 8+		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
Competitive double		
Lead directing double		

W B F CONVENTION CARD		
CATEGORY: i.e. Green		
NCBO: Netherlands		
PLAYERS: André Mulder and Jan Kolen		
EVENT Senior		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
5 card major		
1♣ 2+ with transfer responses; 1♦ 4+; 1NT 14-16		
2♣ 19-20 NT, 25+ NT or game forcing		
2♦ 23-24 NT or game forcing ♦ or two suiter		
2♥ weak 5/6 card 5-10 points		
2♣ weak 5/6 card 5-10 points		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
Responses on 1♣ mostly transfer also after low interference		
1♦ = ♥, 1♥=♣, 1♣ is transfer to 1NT		
2♦ = 4-7 6♥, 2♥ = 4-7 6♣		
1♣ - 2♣ is natural overcall		
1♣ - 2♦ is both majors		
SPECIAL FORCING PASS SEQUENCES		
IMPORTANT NOTES		
PSYCHICS:		
Rare		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	André Mulder and Jan Kolen (Netherlands seniors)			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♠	Bal 11-13 or 17-18 Clubs 11-20	1♦/1♥/1♠/2♦/2♥ transfers 1NT 11-12 bal 2♣ = 5+ 11+; 2♠ = 5-4 minors 8-10 3♣/3♦/3♥/3♠ invite good suit 4♣ both majors, 4♦/4♥ transfers	Rebid 1NT over 1♦ and 1♥ is 17-18 Rebid 3♦ = 17-18 bal with 4 card fit	1NT = 8-10 Answers to 1♣-2♣: 2♦ = bal 11-13 2♥/2♣ = si 11-13 2NT = 17-18 3+♣
1♦		5(4)	4♠	11-20 only 4 if 4-4-4-1	2♦ = 11+ 4+ ♦; 3♦ = 5-9 4+ ♦; 2♥/2♠ = 4-7 6+; 3♣/3♥/3♠ invite 6+, 4♣ = both majors, 4♦/4♥ transfer	Answers to 1♦-2♦: 2♥ = bal 11-13, 2♠ = singleton 11-13 2NT = 17-18,	
1♥		5	4♠		1NT = 6-10; 2♣ = 9-11 3♥ or GF 2♥ = 5-9 3card; 3♥ 5-9 4+ unbalanced 2NT 4+♥ invite+; 3♣/3♦/3♠ invite	1♥ - 2♣ - 2♦ = relay nothing special 1♥ - 2♣ - 2NT 17-18	Answers to 1♥-2NT: 3♣ = min, 3♦ = 15+, 3♥ = 17-18 3♣, 3N (♦), 4♣ is splinter 14+
1♠		5	4♥		2♣ = 9-11 3card ♠ or game forcing 2♣ = 5-9 3card; 3♠ = 5-9 4+♦ unbalanced 3♣/3♦/3♥ invite, 2NT 4+♦ 10+invite	1♣ - 2♣ - 2♦ = relay nothing special 1♣ - 2♣ - 2NT = 17-18	Answers to 1♣-2NT: 3♣ min 3♦ = 15+, 3♥/3NT/4♣ = si 14+ 3♣ = 17-18,
INT				14-16 (5M possible)	Stayman , all transfers, 4♦/4♥ transfers; 4♣ = minors; 4NT Quanti		
2♣	x			19-20/ 25+ bal , GF 1 suiter (no ♦) GF ♣ with 4 card other suit	2♦ = relay; 2♥/2♣ = nonforcing natural 3♣/3♦/3♥/3♠ transfer 6+ two top honours	2♣-2♦ -2♥=GF ♥ or 25+ bal	
2♦	x			23-24 bal or two suiter GF Or GF ♦ or GF ♦ with 4card other suit	2♥ = relay		
2♥	5/6			5-10	2NT = relay New suit forcing	3♣ = min, 3NT = solid suit	
2♠	5/6			5-10	2NT = relay New suit forcing	3♣ = min, 3NT = solid suit	
2NT				21-22 bal (5M possible)	3♣ Puppet St., 3♦/3♥/transfer; 3♣=5-4 minors SI 4♣ = ♥, 4♦ = ♠, 4♥ = ♣, 4♣ = ♦ SI 3NT = 5♣+4♥ nonforcing		
3♣	6+			5-10	New suit forcing		
3♦	6+			5-10	New suit forcing		
3♥	6+			5-10	New suit forcing		
3♠	6+			5-10	New suit forcing		
3NT				Solid suit	4♣ = to play in minor		
4♣/♦/♥/♣	7+			5-10			
4NT						HIGH LEVEL BIDDING	
5♣/♦/♥/♣						Roman Keycard Blackwood, 14, 30, 2, 2+Q; 5NT =2 +void	

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style; Responses; 1 / 2 Level; Reopening)		
1 level: aggressive, may be 4crd / 2 level : normal		
Responses :		
- new suit (without jump) NF		
-2NT after overcall 2 level : F with stop		
- jump new suit : F		
- jump raise : PRE		
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		
- 15-18 , 4 th position : 10-14 → systems on		
- 1NT in sandwich 15-18		
- 2NT in 4 th position : 15-18 → systems on		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
weak (5) 6-card; after weak 2 by OPPT jump to 3 level intermediate		
Jump in 4th pos intermediate.		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
* 2NT: 5-5 lowest suits		
* 1♦/-2♦ = majors (1♣ - 2♠ = natural)		
* 1M-2M = other major + minor		
Cue-bids in sandwich are natural / Michaels in 4th position		
VS. NT (vs. Strong/Weak; Reopening; PH)		
2♣=MM; 2♦=1M; 2♥/♠=♥/♠+m; 2NT mm or strong 2suiter,		
WK jumps (but semi constructive after WK NT)		
strong NT : DBL = 5+minor + 4major (about 9+ HCP)		
weak NT (max 15 HCP) : DBL = penalty		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		
cue: 2-suiter, 4NT: 2/3-suiter, Leaping Michaels		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣		
After STR 1♣ CRASH and weak jumps		
Light overcalls		
OVER OPPONENTS' TAKEOUT DOUBLE		
Truscott (reversed after 1 minor); new suit(without jump): F1R		
Weak jump shifts		

LEADS AND SIGNALS		
OPENING LEADS STYLE		
Suit	Lead	In Partner's Suit
NT	1,3,5	1,3,5
Subseq	ATT	
Other: against NT strong king / against suit K from AK shows AK bare or side-suit singleton		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AKx(x)	AK(x)
King	AK(x) or KQ	AKJ(x) / KQT
Queen	QJx	QJ(x) / KQ(x) / AQJ(x)
Jack	JTx / KJT(x)	JTx / AJT(x) / KJT(x)
10	(H)T9(x); T9(x); Tx	(H)T9(x); T9(x); Tx
9	(H)98(x); 9x	(H)98(x); 9x
Hi-X		
Lo-X		
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
1	H-L = even	H-L = even
Suit 2	High encouraging	H-L = even
3		
1	H-L = even	H-L = even
NT 2	High encouraging	H-L = even
3		
Signals (including Trumps):		
Trump echo		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
11+HCP if shape correct; in 4 th seat could be slightly lighter		
RESP NAT		
CUE INV+		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
1m - (1♥) - DBL = 4crd ♠		
Negative X in most cases after intervention		
Snapdragon, Rosenkranz (level 1), Responsive X, Lightner		

EBL CONVENTION CARD		
CATEGORY:	Green	
NCBO:	NBB (Netherlands)	
PLAYERS:	Willem van Eijck & Willem Gosschalk	
EVENT:	Senior	
SYSTEM SUMMARY		
Basic system : natural style, 4 card M; non vuln 1NT 1 st and 2 nd hand (9)10-12		
1♣	3-card possible (4/3-3/4-3-3 18-19) and 4/3-3/4-3-3 NV 1 st +2 nd hand if 15-17	
1♦♥♣	4+ card	
INT NV 1 st +2 nd hand (9) 10-12, rest 15-17		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
2♣	- weak 2♦	
	- BAL 22-27	
	- strong UNBAL, (not strong with ♦'s)	
2♦	- weak 2♥ or ♣	
	- strong with ♦	
	- BAL 28-29	
2♥	: weak with both majors	
2♠	: weak 5crd♦ with 4+minor	
SPECIAL FORCING PASS SEQUENCES		
IMPORTANT NOTES		
2/1 nearly GF (2NT rebid by opener may be passed)		
PSYCHICS:		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	NCBO: NBB (Netherlands) PLAYERS: Willem van Eijck & Willem Gosschalk EVENT Senior		SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
				DESCRIPTION	RESPONSES		
1♣		3	4♥	10-21,4+crd; Exc.18-19 (43)33 or 15-17 (43)33 1 st and 2 nd NV	Inverted raises 10-14 2 NT 15+ fitted, 3 ♦♥♠ splinters	1X-1Y – 3 NT fit 18-19BAL 2♣ CB in 10-12NT situation 2-wayCB in 15-17NT situation	No inverted raises after intervention or with passed hand
1♦		4	4♥	10+-21	see 1♣	See 1♣	see 1♣
1♥		4	4♦	10+-21, 4crd only in case of 3433 or 44M	2 NT : ♥ - fit, 10-11 or 16+ BAL or 15+ SPL 3 NT : 12-15 no SPL, SPL's (11-14)	1♥-2♥-2♣ = short any, 2NT NAT 3 m =long (help) 1 ♥ - 1NT - 2♣ = gazilli	Drury 2♣ ♦ (3- resp. 4crd)
1♠		4	4♥	10+-21, 4crd only in case of 4333	see 1♥	1♣-2♣ - 2 NT short any 1♣-1NT - 2♣ = gazilli	see 1♥
INT				NV 1 st and 2 nd hand (9)10-12, rest (14)15-17 (5422, 6m 322 , 5332 or stiff honor possible)	2♣ STAY,2♦/♥/NT/3♣ TRF;3♦(31)(45) 2♣MIN/MAX ® 3 M after STR NT: S/T / after WK NT: S/O 4♣/♦ TRF 4 M	if weak NT is doubled pass forces to RDBL RDBL=one colour bidding is touching colours 2♣=minors / 2NT= GF	Lebensohl after intervention
2♣	x			- WK 2 ♦ (NV 4-8, V 7-10) - BAL 22-27 - STR (strong with ♦ in 2♦)	2♦ NF relay, 2M 5+crd F 2NT F relay / 3♦ to play opp weak 2♦ 3M NAT good INV opp WK 2♦		
2♦	x			- WK 2♥ or 2♣ (NV4-8,V6-11) - BAL 28-29 - STR ♦	2♥/♣ P/C , 2NT F®, 3m: NAT and F , 3♥/♣: P/C 4♣ asks for TRF to M, 4♦ asks to bid M, 4M = to play	After 2 NT ® : 3♥ is MAX with ♣ and 3♣ is MAX with ♥	
2♥				Weak with both majors NV 4-8 44M possible V 7-11 min 45/54M	2♣/3♥/3♣ S/O; 2NT ®; 3m F		
2♠		5		Weak with 5♣ and 4+m NV 4-8 V7-10	2NT ®/3♣ G/T (no fit for ♣) /3♦ G/T for 4♣		
2NT				(19) 20 - 21	3♣ Puppet STAY, 3♦/♥ TRF /3♣: mm /3NT:5♣+4♥NF/ 4 m: SI in ♥ resp. ♣, 4 ♥♣ : SI in ♣ resp. ♦	After 2NT-3♣ - 3♦ or 3NT now 4♣ is minor suit ask	
3♣/♦/♥/♣	7(6)			PRE	NAT, new suit 3 level F1		
3NT				Gambling (1 st and 2 nd hand)/ 3 rd and 4th hand to play	4♣ P/C , 4♦F®, 4NT asks quality of minor		
4♣	x			Stronger 4♥ opening	4♦ either weak or slam going 4♥ good hand, 4♣ and higher asking bids, 4NT RKC		
4♦	x			stronger 4♣ opening	4♥ either weak or slam going 4♣ good hand, 5♣ and higher asking bids 4NT RKC		
4♥/♣ 4NT				to play	Asking bids		
				asking for specific aces		HIGH LEVEL BIDDING	
						RKC 1430 – 5NT/6X is even/odd number of key cards with void, MIXED CUE'S, SPLINTERS DOPE-ROPE, NON-SERIOUS 3SA	

Defensive and Competitive Bidding

Overcalls (Style; Responses; Reopening)

1-level: Light
2-level: Sound

Responses: 1-level F1, 2-level constructive, 3-level GF.
Jumps are minisplinter, double jumps Splinter, cue-bid is a good raise in overcaller's suit.

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

15-18 HCP.

Same responses as after opening 1NT.

Jump Overcalls (Style; Responses; Unusual NT)

1-Suit: Light jump overcalls, but not bad red vs. white
2-Suit: 2NT = 2 lowest suits (5+-5+) weak/strong

Direct and Jump Cue Bids (Style; Responses)

Over 1♣: 2♣ = ♣, 2♦ = both M (5+-5+), 2 NT = ♥/♦ (5+-5+)

Over 1♦: 2♦ = Both Majors (5+-5+), 2 NT = ♥/♣ (5+-5+)

Over M: Other Major + ♣ (5+-5+), 2 NT = ♦/♣ (5+-5+)

Jump cue-bid: Asks for stopper

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

2♣ = Both Majors

2♦ = ♥ OR ♣

2♥ = ♥ and a minor (usually longer, 4(5) ♥ and 5+minor)

2♠ = ♣ and a minor (usually longer, 4(5) ♣ and 5+minor)

2NT = Both minors OR any Strong 2-suiter

4th seat and after initial pass: DONT

VS. Preempts (Doubles; Cue bids; Jumps; NT bids)

Take out DBL (Lebensohl)

4m: leaping michaels (GF with 5+ and 5+ in other Major)

Jump overcall in Major: Good hand.

Cue-bid: Ask for stopper

Over 3M: 4m natural

VS. Artificial Strong Openings

VS. 2♦ Multi

DBL = Takeout vs ♣ or strong

2NT = 15-18 HCP, (semi)balanced

Leads and Signals

Opening Leads Style

	Lead	In Partner's Suit
Suit	3 rd /5 th	3 rd /5 th
NT	3 rd /5 th	3 rd /5 th
Subseq	Attitude	

Leads

Lead	Vs. Suit	Vs. NT
Ace	AK, Ax, A	Axx(x)
King	AK, KQ(x)	KQ(x), AKJ10(x), KQ109(x) AKQ(x)
Queen	QJ(x),	QJ(x), AQJx(x),
Jack	J10(x), KJ10(x)	J10(x), HJ10(x)
10	109(x), H109(x)	109(x), H109(x)
9	9x	9x, 98(x)(x)
Hi-X	Even number	Normally even number

Signals in order of priority

	Partners lead	Declarer	Discarding
Suit:	Encrg/Disrcg	Count	Encrg/Disrcg
2 nd	Count	Count	Count
3 rd	Count	Count	Count
NT:	Encrg/Disrcg	Count	Encrg/Disrcg
2 nd	Count	Count	Count
3 rd	Count	Count	Count

Signals (including Trump's):

Hi-Low = Discrg/Even number, Low-Hi = Encrg/Odd number

Smith (NT): Hi-Low likes the lead from both.

Lavinthal: Obvious positions, and possibly when declarer leads.

Doubles

Takeout Doubles (Style; Responses; Reopening)

Light style, also reopenings

Special, Art and Comp Dbl/Rdbl's

Neg, Responsive, Support DBL to 2♥, Competitive DBL

1♣ - (1♦) - DBL shows both Majors

1m - (1♥) - 1♠ shows 5+♠,

1m - (1♥) - DBL shows exactly 4 ♠,

1m- (1♣) - DBL strongly suggests at least 4♥



WBF



System Card



Category: Green

NCBO:
Norway Seniors

Event:
2021

Players:
Lars Erik
Eide

Odd A.
Frydenberg

System Summary

General Approach and Style

Natural, 5c M . 3rd hand openings may be light
Light preempts green vs. red

1NT Openings: (14)15-17 HCP (5M/6m/single/5422)

2-over-1 Responses: GF except rebid in the minors

Special bids that may require defence

Special forcing pass sequences

When GF established
After 1m-(p)-2m-(2/3x)
After 1M-(p)-2NT-(3x)

Important notes that don't fit

xy-NT/xyz: 2♣=sign off in ♦ OR INV, 2♦=GF

Psychics

Rare, but might occur.

Opening	Art	Min. #	Neg. D. thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	5♦	10+ HCP, 3+♣	1♦/♥/♠ = 6+ HCP and 4+ cards in the suit Walsh: 1♥/♠ can have longer ♦ if weak. 1 NT = 6-10 HCP (no majors) 2♣ = GF w/ 4+♣. 3♣ = Preemptive (about 0-5 HCP) 2♦ = Inv w/ 5+♣. 2♥/♠ = 8-11 HCP, 6(+)cards. 2 NT = 11-12 HCP. 3♥/♠ = Shortness w/5+♣. 3 NT = 13-15 HCP.	1♣-1♦-1♥/♠ = Unbalanced 1♣-1♦-NT= 11-14 balanced, can have 4c ♥/♠	2♣ = 6-9 HCP w/ ♣. 2♦ = 10-11 HCP w/ ♣
1♦		3	5♦	10+ HCP, 3+♦ (3♦ only if 4-4-3-2)	1♥/♠ = 6+ HCP and 4+ cards in the suit 1 NT = 6-10 HCP (no majors) 2♣ = GF if not rebid. 2♦ = GF w/ 4+♦. 2♥/♠ = 8-11 HCP, 6(+)cards 2 NT = 11-12 HCP. 3♣ = Inv w/ 5+♦ 3♦ = Preemptive (about 0-5 HCP) 3♥/♠ = Shortness w/ 5+♦. GF. 3 NT = 13-15 HCP		2♦ = 6-9 HCP w/ ♦. 3♣ = 10-11 HCP w/ ♦
1♥		5	5♦	10-22 H CP, 5+♥	1NT=6-12 HCP NF, 2♣= a)GF if not rebid. b) inv (9+-12-HCP) w/ 3♥ 2♦= GF if not rebid. 2♥= 5-9 w/3+♥. 2♣=shortage in m 2NT=4+♥ GF. 3♣ = 6-9 or 10-11 w/4+♥, no shortness. 3♦= shortage in ♠. 3♥= pre-empt. 3♣=to play. 3NT=void in ♠. 4♣/4♦=void.	1♥-2NT, 3♣/♦/♠ = Natural, extra values 1♥-2NT, 3♥=Minimum 1♥-2NT, 4♣/♦/♠ = void 1♥-2NT, 4♦ = void in ♠, minimum	1♥-2♣ = good raise w/ 3 ♥ 1♥-2♦ = good raise w/ 4+ ♥ 1♥ - 2♣/3♣/3♦ = shortness, 4+ ♥
1♠		5	5♦	10-22 HCP, 5+♠	Similiar as for 1♥. 2♥ = GF.	Similiar as for 1♥	Similiar as for 1♥
1 NT			5♦	(14)15-17 HCP (Good 14 to 17) May have 5c M, 6c m, (5-4-2-2) and singleton	2♣=Stayman, 2♦/2♥=Transfer to 2♥/2♣. 2♣ = Transfer to ♣. 2NT= Both minors, weak/strong. 3♣ = Transfer to ♦. 3♦ = Invitational to 3 NT, normally solid suit.3♥/♠= shortness GF. 4♣/♦ = Texas.	1NT-2♣, 2♦-2♥=pick a M; bid 2♣ w/ equal length. 1NT-2♣, 2♥-2♣= Inv w/ 4♣ 1NT-2♣, 2♦-2♣= both M (5+-5+),GF. 1NT-2♣, 2♦♥♣-3♣=Asking bid.	
2♣	✓			Strong, HCP (22+) OR tricks (8,5+)	2♦=Weak OR waiting, 2M=GF, at least 5 card suit 2NT= GF w/5-5 minors, 3m=GF, at least HHxxxx		
2♦		6		6(+♦), 5-10 (11) HCP	2♥/♠= constructive, 2NT=Ask for values in other suits 3♣= NAT GF. 3/4♦=Preempt. 3♥/♠= NAT GF. 4♥/♠=To play	2♦-2NT, 3♣/♥/♠= values in that suit NT 3♦= Minimum 3 NT = solid suit	
2♥		6		6(+♥), 5-10 (11) HCP	2♣= NAT F1, 2NT=Ask for shortage 3♣ ask for strength and suit quality, 3♦=Preempt. 3♣= NAT GF. 4♣/4♦=Splinter	2♥-2NT-4♣,4♦=Void, 4♥ = void in ♠	
2♠		6		6(+♣), 5-10 (11) HCP	Similiar as for 2♥. 4♥ = To play.	Similiar as for 2♥	
2 NT			5♦	20-21 HCP	3♣ = Puppet, 3♦/3♥ = TRF and GF, 3♣ = 44+m	2NT-3♣, 3♦=At least one 4c M, 3♥/3♣=5c, 3NT=Denies 4/5 c M	
3x	(6)7			PRE, 2-10 HCP ACC to VUL	New suit = Forcing 3NT= To play. 4♥/♠=To play		
3NT	✓			Solid minor, gambling (no side A or K in 1 st and 2 nd seat)	4♣=p/c, 4♦= asking for shortness	High Level Bidding	
4♣	7			PRE, ACC to VUL	4♦=cuebid, 4♥ ♠=To play, 4NT=BW	RKCB (1430)	
4♦	7			PRE, ACC to VUL	4♥ ♠=To play, 4NT=BW	Exclusion RKCB, DOPI/ROPI	
4♥,♣	7			PRE, ACC to VUL	4♣=To play 5m=Cuebid	5NT is frequently pick a slam.	
4NT	✓			Asks for specific aces	5♣=0 Ace, 5NT=2Aces, 5♦/5♥/5♣/6♣= that Ace	Splinter bids	
						Cue-bids (Italian style)	

Defensive and Competitive Bidding		
Overcalls (Style; Responses; Reopening)		
1-level: Aggressive if good suit		
2-level: Sound		
Responses: Cue-bid = 1 round forcing		
1 NT overcall (2ND/4TH; Responses; Reopening)		
15-18 bal (subs auction as after 1nt opening) NT-system is on, not after dbl.		
Jump Overcalls (Style; Responses; Unusual NT)		
Preemptive (1M)-2NT= 6HP+, ♣+♦		
Direct and Jump Cue Bids (Style; Responses)		
Direct Cue = majors o/minor,major/club o/major appr. 9+ Jump cue=Asks for ♣+♦ pper.		
VS. NT (vs. Strong/Weak; Reopen: PH)		
Dbl : Strength 2♣: ♥ + ♠ , 2♦ = 1 major, 2♥/ ♦=4 + longer minor 2NT: ♣ + ♦ or strong 2-suits		
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)		
Take Out DBLs. VS. Versus 2M, 3 suit, Multi 2M-3M = Leaping Michaels		
VS. Artificial Strong Openings		
Versus 1♣: Dbl=strong unbal (norm. 16+), 1♦=Majors, 1NT=minors Versus 2♣: D=♣		
VS. 2 ♦ Multi		
Multi: Dbl. = 15-18 balanced 2NT : 19-21 balanced Leaping Michaels		

Leads and Signals		
Opening Leads Style		
Suit	Lead	In Partner's Suit
3./5.	3./5.	
NT	3rd – 5th	3rd – 5th
Subseq	Attitude when opening a new suit through declarer	
Leads		
Lead	Vs. Suit	Vs. NT
Ace	AKx/AKxx(x)or A(xxxx)	AKx/AKxx(x)or A(xxxx)
King	AK/KQ/KQJ(x)/KQT(x)/AK	AK/KQ/KQJ(x)/KQT(x)/AK
Queen	AQJ(x)/QJ(x)/QJT(x)	AQJ(x)/QJ(x)/QJT(x)
Jack	HJT(x)/JT(x)	HJT(x)/JT(x)
10	HT9x//Tx/T9	HT9(x)/T9(x)
Signals in order of priority		
Suit:	Partners lead	Declarer
	Hi=Disc	count
2 nd	count	count
3 rd	Lavinthal	lavinthal
NT:	Hi=Disc	Hi=Disc
2 nd	count	count
3 rd	Lavinthal	lavinthal
Signals (including Trump's):		
Encourage: Low, Lavinthal Smith (NT): Hi-Low likes the lead from both. Count: hi-low = even		
Doubles		
Takeout Doubles (Style; Responses; Reopening)		
Rdbl = 10 hcp + After 1 major- 2 NT at least invitational in the bid suit 1 level forcing for one round, 2 level not forcing After opp's 1nt → 2kl =major		
Special, Art and Comp Dbl/Rdbl's		

	System Card			
				
Category: Green				
Event: EBTC 2022				
Norway Seniors	Arve Farstad			
	Jan Mikkelsen			
System Summary				
General Approach and Style				
5 card MAJORS, 1 ♣ = 2+ 1 NT : (14+)15-17, might be 5major/6 minor (may have single Honor) 2 over 1: GF unless suit rebid/2♣ may be inv. with 3-card support after majoropening.				
Special bids that may require defence				
1♣♦ – (dobl.) - 2♦/♥ transfer to 2♥/2♠ 1♣ - (1♦) – 2♦/♥ transfer to 2♥/2♠				
Special forcing pass sequences				
1x-(? y)-p = pass might be penalty, dbl = Take Out				
Important notes that don't fit				
X-Y-NT 2♣ demands 2♦,2♦=GF (Dto 1X-1Y-1Z) on after D Lebensohl 2nt in most competitive situations except 1 M-2 M-D, then 2 NT = minors Puppet Stayman on 20+ with NT distri. Bergen 2 NT in comp. Sit. Takeout D in many situations				
Psychics				
Rare				

Opening	Art	Min. #	Neg. D. thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	4s	10-22 hp	2♦ = 9-11 and ♣. 2♣ = GF Strong jump shifts in /♥/♠ 6Cards+ Walsh	1♣ - 1♦- 1 major = 5 club, 4+ major or 4-4-4-1 1♣- 1♥-2♠ =Natural F1 --> 2NT only response NF After 1♣-(1♦): double=4-4, ♥-♠, 2♦/♥=6+♥/♠ After 1♣-(1♥): double=4-5♠, 2♥=6+♠, 2♠=inv. ♣ Transfer after 18-19NT 1♣ (2+) - 2♦ = both major	
1♦		4	4s	10-22 hp	3♣ = 9-11, inv. In D, 2 D = GF Strong jump shifts in Major 6cards+	1♦- 1♥-2♠ = natural GF After 1♦-(1♥): double=4-5♠, 1♠=no ♠suit, 2♥=6+♠, 2♠= inverted minor raise 9/10+HP Transfer after 18-19NT	
1♥		5	4s	10-20 hp	2NT= Jacoby GF . 4+ card support 2♠= inviting game in ♥, short in ♣ or ♦, 2NT ask 3♣= limit raise in ♥ . 4+ card support 3♦= inviting game,in ♥, short in ♠ 3♥ = preemptive	1♥- 2NT-3♥ = no side suit, 1♥-2NT-3 any=nat 1♥-2NT-3♥-new suit=single 1♥-2NT-3♥-3NT=asks cuebid 1♥-2NT-3NT=18-19, 1♥-2NT-4level=void 1♥-1NT-2NT:GF. 3♣=5+♣, 3♦=5+♦, 3♥=Hx, 3♠/3NT=3244max/min	Drury 2♣/♦ = Game interest with 3/4+card support
1♠		5	4♥	10-20 hp	2NT = Jacoby. 4+ card support 3♣= inviting game in ♠ , short in ♣ or ♦ (rele ask), 3♦= limit raise in ♠, 3♥=splinter 3 ♠ = preemptive	Same as 1♥ 1♠-1NT-2NT: GF. 3♣=5+minor, 3♦=4+♥, 3♥=2344&max, 3♠=Hx, 3NT=2344&min	Same as 1♥
1 NT		---	3♠	(14)15-17 bal., may be 5 M/6 m Maybe singelton honor	2♣ = Stayman, 2♦, ♥ is transfers, 2♠ asking best minor, 3♣, ♦ = Invitational 3♥/♠ = Singel GF and 3 in unbid M (3-1-5-4 etc.) Smolen/opposite major balanced slaminv.	1NT-2♣-2♦-2♠= inviting game = 5spades+4hearts 1NT-2♦-2♥-2♠= inviting game=5hearts+4spades 1NT-2♥-2♠-3♥=GF 5-5 in major 1NT-2♣-2x-3♣ = Asking for distr.	
2♣	X	0		22-23 or 24+ hp bal. Or strong unbal	2♦= asking opener to clarify his hand (waiting) Direct bid = ((5(6m)) cards+headed by honor)) 2NT= pos. 5-5 minors	2♣-2♦-2♥-2♠(obl.)-2NT = 24-25 NT. 3 NT = 26-27 2♣-2♦-2♠-2NT=5+ bal., 3♣ second negative 2♣- 3♥/♠ = semi-running 6 cards	
2♦		6(5)		5-10	2NT =asking bid 2♥/♠ NF , 3♣ NF		
2♥		6(5)		5-10	2NT= asking for single, 2♠ NF , 3♣/♦ NF		
2♣		6(5)		5-10	2NT=asking for single, 3♣/♦/♥ NF		
2 NT		---		20-21 Balanced	Puppet stayman, transfers , 3♣ = slaminv. minors 3 NT = to play, 4♣/♦ = slamtry in ♥/♠ 4♥ / ♠ = slamtry in ♣/♦		
3x		6		Preempts	1. and 2. Pos: Good suit in ♣/♦ New suit F		
3NT	X	7		Running suit,no side A/K	4♣ to correct, 4♦ asks for shortness	High Level Bidding	
4♣		7		Preempts		4NT: Roman Key Card Blackwood: 5♣: 0/3, 5♦: 1/4 5♥: 2, 5♠ 2 incl. Triumph Q, 5NT=odd and a void, 6x=even and void.	
4♦		6		Preempts		After 4NT and answer: 5NT=asking specific King, promise all aces	
4♥,♦		---		To play	New suit is cuebid, 4NT=RKCB	Cue bids: 1 st and 2 nd round controls up the line, Exclusion Blackwood	
4NT	∨			Asks for specific aces	5♣=0 Aces, Suit=that Ace, 5NT= ace of ♣	Splinter & Minisplinter	

Defensive and Competitive Bidding

Overcalls (Style; Responses; Reopening)

Could be light non-vuln. Rarely on weak suits 6-17 hcp
Resp: Useful Space Principle (Transfer from 2 in opp. suit to bid under simple raise) Jump- cue bid: shortness with supp.

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

15 – 18 /14-16 Same system as opening

Jump Overcalls (Style; Responses; Unusual NT)

Weak non-vuln. vs. vuln. Otherwise intermediate (11-14)

Direct and Jump Cue Bids (Style; Responses)

Direct: 2 highest suits not bid 6-17 hcp non-vuln, 10-17 vuln.

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

2♦: Diamonds or both majors

2♦: Hearts or spades + minor

2♥: Hearts and a minor

2♣: Natural

Flexible range: 7-17 non-vuln, 10-17 vuln.

VS. Preempts (Doubles; Cue bids; Jumps; NT bids)

Take-out doubles. Lebensohl over weak 2s

4 min. over 2 maj. promises 5-5 suit + other major

VS. Artificial Strong Openings

VS strong 1 club: X = black or red suits, 1♦: Majors or minors. 1NT: ♣+♥ or ♦+♠

Over Opponents' take out double

1-level Forcing one round 2-level NF

Leads and Signals

Opening Leads Style

	Lead	In Partner's Suit
Suit	1 st -3 rd -5 th	1 st -3 rd -5 th
NT	Low from suit with honour	1 st -3 rd -5 th
Subseq	Low from honour vs. NT	

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)
Queen	AQJ(x)/QJ(x)/QJT(x)	AQJ(x)/QJ(x)/QJT(x)
Jack	HJT(x)/JT(x)	HJT(x)/JT(x)
10	HT9x/AQT(x)/T9x	HT9x/AQT(x)/T9x
9	H9x/9xx/T9	H9x/9xx/T9
X	Hxxx/HT9 <u>x</u> /xxxx(x)	Hxxx <u>x</u> /HT9 <u>x</u> /xxxx(x)

Signals in order of priority

	Partners lead	Declarer	Discarding
Suit:	Att.	Count	Att.
2 nd	Lav.	Lav	Count
3 rd			
NT:	Att.	Count	Att.
2 nd			Count
3 rd			

Signals (including Trump's): Lav.

Doubles

Takeout Doubles (Style; Responses; Reopening)

Quite solid including reopening positions

Special, Art and Comp Dbl/Rdbl's

Support and comp.



System Card



System: Red

Players

Aasmund Stokkeland

Sverre Johnsen

System Summary

General Approach and Style

2-way club 5-card majors 2/1 style with Bergen raises

Multi

2♦: Short diamond CC Wei Precision style

2♣: Club pre-empt. Flexible style

Special bids that may require defence

1♦: 10-13 bal. or any 17+

2♦: MULTI - weak 2 M (norm. 6-card 5-9) or 22-23 bal.

2♥: 10-16 4-4-1-4, 3-4-1-5, 4-3-1-5 or 4-4-0-5

2♣: Preempt in clubs - Flexible style

1M-2♣: Nat GF or 11-13 3c supp.

Special forcing pass sequences

After 2NT-responses to 1 maj when not limited

Important notes that don't fit

Psychics

Rare

vOpeni ng	Alt	Min. #	Neg. D.	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	X		4♦	10-13 bal. or any 17+ (except 22-23 bal.)	1♦: 0-7hcp 1♥/♣: 8+ 4c+ Longer minor poss. 1NT/2♦/2♦: 8-12 not 4-c. Maj. 2♥: Inv+ 5+/4+ minors or 20+ bal.without M 2♣: GF 14-19 bal without M or long minor 2NT: 13-14 3NT: 15-19 3♦/♦: Inv. towards weak opener 3♥/♣: Std. preempt	Over 1♦: Weak opener bids 1♥/♣ (May also be strong) 2♦: 17+ clubs or 20-21 bal. 2 maj: GF relay Over 1♥/♣: Weak opener bids 1♣ (may be strong), 1NT or raise with 4-c support. 2♣: Strong relay or clubs 2NT: Support - 19+ or similar Over 1NT: 2♣: Art. Relay, 17+: Over 2♦/♦: Weak opener may raise. Other bids strong	2♥/♣: 7-9 5c
1♦		3	3♠	10-16 3-card only if 5 clubs and single maj. Unbalanced. May have longer ♣	1NT: 6-11 4+ clubs NF 2♦: 9-12 4+ NF 2♥/♣: 4-8 6c+ 2NT: 13-15 with 4+ ♦ 3♣: Invitational 6+	1♦ - 1♥/♣ - 2NT: 14-16 4-c. supp. or 6-card ♦ with single pd's suit.	
1♥		5	3♦	10-16 but not 14-16 bal.	1 NT: 7-13 Opener will pass with 10-11 bal. 2♣: Nat. GF or 10-13 3♥ 2♦: GF, 2♥: 6-10 3-card 2♦: 4-8 6c+ 2NT: GF with support 3♣/♦: 4+♥ 7-9/10-12 3♦: Preempt 0-6 3NT: 14-16 4-3-3-3	Over 1NT: Opener may bid cheapest 3-card min. or 2♣ with 4-5-2-2 Over 2♣: 2♦: Natural or min. With 5♥, 2♥: Min 6c Over 2NT: 3♣: Min Other: Hxx+ 3♦: Hxx+ clubs	2NT: 7-9 4c-supp. Other jumps: singleton. 2-way Drury
1♠		5	3♥	As 1♥	As 1♥ 2♥: GF 5c+ 3♥: Invitational 6+	1♣ - 1NT - 2♣ "nat" or 14 - 16 with 4♥ 1♣ - 2♣ - 2♥: 4+ any range	
1 NT			3♦	(13+) 14-16 5-card major or 6-card min. possible	Stayman (may be weak and does not promise M) and transfers (2♣: One or both min.). 2NT: weak dbl. somewhere 3-level: singleton	Opener breaks transfer with 4-c. supp. New suit after transfer GF	New suit after transfer inv.
2♣		6	3♦	10 - 16	Transfer principle with inv+ values 2NT: Inv+ with club-support	Simple accept of transfer: Minimal values 2-3c Accept on 3-level: Max with 3-card. Jump to 4 maj: Minimal values, splinters with stronger hands	
2♦	X			6-card major 5-9 or 22-23NT	2♥/♣, 3♦/♣ for correction 2NT: Asks suit and strength 4♣: Bid suit with transf. 4♦: Bid suit		
2♥	X			10-16hcp, 4-4-1-4, 3-4-1-5, 4-3-1-5 or 4-4-0-5	2NT asks strength/distr.	Opener bids 3♣ with min. Resp. Continues 3♦ for distr.	
2♣	X			6-7 clubs flexible suit quality	2NT asks suit quality	3♣ weak suit. Other suit singleton with good clubs	
2 NT	X			12-16 hcp 5+♦/4+♣ 4-5,5 losers	3♣ asks distribution 3♦/4♣: NF	Slam Conventions	
3♣ Other 3 bids				13-16, 7 tr. Good suit Preemptive	3♦ asks stoppers in majors	Cue-bids – cheapest control RKCB 0314 Josephine 5NT, voidwood	
3NT	X			Preemptive broken minor suit	Minors for correction		
4♣,♦	X			3-5 controls strong major suit	Relay invites slam with 1 ace		
4♥,♣				Preemptive			
4NT				Asks specific ace			

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS

1-level: 7-17, normally 5+ suit

2-level: sound 10-17, 5+ good suit

Responses: 2-level constructive

over 1M: 2♣=Drury, 3M-1=mixed raise, 3M=pre (0-6)

1NT OVERCALL

2nd seat: 16-18

4th seat: 11-14

Responses:

after 1m opening: system on

after 1M opening: 2♦=d or stayman, 2oM=to play

JUMP OVERCALLS

4-11 6+suit, 2◊=majors

2NT=55 lowest unbid suits

2NT=INV+

DIRECT & JUMP CUE BIDS

over 1m (nat): 2m=majors

over 1♣(2): 2◊=majors

over 1M: Michaels

VS. NT

vs. strong 1NT: x=5m+4M

2♣=majors

2◊=6M

2M=5M+4m

vs. weak 1NT (≤ 13): x=15+

VS. PREEMPTS

takeout double

leaping Michaels

VS. ARTIFICIAL STRONG OPENINGS

vs. strong 1♣: 1NT=4M-5m, other as after 1NT

OVER OPPONENTS' TAKEOUT DOUBLE

xx=10+ without fit (except 1◊-x =♡)

transfers:

1♣-(x): 1◊/♡= 4-5 ♡/♠, 1♠=NT or ♣, 2X=transfers

1♡-(x): 1NT=♣, 2♣=◊, 2◊=good raise

1♠-(x): 1NT=♣, 2♣=◊, 2◊=♡, 2♡=good raise

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	2nd/4th best	2nd/4th best
Notrump	2nd/4th best	3rd
Subsequent		
Other:		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx	AKx
King	AK, KQx	KQx, AKJ10
Queen	QJx	QJx, KQ109
Jack	J10x, KJ10x	Jx, J10x
10	10x, H109x	10x, 109x, HJ10x
9	109x	9x, H109x
Hi-X	xXx, xXxX, HXx	xXx, xXXX, HXx
Lo-X	xX	xX

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	attitude	count	S/P
2 Suit	count	S/P	count
3			
1	attitude	S/P	S/P
2 NT	count	count	count
3			

Signals:

high-low=odd/disc

low-high=even/enc

DOUBLES

TAKEOUT DOUBLES

standard

(1♣)-x-(pass)-1◊=0-6

MISCELLANEOUS DOUBLES/REDOUBLES

1♣-(1◊/♡)-x=4+♡/♠

1◊-(1♡)-x=4+♠

WBF CONVENTION CARD

CATEGORY: Red

NCBO: Poland

EVENT: Seniors Madeira

PLAYERS: Piotr Bizoń – Marek Blat

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Polish Club
1♣=balanced (or unbalanced with 5 clubs) 11-14, 5+clubs
15+, 18+ any

1◊=5+diamonds or 4441 with black sing or 4d-5c 11-22

1M=5+M 10-17

1NT=15-17, 5M332 or 6m322 possible

2♣=6+clubs 10-14

2◊/♡/♠=weak two

2NT=20-21 balanced

3NT=7+ solid major

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

Openings:

3NT opening=7+ solid major

Responses:

1♣-1◊=any 0-6 or 7-12 unbalanced w/o 4-card major or 16+ bal

1d-2♡=reversed Flannery

Competitive:

frequent transfers after overcalls

SPECIAL FORCING PASS SEQUENCES

(1NT)-x-(xx)-pass=forcing

IMPORTANT NOTES

3rd hand openings may be light

We are not very strict about our hcp ranges

Often transfers in competition

PSYCHICS: can occur occasionally (splinters, cuebids, game trumps)

OPEN	ART	MIN CRDS	NEG. DBL	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		0	4♠	a) 11-14 balanced or 5clubs or 4441 with red sing b) 5+♣ 15+ c) 18+ any	1◊=0-6 any or 7-11 minors or 16+ bal, 2m=nat gf, 2♡=bal 12-16, 2♠=6m inv, 3♣=55 minors 10-12	after 1◊: 1M=3+M, 1NT=17+-19	PH: 2◊=55 majors, 2M=55 M+m, 2NT=55 minors
1◊		4	4♠	11-22 5+◊ or 4441 or 11-14 4d-5c	2◊=inverted, 2♡=5+♠-4+♡ 5-9, 2♠=6+♣ INV, 3♣=mixed raise, 3◊=pre		PH: 2M=55 M+c
1♡		5	4◊	11-17 5+♡	2♣=GF natural or balanced, 2♠=6m inv, 2NT=fit GF, 3♣=fit INV, 3◊=mixed raise, 3♡=pre	after 2♣: 2◊=11-14 w/o 6♡	PH: 2♣=Drury
1♠		5	4♡	11-17 5+♠	2♣=natural or balanced, 2NT=fit GF, 3♣=6h INV, 3◊=fit INV, 3♡=mixed raise, 3♠=pre	after 2♣: 2◊=11-14 w/o 4♡	PH: 2♣=Drury
1NT				15-17 balanced (5M possible)	2♣=modified stayman, 2◊=5+♡, 2♡=5+♠, 2♠=inv bal or 6♣, 2NT=6◊ or weak 55 minors, 3♣=asking for 5M, 3◊=55 minors GF, 3M=(31)(54) with sing oM	after 2♣: 2◊=no major, 2♡=4-5h, 2♠=4-5s	
2♣		6		10-14 6+♣	2◊=relay, 2M=constructive, 2NT=puppet, 3♣=INV, 3◊/3♡=transfer	after 2◊: 2♡=4M, 2♠=extras w/o 4M, 2NT=max bal, 3♣=min w/o 4M	
2◊		5		0-10 6◊	2M=constructive NF, 2NT=relay, 3♣=puppet, 3◊=inv	after 2NT: 3♣=good, 3◊=bad, 3M=nat	4th seat: 10-13
2♡		5		0-10 6♡	2NT=relay, 3◊=fit inv	after 2NT: 3♣=good/good or bad/bad, 3◊=good/bad, 3♡=bad/good, 3♠=nat	4th seat: 10-13
2♠		5		0-10 6♠	2NT=relay, 3♣=6♡ inv, 3◊=fit inv, 3♡=nat GF	after 2NT: 3♣=good/good or bad/bad, 3◊=good/bad, 3♡=nat, 3♠=bad/good	4th seat: 10-13
2NT				20-21 balanced	3♣=puppet Stayman, 3◊/3♡=transfers, 3♠=minors	after 3♣: 3◊=at least one 4-card M, 3♡=no major, 3♠/3NT=5♠/♡	
3X		6		pre (0-9)	3◊=ask, 3M=nat GF, 4♣=mini RKC in X (4◊ if X=♣)		
3NT	x			AKQxxxx in M	4♣=bid 4M-1, 4◊=light slam INV		3rd and 4th seat: to play
4m		6		pre			
4M		6		pre			

HIGH LEVEL BIDDING

RKC 1430
 Exclusion Blackwood
 Splinters
 Cue-bids
 Lightner double

ADDITIONAL NOTES

DEFENSIVE AND COMPETITIVE BIDDING

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

Natural 8-16 PC 5+ (4) suit

2 ♣ Drury promis fit, 2 ♦ after 2 ♣ overcalls F1

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

2 nd pos 15 - 18 HCP with stopper , respons Stayman transfer ond T/O DBL

4 th pos 11 - 14 HCP maybe w/o stopper , after 2 ♦ relay , transfer after
suit opening ♦ , ♦ , ♦

JUMP OVERCALLS (Style; Responses; Unusual NT)

1-Suit: Natural weak up to opening, after opaning 1 ♠ jump to 2 ♦ = 5 - 5 ♥ + ♠

1 ♠ = les then 3 card in ♠ suit , if 3 ♠ or more jump to 2 ♦ natural weak

2-Suit: Natural weak , after opening 2 ♠ ♠ nat ♥ jump to 4 ♦ = twosuiter 5 - 5 ♦ + 10

after opening 2 ♠ ♠ nat ♥ jump to 4 ♠ = twosuiter 5 - 5 ♠ + ♥ , after opening

3 ♠ jump to 4 ♦ = twosuiter 5 - 5 ♦ + ♥ ,

Reopen: NT - natural or two lowest suit, 10 - 15 HCP 6+ natural

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

After opening 1 ♠ (les then 3 cards) - 2 ♠ natural, 2 ♦ - 5-5 Majors

After opening 1 ♠ (3+ cards) - 2 ♠ and 2 ♦ - majors 54 or 55

After opening 1 ♦ (les then 3 cards) - 2 ♦ natural

After opening 1 ♦ (3+ cards) - 2 ♦ - 55 majors, 2NT 5♦ + 5♥, 3♣ 5♦ + 5♣

After opening 1 ♥ (nat) 2♦ - 5♦ + 5♣, 2NT - 5♦ + 5♦, 3♣ - 5♦ + 5♣

After opening 1 ♠ (nat) 2♣ - 5♣ + 5♥, 2NT - 5♣ + 5♦, 3♦ - 5♦ + 5♥

Jump cuebid after 1♥/1♠ opening asking about stoper

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

vs NT strong 14 - 18 HCP ; 2 nd pos , DBL = 5m + 4M , 2♣ = twosuiter ♥ + ♠ ,

2♦ =MULTI , 2♥ = 5 + ♥ and 4 + m , 2♦ = 5 + ♠ and 4 + m , 2NT = 5 - 5 ♠ and ♦ ,

4 th pos ; DBL = twosuiter 10 HCP + at least one M suit mayby 4 - 4 ♦ after 2♣ and 2

are chose correctable 2♦ and 2♣ are to play ♥ , 2♦ = twosuiter w/o ♠ , 2♦, ♥, ♠ = natu

NT weak 10 - 14 HCP ; 2 nd pos ; DBL = 13 = HCP , 2 ♦, ♥, ♠ same like after

strong NT 2 NT = good twosuiter 5 - 5 , 1NT - pas - 2♣ - X = T/O

4 th pos ; DBL = 10 HCP + , 2 ♠, ♦, ♥, ♠ same like after strong NT

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

DBL = T/O , cue bid = twosuiter , NT = natural or twosuiter , jump = constractiv hand

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

vs strong opening 1♣ ; DBL = twosuiter red or black at least 4 - 4 distribution

1♦ = twosuiter ♥ and ♠ or ♦ and ♦ at least 4 - 4 distribution 1♥ , ♠ are natural

mayby 4 cards , 1NT = transfer to ♠ , 2♣ = transfer to ♦ , 2♦ = good twosuiter

OVER OPPONENTS' TAKEOUT DOUBLE

RDBL = 1O+ HCP usually without support in opening suit ,

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	2 nd / 4 th ♠ low from dubleton)	same
NT	2nd or 4th best	same , if not agree partnes suit
Subseq		high from dubleton , low from three
Other: Low from dubleton top of honour against suit intentionally against NT against high contract K ask abaut count, A ask about encoreging		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx (+)	AKJx (+0, AKx (+)
King	AK , KQx (+) ,Kx	AKJ10x ,KQ109x
Queen	QJx (+) , Qx	KQ (+) ,KQ9x ,QJ10 , QJx(+)
Jack	J10x(+), Jx , AJ10 , KJ10	J1ox , Jx , AJ10x(+) , KJ1ox(+)
10	10x ,109 , H109x(+) , H10x	10x , H10x , H109x(+) , 109
9	109x(+) , H9x	109x(+) , H9x
Hi-X	xSx , xSxS , xSxSx	xSx , xSxS , xSxSx
Lo-X	xS	Sx, xxS , HxS , if not agree partners suit

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Hi - Lo = O	Hi - Lo = O	S/P
Suit 2	Hi = Discrg	Lavinthal	Hi - Lo =O
3	Lavinthal		
1	Hi = Discrg	Lavinthal	Lavinthal
NT 2	Hi - Lo = O	Hi - Lo = O	Lavinthal
3	Lavinthal	Lavinthal	Lavinthal

Signals (including Trumps):

Against NT to first lead A and Q we give small if ENC

to lead K deblock or count revers H - L = Odd, Other Lavinthal or count revers

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Style aggressive , after partner pas double promis two suit ,responsive DBL , vs

direct lead DBL, 1 ♠ overcalls 1 ♦ - DBL = 4+ ♥ ; 1 ♠ overcalls 1 ♥

DBL = 4+ ♠ 1 ♠ , ♦ overcalls 1 ♠ - DBL = 4+ ♥ , support DBL

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Lead direction double negative double through 4 ♥

W B F CONVENTION CARD

CATEGORY: Red Polish club modified

NCBO: POLAND

PLAYERS: Kowalski Apolinary - Romanski Jacek

EVENT (/Senior)

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Polish club, 1♣ opening FIR maybe 0♣ , responses are natural or artifici

1♦ 12 - 18 HCP 4+♦, 1♥, ♠ 12 - 18 HCP 5+ cards, 2♣ precision 6+♣ or 5+ ♣ and if 4 any 11 - 14 HCP,

2♦ MULTI only weak ♥ or ♠, 2 ♥ weak twosuiter ♥ and any suit 5 - 5 or better

2♣ weak twosuiter ♠ and minors 5 - 4 or better
preemptive weak classic, 3 NT Gambling, .

2 NT 20 - 22 maybe 5 ♥ 5♦ or 6minors or 5,4 distribution

1NT Openings: 14 + - 17 HCP maybe 5 card M or 6 m or 5-4 distribution

2 OVER 1 Responses FG or F1

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

1♣ 0 ♠ possible, 12 - 14 balanced, 15+ natural , 18+ any distribution

this opening its one round forcing

2 ♦ MULTI only weak ♥ or ♠

2♥, ♠ = twosuiter 5 - 5 weak 6 - 11 HCP

1♣ - 2♥ = 5-4+ minors inwit, 1♣ - 2♦ = transfer for 3NT

. . .

1♦ - 2 ♦ 7 - 11 HCP 5♣ + 4 + ♥ , 1♦ - 2 ♥ invit with 4 + ♦

. . . Transfer bid after opponents double or overcall

SPECIAL FORCING PASS SEQUENCES

After ours opening and oponents overcalls if opener has shortnes in

Overcalls suit hi is obligated to DBL w/O extra Valious

IMPORTANT NOTES

after opening 1♣, ♦, ♥, ♣ and defender DBL we play transfer way respons

, jump shows ussually suit and support in opening suit

Redouble normally without fit in opening suit except 1♣ - 1♥, ♪, - x - xx = fit 3 cards

After our opening 2♦ double on level 2 are negative on level 3 penalty

After ours opening 2♥, ♪ double on level 2 and 3♣, ♦ are negative

Opening 1♣ is one round forcing bid and answer 1♦ is one round forcing bid

In auer system we have only one opening with strong hand 1♣

Psychics: occasionally

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	yes	0	4♥	12 - 14 balanced	1♦ - F1R 0 - 7 HCP negative, 7 - 11 HCP one or both minors, 17 HCP without 4M and 5 minors	1♣ - 1♦ - 1♥, ♪ - NF maybe 3 cards 12 - 20 HCP	1♣ - 2♥ invit with minors 5 - 4 distribution
1♣				15 + natural		1♣ - 1♦ - 1NT - FG any distribution	
1♣				18 + any distribution	1♥, ♪ - nat 4+ cards 7+ HCP, 1NT - 8 - 11 no 4 M, 2♣, ♦ nat 5+ cards GF without 4 M, 2♥ - 9 - 11 HCP with minors min 5-4 distribution, 2NT, 3♣, 3♦ nat invit	1♣ - 1♦ - 2♣ - 3♦ - strong support in ♥/♦, 4+ - slam try	
1♣					2♣, ♦ nat 5+ cards GF without 4 M, 2♥ - 9 - 11 HCP with minors min 5-4 distribution, 2NT, 3♣, 3♦ nat invit	1♣ - 2♥ - 2♣ - FG Realy	
1♣					2♣ - invit + transfer for NT, 3 NT to play, 3♥, 13-17 (4144), 3♦ - any AKQxxx(x)	1♣ - 1♦ - 3♣, ♦, ♥, ♣ - strong twosuiter 5 - 5 or better after defender DBL 1♦ - shows ♥, 1♥ - shows ♦,	
1♣						1♣ transfer to NT or weak hand with ♦ 1 NT - nat	
1♣						2♦ shows ♦ 5+ and 5+ HCP, 2♦ shows ♥ max 7 HC or GF 2♦ shows ♦ max 7 HCP or GF, 2♣ shows ♦ and	
1♦						natural or transfer after oponents dbl and 1♦ overcalls	1♦ - 2♣ 9 - 11 HCP 5♣ and 3+♦
1♦	4	4♥	12 - 18 HCP 5+ ♦	12 - 18 HCP 5+ ♦	2♦ - 7 - 11 HCP 5♣ + 4 + ♥, 2♥ - invit with 4 + ♦,		
1♦				12 - 18 HCP 4♦441	2♣ - 10 - 11 HCP 5 - 4 in ♥ + ♦, 2 NT nat		
1♦				from 3,4 th hand 10 - 18 HCP 4+ ♦	invit, 2♣ - FG maybe without ♦ if ♦ support		
1♦					1♦ - 3♦, ♣ - splinter		
1♦					3♦ - natural invit 6+ ♦ 10 - 11 HCP		
1♥	5	4♦	11 - 18 5+ ♥	11 - 18 5+ ♥	1 NT = NF, 2♦ = nat bad maybe 2 cards FG, 2♦ = 5+ ♦ FG, 2♣ = 5 - 9 HCP with 6+ ♦, 2NT = GF with 4	1♥ - 1NT - 2♣ = GF realey	2♣ = drury fit
1♥					cards support, 3♣ = 7 - 11 with 4 cards support, 3♦ = Invit with 3 card support, 3♦ = preemptive, 3♣, 3NT, 4♣ = splinter, 4♦ = 12 - 14 HCP 4+ ♦ support no singleton	1♥ - 3♦ - 3♦ = ask about singleton	
1♣	5	4♥	11-18 5 + ♦	11-18 5 + ♦	1♦-1NT = NF ; 2♦ = nat F1 maybe 2 cards; 2♦ = nat GF	1♣ - 1 NT - 2♣ - F1R maybe w/o ♦	same as 1♥ opening
1♣					2♦ = 5 + ♥ GF, 2 NT = GF with 4 cards support, 3♦ = 7 - 11 4 cards support, 3♦ = invit with 3 card	1♣ - 3♦ - 3♦ = realey, after 1♣ opening and defender D we play transfer way, 1♣ - 3♦ - 3♦ = ask about singlet	
1♣					3♦ = invit with 6 + ♥, 3♦ = preemptive, 3 NT, 4♣, 4♦ =		
1♣					12 + strong splinter, 4♥ = to play		
1NT	2	3♦	14 + - 17 HCP maybe any 5 cards	14 + - 17 HCP maybe any 5 cards	2♣ = stayman, 2♦ = transfer ♥ ,	1 NT - 2♣ - 2♦ = no 4 M after 2♣ FG relay, 1NT - 2♦ -	
1NT			maybe 6 cards m , maybe 5 - 4		2♦ = transfer ♦, 2♦ = invit or transfer ♦, 2 NT =	2NT = min with both M, 3♦ = max with both M	
1NT			distribution		transfer ♦, 3♦ = GF with singleton ♦ or ♦, 3♦ = GF	1 NT - 2♦ - 2♦ - 2♦ - 3♦ = nat no forcing, 1NT - 2♦ - 2♦ - 3♦	
1NT					Asking abot 5 card major, 3♦ = GF with singleton ♥ and 5 - 4 + minors, 3♦ = GF with singleton ♦ and 5 - 4 + m	ask abaut 3 cards M GF,	
1NT					4♦, ♥ = Transfer ♥ or ♦		
2♦	5	4♥			2♦ = F1 relay, 2♥, ♦ = NF nat , 2 NT = transfer to 3♦ or invit with 5 - 5 M , or 6 ♥, ♦ 13+ weak suit , or slam	2♣ - 2♦ - 2 NT = 6+ ♦ w/o singleton after 3♦ = relay	
2♦					try , 3♦ = invit to 3 NT or 5 ♦, 3♦ = invit with ♦ suit	2♣ - 2♦ - 3♦ = 6+ ♦ with singleton after 3♦ = relay	
2♦					3♦, ♦ = FG good suit	2♣ - 2 NT - 3♦ - 3♦ = 5 - 5 ♥ + ♦ invit	
2♦	yes	0	2♣	6 - 11 HCP 6+ ♥ or ♦	2♦ , ♦ = NF correctable , 2 NT = GF relay , 3♦ = invit	2♦ - 2 ♦ - 3♦, ♦ = ♥ suit with honors ♦, ♦ not min	2♦ - 3♦ = PRE with M support
2♦					rttransfer way, 3♦ = support in both M ussually PRE, 3♦, ♦ = nat forcing, 3NT to play, 4♦ = ask abaut suit transfer	2♦ - 2 ♦ - 3♦ = ♥ minimum hand 2♦ - 2NT - 3♦ = good	2♦ defender DBL - 3♦ = PRE with M support
2♦					way, 4♦ = ask abaut suit, 4♦, ♦ = to play	opening after 3♦ ask abaut suit transfer way, 2♦-2NT- 3♦ = weak with ♦	
2♦	5	2♣	6 - 11 HCP 5+ ♥ + 5+ any suit	6 - 11 HCP 5+ ♥ + 5+ any suit	2♣ = NF choice partner suit, 2 NT F1R relay , 3♦ = invit to ♦, 3♦ = invit to ♥, 3♦ = F with ♦	2♦ - 2 NT - 3♦ - 3♦ = fix ♦ to play and slam try	
2♦	5	2♣	6 - 11 HCP 5+ ♦ + 5+ ♦ or ♦	6 - 11 HCP 5+ ♦ + 5+ ♦ or ♦	2 NT F1 relay , 3♦ NF choice partner suit , 3♦ = F with ♥ suit	2♦ - 2 NT - 3♦ - 3♦ = fix ♥ to play and slam try	
2NT	2	4♥	20 - 22 bal maybe any 5 card suit	20 - 22 bal maybe any 5 card suit	3♦ = puppet stayman, 3♦, ♥ = transfer ♥ or ♦, 3♦ = any nat F1R	2NT - 3♦ - 3♦ = one or both M suit, 3♦, ♦ = 5 cards	
2NT			or 5 - 4 distribution		5-4 minors , 3NT = 5♣ + 4+ ♥, 4♦, ♦, ♦, ♦ = double	2NT - 3♦, ♥ - 3♦, ♦ = doubleton	
2NT					Transfer (♥/♦/♣/♦)		
3♣	6		preemptive weak if NV against V				
3♦	6		preemptive weak if NV against V				
3♥	6		preemptive NV against V weak				
3♦	6		preemptive NV against V weak				
3NT	yes	7	one solid minor max one Q outside	4♦ = asking abaut singleton			
4♦	7+		Natural preemptive				
4♦	7+		Natural preemptive				
4♥	6		natural to play				
4♣	6		natural to play				
4NT	yes		good twosuiter minors				
5♣			natural to play				
5♦			natural to play				
5♥							
5♣							
5NT							

HIGH LEVEL BIDDING

Blackwood 5 controls ♦ A + K trump + Q trump)

Cue - bids , Josephine , 5 NT asking abaut as if 4 NT no possible

we play responses for controls 102 with Q of trumps and king outside

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style; Responses; 1 / 2 Level; Reopening)		
NAT style, light 1 level, sound 2 level with unpassed partner		
2♦= Drury, cue=F1 w/o support		
INT OVERCALL (2nd/4th Live; Responses; Reopening)		
2 nd = 15-17(18)		
4 th = 10-15		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
NAT, PRE up to 11 HCP		
2NT usually two lowest suits		
Reopen:		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
Michaels style		
VS. NT (vs. Strong/Weak; Reopening; PH)		
D= 4M5m or strong (vs weak (13-15 HCP or less) 1NT = points)		
Landy/Multi		
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)		
NAT, t/o doubles up to 4♥ opening, higher – optional double.		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♦ or 2♣		
D=M/M		
NT=m/m		
OVER OPPONENTS' TAKEOUT DOUBLE		
RDBL=10+		
2NT= INV with support		
After 1M opening TRF on 2 level		

LEADS AND SIGNALS		
OPENING LEADS STYLE Polish style, 2nd and 4th		
	Lead	In Partner's Suit
Suit	2 nd and 4th	same
NT	same	same or 3/5
Subseq		
Other: vs NT 3/5 th in unsupported pd's suit xX, xXx, xXxX, HXx, HxxX(x,x)		
LEADS		
Lead	Vs. SUIT	Vs. NT
Ace	AKx, Ax	A ask for attitude
King	KD, KDX(x), AK	K ask for count/unblock
Queen	QJx(x), Dx	Q ask for attitude
Jack	J10(x), Jx	J10x, AJ10x, KJ10x
10	10x, H10x	10x, H109x
9	109x, H98x	109x, H98x
Hi-X	Odd	Odd
Lo-X	Even	Even
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
1	Att (L=E)	Count (L=2)
Suit 2	Count (L=2)	
3	S/P	
1	Att (L=E)	Smith (L=E)
NT 2	Count (L=2)	Count (L=2)
3	S/P	
Signals (including Trumps): UDCA		
In trumps usually S/P		
Smith Peter vs NT (low positive)		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
Opening values		
Responses: 1♦=NEG, (up to 6 HCP) cue=F1, jump=INV		
Reopening: 8+		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
D of SPL – except NV vs V asks to lead the higher of remaining suits,		
NV vs V – NAT with sacrifice prospects		

W B F CONVENTION CARD		
CATEGORY: RED – POLISH CLUB		
NCBO: POLAND		
PLAYERS: KWIECIEŃ – STARKOWSKI		
EVENT: 2022		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
POLISH CLUB - 3-way 1♦ opening		
2/1 = FG		
1NT response after 1♥/♦ opening = F1		
1NT opening = 15-17 BAL may be 5M		
2NT opening = 20-21 BAL may be 5M		
Forcing 1NT response after 1M opening		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
2♦ opening – mini-multi – weak two (4-10 HCP) in any major		
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♣	x	0	4♥	12-14 BAL or 4414, 15+ NAT	1♦= NEG or 7-11 m/m or 17+ BAL w/o 4M	1♣-1♦-1NT= 18-19, 1♣-1♦-2♦=art FG	1♣-1NT =10-11 BAL w/o 4M
				18+any (ex 20-21 BAL)	2♥=13-16 BAL w/o 4M, 2♠=11-12 BAL w/o 4M Others NAT.	1♣-1M/NT-2♦=R FG. double checkback	
1♦	5 (4)	4♥		11-17 NAT	2♦=F1 inverted raise, 2♥=5♣4+♥ weak, 2♠=♣10-11	double checkback	M suit preference
					1NT =F1, 2♣=NAT or R FG, 2NT = INV support		1M-2♣=Drury
1♥	5	4♦		11-17 NAT	3♦=Mrs, 3♥=weak, up to 7 HCP		
					1NT=F1, 3♥=Mrs, 3♠=weak, up to 7 HCP		
1♠	5	4♥		15-17 BAL	2♣=STAY or INV w/o 4M or R FG, 2♦/♥=JTB	1NT-2♣-2♦-2♣=R FG	
					2♣=♣, 2NT/3♣=♦, 3♦=ask for 5M, 3♥/♣=SPL	1NT-2♣-2M-3♣= R FG	
2♣	5	4♥		11-14 5♣+4M or 6+♣	2♦=R, 2NT=PUP to 3♣, 3♦/♥/♣=NAT INV		
2♦	x	0	2♣/3♦	Weak (4-10 HCP) 6(5) ♥ or ♣	2♥/♣=P/C, 2NT=R, 3♣=art F1		
2♥	x	5		Weak(4-10 HCP) 5+-5+ with ♥	2NT = R FG		
2♠	x	5		Weak(4-10 HCP) 5+-5+ ♠ and m	2NT = R FG		
2NT				20-21BAL	3♣=PUP STAY, 3♦/♥=TRF, 3♠=m/m		
3♣	6			NAT PRE			
3♦	6			NAT PRE			
3♥	6			NAT PRE			
3♠	6			NAT PRE			
3NT				GAMBLING	4♣=P/C, 4♦=R, 4M=NAT		
				no side A nor K			
4♣	7			NAT PRE			
4♦				NAT PRE			
5♣							
5♦							
5♥							
5♠							

HIGH LEVEL BIDDING

CUE BIDS Italian Style, RKCB, ExBW, Conditional RKCB (Poor Man), SPL

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)		
USU 5+ c. 7/17 HCP		
RESPONSES: 1 OVER 1 FORCING 2 mn OVER 1 NF		
INT OVERCALL (2nd/4th Live; Responses; Reopening)		
2 nd and 4 th 15+18-		
BALANCING 10-14		
RESPONSES AS 1 NT OPENING		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
STYLE WEAK non vul.. 3-9HCP Vul. 7-11 HCP		
2 NT UNUSUAL = 2 LOWER SUITS		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
STYLE 2 SUITED		
1♣/2♣=NAT; 1♣ /2♦=MAJORS; 1♦/2♦ Majores;		
1M/2M = ♣+OM; 1♣/3♣= ♦+♠; 1M/3♣= ♦+OM		
OTHER JUMP CUE ASKS STOPPER		
VS. NT (vs. Strong/Weak; Reopening; PH)		
2♣ = MAJORS		
2♦=♥ OR ♠		
2♥/♠ =♥/♠+ m		
2 ST – minors		
X 5m+4M		
REOPENING = LANDY		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		
T/O DOUBLES		
Cue Bid Majores		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣		
DBL Clubs		
Others NAT		
OVER OPPONENTS' TAKEOUT DOUBLE		
1♣ RDB 9+ HCP		
2NT INVITATIONAL OR BETTER 4 TRUMPS		
1♥/♠ (DBL) 1♠/2♥ GOOD RAISE		

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	Lead	In Partner's Suit
Suit	1-3-5	same
NT	1-3-5	same
Subseq	1-3-5 or ATT	same
Other:		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AKx	AKx AKxx
King	KQx(x)	UNBLOCK or COUNT
Queen	DV10(x)	KDx, DJ10(x)
Jack	J108(x)	J10(x)
10	RV10(x) 109(x)	AJ10x; KJ10 (x)
9	R109(x) D109x	Q109(x) 987
Hi-X	Xx; xxXx	Xx Xxx; X(X)xx
Lo-X	HxX HxXx xxxxX	HxX(x) HxxxxX
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
1	ATT Hi= Enc	COUNT Lo= odd
Suit 2	COUNT Hi Lo= even	SP
		COUNT Hi Lo= Even
3	SP	
1	ATT Hi=Enc	COUNT
NT 2	COUNT Hi= even	Count Hi Lo= Even
3	SP	SP
Signals (including Trumps):		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
SOUND		
RESPONSES: CUEBID ONLY FORCE		
REOPENING : COULD BE LIGHT		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
SUPPORT DBL (MAJORS) UP TO 2 LEVEL		

EBL CONVENTION CARD		
CATEGORY: Green		
NCBO:		
PLAYERS: Luís Castaño /Carlos Luiz		
EVENT: SENIOR		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
NATURAL		
♣ 2+ CARDS		
♦ 4+ CARDS		
♥/♠ 5+ CARDS		
1 ST 15/17HCP		
2 ST 20/22 HCP		
2/1 STRONG		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
2♣ Any Strong		
2♦ MULTI 5+ ♥/♠ 3-9 HCP		
3 ST GAMBLING WITH SOLID MINOR		
SPECIAL FORCING PASS SEQUENCES		
IMPORTANT NOTES		
PSYCHICS: RARES		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♠	10-22 HCP	INV. RAISES; WALSH: MAJORS PRIORITY 2♦ MIXED SUPPORT	AFTER 1NT 2 WAY CHECK BACK	NO INVERTED RIASES
				10-22 HCP	INV RAISES 3♣ MIXED SUPPORT	SAME	SAME
1♦		4	4♠	10-22 HCP	INV RAISES 3♣ MIXED SUPPORT	SAME	SAME
				10-22 HCP	2NT=GF (4+♥) BERGEN	3♣/♦ any short min/ not min Bergen	REV DRURY Bergen
1♥		5		10-22 HCP	SAME		SAME
				10-22 HCP	STAY, TRANS, 2♠ Mns , 2 NT 1 MN 3♣ Puppet 3♦ majors; 3♥♣ NAT slam try 4♣ ACES 4♦/♥TEX		
1♠		5		10-22 HCP	STRONG ART Forcing up to 3M	2♦ WAINTING, 3♣ second negative 0/4 HCP ; 2M 5+ cards with 2 GH; 3m 6+ 2GH;	2NT 23/25 HCP than moppet 3NT 26+ HCP than Baron
				MULTI 3/9 HCP 6 cards ♥ or ♠ (5 possible)	2/3 ♥♣ PASS OR CORRECT , 2NT ASKS 4♣ BID M-1 , 4♦ BID M, 4 M TO PLAY		
2♦	X	5+ H/S		10-13 HCP	2NT asks, new suit nat forcing	3♣/♦ sing. Min/Max 3♥/♠ min/Max without	
				10-130HCP	same	same	
2NT				20-22	MUPPET + TRANSF; 3♠/3NT Force 3NT/4♣ 4♣ aces? 4♦/♥TEX		
				PRE	NEW SUIT F1		
3♦		6		SAME	SAME		
3♥				SAME	SAME		
3♠				SAME	SAME		
3NT				SOLID MINOR	4♣ Pass or Correct 4♦ bid your short		
4♣		7		PRE			
4♦				SAME			
				SAME			
				SAME			
				ACES ASKING		HIGH LEVEL BIDDING	
						RKCB	
5♣						DEPO	
5♦						EXCLUSION	
5♥						MINOR WOOD	
5♠							

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Natural 5+ cards (rarely 4c M)=8/16 HCP
Responses: Natural; cuebid Forcing (w/ or w/out fit)
New suit = Maj over Min is forcing
Raise = 8 + HCP
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 (2 nd)
10-14 (4 th)
Responses: system on
JUMP OVERCALLS (Style; Responses; Unusual NT)
1 suit 6 cards M - weak
2 suit – ghestem (2 nd and 4 th)
Reopen: 2NT (4 th) = 19/20 HCP bal
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Ghestem
VS. NT (vs. Strong/Weak; Reopening;PH)
Multilandy (2 nd and 4 th)
If weak, Double 14+
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Double = takeout
Cue-bids = 2 suit
3NT=to play 4NT = 2 suit
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Double =Opening; any level 1 natural;Ghestem
2M = weak
OVER OPPONENTS' TAKEOUT DOUBLE
1M (Dbl): 2 ♣ = 8-10 3+cards; direct raise weak;2NT=4+ cards, FG; RDL= 10+, no fit; 3 ♣/ ♦= Bergen

LEADS AND SIGNALS		
OPENING LEADS STYLE		
Suit	Lead	In Partner's Suit
NT	1,3,5	same
Subseq	1,3,5 or attitude	same
Other:		
NT:k	asks from unblock or to show nber of cards; Ace asks attitude	
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	ARx(+), Ax, ARV	ARx(+),AR
King	AR, RDx(+),Rx	ARV10(+),RDV(+),RD10(+)
Queen	DVx(+),DV,Dx	RDx,DVx(+)
Jack	V10x,Vx	V10x(+),V109(+)
10	109x(+),HV10x(+),10x	109x(+),HV10x(+)
9	9x,H109	H109(+),98x(+)
Hi-X	even	even
Lo-X	odd	odd
SIGNALS IN ORDER OF PRIORITY		
1	Partner's Lead	Declarer's Lead
1 Lo/Hi = enc	Lo/Hi = enc	Odd/even
Suit 2		
3		
1 Lo/Hi = enc	Lo/Hi = enc	Odd/even
NT 2		
3		
Signals (including Trumps):		
Counting :Hi/Lo=odd nr of cards		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
Opening Values; Natural responses		
Reopening = 8+HCP		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
Negative double thru 4 ♦;		
Competitive and responsible double;		
Support double and redouble=3 cards partner suit M		

EBL CONVENTION CARD
CATEGORY: Green
NCBO: FPB(Portuguese Bridge Federation)
PLAYERS: Acácio Figueiredo-João Rocha Pinto
EVENT : Senior
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2 Over 1 Responses=FG generally
5 Card Major
1 ♣ = 3+
1♦ if 4-4-3-2
1NT Openings: 14-17 may have 5M or 6m
1NT over 1M opening=F1
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
MULTI 2 ♦ - weak in majors, or strong in minors,or 22-23 bal;
2 ♣ - ALBARRAN
2♥/2♠ - 5+cards 20-22HPC or 4 to 5 LT's
2NT – 20-21 bal
3NT – Solid minor suit. No stop out
Over 2 ♦ Multi, 2♥/2♠=short in ♥/♠; 2NT = 16-18 HCP bal
SPECIAL FORCING PASS SEQUENCES
Pass after overcall, if short on opponent suit
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 ♦	11+	1♦=Walsh; 2♣=INV GF; 2♦ =invitational in ♣; 3♣ = PRE; 2♥/2♠=weak; 3♦/3♥/3♠=Splinter	After inv 2NT=12/14; 3NT=18/19; 3♣=min	
1♦		3	4 ♦	11+	Same,3♣ = invitational in ♦;3♥/3♠=Splinter	same	
1♥		5	4 ♦	11+	1NT=F1;2/1=GF; Bergen raises; Jacoby;	Over 2NT: suit level 3 shortness; suit level 4=5 cards;3NT=15/17 Help suit game try	After double 3 m = bergen In 3 rd / 4 th reverse drury, bergen; 2NT=minors
					3 in M or 4 m = splinter		
1♠		5	4 ♦	11+	same	same	same
INT				14+-17	Stayman; Jacoby transfers; 2♠=minors;2NT=1m;3m=invitational;3M=strong; gerber,4NT=quantitative;4♦=majors	smolen	
2♣	x			FG,albarran,24+bal or any FG	2♦=neg;2NT=8+ or 2 kings; Aces CESAR	2NT=24+bal,followed by puppet and texas	
2♦	x			Multicolor,weak M or	2♥/♠=pass or correct;2NT=Relay F1;3m=NF;3♠=NF;3/4♥= pass or correct	Over 2NT:3♣/♦=min in ♥/♠ 3♥/♠=max in ♠/♥	
				22-23 bal,or strong in minors			
2♥		5		19+ or 4/5 losers	2NT=neg;3♥=fit strong W/1+aces;3 suit=natural;3NT=bal positive,3♠,4♣/♦=splinter; 4♥=fit strong without aces	Natural	
2♠		5			same	Natural	
2NT				20-21 possible 5M or 6m	Puppet Stayman; Transfers;3♠=5♠+4♥;4♣/♦=RKCB; 4NT=invitational	After transfers 3nt shows 2 cards	
3♣/3♦		6		Natural,pre-emptive	New suit F1		
3♥/3♠		6		same	same		
3NT				Solid minor(w/o side stopper)	4♦=asks for singleton;4NT=denies;5♣=singleton in minor		
4♣/4♦		7		Natural,pre-emptive			
4♥/4♠		7		Natural,pre-emptive			
					HIGH LEVEL BIDDING		
					4NT RKCB – 3/0 4/1 2 2+Q		
					5NT = 1 Ace + useful void 6 X (under trump)=2 aces + one useful void		
					Exclusion Blackwood		
					DOPI, Josephine		
					Gerber (over1NT)		



Psychics: Rare				Category: GREEN Country: PORTUGAL Seniors Event: European Championships 2020 Madeira Players: Jorge Cruzeiro - Jorge M. Santos	
LEADSANDSIGNALS					
OPENINGLEADSSTYLE					
After overcall is game try usually w/ fit; jump cue bid is a Major	Lead	In Partner's Suit			
Suit	3rd/5th	3rd/5th			
N/T	3rd/5th	3rd/5th			
Subseq	Same	Same			
Other:				SYSTEMSUMMARY	
				GENERALAPPROACHANDSTYLE	
INTOVERCALL(2ND/4THLive;Responses;Reopening)				5 Card Major; 10♦ Shows 4 card unless 4-4-3-2	
Reopening 10-14 HCP >> System on	LEADS				
	Lead	Vs. Suit	Vs. NT	Over 1 Major: Bergen Supports; 2NT Jacoby; weak jumpshifts In Majors	
	Ace	A(x); AK(x)	AK(x)	2♣ GF; natural responses; 2♦ waiting	
	King	AK; KQ(x); Kx	KQJ/T(x); AKQ/J(x)	2♦ Multicolor, 22-23 balanced or weak in ♦ or ♠ 3-9	
	Queen	QJ(x); Qx	KQ(x); QJT/9(x)	2♥/♠ = 6♥/♠ 10-13	
JUMP OVERCALLS (Style; Responses; Unusual NT)	Jack	JT(x); Jx	JT9/8(x); JTx; Jx	2NT= 20-21	
1-Suit: 6 card weak	10	AQT(x); AJT(x); KJT(x); T9(x); Tx	KJT(x); T9(x); Tx	INT Openings: 14+-17 HCP	
2-Suit: Gh estem	9	9x	98xx; 98x	2 OVER 1 Responses Over minor F1; over Major usually GF	
	Hi-x	even number	even number	SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Reopen: 2NT 19-21 HCP; Jumpshift shows good opening; cue bid is 2 suiter	Lo-x	odd number	odd number	3 NT openings show a 7 card minor W/O losers	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)	SIGNALS IN ORDER OF PRIORITY			Multilandy over 1 NT in 2nd pos.	
1♦ - 2♦ = natural		Partners Lead	Declarer's Lead	Over 2♦ multi, 2♥ or 2♠ is shortage w/ opening values	
1♦ - 2♦ = ♥ + ♠					
1♦ - 2NT = ♥ + ♠; 1♦ - 3♦ = ♠ + ♦	Suit: 1st	oddencour.	low/high=odd number	Same	
1♦ - 2♦ = ♠ + ♣, 1♦ - 2NT = ♠ + ♥, 1♦ - 3♦ = ♥ + ♠	2nd	oddencour.; even prefer	Same	Same	
1♥ - 2♥ = ♠ + ♣, 1♥ - 2NT = ♠ + ♦, 1♥ - 3♦ = ♠ + ♦, 1♦ - 2♦ = ♥ + ♠, 1♦ - 2NT = ♠ + ♦, 1♦ - 3♦ = ♥ + ♦	3rd	any	Same	Same	
VS. NT (vs. Strong/Weak; Reopening; PH)	NT: 1st	Same	Same	Same	
Multilandy, 2♦ = Majors; 2♦ = one Major, 2♥/♠ = ♥/♠ + m	2nd	Same	Same	Same	
In reopening: 2♦ = ♥ + ♠, 2♦ / ♥ / ♠ = natural	3rd	Same	Same	Same	
Signals (including Trumps): H-L Shows interest or ruff					
DOUBLES					
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)				
Multi: 2♥ / ♠ = short min 12 HCP; vs 20 Majors, natural;	Negative till 4♦				
Transfer preempts next suit = T/O dbl	natural responses			SPECIAL FORCING PASS SEQUENCES	
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
	Competitive until 3♦				
	Support dbl and rdbl till level 2				
OVER OPPONENTS' TAKEOUT DOUBLE				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
Level 1 shows 10+ HCP; bid level 1 is natural and forcing					

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

1over1 Nat 8-17 HCP; new suit F1

over1 Nat 10-17 HCP; new suit F1

Responder: cue-bid is fit, F1
jump shift showing fit**Note 9****1NT OVERCALL (2nd/4th Live; Responses; Reopening)**2nd 16-18 > Stayman & Transfer

Reopening: 10-13 > Stayman & Transfer

JUMP OVERCALLS (Style; Responses; Unusual NT)

Weak, single suit

Reopen: 11-14 HCP, good suit, constructive

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

1C-2C=majors, 1C-2D=D+major

1D-2D=majors, 1D-2NT=Club + major

1M-2M= Major + minor, 1M-2NT=minors

Reopening: (1m) pass (pass): cue-bid = majors

VS. NT (vs. Strong/Weak; Reopening; PH)Strong – 2nd & 4th same: 2♣=majors; DBL=4H +5+ minor

2D/H=Trf H/S, 2S =4S+ 5+minor

Weak– 2nd & 4th same: 2♣=majors; Transfers; DBL= 14+ HCP**VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)**

DBL= takeout

(weak 2M) : DBL takeout (partner: Lebensohl)

4♣/♦ = 5♣/♦ +5 oM

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

Natural

OVER OPPONENTS' TAKEOUT DOUBLE

1over1 F1; 2over1 notF; xx 10+ HCP; jump shift showing fit

LEADS AND SIGNALS**OPENING LEADS STYLE**

	Lead	In Partner's Suit
Suit	3 rd /5 th ; 2 nd from bad; MUD	CT ; 2 nd from bad
NT	4 th (10xxS); 2 nd from bad	CT ; 2 nd from bad
Subseq	Low from an Honour	
Other		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKxx) – ATT	AK(xx)
King	KQ(xx) - CT	KQxx, KQ109
Queen	QJ(xx)	QJx(x) or QJ10(9)
Jack	J10(xx)	J10xx
10	(HH)10x or 109xx	(HH)10x or 109xx
9	(HT)9xx or 98xx	(HT)9xx or 98xx
Hi-X	Even	Even
Lo-X	Odd	Odd

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1ATT Note6	CT	CT	
Suit 2	CT (Hi even)		Laventhal
3			
1ATT Note6	Smith	Laventhal	
NT 2	CT		CT
3			

Signals (including Trumps): Trump: CT (Hi odd)

DOUBLES**TAKEOUT DOUBLES (Style; Responses; Reopening)**2nd: 12+ HCP good shape;

17+ HCP any shape

Responder: cue-bid 11+ HCP, F1

(1M) x (pass) – 1NT Lebensohl

Responder: cue-bid 11+ HCP, F1

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS**W B F CONVENTION CARD**

CATEGORY: Strg Club, controls responses

2D=Multi

NCBO: Romania

PLAYERS: GLIGA Radu – MATEI Cornel

EVENT: Selectie

SYSTEM SUMMARY**GENERAL APPROACH AND STYLE**

1C= 17+HP or 9 trics

1D= 11-16HC, may be short

1♥/♠ 11-17 HCP, 5 card major

2♦ 12-17 HP, 5+ clubs

2♦ Multi: weak 2 M; NT 21-22 HCP (5 card M possible)

2♥= 5H+5any, 2S=5S+5min (6-11HP)

2NT 5-5 mm constructive, < opening

3♣/♦/♥/♠, 4♣/♦/♥/♠ preempt

1NT 15-17, 5M possible

3NT Solid 7 cards

4NT 6-6 mm

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♦ Multi

2♥/♠: ♥+any/♠ + minor

2NT 5-5 mm

SPECIAL FORCING PASS SEQUENCES

Forcing pass at 5 level, when our line is in attack, shows shortness in opp't suit

IMPORTANT NOTES**PSYCHICS:** rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	A	-	4♥	17+HP, any distrib 11-17, may be short	Controls: 1D=0-6HP[1]; 1H=<3C, >6HP; 1S=3C, 1NT=5C[2]; 2C=4C[3], 2D/H= trf to H/S, 2S=6C, 2NT=12-13HP w/o 3C, 3C/D=AorK,Dxxxx; 3H/S=HHJ10xxxx; 3NT=14-15HP w/o 3C NAT, but for 1D-pas-1M-pas-1NT- pas-2C/D see [4]	Exc [1],[2],[3], cont are natural or Stayman (Baron) & trf if over NT.	
1♦	A	-	4♥				
1♥	N	5	4♦	11-17 HCP, 5+ cards	1NT= NAT, non forcing 2NT 4 cards fit, min INV [5] 3♣=7-9HP with 4cards fit + single 3D=limit bid with 3 cards fit 1M-3M preemptive 1M-3NT/4C/4D=spl M/C/D.	1M-2M- nat try	2♣ Drury, fit If passed hand, jump shift is showing fit 1M-2NT=INV, new suit asks for help, 3M=refusal
1♠	N	5	4♦				
INT				15-17 BAL, 5M or 6m possible	2♣ Stayman Transfers (2♠->3♣ 2NT -> 3♦), See [6]	1NT- trf M- 2M-4M= slam INV	Lebensohl 1NT-(x penalty)-xx =one minor
2♣	N	5	4♥	12-17HP W clubs	2♦ F1 [7], 2M=NAT, NF; 2NT =puppet to 3C see next column.; 3C= club fit, positive, NF; 3D/H/S=strg; 4C=PRE; 4D=BW5 on clubs	2C-2NT-3C- pas = weak; 3D/H/S= D+H, H+S, S+D min 5-5, GF	Idem after pass
2♦	Multi			Either weak 2 in H or S Or 21-22 balanced hand	2♥ = NF relay 2♠= relay, NF if spades, INV if hearts	2NT Bal 21-22 HCP Puppet Note2 (major transfer acceptance mandatory)	Idem after pass
					2NT relay, F1	3♣ = weak 2 constructive, than 3♦ relay to name the oM 3♦/♥ transfer, weak 2M 3♠ AKQxxx in a major 3NT 21-22 HCP >Baron & Transfers	
2♥/♠	x	5		Two suited ♥+any/♠+ minor 5+5, <12 HCP (5-4)	2♠=pass or correct, 2NT=F1,ask for minor 3C/D= to play, not to correct		Idem after pass
2NT	x	5		5m-5m constructive But <normal opening	3♥=GF ask for Distr 3♠=GF, ask for minors 3C/D= NF	3S=2 cupe; 3NT=2pici; 4C/D=1156/1165 3NT=min; 4C/D=max 56/65; 4H=max 5-5 4NT=non max 66	Idem after pass
3♣/♦/♥/♠		6+		Preempt (6 cards 3 rd NV vs V)			
3NT	x	7		Solid minor			
4♣/♦		8		Good 4H/4S			

Direct splinter with 11+HCP and 4+controls

Blackwoods see [8]

GligaRadu – Matei Cornel

Note [1]

1C - 1D

1H/S = NAT, NF, may be 4 cards

1NT=NAT, 18-20HP

2C=GF [1.1]

2D=NAT

2H/S= INV

2NT=23-24HP [1.2]

3C=NAT,NF

[1.1] 1C -1D

2C – 2D= negative

2H/S=S/H in 5, pozitive

2NT=5-5 minors or majors or 6m, pozitive

[1.2] 1C – 1D

2NT – 3C= puppet Stayman

3D at least one M4- puppet

3H= no M4,5

3S/NT= 5 spades/hearts

Note [2]

1♣ - 1NT (5 controls)

2C= NT hand, 18-20HP – 2D/H = trf H/S

- 2S= minors interest

-2NT relay – 3C/D=5+ minor C/D

- 3H/S = xx45/xx54

- 2NT= Baron

- 3C= 5clubs + 5x -3D=relay- 3H/S/NT= 5 H/S/D

- 3D 5diam + 5x – 3H=relay – 3S/NT= 5S/H

2D/H/S=Nat

Note[3]

1C -2C (4 controls)

2D= NT hand (18-20HP) – 2H/S= 5S/H

- 2NT = either 1 minor or 5-5 minors or 5-5 majors

3 C =relay – 3D=5M+5M

3H/S= 5+ C/D

3NT=5m+5m

- 3C= puppet Stayman

- 3H/S= 31(54)/ 13(54)

- 3S = trf to 3NT

2H/S/3C/D=Nat

2NT=NT hand 23/24HP – Baron + Trf

Note[4]

1D - 1H/S

1NT- 2C [4.1]

2D[4.2]

3C/D= 4 major + 5+ minor, INV

[4.1] 1D – 1H/S

1NT- 2C = puppet to 2D

2D - pas=to play

2H after 1D-1H = 5 H, INV

2H after 1D-1S= 5S+4H (INV)

2S after 1D-1S= 5 S, INV

2NT= puppet to 3C

3M after 1M=6M, INV

[4.2] 1D – 1M

1NT- 2D= GF, whatever is skept does not exist, 3 cards fit is not a priority

Note[5]

1♥/♣- 2NT= 4 cards fit, at least INV
 3C=W/O max op - 3D= reley -3H=no single, 5332 or 6322
 - 3S= 5422 – 3NT=reley - 4C/D/H= 4C/D/M
 - 3NT/4C/D= single oM/C/D
 - 4M= 7222
 3♦= 5422, 15-17HP or 55 poz -3H=reley- 3S=majors, 3NT=5422, 4C/D=55 M + min
 3♥/3♠/4C = sploM/C/D
 3NT= 6322, 15-17HP
 4M= 7222, 15-17HP

Note[6]

1 NT – 2C= Stayman – 2D=w/oM – 2H/S= 45/54 maximum INV
 2NT=INV to 3NT
 3C=reley – 3D=C+D – 3H=reley – 3S=3244
 3NT=2344
 4C/D= 2245/2254
 3H/S=xxx5/xx5x
 3NT=33(34 or43)
 3D/H=single/S (5431 or4441)
 3S= 5-5 major
 2D/H/S/NT= trf H/S/C/D
 3C= 5-5 minors, weak
 3D= 55 majors weak or minors good but no GF.
 3H/S= 4414 or 4405/ 4441 or 4450, GF.
 4C=BW4
 4D/H= trf to H/S

Note [7]

2C – 2D =(F1)
 2H/S/3D= 5+clubs+4x - 2NT=reley- 3C= 6421 non maximum
 3D/oM= 5431
 3M= 6421 maximum
 2NT= 6clubs, 2 ext cues – 3C= to play
 3D= reley – 3H = D+H
 3S= D+S
 3NT=H+S
 3C=6 clubs + 1 ext cue- 3D=reley – 3H/S/NT= cue.
 3H/S= 6clubs + 5M
 3NT= 6322 16-17HP, points everywhere

Note [8]- Blackwoods

Bw answers: step1=1-4, step2=0-3, step3=2, step4=2+kQ
 After that, new asking is either for kQ (if not defined) or for kings, starting with the high ranking one.
 First step answer denies the first ask. Second step ensure the first ask, denies the high K, third step
 ensure first two requests, denies the next one, and so on.

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)	
1 over 1 Nat 8-17 HCP; new suit F1	
2 over1 Nat 10-17 HCP; new suit F1	
Responder: Natural RF under cue bid. Transfer between cue bid and simple raise jump shift showing fit	
Mixed raise	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	
2 nd 16-18 over m with> Stayman & Transf Over 1M, OM +long m 8-15 . Level 3=nat competitive	
Reopening: 10-16 > Range Stayman & Transfer	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
Weak, single suit. V against NV -intermediary. 2NT-cheapest suits two-suiter	
At 4 level leaping Michaels	
Reopen: 11-14 HCP, good suit, constructive	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
Michaels: (1m) 2m = majors, (1M) 2M = oM + minor	
Reopening: (1m) pass (pass): cue-bid = majors	
1 (any)-3 level cue-bid=asking for stopper	
VS. NT (vs. Strong/Weak; Reopening;PH)	
Strong – 2 nd & 4 th same: Multi-Landy 2♦=majors; DBL=5+m-4M, 2♦=one major by 6; 2M=5M-4+m	
Weak– 2 nd & 4 th same: 2♦=majors; 2♦=one major by 6; 2M=5M-4+m ; DBL= 14+ HCP	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
DBL= takeout (weak 2M) : DBL takeout (partner: Lebensohl) 4♣/♦ = 5♣/♦+5 oM	
(3♥/♠) - 4♣/♦ = 5♣/♦+5 oM .	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♦ or 2♦	
Suction the suit above it, or five-four+ in the other 2 suits Double shows diamonds, OR 5 – 4+ in Hearts and Spades 1/2♦ shows Hearts, OR 5 – 4+ in Spades and Clubs 1/2♥ shows Spades, OR 5 – 4+ in Clubs and Diamonds 1/2♣ shows Clubs, OR 5 – 4+ in Diamonds and Hearts 1/2NT shows non touching suits. ♥/♣ or ♦/♦	
OVER OPPONENTS' TAKEOUT DOUBLE	
Transfers. Transfer in opener suit is bad fit or at least INV. Transfer in other suit followed by fit is jumpfit.	

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	Lead	In Partner's Suit
Suit	3 rd /5 th , 2 nd from bad; MUD	CT ; 2 nd from bad
NT	3 rd /5 th , 2 nd from bad	CT ; 2 nd from bad
Subseq	Low from an Honour	
Other		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AKxx) – ATT	AK(xx)
King	AK(xx) - CT or KQx(x)	AKJx(xx), KQ10x
Queen	QJ(xx)	AKQx(x) or QJ10(x), QJ9(x)
Jack	J10(xx)	J10(xx) ,AQJ(x)
10	(H)109xx	(H)J10xx, AQ10(x), 109(x)
9	98xx	(H)109x, 98(x)
Hi-X	Even	Even
Lo-X	Odd	Odd
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
1	ATT small likes	CT high=even
		CT, First Italian Odd likes
Suit 2	CT (High even)	
3		Laventhal
1	ATT small likes	Smith small from both sides likes the lead. High suggest shift
		Laventhal you do not like what you discard High SP for high
NT 2	CT (High even)	CT
3		
Signals (including Trumps): Trump: CT (Hi odd). SP using trumps (High for high)		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening) 2nd: 12+ HCP good shape or two places to play;		
17+ HCP any shape		
Responder: Direct bids under cue-bid=limited to 8HCP From cue-bid up, positive, at least INV. Transfer in opener suit is FG, asking stopper. Accept transfer with half stopper. 1NT and 2NT are natural, not transfers.		
Support doubles. Responsive doubles		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		

EBL CONVENTION CARD	
	CATEGORY: Green
2♦ MULTI	NCBO: Romania
PLAYERS: C.Stancescu- S. Draghicescu Rev 02	EVENT:
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
1♣- 11-14 or 18-20 balanced; Any unbal with clubs	1♦ - 11-22 HCP, unbalanced with 5 Diamonds or 4-4-4-1
1♥/♦ 11-22 HCP, 5 card major	2♣ FG, control responses
2♦ Multi: weak 2 M; NT 21-22 HCP (5 card M possible) strong with 1 m	2♦ Multi: weak 2 M; NT 21-22 HCP (5 card M possible) strong with 1 m
2♥/♣: ♥/♣ + any/minor 5-5 (5-4 3 rd seat, NV vs V), < opening	2NT 5-5 mm constructive, < opening
3♣/♦/♥/♣ preempt in transfer or strong two-suiter	3♣- any solid suit
4♣/♦ Namyats; 4/♥/♣-to play	4NT 6-6 mm
1NT 14-17, 5M possible	3NT Preempt in clubs or strong, FG two suiter with clubs
4NT 6-6 mm	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ Multi	2♦ Multi
2♥/♣: ♥+any/♣ + minor	2NT 5-5 mm or MM
2NT 5-5 mm or MM	Suction over strong 1C/2C
3 level openings in transfer	3 level openings in transfer
Transfer responses over 1 club and transfers in competition.	Transfer responses over 1 club and transfers in competition.
SPECIAL FORCING PASS SEQUENCES	
Forcing pass at 5 level, when our line is in attack, shows shortness in oppt suit. Pass and pull strong, slam invitation	
IMPORTANT NOTES: PSYCHICS: rare	

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style; Responses; 1 / 2 Level; Reopening)		
1over1 Nat 8-17 HCP; new suit F1		
2over1 Nat 10-17 HCP; new suit F1 Responder: cue-bid is fit, F1 jump shift showing fit		
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		
2 nd 15-18 > Stayman & Transfer Reopening: 10-13 > Stayman & Transfer		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
Weak, single suit		
Reopen: 11-14 HCP, good suit, constructive		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
Showing fit and jump cue bid asking first stop for NT		
Michaels: (1m) 2♦ = majors, 2NT = cheapest (1M) 2M = oM + minor		
Reopening: (1m) pass (pass): cue-bid = majors		
VS. NT (vs. Strong/Weak; Reopening; PH)		
Strong – 2 nd : 2♣=majors; DBL=5+m-4M 2♦=one major by 6; 2M=5M-4+m		
4 th 2♣=majors DBL=t/o, any other bid trsf		
Weak – 2 nd & 4 th same: 2♣=majors; Transfers; DBL= 14+ HCP		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		
DBL= takeout (weak 2M) : DBL takeout (partner: Lebenshol) 4♣/♦ = 5♣/♦ +5 oM		
(3♥/♠) - 4♣/♦ = 5♣/♦ +5 oM .		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣		
Suction the suit above it, or five-four+ in the other 2 suits Double shows diamonds, OR 5 – 4+ in Hearts and Spades 1/2♦ shows Hearts, OR 5 – 4+ in Spades and Clubs 1/2♥ shows Spades, OR 5 – 4+ in Clubs and Diamonds 1/2♣ shows Clubs, OR 5 – 4+ in Diamonds and Hearts 1/2NT shows non touching suits. ♥/♣ or ♦/♦		
OVER OPPONENTS' TAKEOUT DOUBLE		
1over1 F1; 2over1 notF; xx 11+ HCP; jump shift showing fit		

LEADS AND SIGNALS		
OPENING LEADS STYLE		
Suit	Lead	In Partner's Suit
NT	3 rd /5 th ; 2 nd from bad; MUD	CT ; 3rd from bad
Subseq	4 th (10xxS); 2 nd from bad	CT ; 3rd from bad
Other	Low from an Honour	
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AKxx) – ATT	AK(xx)
King	AK(xx) - CT	AKJ10(xx), KQ109
Queen	QJ(xx)	KQx(x) or QJ10(9)
Jack	J10(xx)	(H)J10xx
10	(H)109xx	(H)109xx
9		
Hi-X	Even	Even
Lo-X	Odd	Odd
SIGNALS IN ORDER OF PRIORITY		
1	ATT HI en)	Partner's Lead
Suit 2	CT (Hi even)	Declarer's Lead
3	Note12	Discarding
1	ATT low enc	CT
NT 2	Smith Hi enc	ATT
3	Note12	Direct Appeal
Signals (including Trumps): Trump: CT (Hi odd)		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
2 nd : 12+ HCP good shape;		
17+ HCP any shape		
Responder: cue-bid 11+ HCP, F1		
(1M) x (pass) – 1NT Lebenshol		
Responder: cue-bid 11+ HCP, F1		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		

W B F CONVENTION CARD		
CATEGORY: Green		
2♦ MULTI; 2NT minors constructive < opening		
NCBO: Romania		
PLAYERS: URSEANU Dan – SAVIN Daniel		
EVENT: EC 2022		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
1♣/♦ 11-22 HCP, best minor		
1♥/♠ 11-22 HCP, 5 card major		
2♣ FG, control responses		
2♦ Multi: weak 2 M; NT 21-23 HCP (5 card M possible)		
2♥/♠: ♥/♠ + any/minor 5-5 (5-4 3 rd seat, NV vs V), < opening		
2NT 5-5 mm constructive, < opening		
3♣/♦/♥/♠, 4♣/♦/♥/♠ preempt		
1NT 15-17, 5M possible		
3NT Solid 7 cards		
4NT 6-6 mm		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
2♦ Multi		
2♥/♠: ♥+any/♠ + minor		
2NT 5-5 mm		
SPECIAL FORCING PASS SEQUENCES		
Forcing pass at 5 level, when our line is in attack, shows shortness in oppt suit		
IMPORTANT NOTES: PSYCHICS: rare		

<p>1. 1♦ Responses --</p> <p>1♦: 1♦ - F1, doesn't deny 4M, possible 4-7p 4333 with 3♦</p> <p>1♥/♦ - F1, 4+cards</p> <p>1NT - bal, no 4M, 8-10</p> <p>2♣ - nat, usually nebal, < 10+HCP;</p> <p>2♦ - 5 ♠ and min 4♥ cards <9PH , - 5♥+5♠ 10-11 PH 3♥/♦ =GF&SI</p> <p>2♠ - 6+cards, nf , 66% of points in that suit -3♠ =GF&SI</p> <p>2NT - 11-12, bal, inv</p> <p>3♣ - constructive in pos1,2</p> <p>3♦♥♠ - 7+cards, nf most of time with ace</p> <p>3NT - to play usually 4333 13-15</p>	<p>1.1 1♦-1♦ F1,</p> <p>1♦/♦ 2♣ /2♦ - 4+cards z1+</p> <p>2♦/♦ - 5 ♠+4M z2+ FG Jump two suiters</p> <p>2NT=18-20</p> <p>3♣= 6+ z2+</p> <p>3♦= 5-4 z3+</p> <p>3♥/♦=6-5 Z2+ but no GF</p> <p>1.1.1 1♦ - 1♦-2♦-3♠=GF slam invite on ♠ could have short ♦</p> <p>1.1.2 1♦ - 1♦-1♥-1♠=4sf F up to 2NT, if fit 4M =GF, or any slam hand on ♠ or auto inverted to be precised on next bid</p> <p>1.1.3 1♦ - 1♦-1♥-2♠=5♦-4♣ GF</p> <p>1♦ - 1♦-1♠-2♥=4sf GF could have any fit or auto inverted to be precised on next bid</p>
<p>1.2 1♦ - 1♥</p> <p>1♠ - Nf, 4+cards</p> <p>1NT - bal, no 4M, Z1</p> <p>2♣ - 5+♦, nebal, Z1-Z2</p> <p>2♦ = 2 ways Could have also: Rxx, D, Axx, AKQJxx sau AK, Ax, xxx, AKJxxx: OK</p> <p>1♦ - (pass/contra) - 1M - (p) - 2♦ = 2 ways - 2OM = asking :</p> <p>3♣ = Strong 18+, cu trefla</p> <p>2NT = reversed ♦ Z2+, 3♦ = 6/5</p> <p>3M = Short Major, monocolor.</p> <p>2♥ - Nf, 4+cards usually, but could be 3 cards support, Z1-Z2 - 2NT – ask about shape</p> <p>2♠ - F1 , 5♣/4♣, z3+ FG</p> <p>2NT - 18-20 bal</p> <p>3♣ - 6+♣ , 14+-17- , if 18+, see 2♦ OK</p> <p>3♦ - 6-5 z2+</p> <p>3♥ - 14+ 18-, 4♥</p> <p>3♠ - splinter</p> <p>3NT - To play , most of times many tricks in clubs + 1 stopper</p> <p>4♣ - minim AKJxxx ♣+ 4♥, very good hand , slam inviting OK</p>	<p>1.3 1♦ - 1♠</p> <p>1NT - bal, no 4M, Z1</p> <p>2♣ - 5+♣, nebal, Z1-Z2</p> <p>2♦ 2 ways analog ca la 1♦ - 1♥</p> <p>2♥ - F1, 5♣/4♥, z2+</p> <p>2♠ - 4+cards (could be 3), Z1-Z2 - 2NT – ask about shape</p> <p>2NT - 18-20 bal</p> <p>3♣ - 6+♣, 14-17- OK</p> <p>3♦ - 6-5, z2+</p> <p>3♥ - splinter</p> <p>3♠ - 14+ 18-, 4♣</p> <p>3NT - To play, most of times many tricks in clubs + 1 stopper</p> <p>4♣ - minim AKJxxx + 4♣, very good hand , slam inviting</p>
<p>1.4 1♦ - 1NT</p> <p>2♣ - 5+♣, unbal, no forcing</p> <p>2♦ - not balanced 5♣/4♦, f1, GF, 16+</p> <p>2♥ - F1, 5♣/4♥, z2+</p> <p>2♠ - F1, 5♣/4♣, z2+</p> <p>2NT - inviting to game, 14-15 with ♠, not balanced, or 3 suited 15-16</p> <p>3♣ - 6+♣, Z2+ FG</p> <p>3♦/♥/♦ - 6/5 weak z1+</p> <p>3NT - To play</p>	<p>1.5 1♦ - 2♣ = nat, usually nebal, < 10+HCP Nonforcing</p> <p>2♦ - 1 step Asking about values ->. Respondent declares 2 NT MAXIMAL (9-10) BALANCED. Unbalanced bids nat length or values targeting mainly 3NT, if Responder is minimal comes back to 3m=NF</p> <p>2nt - 18-20 bal , 4+♣</p> <p>2♥/♦ - natural 15+</p> <p>3♣ - 5+♣+ , 15+ Competitive</p> <p>3♦/♥/♦ - splinters</p> <p>3NT - 18-19 , 3-4 ♠, not interested in slam</p>
<p>1.6 a)1♦-1♦ - 2♥ b)1♦-1♦ - 2♣ c)1♦-1♥ - 2♣ d)1♦-1♠ - 2♦ On reverses</p> <p>a)1♦-1♦ - 2♥ GF</p> <p>3♦ - f1, followed by 4♦ is inv good ♦</p> <p>3♣/♥ - GF ,</p> <p>2♣ - 4sf - no proper bidding GF</p> <p>2NT - asks 3♣</p> <p>b)1♦-1♦ - 2♣ GF</p> <p>3♦ - f1, followed by 4♦ is inv good ♦</p> <p>3♣/♦ - GF</p> <p>3♥ - 4sf - no proper bidding GF balanced or inverted ♦, ♥</p> <p>2NT - asks 3♣</p> <p>c)1♦-1♥ - 2♣ GF</p> <p>3♦ - f1,</p> <p>3♣/♦ - GF</p> <p>3♦ - 4sf - no proper bidding GF</p>	<p>1.7 Relays</p> <p>1.7.1 : 1♦ - 1♥ / 2♦ – 2NT gen essay: -nat description - 3NT 14 p 4333 fit 4</p> <p>a)1♦ - 1♥-2♦-3♣=GF slam invite on ♠</p> <p>1.7.2 : 1♦ - 1♣ / 2♣ – 2NT gen essay: : - Nat description - 3NT 14 p 4333 fit 4</p> <p>b)1♦ - 1♣ - 2♣ - 3♣=GF slam invite on ♠</p> <p>1.7.3 : 1♣ - 1♥ / 2NT - 3♣ 44 majors 3♦ transfer = 5+♥, asking attitude 3♥ transfer = 5+♥ and 4♣ 3♣ fit in the opener's minor</p>

<p>2NT - asks 3♣</p> <p>d) 1♣ - 1♣ - 2♦ F1</p> <p>2♠ - f1, followed by 3♣ is NF, inv good ♠</p> <p>3♣/♥ - GF,</p> <p>3♦ - 4sf - no proper bidding GF</p> <p>3♣ - GF with good ♠ 6+</p> <p>2NT - asks 3♣</p> <p>- 1♣ - 1♣ - 2♦ - 2NT-3♣ - 3♦/3♥ asks for pass</p> <p>- 3♣ inv ♠ 6 (?)</p> <p>Anything else out of 3♣ from opener is unbalanced 20+</p>	<p>1.7.4. : 1♣ - 1♣ / 2NT - 3♣ transfer = 5+♦</p> <p>3♦ transfer = 5+♣ and 4♥</p> <p>3♥ transfer = 5+♣, asking attitude</p> <p>3♣ transfer = 5+♣</p> <p>1.7.5. : 1♣ - 1♦ / 2NT - 3♣ transfer = 5+♦</p> <p>3♦ transfer = 5+♦ and 4♥</p> <p>3♥ transfer = 5+♦, 4♣</p> <p>3♣ transfer = 5+♣</p>
<p>1.8</p> <p>a) <u>1♣/♦ - 1♥ - 3♦</u></p> <p><u>Cue bid</u></p> <p><u>4♣/♦=inverted minor</u></p> <p>- 3NT = deny cue-bid de ♠ can have cue in ♣/♦ but no inverted minor, waiting for cue in ♠</p> <p>b) <u>1♣/♦ - 1♣ - 3♣</u></p> <p>- 3NT= can have cue in ♣/♦ but no inverted minor, waiting for cue in ♠</p> <p><u>-4♣/♦=inverted minor with poss shorter Major</u></p> <p>c) <u>1♥ - 1♣ - 3♣</u></p> <p>- 3NT = good stops in minors but no cue</p>	<p>1.9 2 CKBK</p> <p>1m-1M-1NT, 1♥-1♣-1NT , On 1♣ - 1♦ - 1X , Don't play !!</p> <ul style="list-style-type: none"> - 2♣ - any inv or weak with ♦ - forces 2 ♦ - pass – weak with ♦ - 2♥ (after 1♣) – 5♣/4♥ - 2♦/♣ - 5 cards inviting - 2NT – inv - 3♣/♦ - 5-6m and 4M - 3♦/♣ - 6-7 bad suit - 3NT – 5-3-3-2 choice of games - 2♦ - gf - after we bid as natural as possible - 2M – to play - 2♣ (after 1♥) – inv with 44M - 3x - 55 GF , good suits inverted in 2 colours - 3M – Good suit inviting - 2NT – transfer to 3♣ <p>pass– weak with 4M + 6♣</p>
<p>-priority :</p> <p>3 cards fit in maj (Hx could be an option)</p> <p>4 cards fit in minor</p> <p>Stops for NT min =3NT, max =2NT</p> <p>Rebid in 4th=3 suits and force in 4th</p>	
<p>2. 1♦ Responses</p> <p>1♦:</p> <p>1♥/♣ - F1, 4+cards</p> <p>1NT - bal, no 4M, Z1</p> <p>2♣ - nat, usually nebal, 11+HCP; secenta nonGF 2nt</p> <p>2♦ - 5♣ / 4♥ <10 HCP;</p> <p>2♥ --5♦+5♣ 10-11 PH 3♦/♣ =GF&SI</p> <p>2♠ - 6+cards, nf 66% of points in that colour 3♣ =GF&SI</p> <p>2NT - 11-12, bal, inv</p> <p>3♣ - 5 cards fit, inv, not bal</p> <p>3♦ -constructive long ♦</p> <p>3♥/♣ - 7+cards, nf most of time with ace</p> <p>3NT - to play</p>	<p>2.1 1♦ - 1♥</p> <p>1♣ - Nf, 4+cards</p> <p>1NT - bal, no 4M, Z1</p> <p>2♣ - usually 5♦+4♣, nebal, Z1-Z2</p> <p>2♦ - 6+♦, unbal, Z1-Z2</p> <p>2♥ - Nf, (4cards could have3) , Z1-Z2</p> <p>2NT – ask about shape and force</p> <p>2♠ - GF, 5♦/4♣, z2+</p> <p>2NT - 18- 20 bal</p> <p>3♣ - 5♦+4♣, Z3+ , poate fi cu 6 carale si 3 treble 18+</p> <p>3♦ - 6♦, 14-17-</p> <p>3♥ - 14+ 17-, 4♥</p> <p>3♣,4♣ - splinter</p> <p>3NT - To play</p> <p>4♦ - minim AKJxxx in ♦, 4♥</p> <p>4♥ - 18-20 with 4♥ min 4432</p>
<p>2.2 1♦ - 1♣</p> <p>1NT - bal, no 4M, Z1</p> <p>2♣ - 4+♣, 5♦ nebal, Z1-Z2</p> <p>2♦ - 5+♦, nebal, Z1-Z2</p> <p>2♥ - F1, 5♦/4♥, z2+</p> <p>2♠ - (4cards could have3), Z1-Z2</p> <p>- 2NT – ask about shape</p> <p>2NT - 18-20 bal</p> <p>3♣ - 4+♣ 5+♦ Z3+ , could have 6 ♦ & 3 ♣ 18+ GF</p> <p>3♦ - 6+♦, nebal, 14-17-</p> <p>3♥ - 6-5 z1+</p> <p>3♣ - 14+ 18-, 4♣</p> <p>3NT - To play</p> <p>4♦ - AKJxxx in ♦, 4♣</p>	<p>2.3 1♦ - 1NT</p> <p>2♣ - 4+♣,5♦,Z1-Z2</p> <p>2♦ - 6♦, NF</p> <p>2♥ - F1, 5♦/4♥, z2+ or values</p> <p>2♠ - F1, 5♦/4♣, z2+ or values</p> <p>2NT - inviting to game long ♦</p> <p>3♣ - 5+♣, 5♦ Z3, GF</p> <p>3♦ - 6♦+, Z2+</p> <p>3♥ - 6-5 12-15</p> <p>3♣ - 6-5 12-15</p> <p>3NT - To play</p>

<p>2.4 1♦ - 2♣</p> <p>2♦ - hand with no proper bidding 2NT - natural, GF, stopper in minimum 2 colours, in general majors/3♣ F 2♥/♠ - positive, colour or values, on the way to 3nt 3♣ - nat GF 3♦ - Z2+ 6♦ culoare buna OK 3♥/♠ - 6-5 12-15 3NT - 18-20</p>	<p>1♦ - 1♣ - 2♥ 2.5 On reverses 2♣ - F1, followed by 3♣ is with good ♣ 3♦/♥ - GF , 3♣ - 4sf - no proper bidding 3♠ - gf with good ♠ 2NT - asks 3♣ - 1♦ - 1♣ - 2♥ - 2NT-3♣ - 3♦/3♥ asks for pass - 3♣ inv with weak ♠ - 3♦/♥/ ♠ - GF Any other bid out of 3♣ over 2NT is GF !!</p>
<p>2.7 Releee</p> <p>1♦ - 1♥/ 2♥ - 2NT : gen essay: -nat description - 3NT 14 p 4333 fit 4</p> <p>1♦ - 1♣ / 2♣ - 2NT : - gen essay: -nat description - 3NT 14 p 4333 fit 4</p> <p>1♦ - 1♥/ 2NT - 3♣ 44 majors 3♦ transfer = 5+♥, asking attitude 3♥ transfer = 5+♥ and 4♣ 3♣ fit in the opener's minor</p> <p>1♦ - 1♣ / 2NT - 3♣ transfer = 5+♦ 3♦ transfer = 5+♣ and 4♥ 3♥ transfer = 5+♣, asking attitude 3♣ transfer = 5+♣</p>	<p>3. 1♥ Responses</p> <p>1♥ 1♣ - F1, 4+cards 2CKBK 1♥-1♣-1NT-3♥ GF SI cu cul bune</p> <p>1NT - SemiF- maxim 12p, but not with a 4 card good colour 2♣ - nat GF, can have 3-4cards, but good quality, colour rebid (= GF good suit) 2NT rebid=11-12 2♦ - nat F1, can have 4cards, but good quality, colour rebid (=GF good suit) 3♣= GF with minors 2NT rebid=11-12 2any -2NT GF asking for values for 3NT and then cue bids 2♥ - fit constructif 8-10 2♣ - 6 cards weak 2NT - 14+, 4 cards fit 3♣ - 5-8p, 4 cards fit +sgl 3♦ - 10-12 p any disti or 4333 +, 3- 4 cards fit, 3♥ - weak 3-7 p, promiss a defensive, can be 5332 weak no sgl 3♣ - splinter 3NT - 32xx shape stoppers all colours, 13-15p 4♣/♦ - splinter, Masterhand – with 27 active HCP and fit of 9 cards , slam could be on.</p>
<p>3.1 1♥ - 1NT Semi FORCING</p> <p>- 2♣ - 2+cards (with 5♥4♦2♣2♦ Z1 we bid 2C usually) - 2♦ - 3+cards, Z1 - 2♥/♣ - 6+ cards if the opening was 1♥/♣ (5 cards if the suit is very good) - 2♣ - strong 2 suited hand - 2NT – GF relay forces 3♣ - 3♦/oM=5-4FG ♦/♣ : 3♥ weak, no fit, - 4♥ weak, fit - 3♦=6 cards no other 4 cards colour - 3NT 18-20p, 6+♥ cards, no loser AKQxxx⁺</p> <p>- 3♦ = nat 6+ - 3♥ = 10-12 p, 2 cards fit GH - 3♣= 6+ SI - 3NT= 10-12 bal no Hx in ♥ - 4♣/♦ SI cul in 7 max 1 perdanta - 3♣/♦ - 14-17, min 55 good colours - 3♥ - 15-17+ HCP, with good trump quality - 3NT – good opening suit, like a gambling with opening points,Z1,Z2</p>	<p>3.2 1♥ - 2NT</p> <p>Cue bid - 4♥ 11-12 no shortness - 3♦ ⇒ minimal no shortness 11-14 6 cards</p> <p>3.3 Development after 1♥ - 1NT- 2♣/♦</p> <p>1♥ - 1NT -2♣/2♦ - 2♥ nonforcing - 2♣ inviting with good ♣/♦ fit - 2nt – bal inviting to 3nt - 3 om= nonforcing - 3♣/♦ (fit) constructive nonforcing - 3♦ inviting (10-12) could have Hx in ♥ - 3♣= splinter with minor fit - 3NT = 12 bal - 4♥ = 11-12 fit Hx or good values</p> <p>Interventie la tricul 2- pe min dbl =pen, pe maj=T/O</p>
<p>3.4 Releee</p> <p>1M-2M-2NT = Essay gen to show values or splinter on 4th trick</p> <p>4. 1♣ Responses</p> <p>1NT - F1- max 12p, but not a 4 card good colour 2♣ - nat GF, can have 4cards, colour rebid =GF good suit 2♦ - nat F1, can have 4cards, but good quality, colour rebid (= pos 11-12 good suit) 3♣= GF with minors or only ♦. 2♥ - nat GF, but good quality, except colour rebid 2♣ - fit constructif 8-10 2NT - 14+, 4 cards fit</p>	<p>4.1 1♣ - 1NT SEMIFORCING</p> <p>- 2♣ - 2+cards (with 5♥4♦2♣2♦ Z1-Z2 we bid 2♣ ussually) - 2♦ - 4+cards, Z1-Z2 - 2♥ - 4+ cards Z1-Z2 - 2♣ - 6+ cards (5 cards if the suit is very good) - 2NT – GF relay forces 3♣ : - 3♦/♥/♣=5-4FG ♦/♥/♣ : 3♣ weak, no fit, 4♣ weak, fit - 4♣=6 cards no other 4 cards -3NT=5233 20-22 PH : 4♣ =6+♣ slam try ♣</p>

<p>3♣ - 5-8 p, 4 cards fit sgl 3♦ - 10-12 P, 3 cards fit or 4333 +, 3♥ - Preemptive 7 + 3♠ - weak 3-7 p, promise a defensive, can be weak 5332 3NT - 2xxx shape stoppers all colours 13-15p 4♣/♦/♥ - splinter, Teoria MasterHand</p>	<p>- 3♦ = nat 6+ - 3♥ = 10-12 p, 5-6 good cards - 3♠ = 10-12 Hx in ♠ - 3NT = 6+♦bal - 4♣/♦ SI cul in 7 max 1 perdanta - 3♣/♦/♥ 14-17 min 55 good colours - 3NT - good opening suit, like a gambling with opening Z1,Z2</p>
<p>4.2 1♠ – 2NT -- on opp overcall pas with good hand, bid minimal ,dbl =T/O no values in intervention Cue bid - 3NT ⇒ 18-20 bal</p>	<p>4.3 Dezvoltarea după 1♠ - 1NT : 2♣/2♦ 1♠ - 1NT : 2♣/2♦ - 2♦ = trsf♥ 5 cards ; 2♥ nonforcing 6 cards - 2♣ nonforcing - 2nt – bal inviting to 3nt - 3♣/♦ = (fit) constructive nonforcing - 3♥ = GF with minor fit - 3♠ = inviting with Hx ♠ Interventie la tricul 2- pe min dbl =pen, pe maj=T/O 4.4 Passing hand action : - 2♣ drury with fit- repeating colour not interest in game, - other bidding natural, at least interest in game - other bids natural, minim 8^{HCP} (ex KQxxxx, R) - Jump showing fit, 2NT fit 8-11 sgl, cue =inviting to game with fit</p>
<p>4.5 1♥ /♦ with overcall All</p> <ol style="list-style-type: none"> 1. <i>After double</i> <ol style="list-style-type: none"> 1. New suits – good suit 5-6+. 2. Simple sustain = 4-8-, 3 cards min differentiata peste desch de 1♣ 3. 2NT = fit 4 cards, +sgl weak 4. Jump new suit = fit jump shift (FJS), 9 cards 5. Double-jump new suit = splinter, INV+, 6. Rdbl/10+ fitted or nonfitted 2. <i>After natural overcall</i> <ol style="list-style-type: none"> 7. New suits = F1+ 8. 2NT = fit 4 cards, +sgl weak 9. Qbid = high card raise, fit 3+ cards 10. Jump new suit, 1M-(inf) –jump, = FJS 11. Jump - qbid = minisplinter 8+/11 3. <i>Final remarks after 1M Oppening</i> <ol style="list-style-type: none"> 12. 1M - 1NT 13. 3♣ - 4♣ →FG 14. 4♦ - 4M = COG, 15. 1♥ - 2♦ 16. 3♥ - 3NT = <u>passable</u> 17. 1M - (1NT) - 2♣ = <u>fie 5 OM + fit de 2 cards</u> M 18. 1M - (p) - 1NT - (2/3smth), any dbl T/O 19. 1♥ - (2♣) - 3♣ - (p), F1 until 4♣ 20. 1M - (p) - 1NT - 2M = Michaels in defense * = 6+ oM, 14/16+, constructiv 	<p>4.5.4. 1♥/♦-2♥/♦ constructive , 1♥/♦-3♥/♦ WJS (Weak Jump Suit) .2NT essay gen.</p> <ol style="list-style-type: none"> 5. <i>Simple sustain in competition</i> <ul style="list-style-type: none"> • If still space between intervention and our fitted colour Dbl is PENALTY Ex : 1♥ - (p) - (2♥) - (2♣/3♣) – dbl = penalty • If nospace between intervention and our fitted colour Dbl is invitational Exemple : <ul style="list-style-type: none"> 1♥ - (2♦) - 2♥ - (3♦) – dbl = inv 1♥ - (p) - 2♥ - (3♦) – dbl = inv • Daca we fit a colour and opp another, dbl = balanced 16+ (could be transformed) - generalrule , dbl balanced hand+extras, • GENERAL Rules : Low level Dbl are Showing Points!! • If we stop in 2M , and opp reveal , DBL = PENALTY – General rule, Dbl on opp reveal is Penalty. • In competition 1M – 2M – 3M , is not inviting
<p>5. Deschiderea de 1NT</p> <p>2♣: Stayman/ Smolen. 2♣ can be bid with weak hand and both majors. 7-8 with unbalanced 5 card major</p> <p>2♦,2♥: Jacoby Transfers showing five or longer in next major suit.</p> <p>2♠: Transfer to clubs.</p> <p>2NT: 8-9 balanced.</p> <p>3♣: Transfer to diamonds</p> <p>3♦: strong 4333 or 3433</p> <p>3♥/3♣: 5431 minor with 3♥/♦</p> <p>3NT, 5♣, 5♦ : to play</p> <p>4♣: Gerber</p> <p>4♦: both majors, no slam >8 PH</p> <p>4♥/4♣: to play</p> <p>4NT: Quantitative, non-forcing but slam inviting.</p> <p>Dbl : Rdbl =1 min long, Stayman & Texas</p>	<p>5.1 [1NT-2♣ Stayman]</p> <p>2♦: No four card major.</p> <p>2♥: 5cards, 7-8 imposs to rebid 2NT after Texas</p> <p>2♣: 5♣ and 7-8 imposs to rebid 2NT after Texas</p> <p>2NT: inv, may or may not have a 4 card major.</p> <p>3m: natural , probabil 5m+4M , GF OK</p> <p>3M: Four in this major, five or longer in OM. Game forcing.</p> <p>3NT: To play.</p> <p>4NT: Quantitative, non-forcing but slam invitational.</p> <p>2♥: Four hearts, deny four spades</p> <p>2♣: Five spades, 7-8 imposs to rebid 2NT after Texas</p> <p>2NT: inv, may have four spades.</p> <p>3m: Natural & forcing.</p> <p>3♥: inv</p> <p>3♣: slam try in ♥</p> <p>4♣,4♦: Singleton or void, heart support, slam try.</p>

5.2.[1NT-2♣ & 1NT-2♥ Jacoby transfers]

Standard Jacoby transfers.

2♦ followed by 2♠ to show 5-5 in the majors, <8ph

2♥ followed by 3♥ to show 5-5 in the majors, slam try.

1NT-2♦-2♥-3♥ =slam try; 1NT-2♥-2♠-3♣ =slam try

1NT-2♦-2♥-2♠ 5-5 <8 ph;

1NT-2♦-2♥-3♣,♦-3♥ fit in H if slam sequence follow;

1NT-2♦-2♥-3♣,♦-3any cue bid fit in minor if slam seq follow.

1NT-2♥-2♠-3♣,♦,♥-3 ♠ fit in ♠ if slam sequence follow;

1NT-2♥-2♠-3♣,♦,♥-3/4 cue fit in 2nd if slam sequence follow;

3NT, 4♥: To play.

4NT: RKCB for hearts.

2♠: Four ♣, denies 4 ♥

2NT: inv, may have 4-5 ♥

3m: Natural & forcing.

3♥: Slam try in ♠.

3♣: inv

3NT, 4S: To play.

4♣, 4♦, 4♥: Singleton or void, spade support, slam try.

4NT: RKCB for spades.

2NT: Both majors

3♣, 3♦ dbl Texas in ♥/♠; 3♥/♠ GF

4♣, 4♦ to play game in ♥/♠

5.3.[1NT-2♣ transfer to Clubs]

-2NT a good hand for clubs,

-3♣ a bad hand for clubs.

1NT-2♣-3♣-3♦ 6-4 minor

[1NT-3♣ transfer to Diamonds]

After minor transfer, new colour from responder is shortness in other major. So 6m+4M starting Stayman.3NT = shortness in other minor

1NT - 2♦ : - 2♥ regular hand with 2-4 ♥

- 2♠ maximum with controls and 4 card fit, qbid
- 2NT max 3 card fit with 2 high cards
- 3♣ maximum with controls and 4 card fit, qbid
- 3♦ maximum with controls and 4 card fit, qbid
- 3♥ maximal fit 4 card fit

Observatiile finale la deschiderea de 1NT OK

a) If opp doubles Stayman :

- Redbl = values , minim KJ10x+
- Bid = natural + STOP pe trefla
- Pass = No STOP, waiting for redbl to reenter in normal action

b) Opponent bids 2♣ = Landy

- dbl = penalty at least on one major
- 2NT = Rubenshol
- 2♥/♠ = minors SO/GF
- 3M = afirmativ, GF pt 3NT

c) Opponent bids 2♦ = transfer to major

- Dbl = transfer on ♥
- From 2♥ = sys ON

18. 2♣ Responses

- 2♦ - <2 cont (2NT 23+ FG. 3NT – to play)
- 2♥/♠ - 5+cards 2GH 2+controls
- 2NT – 7+ points 3 controls balanced
- 3♣/♦ - 5+cards 2GH 3+controls
- 3♥/3♣ 6 card very good

When strong hand is bidding 2nt , treat same as 2nt ,Puppet and transfers (major fit acceptance=fit) when strong hand bid 3nt transfers, and Baron.

If opp intervention dbl =2+ctrl new suit =nat 3+ctrl.If opp intervention is

4♣ dbl =weak hand

7. 2♦ Multi Responses

2♦ : - 2♥ pass or correct

- 2♠ pass or correct, but inviting hand for hearts

- 2NT ask : - 3♣ max with any major : 3♦ which major ? :-

3♥=spades 3♣= hearts

- 3♦ min with hearts
- 3♥ min with spades
- 3 NT 21-22 bal

- 3♣ natural 6-16 Hcp

- 3♦ natural 6-16

- 3♥/3♣ pass or correct

- 3NT to play

- 4♣ bid your major in transfer

- 4♦ bid your major

- 4♥/4♣ to play !!

If opener is 21-22 Puppet on 2NT(Major trsf acceptance mandatory) and Baron on 3NT

2♦ (Multi) - 2♥/♠

2NT (21-22 HCP) - 3♣ (Muppet) sau 3♣ 22-23 HCP 3♦ Baron sau trsf ♥

,3♥ =trsf ♠ ,3♣

- 3♦ 1 or 2 majors, responder : the oM or 4♦ with both

- 3♥ no major, responder : 3♣ = 5♣ + 4♥

- 3♣ = 5♣

- 3 NT = 5♥, responder: 4♦ transfer to play 4♥

2NT (21-22 HCP) sau 3♣ 22-23 HCP - 3 ♠ (5-4 min slam inviting)

<p>8.a) 2♥ (5♥+5 min could have 4 min) / b) 5♦+4m Muiderberg OK</p> <p>8.a)</p> <ul style="list-style-type: none"> • pass (probabil toleranta in cul de deschidere) • 3♣ = p/c • 3♦ = INV • 2♠ (peste 2♥) = better contract P/C in minora, se poate sustine F1 • 3♥/♠ (in cul de deschidere) = fit • 3♣/♥ (OM) = nat INV • 2NT=relay disti <ul style="list-style-type: none"> ○ 3any natural <p style="text-align: center;">8.b)</p> <ul style="list-style-type: none"> • 3♣ = P/C • 3♦ = INV pe min • 3♥ = INV nat (forcingul pe cupa se trece prin 2NT) • 2NT = mana bună: (include și maini forcing cu culoare proprie) <ul style="list-style-type: none"> • 3♣ = minimal cu ♣ • 3♦ = minimal cu ♦ • 3♥ = maximal cu ♠ • 3♣ = maximal cu ♦ • 3NT = 5044 • 4♣/♦ = 6M-5m decent • 4♣/♦ - monocolor F <p># Dupa interventie (inclusiv contra):</p> <ul style="list-style-type: none"> • 2NT = releu forta nedeterminata, raspunsuri naturale • 3♣/♦/3OM = culoare proprie, se sustine doar cu maini speciale • 4♣/♦ = licitatii fitate in M, minimum valori <p>9. 3NT gambling</p> <ul style="list-style-type: none"> - 4♣ - P/C - 4♦ - asks shortness: 4H/4S-H/S, 4NT - none, 5C-D, 5D-C - 4♥/♠ - to play 	<p>10. Deschiderea de 2NT 5-5 min constructive</p> <ul style="list-style-type: none"> • 3♣ = P • 3♦ = P • 3♥ GF asking nat <p>apoi 4NT =BW 6 cards</p> <p style="text-align: right;">answers 5♣=4130,</p> <ul style="list-style-type: none"> • 4♣/♦ minorwood atu ♣/♦ 5cards 41,30,2 apoi <ul style="list-style-type: none"> ○ 4NT/5♣ minor wood Qatu ,answer <ul style="list-style-type: none"> ■ 0Qatu. ■ 1Q, ■ 1Q+K, <p>1Q+KQ</p> <p>11. Defense against Michaels</p> <p>a): it is known only one colour from bicolor</p> <ul style="list-style-type: none"> - From 2NT inclusiv up to 3 fit major, play transfers . <p><u>Basic Rule</u>: major colour from bicolor or (trsf-1) in colour of bicolor shows fit of 4 cards – cheapest =longest fit</p> <p><i>Exemplu: 1♣ - (2♣) - 2NT = ♠ INV+</i></p> <ul style="list-style-type: none"> 3♣ = ♦ INV+ 3♦ (trf cheap = 4 carti ♣, INV+) 3♥ = 3 carti ♠, INV+ 3♣ = competitive <p>1♥ - (2♥) - 2♣ (culoarea majoră din bicolorul advers) = 4 carti de ♥, INV+</p> <p>2NT = same</p> <ul style="list-style-type: none"> 3♣ = ♦, INV+ 3♦ = 3 carti de ♥, INV+ 3♥ = competitive <p>b): both colours are known</p> <p><i>Cue-bids invizibile (cheap for cheap, exp for exp INV+), or competitive</i></p> <p>1♥ -2NT(adv)-3♣ = ♥ min inv</p> <ul style="list-style-type: none"> -3♦=♣ competitive -3♥ = 3 carti + fit slab -3♣ = F1 nat
<p>12. Carding: Standard appeal, at NT small is appeal, Smith classic from both hands, at colour games K distribution and A preference</p> <p>12.1 Leads:</p> <ul style="list-style-type: none"> ➤ At colour games: 3/5 with MUD si TOP , number of cards in partner colour. Lead A , we give preference Standard appeal / , Lead K number of cards , when partner lead honor from shortness (H sau Hx) , we signalize LAVINTHAL !! ➤ Discarding Lavinthal ➤ In NT: 2/4_ small good colour , 	<p>13 Reveil:classic, reveal simple do not deny normal opening, reveal jump=14-16 good colour in 6+, 1NT 11-15 with Stayman & Texas</p> <p>14.Miscellaneous</p> <ul style="list-style-type: none"> a) 1m – (1NT) reacting as our own 1NT opening. b) 1M –(1NT) – transfers between 2♣ ----- 2♣ Transfer on opener's major is fit. c) (1M) –1NT sau (1X) –p–(1Y) –1NT , on partner Stayman we declare opp major , with 2 STOPS <p>After 1NT-Dbl always Stayman & Texas !! - 1NT-X . Rdbl asks 2♣ and then show colour</p> <ul style="list-style-type: none"> a) 1m-1♥-dbl =t/o deny 4 cards in ♣. b) 1♥/♠-dbl-pass-1NT = Lebenshol.

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level usually 5+ (may be good 4) suit, 6-17 HCP.
2 level 5+ suit, 9-17 HCP [over 1♣, 2♦/♦ = 4M & another suit]
Re-opening may be lighter by about K.
Responses: New suit =F1, raises pre-emptive, Fit Jumps UCB. Over 1♣ [short or strong] = special defence [see note 2]
Over 1♣, 2N and above = shows next suit, wk or strong 2 suiter.
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
1NT = 15-18. Re-opening which is 11-14
Responses: 3 suit transfers
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Jump cue = solid suit, asking for stop
Direct Cue/jump 2N = 2 suits, weak or strong
DEFENCE TO 1NT OPENER
DOUBLE=PEN v weak NT ; both minors v strong NT or if passed.
2♣=4H+ another suit, 2♦=4S+ another suit, 2N/3L= next higher suit. WJO or strong 2 suiter if new suit bid after transfer completion.
VS.PRE-EMPTS (Doubles; Cue-bids; Jumps; NT Bids)
VS.PRE-EMPTS (Doubles; Cue-bids; Jumps; NT Bids)
(WEAK2) - Cue =asks for stop or very strong 1-suiter
X=T/O (then LEB), strong jump overcalls, NT = Nat
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
As if 1♣ is NAT – may be v weak.
Over strong 2♣, Dble=majors, NT= minors
OVER OPPONENTS' TAKEOUT DOUBLE
2NT = good 4+ card raise, XX = constructive raise

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	Lead	In Partner's Suit
Suit	4 th , 2 nd from bad, mud	3 rd supported
NT	4 th , 2 nd from bad,	3 rd supported
Subseq	Std rem count or SP	Std rem count or SP
Other: Top of doubleton, middle from xxx. 10/9=0 or 2 higher		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	Asks for ATT (LO=ENC)	Asks for ATT (LO=ENC)
King	Asks for COUNT (LO=O)	Unblock/CT (LO=ODD)
Queen	Asks for ATT (LO=ENC)	Asks for ATT (LO=ENC)
Jack	Denies Q	Denies Q
	Partner's Lead	Declarer's Lead
1 ATT (LO=ENC)	Suit Pref	ATT (HI=ENC)
Suit 2 CT (LO=ODD)	CT (LO=ODD)	S/P
3 Suit Pref	ATT (LO=ENC)	CT (LO=ODD)
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
Most Dbls< game=competitive. Herb negative [0--8] response to t/o Dble		
Jump response with 9+ or less with shape. Cue = FSA		
2NT response = either 2 places or puppet to 3♣ ELC over 2/3M openers		
Re-opening double can be very light; Neg & Resp Dbls		
COMPETITIVE DBLS/RDLS 1L-(D)-Redble= constructive raise		
Competitive double shows values at higher levels		
1♣ (1♦)-D= H, 1m (1♥) Dbl = 4♣,1m (1♥) 1♣ = 5+Sp; Lightner,		
Anti-lead-directing dbles of own suit, (1L)-1M-(D) redble = top honour in M		
1NT (DBL=PEN) RDBL=ART, (1NT) Dbl (2X) Dbl=T/O;		
DBL of Splinter asks for lead of lower suit		

W B F CONVENTION CARD
CATEGORY: RED
NCBO: Scotland
PLAYERS: Mike ASH – Robert FERRARI
12318 18508
Jan 2022
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
14-16 NT [BANZAI adjustments – see suppl. sheet note 5.], 5-card majors, 2 over 1 forcing to game
2♦ = 5-9, 5+ in a M or 17-23 3 suited hand
2♥ = 5-9, 5+H, 4+S 2♣ = 5-9, 5+S, 4+H
SPECIAL BIDS THAT REQUIRE DEFENSE
1♥-1♣=equiv to FNT, <5 spades.
1♦-1M; 1N=either 6+D or 16+.
Transfer responses to 1♣ opener [see Note 1]
Defence to 1♣ opener as over 1NT.
SPECIAL FORCING PASS SEQUENCES
When we have established a strength showing sequence.
After PEN double of wk 1NT
IMPORTANT NOTES
Over 1NT PEN DBL: (RDBL=1-suit, 2L=L+higher suit,
2♣=Sp & minor, 2N=minors, 3L=pre-empt
3 way CHECKBACK after all 1X-1Y-1Z:-
1♥-1♣;1N=bal or H&S. 1♣-1N;2♣=bal or S&C

ASH-FERRARI BID	ART	Min No	Neg Dbl Thru	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♦	Natural or bal hand outside 1N range	Transfer responses [see note 1] 2♥/♠=5+M, 5-8hcps. 3L=GF, 3 suiters	1♣-1R-1NT: 2♣ requires 2♦, to play or INV 2♦=GF, 2N = clubs, either to play or GF	If they overcall -Change of suit F1;
1♦		5(4)	4♦	5 unless '4441'	2♦=raise to 3. 1♦-2M=constructive raises.	1♦-1M; 1N=16+ or wk 6+D. Now 2♣ = 8+.	Change of suit NF; Fit jumps
1♥		5	4♦	natural	1♠=FI, <5 spades., (can be weak raise); 1N=5+♠. 2♣=Gf, NAT or BAL [see note 3] 2♣=4+♥, INV;	1♥-1♣; 1N=bal or 4S&5H	Drury: 2♣=3-card, 2♦=4-card Fit jumps 2N= long clubs, nf
					2NT=FG, 4+♥;. 3m=nat, INV, NF; 2♣ [see note 3] 3♥=pre-empt raise; 3N & 3♣/4m = SPL		New suit NF
1♠		5	4♦	natural	1NT =F1. Other bids as 1♥ structure.	1♠-1N; 2♣=bal or 5S&4C	2♣=3-card, 2♦=4-card raises
							Fit jumps, new suit=nf
1NT		2	4♦	14-16 bal or semi-bal BANZAI adjustments	Stayman, 4-suit transfers, Smolen, 3♣=5/5 minors, invitational; 3♦=both minors, GF, 3♥/♠=GF, (41)44	2N over o/call = to play in a suit or GF. Fast arrival shows stop. Dble of o/call=2N values	See Important Notes on front sheet for Wriggle
2♣	X	0		23+ bal or semi-bal	2♦ = any positive, 2♥ = 0-3(4) or bal 5-8 HCP	After 2NT rebids, respond as if opening	Pass=semi-positive, dbl is
				Or any FG	Other bids below 3N = conventional, 5-9	2♣-2♦;2♥=natural or bal 25+	Negative, bids natural +ve
2♦	Weak Multi	0		4-9, 5+ hearts or spades or 17-23 3 suited	2♥=pass or correct.; 2♣=nf. 2NT=RELAY; 3m=NAT, nf. 4♣=play in opener's M	2♦-2N; 3♣=any max. 3♦/♥=min with H/S.	
2♥		5		4-9, 5+H, [4+S]	2♣=nf. 2NT enquiry, 3L=nf	2NT – 3♣ = 4/5. Now 3♦ asks.	
2♠		5		4-9,, 5+S, [4+H]	2NT enquiry, 3L=nf	2NT – 3♣ = 5/4. Now 3♦ asks.	
2NT				20-22 bal or semi-bal	3♣=asks for 4/5M, 3♦/3♥=TRF, 3♣ = both minors,	2NT-3(Red suit)-3NT-4(new suit)=transfer	
				May have singleton honour	4♣=ask ctrls, 4♦=both M, 4M = slam try in a minor	TRF ACCEPT WITH SUPPORT	(then 3NT denies shortage)
3♣		6		PRE - aggressive NV	3♦ = slam try, asks for A/K+Q trump.		
3♦		6		PRE - aggressive NV	4♣= as 3♦ above, 3M =nf but values, game bids nat		
3♥		6		PRE - aggressive NV	4♣= as 3♦ above, 3M =nf but values, game bids nat		
3♠		6		PRE - aggressive NV	4♣= as 3♦ above.		
3NT	X			Pre-empt in minor	4♣ to play in minor, 4♦ asks for shortage,		
4♣/♦	X	6		Solid M or semi solid + A	4♦/♥=interest.		
4♥/♣		6		Nat, pre-emptive	New suit asks for control in suit above		
4NT	X			Asks for specific Aces	5♣ = none, 5NT = 2, 6♣ = ♠A	HIGH LEVEL BIDDING	
5♣		7		PRE – very distributional		KCA[14,30], KC minors and Exclusion KCA (0, odd, 2/4, 2/4+Q) DOPI, ROPI, ,	
5♦		7		PRE – very distributional		CUE FIRST AND SECOND ROUND CONTROLS EQUALLY, LAST TRAIN	
5♥/♣		7		Strong, very distributional	Bid 6 with 1 top trump, 7 with 2	If cue is Dbled, Redble by either partner shows 1 st round control	

ASH – FERRARI SUPPLEMENTARY SHEET

1. Responses to 1♣ opener:-

1♦ = hearts,) Now 1N rebid = 17-19 without 4 trumps.

1♥ = spades,) 3♦ = 17-19 with 4 trumps.

1♠ = bal hand or long dias, <13 hcps,

1N = clubs,

2♣ = dias, GF.

2♦ = club raise, 7-10

2M = 4-8, 5+ M, nf.

2N = GF, both minors,

3L = gf, 4441, short in other minor/major.

2. Defence to any 1♣ opener [including after 2 passes].

Dble = 12-15 ba; or any 17+

2♣/♦ = 4M & another [as over 1N opener]

2N, 3♣/♦ = weak in suit above or strong 2 suiter, including suit above

3♥ = majors

3. GF 2♣ over 1M opener

Rebids:- 2♦ = any min. Now 2♥ = asks, normally bal hand. After 2♥, 2♠ = Catchall, unable to 6 card suit, second suit of 5+.

Other rebids show 16+.

2N rebid [either directly or after 2♦-2♥] = 6 card suit.

4. 3 way checkback [XYZ]

2♣ requires opener to bid 2♦, now any bid is invitational.

2♦ = GF. Opener shows natural features

2N shows clubs. Opener bids 3♣, responder can Pass or bid shortage, GF.

3L=GF, distributional hand.

5. Banzai adjustments for all NT hands. A=5, K=4, Q=3, J=2, 10=1 & 5 card suit=2. 1NT=21-24, 2NT=30-33 Banzai.

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style; Responses; 1 / 2 Level; Reopening)		
Style: Sound		
Responses: F1, Fit jumps		
Re-opening: ‘transferred K’		
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		
2 nd /4 th Live: 15-18- Responses as over 1NT opening		
Reopening: 10-13 Responses as over 1NT opening		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
Style: Weak;		
Responses: new suit F1, raise not constructive,		
2NT=unusual		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
Direct = Michaels. Over minor shows both majors. Over major shows other major and a minor (usually 5/5)		
2NT response shows values, other bids pass/correct		
Jump Cue asks for stopper		
VS. NT (vs. Strong/Weak; Re-opening; PH)		
X=single suit (may be weak)		
2C=majors		
2D/H/S=5+ of suit + other 4+		
Re-opening: as above		
Passed hand: as above		
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)		
X=take out; Cue bid asks for stop or very strong.		
Over weak 2s, overcall is natural NF, X=takeout, 2NT=15-18		
Over 2 suited overcalls, lower cue=good raise, higher cue=other M		
Over Multi, X=12-14 bal or 19+, 2NT=15-18, 2H/S=nat		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♦ or 2♦		
(1♦): X=majors, 1NT=minors		
OVER OPPONENTS' TAKEOUT DOUBLE		
XX=9+ less than 3card support; 2NT=sound raise to 3; direct raises=pre-emptive; jump in new suit=support + good suit		

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	Lead	In Partner's Suit
Suit	4 th , 2 nd (from weak suit)	Same
NT	Same	Same
Subseq	Same	Same
Other		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AK – rev attitude	AK – rev attitude
King	AK KQ - count	AK KQ - count
Queen	QJx – rev attitude	QJx – rev attitude
Jack	J10x (may have A/K) -rev	J10x (may have A/K) -rev
10	(A/K/Q)109x – rev attitude	(A/K/Q)109x – rev attitude
9	109x 9x – rev attitude	109x 9x – rev attitude
Hi-X	Doubleton - rev attitude	Doubleton – rev attitude
Lo-X	3 or more – rev attitude	3 or more – rev attitude
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
1	Rev attitude	Suit preference
		Rev attitude
Suit 2	Suit preference	Hi/Lo=even
		Rev attitude
3		
1	Rev attitude	Suit preference
		Rev attitude
NT 2	Suit preference	Hi/lo=even
		Rev attitude
3		
Signals (including Trumps):		
After trick 1, reverse attitude on partner's A/K		
Suit preference when appropriate (e.g. with small trumps)		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
Style: sound (classic shape or extra strength)		
Responses: natural		
Re-opening: as above		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
Negative, responsive, competitive X thru 4S		
1NT X XX = single suited hand		

W B F CONVENTION CARD		
CATEGORY:	GREEN	
NCBO:	SCOTLAND	
PLAYERS:	Sandy Duncan SBU 1837	
	Bob McPaul SBU 6210	
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
Natural Acol Style		
4 card H, 5 card S. 12-14 1NT. Weak 2D/H/S		
4th suit FTG		
Checkback FTG over 1NT/2NT rebids		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
Double of opponents Weak 1NT shows a single suited		
Hand – may be weak		
Lebensohl over our NT and opponents weak 2s		
If opponents overcall our 1NT opening, then 2NT asks partner to bid 3C. An immediate bid of 3NT shows a stop.		
If opponents open a ‘weak two’ and we double then a 2NT by Partner asks doubler to bid 3C		
SPECIAL FORCING PASS SEQUENCES		
IMPORTANT NOTES		
PSYCHICS: infrequent		

opening	Artificial	Min no of cards	Neg Double thru	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3(4333)		11-20 2NT=11-12, splinters		
1♦		4	4♠	11-20 2NT=11-12, splinters		
1♥		4	4♠	11-20 2/3NT=4 card support and 16+/12+, splinters	Over 2NT show shortage	
1♠		5	4♠	11-20 2/3NT=4 card support and 16+/12+, splinters	Over 2NT show shortage	
1NT			4♠	12-14 balanced 2C=non prom Stayman 2D/H/S/NT=transfers		
2♣	Yes		4♠	23+ Balanced or FTG 2D=relay, 2H=0-3HCP,		
2♦		6		5-10 2NT asks for feature		
2♥		6		5-10 2NT asks for shortage		
2♠		6		5-10 2NT asks for shortage		
2NT				20-22 BAL 3C=5 card Stayman, 3D/H=transfers, 3S=5/5 minors		
3♣		6		New suit=F1, 3NT=to play		
3♦		6		New suit=F1, 3NT=to play		
3♥		6		New suit=F1, 3NT=to play		
3♠		6		New suit=F1, 3NT= to play;		
3NT	Yes	7	Solid minor	4♣=P/C, 4D asks for shortage	SLAM BIDDING	
4X		6	Pre-emptive			
4NT	Yes		SPECIFIC ACE ASKING	5♣=NO ACES, 5♦/5♥/5♠/6♣ shows specific ace	4NT - (RKC) 14/30,, 5H=2+ no trump Q, 5S=2+ trump Q, 5NT=2+ no trump Q + void,	
5X		7	PRE-EMPTIVE		6C=2+trump Q + void	

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS	
Style: Aggressive NV; aggressive 1 level, sound 2 level VUL; good 4 card suit at 1 level Fit-showing jumps except over 1S	
Responses: natural	
Reopening: aggressive	
1NT OVERCALL	
2 nd position: 15-17 (18)	
Responses: as over 1NT opening	
4 th position: live: 11-14 No Stop guarantee.	
Responses: as over 1NT opening	
JUMP OVERCALLS	
Style: weak NV; intermediate VUL, weak over artificial C	
Responses: new suit F1	
2NT Unusual 2 lower suits; 4 th : 18-20 resp as 2NT open	
DIRECT and JUMP CUE BIDS	
Style: Michaels – 1m-2m both M. 1M-2M other M & minor. 1X-2NT lowest pair. Over 1C(=2+), 2D is Michaels, resp natural	
Reopening: two suiter 5+/5+	
Jump cue: asks for stopper	
VS. NT	
X weak = penalty; 2C=H+S; 2D=H or S; 2H/S = H/S+m, 2NT asks	
2NT = C+D (10+ cards); above applies in 2 nd and 4 th position	
Passed Hand/Strong NT: as above except X always 5+m + 4 M	
VS. PREEMPTS	
X = takeout up to 4S inc, Cue-bid: Good raise; Leaping Michaels F1 over weak 2 (m & other M); Over Multi: X = H or 19+, 2H= S or both m, 2S = 14-16 bal, 2NT = 17-19 bal	
VS. ARTIFICIAL STRONG OPENINGS	
vs strong 1C: X = S&H; 1NT = D&C; 2C = natural overcall; Also over 1C P 1D: 2D = natural overcall	
OVER OPPONENTS' TAKE OUT DOUBLE	
New suit = forcing; Jumps = pre-emptive; 1NT = 7-9 balanced; XX = 9+; 2NT = sound raise to 3+M.	

LEADS AND SIGNALS			
OPENING LEADS AND SIGNALS			
Lead In Partner's suit			
Suit	3 rd & 5 th	Same	
NT	4 th ; 2 nd if weak suit	Same	
Subseq	As above	Same	
Other:			
LEADS			
Lead vs. Suit vs. NT			
Ace	AKx(x); Ax	AKx; Ax;	
King	AKQ+; AK; KQJ+; AKJT(x);	AK; KQ; KQJ(x); AKJT(x)	
Queen	QJ+; QJT(x); KQ(x)(x);	KQT+; QJ; AQJ(x); QJ+	
Jack	JT; JTx;	JT; JTx	
10	T9x; KJT+	T9x; A/KJT+	
9	9x; QT9+; KJ9+	9x; KQ9+; HT9x(x);	
Hi-X	Sx;xSx; Hx(x)S(x);xSxx	Sx;xSx; Hx(x)S(x);xSxx	
Lo-X	as for Hi-X;		
SIGNALS IN ORDER OF PRIORITY			
Partner's Lead Declarer's Lead Discarding			
Suit: 1 st	Hi-Lo = Even	Hi-Lo = Even	Hi-Lo = Even*
2 nd	Lo = Encourage	Lo = Encourage	Lo = Encourage
3 rd	Suit preference	Suit preference	Suit preference
NT: 1 st	Hi-Lo = Even	Hi-Lo = Even	Hi-Lo = Even*
2 nd	Lo = Encourage	Lo = Encourage	Lo = Encourage
3 rd	Suit preference	Suit preference	Suit preference
In Trumps; Hi-Lo = Odd			
Lavinthal; Lead of A/Q & 1st discard Lo = Encourage*			
Smith Peters v NT (both Hi-Lo to encourage)			
DOUBLES			
TAKEOUT DOUBLES			
Style: may be light with classic shape			
Responses: natural responses, cue FG by unpassed hand			
Reopening: as above			
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES			
Negative double to 4H; 1C/1D - (1S) - X suggests 4H and 8+;			
Responsive double to 3S; competitive double; Lightner double;			
Support double to 3H for both suit of responder and overcaller			

WBF Convention Card	
Category: GREEN	
NBO (Country): SCOTLAND	
Event: All 2022	
Players: Harry SMITH SCO4070 Roy BENNETT SCO1454	
SYSTEM SUMMARY	
Version of May 2022	
GENERAL APPROACH AND STYLE:	
ACOL based system: 5-card S, 4-card H; 44Mm, open minor	
Open light if unbalanced	
Pre-empts: loose NV; sound Vul	
Specialised 2D opening;	
Weak 2H/2S openings – 6-card OR 5-card with minor	
Frequent non-penalty doubles	
1NT opening: 11-14 NV, 12-14 Vul;	
2 over 1 Response: forcing 1 round (not passed hand);	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Openings:	
2D opening	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES THAT DOESN'T FIT ELSEWHERE	
Lower of 4th suit or 2NT warn-off after 2-level reverse or jump	
Completion after double of Stayman/Transfer or other artificial ask shows no stop in asking suit	
Psychics: Very infrequent, but frequent light openings in 3rd seat	

Ope ning	Arti - ficial	Min.	Neg. Double	Description	Response	Subsequent Auction	Passed Hand Bidding
1C		3/4	4H	10-22. Only 3-card if 4S-3-3-3 and 15 – 19.	Mainly up the line but may have D if H/S response and weak; 1NT = 8-10; 2NT = GF bal; 2C 10+(H/S possible if FG, 4+C (subsequent 3C NF); fit jumps	1NT = 15-17, Checkback (2-way; 2C forces 2D). 2NT = 18-19, Checkback.	New suit = NF
1D		4	4H	10-22	Up the line; 1NT = 5-8; 2NT = GF bal; 2D 10+, 4+D (subsequent 3DNF); fit jumps	As above; after 2 level response: 2NT over 2C= 15-19	New suit = NF;
1H		4	4D	10-22; may be 4H + 4S	Up the line; 1NT = 5-8; 2NT = GF support; 3S = unknown void; 3NT = singleton S, 4C, 4D = singleton splinter; fit jumps, 2S 9-11 3H. All Splinters 13-	As above; Over 2NT, 4H poor, 3H 18-19 but no shortage, 3NT 15=-17 bal, 3 suit shortage, 4 suit good suit	New suit = NF
1S		5	4H	10-22	1NT max 8 (10/11 if passed), 2NT GF support, 2S 5-8, 3H 9-11 both 3-card S. 3C/D/S 4-card S 10-12/7-9/6- respectively. 3NT unknown void; All Splinters 13-	As above.	3♦ fit jump, 2NT/3♦/3♥ Fit. Other NF
1NT			2-levX T/O;3levX T/O m, Pen M	11(NV)12(V)-14 balanced; 5M or 6m OK	Stayman (non-promissory) with special 5M responses; 4 suit transfers: 2S(C); 2NT(D); 3C/D set suit SI+; 3H/S =5+5+ minors: H SI, S FG; 4 suit = Transfer or RKC; 4NT = NF	Transfer break: M = xxxx; m = Qx or better; break major to values, m transfer then 3M FG; Stayman then 3m NF. Intervention: Rubensohl--2S NF; 2NT-3S transfer guar5+; 3NT has stop	Same as for UPH except 3m = 6 cards to AK, AQ, KQ
2C	Yes	0	4H	Unbalanced game force or 24+ balanced;	2D = neutral; 2H neg; 2S thro' 3D = 5 cards to 3/4 top honours or 6 cards to 2/3 top honours; 2NT = same in H; 3NT = solid suit	Suit = 8/9 playing tricks; 2NT = 25+: responses as 2NT opener	20-21 or 8PTs in minor.Responder bids poorer M
2D	Yes	0		1 st – 3 rd : S&H 5-9 5+4+ or 20-21 balanced.	2NT asks; 2M to play if weak, 3M exactly 4-in M, 3C/D exactly 5 in H/S. 4 C/D slam try in H/S, 4M to play no slam interest even if 20-21	Over 2NT, 3C max equal or min unequal; 3D min equal, 3H/S/NT max	4 th -Good minor or 20-21 bal. Resp is poorer major
2H		5	3S	Weak: 5-9; If 5-cards will have minor(1 st /2 nd); Better or worse 3 rd ; good suit and outside card 4 th	2S = enquiry <5S; 2NT enquiry 5+S; 3H, 4H = pre-empt or to make	3C/D = 5-card H/S & this suit; 2NT = min 6-card suit; 3S/NT = max/shortage; 3H= max/no shortage	As for UPH
2S		5	3H	As 2H	As 2H, but 2NT enquiry	Similar to 2H	As for UPH
2NT				22-23 balanced; 5M or 6m OK	Puppet Stayman; transfers; 3NT = 5S/4H NF; 4suit Transfer or RKC; 4C/4NT/5NT as 1NT	Puppet Stayman; Show non-M over3D response. Transfer break:HHx/Hxxx	As for UPH
3C		6		Pre-empt: loose NV; sound VUL	Raise = pre-empt or to make; new suit = F1,	Over new suit: 3NT denies doubleton support, while new suit = Hxx support and shortage.	As for UPH
3D		6		As 3C	As above	As above	As for UPH
3H		7		As 3C	As above	As above	As for UPH
3S		7		As 3C	As above	As above	As for UPH
3NT	Yes	7		Solid minor	4C pass/convert; 4D ask		As for UPH
4C		8		Pre-empt: sound NV/ VUL	Raise = pre-empt or to make		
4D		8		As 4C	As above		
4H		7		As 4C	New suit = F1		
4S		7		As 4C	As above		
4NT	Yes			Ace asking	See HLB	HIGH LEVEL BIDDING	
5C		8		Pre-empt: sound NV/ VUL	As above	4NT opening: 5C = no Ace; 5D = DA; 5H = HA; 5S = SA; 5NT = 2 A; 6C = CA; Cue 1 st round before 2 nd round; RKCB: 1 st step = 1 or 4; 2 nd step = 0 or 3; 3 rd step = 2 no TQ; 4 th = 2 with TQ; DOPI; GSF; Lightner Double	
5D		8		As 5C	As above		
5H				Solid suit lacking AK with no losers outside	Raise per trump holding		
5S				As for 5H	As above		

DEFENSIVE AND COMPETITIVE BIDDING			LEADS AND SIGNALS			WBF Convention Card	
OVERCALLS (Style; Responses; Reopening)			OPENING LEADS STYLE				
1-level 7-17 hcp 5+(4) suit	Lead			In Partner's Suit			
After our overcall 1D/2m jump in new is fit showing and new suit w/o jump is NAT F1	Suit	1 st 3 rd 5 th		1 st 3 rd 5 th			
After our overcall 1/2M we bid as after opening 1/2M	NT	1 st 3 rd 5 th		1 st 3 rd 5 th		Category:	Blue
VS 1m which do not show 3+ we bid 2C as 2 suits w/ 4+H and 2D as 2 suits w/ 4+S	Subseq	1 st 3 rd 5 th		1 st 3 rd 5 th		NCBO:	Sweden
(1X) pass (1Y) 2new may be weaker than in 2 nd position	Normally 3 rd from 6-card suit like H97652						Event: All
INT OVERCALL (2ND/4TH Live; Responses; Reop)	LEADS			SYSTEM SUMMARY			PLAYERS
2 nd and 4th Live: 15-17 BAL, Stayman & TRF	Lead	Vs. Suit		Vs. NT		GENERAL APPROACH AND STYLE	
Reopening: 15-17 BAL Stayman &TRF	A	AKx(xx)		same		STRONG CLUB	
	K	KQ(xx) AK		same			
	Q	QJ(xx)		same		1C 16+	
	J	JT(xx)		same		1D A/ 11-13BAL (11-14 in 3 rd /4 th position)	
	10	Tx, HJT(xx)		Tx, T9x,		B/ 10-15 4+D (not BAL) may be 4D5C	
	9	9x, HT9(xx)		same		1NT:14-16 (15-17 in 3 rd /4 th position)	
	xxxx	3rd		1 st 3 rd		2D weak with both M, at least 9 cards	
						2M weak, 5+card (normally 6+ when vulnerable)	
JUMP OVERCALLS (Style; Responses; Unusual NT)	From 5-level King ask for count						
Weak (balancing it shows opening values 6+ suit)	SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE			
2NT=55+ in lowest unbid strength depend on pos & vuln.		Partners Lead	Declarer'	Discarding			
2NT=55+minors also vs (1m) if it doesn't promise 3+	Suit: 1st	Hi=Disc	Hi=odd	Hi=Disc		2D weak with both M	
(1m 3+) 2D = 55+M, 8-13	2nd			Hi=odd			
DIRECT and JUMP CUE BIDS (Style; Responses;	NT: 1st	Hi=Disc	Hi=odd	Hi=Disc		TRF responses to 1M opening from 1NT to	
Vs 1C 3+ : 55+ S+D, opening values	2nd	Hi=odd		Hi=odd		2 under M. (1NT "NAT" if passed hand)	
Vs 1D 3+ : 55+ S+H							
Jump cue m: Strong with 55+M	UDCA						
Jump cue M: Strong with 55+OM+D							
VS. NT (vs. Strong/Weak; Reopen; PH)	DOUBLES			SPECIAL FORCING PASS SEQUENCES			
D = 14+ hcp, (If passed hand it shows 6+minor)	TAKEOUT DOUBLES (Style; Responses; Reopening)						
2C=Two suits with 4+H, at least 54/45	Aggressive 1-level and reopening, Sound 2-level						
2D=Two suits with 4+S, at least 54/45	SPECIAL, ART AND COMP DBL/RDBL's			IMPORTANT NOTES THAT DON'T FIT			
2M = Nat, 2NT= 55+minors	1D (1H) D = 4+S			Psychics: Rare			
VS. PREEMPTS (Doubles; Cue bids; Jumps; NT	1D (D)RD = 4+H			We have no way to show 4-4-1-4			
D = T/O	1H (pass) 2D/H (3m); D = INV to 4H			1M – Pass			
VS 2/3M our 4m = 55+ m+OM	Responsive D			may be up to 9 balanced hcp w/o 3M as we use			
VS 2D multi our 4m = 55+ m+M	1D (p) 1H (1S/2m) ; D = 3H			TRF bids from 1NT to 2 under M. (if not passed hand)			
VS. ARTIFICIAL STRONG OPENINGS	1H (p) 1S (2m) ; D = 3S						
Strong C: D=44+M, 1/2NT = both minors							
OVER OPPONENTS' TAKE OUT DOUBLE							
1M (D) RDBL=10+							
1D (D) we use TRF with RD = 4+H							
1M (D) 1S Nat F1, 1NT-2 underM TRF							

OPENING BID DESCRIPTIONS					Axdorph – Efraimsson		
Opening	ART	Min.	Neg Dbl	Description	Responses	Subsequent Auction	Opponents. Overall
1C	✓	0	3S	16+	1D= ART 0-7, 1H/1S/2C/2D= 5+ GF, 1NT = 8+ BAL 2M= 0-3, 6+ 2NT= 8-11 any 4441, 3m/M = 6 card headed by AQ/KQ no outside strength.	1C-1D; 1H = ART 20+ 1C-1D; 1NT = 17-19 may be semibal	D “BAL” GF, new suit NAT 5+ GF, NT=NAT GF
1D	✓	2(1)	3S	A/11-13 (11-14) BAL B/11-14 any 4441 C/10-15,4+D, not BAL may be 4D5C.	2m = NAT GF 2M = GF w/ at least S-SOL 6+ suit 3m = 6+ INV 3S = TRF to 3NT, 4C/D = TRF to H/S	1D-1M; 2NT A/ Max w/ good 6+D, 0-1 M or B/ Max w/ 4M 3D = Max w good 6+D and 2-3M	Lots of TRF
1H		5	3S	10-15, 5+H	Pass may be up to 9 BAL w/o 3H 1NT/2m = TRF, F1. If partner opened 3 rd /4 th seat 1NT = “NAT” Jump shift=GF w/ S-SOL 6+suit, 2H = 4-8, 3+H 2NT= GF w/ 4+H, INV+ if partner opened in 3 rd 4 th seat. 3H= 4-8, 4+H (some distribution) 3S/3NT/4C=Void SPL	1H-2NT (when GF) 3C=min, 3D= extras, no S/S 3H= extras w/ S/S C 3S= extras w/ S/S D 3N = extras w/ S/S OM	SYS ON vs D Vs overall D=T/O new suit 2level F1 2NT 4+H GF if cue bid is available under 3H); Cue = support
1S		5	3S	10-15, 5+S	See above (1H)	See above (1H)	See above (1H)
1NT			3S	14-16 (15-17) BAL (May be 5M or any 4441)	2C = Ask, does not promise M. 2D = ART GF 3C = Ask for 4/5 M 2H/2S/3D = NAT S/O, 3M = NAT S/T 4m = TRF to M, 4M S/O, 4NT NAT S/T	1N-2C;2D-2M/3m NAT INV 1N-3C;3D = one or both 4M 1N-3C;3M = 5M	D= T/O; 2NT LEB new suit 2 level NF 3m/H TRF INV+ 3S 55+ lowest unbid Jump to 4m TRF to 4M
2C		5	3S	10-15, 6+C or 5C4M	2D = Positive relay, F1, 2M = NAT F1. 3C = weak raise 2NT = INV+, club support or BAL w/o 4M. 3D/H/S = GF w/ at least S-SOL 6+ suit	2C-2D;2NT = No 4M, not min 2C-2D;3D = 6C+4D MAX 2C-2D;3M = MAX w/ 6+C S/S M	D T/O, new suit 2 level F1 3 level GF
2D	✓	0		4-9, 4-5/5-4M	2NT=ART F1, 3m=NAT F1 3M = widerange,, not INV but opener may raise with very good shape 3N, 4M = S/O	2D-2NT; 3C/D = min w/ 5H/S, 3M = MAX w/ 5M, 3N = MAX w/ 55+ >4m Lissabon 4C = min w 55+ >4D/H TRF	D PEN 3m NF
2M		5		5-10, 5+M	2NT= INV+ w/ 2+support	2M-2NT; 3new = “NAT” positive 2M-2NT;3M = min	D for penalty New suit 3level GF
2NT				22-23 (23-24) BAL	3C ART 3D/H = TRF, 3S = both m, 4m = NAT S/T		D PEN
3m/M		6		PRE not crazy	NAT, New suit F1 except 4M/5m which is NF. 3m-4om = RKCB		D PEN
3NT	✓			Solid 7+M w/ no outside A or K	4C ask for TRF, 4D ask for S/S, 4NT ask for length	3NT-4C;4D/H-4NT ask for length when 5C=7, 5D=8 and so on	D PEN
4m		7		PRE.	4D = RKCB, 4M/5m = NAT NF		D PEN
4NT	✓			65+ m:s about 3 losers			D PEN
5m		7		PRE			D PEN
HIGH LEVEL BIDDING							
Ctrl: Up the line, 1st/2nd round equally but not shortness in p's 5+suit							
4NT RKCB-0314, SPL. 5NT (after RKCB 4NT) ART confirms all KC Exclusion RKCB							

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)		
Wide range on 1-level, especially NV (3)6-16 (4 card rare)		
Relatively sound on 2-level (8)11-16		
1NT-2 under M=TRF after negative DBL of 1M overcall		
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		
Direct 15-17(18) Stayman, TRF		
Reopen 11-16 Staymantype, TRF		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
1m-2M and 1♦-2♠ is 4M + longer m (9)11-16		
3x PRE		
2NT 2-suiter (lowest unbid)		
(1♣ ART) 2♦=5-9, 6card M (1♣ NAT) 2♦=55♣♦		
Reopen: 2NT 20-21		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
2-suiter (highest unbid)		
(1m) 3m NAT		
(1M) 3M asks for stopper		
VS. NT (vs. Strong/Weak; Reopening;PH)		
DBL=15+, 2♣=Stayman, 2♦=5+♥, 2♥=5+♠,		
2♠=6+m, 2NT=both m		
PH: DBL= 4M + longer m		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		
(3♣) D=OD, 3♦=T/O, 4♣=55M, 4♦=5M5♦		
(3♦) D=T/O, 4♣=55MC, 4♦=55M (3♥) D=T/O, 4m=5m5♠		
(3♠) D=OD, 4m=T/O best m		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣		
(1♣)-DBL Majors, 1♣-1NT minors		
Also after (1♣)-P-(1♦)		
OVER OPPONENTS' TAKEOUT DOUBLE		
1♦ (D) RD 13+ or 8-12 w no 4M, 1♥/♠ NAT, 1NT/2♣ TRF		
1M (D) 1NT-2 Under opening suit is TRF		

LEADS AND SIGNALS		
OPENING LEADS STYLE		
Suit	Lead	In Partner's Suit
Suit	3 rd /5 th	Same
NT	4 th best, ATT from bad suit	3 rd /5th
Subseq	1 st /3 rd /5 th (4 th vs NT)	Same
In common suit: High small card from even number of cards (HSxx, SSxx)		
K from AK+ at 5-level or higher or in partner's (or common) suit		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AK+, AKQ+, Ax	Same but not AKQ+, AKJT+
King	KQ+, AK	KQ+, AKJT+, AKQ+
Queen	QJ+, AQJ	QJ+, KQJx, KQT9+
Jack	Jx, JT+, KJT+	Same
10	Tx, T9x+, QT9+, KT9+	Same, AT9+
9	9x, 98xx	Same, H98+
Hi-X	Sx, SxSx	SSx+
Lo-X	xxS, xxxxS, HxS, HxxxS	HxS, HxxS, HxxSx, HxxxxS
SIGNALS IN ORDER OF PRIORITY		
1	Partner's Lead	Declarer's Lead
1	LOW=ENC	Smith(Hi=likes lead)
Suit 2	LOW=EVEN	LOW=EVEN
3		
1	LOW=ENC	Smith (Hi=likes lead)
NT 2	LOW=EVEN	LOW=EVEN
3		
Signals (including Trumps):		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
Support D/RD under 2M		
INV D		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
1♣ (DBL) RD=(6)8+ bal		
1♦ 1♥ (DBL) RD=44M, 1D 1♥ (1♣) DBL=3♣4♥		
1♦ 1♥ (1NT) DBL=4♣5m, 1♦ 1♥ (2♣) DBL=4♣5♦		
1♦ 1♥ (2♦) DBL=4315/3415ish, 1♦ 1♣ (DBL) RD=bid 1NT if bal		

EBL CONVENTION CARD		
CATEGORY:	Blue	
NCBO:	Sweden	
PLAYERS:	PG Eliasson – Gunnar Elmroth	
EVENT	Senior	
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
Strong 1♣ 16+		
Nebulous 1♦ promising 4card M 1n 1 st /2 nd /4 th seat (0+♦)		
5card M, (10)11-15(16)		
1NT (13)14-16, 4 th seat 13-15		
We often pass on 11-12 bal with no 4M in 1 st /2 nd /4 th seat		
2m (10)11-15(16) 5+m, no 4M		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
1♦ - 1♥ (0)6-12 4+ in any M 1 st /2 nd seat		
1♦ - 1♣ (0)6+ no 4M 1 st /2 nd seat		
1♦ -2M 5-9, 6M		
1♦ (DBL) 1NT/2♣=TRF, 2♦ = 44M		
1♦ (1♥) 2♥ GF BAL w 4♣		
1♦ (1♣) 2♣ GF BAL w 4♥		
1♦ (1NT) 2♣ 44M		
1♦ (1NT) 2♦/♥ TRF		
1♦ (1NT) 2♣ 6card m, 2NT 55m		
1♦ (2x) 2y=NF, 2NT/3y=TRF, 3x=asks for stopper		
SPECIAL FORCING PASS SEQUENCES		
IMPORTANT NOTES		
Upgrades possible 1-3 points, Downgrades 1 point		
3 rd hand 1♦/1M/2m might be weaker than expected		
PSYCHICS: Rare		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		0	4♥	16+ all 17+ bal, 1 st /2 nd /3 rd 16+bal, 4th	1♦=0-7, 1♥=11-13, 1♠=8-10/14+ 4♥, 1NT =8-10/14+ 4♠, 2♣=8-10/14+ unbal w/o 4M, 2♦=8-10/14+ 5+♥, 2♥=8-10/14+ 5+♠, 2♣=8-10/14+ bal w/o 4M, 2N=8-10/14+6♦ 3♥	1♣-1♦-1♥ 20+, 1♣-1♦-2♣ 4-5♥ unbal <20 1♣-1♦-2♦ 4♣ unbal <20 1♣-1♥-1♠ 4or5M 1♣-2♣-2NT asks distr	PH: Same TRF when contested up to 4♣
1♦		0	4♥	<u>1st/2nd/4th seat</u> (a) 11-13 bal with 4M (b) 11-15 all 4441 (c) (10)11-15 4M5+m <u>3rd seat</u> (a) 11-13 bal (b) 11-15 all 4441 (c) (10)11-15 4M5+m	<u>1st/2nd</u> seat (in 3 rd /4 th seat, all responses are nat) 1♥ (0)6-12 4+M 1♠ (0)6+ no 4M 1NT GF 4+♥ 2♣ GF 4+♠ 2♦ 6-10 4+4+M 2M 5-9 6M, 2NT INV+ 6♣, 3♣ INV+ 6♦ 3♦ 10-12 both M	<u>1st/2nd</u> 1♦-1♥-1NT=4♥ bal 1♦-1♥-2m=4♥ 5m 1♦-1♥-2♦=44M	PH: Natural responses (no GF)
1♥		5	3♦	(10)11-15(16), 5+♥	2♥=5-8(9), 2/1=GF, 2NT=INV+SUP, 3♥=PRE	Gazzilli	PH: 2♣ Drury, 2♦ 11-12 2card♥
1♠		5	3♦	(10)11-15(16), 5+♠	Same	Same	PH: 2♣ Drury, 2♦ 11-12 2card♠
INT				(13)14-16 BAL/Semi rarely singleton honor 4 th seat 13-15	Stayman, TRF, 2♠=♣ or ♦ INV, 3♣=♦, 3♦=one M	1NT-2♣-2NT/3♣ 44M, 1NT-2♣-2♦-2♥ p/c	
2♣		5	2♠	(10)11-15(16) 5+♣ no 4M 5332 possible only on 11-12	2♦=5+♥, 2♥=5+♠, 2♣=4+♦, 2NT=F1 3x=GF 6+		
2♦		5	2♠	(10)11-15(16) 5+♦ no 4M 5332 possible only on 11-12	2♥=5+S, 2♠=5+♥, 2NT=F1, 3♣=GF 5+ 3M=GF 6+		
2♥		6	No	8-11	2NT F1	3M min, 3x=Hxx(x) pos	
2♠		6	No	8-11	2NT F1	3M min, 3x=Hxx(x) pos	
2NT			No	12-15, 55m	3m to play, 3♥ ART GF		
3♣		6	No	PRE, Aggressive 1 st NV	4♦=S/T in ♣	3♣-4♦-4♥ = 1KC	
3♦		6	No	PRE, Aggressive 1 st NV	4♣=S/T in ♦	3♦-4♣-4♦ = 1KC	
3♥		6	No	PRE, Aggressive 1 st NV	3♠=NAT, 4m=control		
3♠		6	No	PRE, Aggressive 1 st NV	4♥=NAT, 4m=control		
3NT			No	Solid M 1-suiter (1 st 2nd seat)	4♣=TRF to your suit, 4♦=bid your suit		
4♣		6	No	PRE			
4♦		6	No	PRE			
4♥		6	No	PRE			
4♠		6	No	PRE			
4NT			No	Asks for specific aces	5♣=no, 5NT=♣, 6♣=2		
5♣		7	No			HIGH LEVEL BIDDING	
5♦		7	No			Trump suit +1 = odd number of KC, higher bid shows control and an even number of KC	
5♥						Jump to 4NT with M-trump is Blackwood 0314	
5♠						Cuebids can be 1 st /2 nd round controls	
						Serious 3♠/3NT over 3♥/3♠	

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)		
1-level 8-17 rarely 4-card		
2- level sound		
Suit responses F1 if 3 rd hand passes		
(1m<4) 1M (DBL/1♦) 1NT shows support		
 INT OVERCALL (2nd/4th Live; Responses; Reopening)		
2 nd and live 4 th : 15-18 Stayman, transfers		
Reopening: 12-16 Stayman, transfers		
 JUMP OVERCALLS (Style; Responses; Unusual NT)		
weak except 2♦/3♣ 5-5 bid suit + highest		
2NT sound two suiter two lowest		
 Reopening: 6+ suit 12-16, 2NT 19-21		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
2-level cue two-suiter, both highest		
3-level cue in m two-suiter, both highest, strong		
3.level cue in M asking for stopper		
 VS. NT (vs. Strong/Weak; Reopening; PH)		
DBL OPT (overcall in one minor by passed hand)		
2♣ 4-5 ♥ + any other. 2♦ NF relay – partner passes with 5+ suit		
2♦ 4-5 ♠ + any other. 2♥ NF relay – partner passes with 5+ suit		
2M usually 6+ suit		
 VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		
T/O (except vs 4♦: OPT)		
4m two-suiter		
 VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣		
Vs. 1♣ DBL both Majors		
1NT/2NT both minors		
 OVER OPPONENTS' TAKEOUT DOUBLE		
After 1M: 1NT good raise		
After 1m: TRF, including RDBL (but 1NT NAT)		

LEADS AND SIGNALS		
 OPENING LEADS STYLE		
Suit	Lead	In partner's suit
NT	1st / 3rd / 5th	1st / 3rd / 5th
Subseq	1st / 3rd / 5th	1st / 3rd / 5th
Other:	Vs NT sometimes 4th when 3rd is a high spotcard	
 LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AKx(+)	AK (+)
King	AK, KQ(+)	AK, KQ(+), AKQx
Queen	QJ(+)	QJ(+), KQJx
Jack	J10(+)	J10(+)
10	T9(+), KJT(+)	T9(+), KJT(+), AJ10(+)
9	9x, HT9(+)	9x, HT9(+), 98(+)
Hi-X	Xx, XXXX	Xx+
Lo-X	xxX, xxxxX	xxX, xxxxX
 SIGNALS IN ORDER OF PRIORITY		
	Partner's lead	Declarer's lead
1	Hi = discrg	Hi/Lo = odd
Suit 2	Hi/Lo = odd	Suit preference
3	Suit preference	
1	Hi = discrg	Hi/Lo = odd
NT 2	Hi/Lo = odd	Suit preference
3	Suit preference	
Signals (including Trumps):		
When encouraging, we may use 2 nd lowest from 5 if low enough to be clear		
 DOUBLES		
 TAKEOUT DOUBLES (Style; Responses; Reopening)		
11+, 3+ M (unless 17+), Responsive DBLs		
 SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
Most low-level DBLs are T/O		
1♣ (DBL) RDBL shows ♦		
1♦ (DBL) RDBL shows ♥		

W B F CONVENTION CARD		
CATEGORY:	Red	
NCBO:	Sweden	
PLAYERS:	Johnny Östberg – Anders Morath	
EVENT	Senior	
 SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
Two-way 1♣: 11-13(14) BAL or 16+ any distribution		
5 card majors 11-15		
1NT = 14-16		
 2/1 GF except when suit rebid directly after 1M-2m		
 SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
Two-way 1♣: 11-13 (14) BAL or 16+ any distribution		
2♦ Multi, weak 2M only. VUL 6+c 6-9, NV 5+c 4-9		
 SPECIAL FORCING PASS SEQUENCES		
 IMPORTANT NOTES		
4414 11-15 has no systemic opening bid – often treated as BAL		
 PSYCHICS: Rare (occasional weak openings in 3rd position)		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	yes	0	3♦	11-13 (semi)BAL, 11-14 in 3/4 or 16+ any	1♦ 0-7, OP may pass 1M 8+, 4+ suit 1NT 8-11, 2NT 12-13, 3NT 14-18, no M 2♣/♦ 8-12 NF no M 2♥ ART GF one or both minors 2♠ ART GF BAL no 4+ M	1♣-1♦; 1M two-way, others strong NAT 1♣-1M; 1♦ two-way, 1NT/2M weak 1♣-1M; 2♣ strong, clubs or bal 1♣-1M; 2NT strong, support	After comp: Transfers 8+
1♦		4	3♦	11-15, 5+ or 4441 or 4-5 m, not bal	2♦ 10+, 4+♦, 3♦ 6-9, 4+♦	1♦-2♦; 2♥ any shortness, max 1♦-2♦; 2♦ any shortness, min	1♦ (bid) 2♦ 3+ support, weak TRF after 1♦ (DBL)
1♥/1♦		5	3♦	11-15 5+	Supp: 3♣ 4+ 7-11, 3♦ 3-c 10-12, 3M 4-c 4-7 2NT GF 3+	1M - 1♦/NT; 2M 6-card not min	Reverse Drury
1NT			3♦	14-16 (semi)BAL	Staym, TRF, 2♣ clubs or INV diamonds 3♣ diamonds weak/GF 3♦/♥ both m short ♥/♦, 3♣ 5-5 minors 4m TRF to 4M		After ART DBL or 2♣ (not both M): SYSON, else TRF LEB
2♣		5	3♦	11-15, 6+ or 5-c & 4-c M	2♦ ask, INV+ 2♥/♦ NAT F1		
2♦	yes	0		Weak 2M. NV 4-9, 5+ suit VUL 6-9, 6+ suit	2♥/♦ & 3♥ pass/correct 2NT ART, INV+ VUL 3m NAT F1, 3♣ 6+ GF	2♦-2NT; 3♣ max w hearts 3♦ max w spades 3M min	Over DBL: pass = diamonds, RDBL = bid 2♥ 2M = P/C 3m = NF
2♥/♦		6		10-12, 6+	2NT ART INV+ New suit NAT F1		
2NT				20-22	3♣ Stayman, 3♦/♥ = transfer, 3♣ minors, 4m TRF to 4M, 4M S/T ♣/♦		
3♣/3♦ 3♥/3♣		6		PRE	3m-4om ART S/T in m		
3NT	yes			Solid 7+ M	4♣ TRF to your suit, 4♦ bid your suit		
4♣/♦		7		PRE			
4♥/4♦		6		PRE	4♦ NAT		
4NT	yes			Both m			HIGH LEVEL BIDDING
							RKCB 0314 (DEPO), Voidwood Control bids 1 st /2 nd , Last Train Serious 3♦/NT

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style; Responses; 1 / 2 Level; Reopening)		
Can be light (8H) at 1 level w/good suit		
Generally sound (10H+) overcalls at the 2 level		
After [1x] p. [1y] 1NT = 4 in higher unbid suit + 5+ in lower suit		
Reopening jump to 2M = exactly 6 cards & 12 - 13 hcp		
[1♣] 2♦ and [1♦] 2♦ = Michaels (♥+♦)		
INT OVERCALL (2nd/4th Live; Responses; Reopening)		
15-18 hcp in direct seat, System on		
[1x] p. [1y] 1NT = 4 cards in higher unbid suit + 5+ in 4 th suit		
(1M) P (2M) 2NT → any 2-suiter 55 or better		
Balancing 1NT = 10-14, (does not promise a stopper) SYSON		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
2/3 level = Nat 6/7 card (6 - 10 hcp+)		
1♦-2♦ = Michaels (♥+♦) in 2 nd or 4 th seat		
In direct seat: 2NT = 2 lowest unbid suits		
[1x] p. [p.] 2NT = 18-19 hcp		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
[1x] - 3x = Stopper ask		
[1M] 2M (Michaels) = other major + any minor in 2 nd or 4 th		
(1♣) - 2♣ = natural		
(1M) - 2M = other M+m → 3♣=pass/correct 2NT=asking		
vs. NT (vs. Strong/Weak (to 14H); Reopening; PH		
vs. strong 1NT (14+): 2♣=♥+♦; 2♦=6+ M, 2M=M+m, X=4M+ longer m, 2NT=minors, same if they open 1m - P - 1NT and when we open 1m and opps overcall 1NT (except X=points)		
vs wk NT: X = 14+ balanced, rest like vs. strong NT		
After our X: responses as if partner had opened 1NT (Stayman etc.)		
vs. 3NT X = 14+ in direct seat and 12+ in 4 th seat (± balanced)		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		
Over 2 or 3♥/♦ 4m=5m+5 ♦/♥ over Multi 4m = 5m+5♥		
Over Multi: 2♥/♦=nat. 3♥/♦=nat. 16-18		
Double = t/o up to 4♥ Over 4♣ : X = strong, 4NT = any 2-suiter		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣/♦ or 2♣/♦		
(1♣/♦): X = T/O 1♦ = Maj. 7-11 HCP 1NT = Minors		
OVER OPPONENTS' TAKEOUT DOUBLE		
Jump=weak (<10H); XX=11+ with misfit or 3 cards in pd's M 10-12 new suit at 1-level= F1, NF at 2-level		
2NT after X over 1M =4 card fit+10-11 hcp,		
2NT after X over 1m: 2SA = 5+m, 5-10, 3m=5m and10-12		

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	Lead	In Partner's Suit
Suit	3rd/5th	
NT	2 nd (9xxx or worse) / 4 th	3 rd but attitude after raise
Subsequent	attitude	
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AKx	AKx(x) asks attitude
King	KQ(x) or AK bare	KQ(xx) or AKJ10x
Queen	QJT(x), QJx, Qx	QJ(x), or KQ109(x)
Jack	(H)JTxx; JT9x	(H)JTxx; JT9x
10	(H)T9x	(H)T9x
9	9x	9x
High-low	Doubleton or 3 rd from 3+	Doubleton or 2 nd from 3/4
Low-high	Promises a third	Promises a third
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
		Discarding
Suit	1 High=Enc	Count Hi-low=even
	2 Count, Hi-low=even	
	3 SP	
NT	1 High=Enc	Count high-low=even
	2 Count Hi-low=even	Direct (High=Enc)
	3 S/P	
Signals in opponents trumps suit:		
Hi Low=odd # of trumps if we want to ruff		
Lavinthal (SP) if not (High = suit preference for higher suit)		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
If shapely, may be light (10+)		
Responsive and negative doubles through 4♥		
1m - (1♥) - X = 4 spades		
If they bid our suit: X by responder: big H (A/ K); by opener: lead directing		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
Lightner double (asks for unusual lead against a slam)		
Support X and XX (at the 3-level with extras, 16+)		
X=take-out if they overcall our 1NT at the 2 or 3 level		
X of splinter: possible save		
X of artificial bids = lead directing		

EBL CONVENTION CARD		
CATEGORY:	Natural Green	
NCBO:	SWITZERLAND	
PLAYERS:	Nikitine – Schurter	
EVENT:	European Championship 2022, Seniors	
Mai, 1 2022		
SYSTEM SUMMARY		
15-17 NT; 5 card majors, 1♦ = 4+		
GENERAL APPROACH AND STYLE		
2/1 FG		
5 card Majors in 1 st and 2 nd ; 1♦ = 4+		
1NT over 1♥/♦ = F1 (off in competition or by PH)		
1NT = 15-17 H (5M or 6m possible)		
2NT = 20-21 H (5M or 6m possible)		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
3NT solid minor, no outside king or ace		
2♣ FG or semiforcing in ♥ or ♦ ; 2♦ weak 2M or 22-23 balanced		
2M=5M+4+m / 5(+m if VUL (5-10H); may be 4 m NON VUL		
1♥/♦ [2NT] 3♣ = Fit 11-12 3♦ = ♦/♥ NF 3♥/♦ = 4+ cards, 7-10 hcp.		
SPECIAL FORCING PASS SEQUENCES		
In FG situations, pass is forcing		
In SI, pass of OPP's bid at 5 level = first round control, X denies control, bid = cue & 2 nd round control		
IMPORTANT NOTES		
PSYCHICS: Rare		

mOPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	ATT=attitude, F1=round force, FG=game force, FJ = Fit jump, GT=game try, hcp= high card points, JS= jump shift. KC=key card, NF=non forcing, OB=opening bid; O/C=overcall, OM = other major, OPP=opponent, P/C=pass or correct; PH=passed hand, PRE=Preempt, RKCB = Roman Key Card Blackwood; SGL=singleton, SI=slam interest, SP=suit preference, SPL=splinter, SYSON=system on, TP=to play, UPH=unpassed hand, WJS=Weak jump shifts, xfer=transfer;			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♦	10-21 hcp	2m=4-7 hcp, 3m=10-12 & 5+cards 1♣ - 2M=6+ cards 0-6 hcp;	1x - 1y - 1NT: 2♣=Trf to 2♦ TP or 11-12; 2♦=FG; 2NT=nat 11-12, 3X=SI; 3NT=TP	
1♦		4	4♦	10-21 hcp	1♦ - 2♣ = FG 1♦ - 3♣ = 6+ 9-11, NF Other bids: see 1♣		
1♥ 1♠		5 5	4♦ 3♥	10-21 hcp	1NT=F1 (5-15); 2M=8-10; 2NT= 4+c Fit FG; 3M=4+c Fit,0-6; 3♣=4+c FIT 6-9; 3♦=FIT 10-11; 3NT=3c FIT 13-15; 1♣-3♥=nat. 4-7, 7+ cards SPL 11-14 hcp 4+ cards; 4M = PRE; 4OM=to play	After 2/1: 2M=Catchall; Reverse=13+; 3♥/♣==14+, good 6+ suit; 2NT=12-14 or 18-19; 3NT=15-17; After 1M-2M: 2NT=GT → 3M=min; 4M=max; 3X=values	1NT=NF; 2♣=Fit, 10-12; 2NT=4c+SGL+10-12; JS by PH=FJ(10-11) + PRE (4-7) in COMP. Q=fit &10+, 2NT/X=fit (4+) & 9-12
1NT				15-17 hcp, 5M or 6m possible 11-14 in balancing position	2♣=Stayman; 2♦/2♥/2♣/3♣ = xfer; 2NT=nat. 8-9 hcp: 3x=natural Slam interest 4♣=55M; 4♦/♥ = xfer; 4♣=55m	After 1NT 2♣ 2♦: 3♥/♣=4-5 majors (Smolen) 1NT 2♣ 2NT=both M, 1NT 2♣ 2♦ 2M=5M+4OM, 8-9, 1NT 2♣ 2M OM=fit in opener's M and SI; Over 2♣: 2NT=fit/max. 1NT 2♦/♥ 2NT=4 max, 3M=4 min. After M xfer + 2 nd suit, 3M=fit, 3 OM fit m	After 1NT [2x/3x]: X=t/o, 2NT=xfer to 3♣ (Lebensohl), 3 new suit=FG, 5+ cards, SYSON after non penalty X; If X=points: XX=xfer to 3♣, 3y=DONT
2♣	✓			Artificial strong (FG or semi-forcing in ♥/♣)	2♦=0-7; 2♥/♣=1 ace (red/black); 2NT=2 kings or 8+ hcp; 3M=KQTxxx ; 3NT=2 aces	2♣-2♦- 3M is NF (~8.5 tricks) 3NT=balanced → Stayman and xfer+	OPP interfere: →DOPI or ROPI P=1 ace and X/XX = no aces
2♦	✓			Multi 6c M 5-10 hcp or 22-23 NT	2NT=asks; 2/3M=P/C; 3♣/♦ = Nat. & invitational 4♣/♦=bid suit in transfer, 4M=TP	After 2NT: 3♣/♦/♥/♣=min ♥/♣, max ♣/♥	SYSON on, X of 2M O/C=P/C 4 th seat opening 22-33H
2♥ / 2♣	5M& 4m			5-10H, 5-card major and at least 4-card minor non-vul. at least 5.card minor if vul.	2NT=asks; 3♣=P/C; New suit= Natural to play 3♥ over 2♣ = natural forcing to 3♣ Raise 3/4M=to play Jump shift = splinter (2♣-4♣/♦/♥ or 2♥-3♣/4♣/♦)	2M -2NT: →3m=min. with m, ♥/♣ = max with ♣/♦	4 th seat opening or balancing = 6 cards 12-13H.
2NT				20-21 hcp, 5M or 6m possible	3♣=Puppet; 3/4♦/♥ = xfer to ♥/♣ ; 3♣=xfer to 3NT 6+ in any minor;	3♣-3NT → 4m=Nat slam imterest 3♣ → 3♦=at least 1 4-card M; 3M=5cards	
					3NT=to play; 4♣=55M; 4♣=55m	2NT 3♣ 3♦ → 3♥ = 4c ♣ and 3♣ = 4c ♥	
3any	7(6)			Preemptive (in 1 st & 2 nd seat: 2 big honours) 4-10 hcp	4x =Fit, extending PRE over 3m; New major = F1;		
3NT	✓	7		Solid suit, no outside ace / king	4♣=P/C; 4♦=asks for shortage	4♦= →4M=M, 4NT=none, 5m=om	After X, 4♣=P/C
4X	(6)7+			Preemptive	4NT = RKCB (1430)		
4NT	✓			Both minors	5m=TP	HIGH LEVEL BIDDING	
						RKCB (3041); Exclusion RKCB: jump to 5x = void in x	
						6♣= a useful void + 1 KC	
						When opponents interfere over RKCB: ROPI/DOPI	
						Queen ask: 5trump=no, 6trump=yes, no king, 6X=yes + cheapest king in X	
						5NT = pick a slam or Josephine if trumps suit is agreed	

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style; Responses; 1 / 2 Level; Reopening)		
Can be light (8H) at 1 level w/good suit, Ptr's resp=NF/m (1NT=8-11)		
Generally sound (10H+) overcalls at the 2 level		
Reopening jump to - 2♦ = Michaels (♥+♠)		
Reopening jump to 2M = exactly 6 cards & 12 - 13H		
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		
15-18 HCP in direct seat, SYSON		
(1x) P (1y) 1NT → 4 higher ranking & longer lower ranking		
(1M) P (2M) 2NT → any 2 suiter 55 or better		
Balancing 1NT = 10-13, (does not promise a stopper) SYSON		
Balancing 2NT = 2 lowest unbid suits / (2M) P (P) 2NT = 14-16		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
2/3 level = Nat 6/7 card (6H+)		
1♣-2♦ = Michaels (♥+♠) in 2 nd or 4 th seat		
2NT=2 lowest unbid		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
(1X) - 3X and 1X - (1Y) - 3Y = Stopper ask		
Michaels in 2 nd or 4 th		
(1♣) - 2/3♣ = Natural; (1m) - 2♦ = Michaels (♥+♠)		
(1M) - 2M=OM+m → 3♣=P/C and 3♦=invitational OM		
VS. NT (vs. Strong/Weak(to 14H); Reopening; PH)		
2♣=♥+♠; 2♦=6cM, 2M=M+m, X=4M+ longer m, 2NT=55m(+)		
(same if they open 1m - P - 1NT)		
(same if we open 1m, opp o/c 1NT except X=points)		
Vs wk NT, as for strong NT but X=points; ptr resp to 1NT or pass		
Vs strong 2NT, as for strong NT but X=55(+ minors		
Versus gambling 3NT, as for weak NT		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		
Leaping Michaels 4m=5m+5OM /over Multi 4m = 5m+5♥		
Natural NJ over Multi but 3♥/♠ = Natural strong (16-18)		
(2M) 3M = stopper ask		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣/♦ or 2♣/♦		
Natural, jumps = PREMPT (2/3 level = Nat 6/7 card (6H+))		
X = both majors; NT = both minors (direct or after response)		
OVER OPPONENTS' TAKEOUT DOUBLE		
Jumps=weak (<10H); RDBL = 10+		
2NT/M=fit+10H+, 2NT/m=5m and less than 11H		

LEADS AND SIGNALS		
OPENING LEADS STYLE		
Lead	In Partner's Suit	
Suit	3/5	3 rd but attitude if count
NT	2 nd /4 th	known
Subsequent	Low=Enc., 2 nd or 4 th through declarer.	
Other:	10 is not considered an honour for opening lead purposes	
LEADS [ace for attitude and king for count or queen unblock (NT)]		
Lead	Vs. Suit	Vs. NT
Ace	AKx	AKx
King	AKJT K asks count	AKJT K asks unblock/count
Queen	QJT(x), QJ9	QJT(x), QJ9
Jack	(H)JTxx; JT9x	(H)JTxx; JT9x
10	(H)T9x	(H)T9x
9	9x	9x
High-low	Doubleton	Doubleton
Low-high	Promises a third	Promises a third
SIGNALS IN ORDER OF PRIORITY UDCA (count and attitude)		
	Partner's Lead	Declarer's Lead
		Discarding
Suit	1 ATT Low=Enc	Count Low-hi=even
	2 Count, Low hi=even	SP (Low=Enc)
	3 SP (Low=Enc)	Count (UD present)
NT	1 ATT Low=Enc	Count Low-hi=even
	2 Count Low hi=even	SP (Low=Enc)
	3 SP (Low=Enc)	Count (UD present)
Signals (including Trumps)		
Hi Low=odd # of trumps		
First discard (Small = Enc)		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
If shapely, may be light		
Support X and XX to 2M-1; Maximal		
1m - (1♥) - X, X= 4 spades and 1♣=5(+) spades		
If they bid our suit X by responder= big H; by opener=lead unless		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
Negative doubles through 4M-1; Lightner double		
X=TO if they O/C our 1NT at the 2 or 3 level		
X of splinter: VUL= lead the suit under, NVUL=possible save		
X of transfer shows suit, cue of the underlying is TO		
Relay (TRF) X after OPP's 3 level pre-empt over our 1M opening or O/C Lebensohl after OPP's 2 level pre-empt over our opening		

EBL CONVENTION CARD		
CATEGORY:	Natural Green	
NCBO:	SWITZERLAND	
PLAYERS:	Thomas Andersson – George Hashimoto	
EVENT	Madeira	
	May 13, 2022	
SYSTEM SUMMARY		
15-17 NT; 5 card majors, better minor, UDCA		
GENERAL APPROACH AND STYLE		
2/1 FG		
5 card Majors in 1 st and 2 nd ; game tries		
FNT over 1♥/♠ (off in competition or by PH)		
Preempt quality variable dependent on vul & position		
Balanced minimum opening 1 st and 2 nd = (11) 12 H		
	1NT opening = 15-17 H (5M or 6m possible)	
2NT opening = 20-21 H (5M or 6m possible) → Puppet Stayman		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
3NT solid minor w/o outside control		
2♣ (artificial+strong); Multi 2♦ (weak 2M or 22-23 balanced)		
2M=5M+4(+m / 5(+m if VUL (5-10H)		
WJS, fit jumps by PH, mixed raise in COMP. 3 rd / 4 th suit=F1/FG		
Transfer Lebensohl/NT (8H+), otherwise Lebensohl (<8H)		
	1M response may bypass longer diamonds (NO Walsh)	
3 rd hand opening may be lead directing or weak		
Vs 2 known 2 suited O/C, cheapest cue= raise (10+); next cue= 4 th suit GF; 4 th suit is NF or raise ptr's suit=N		
In COMP, after we open or O/C a M, cue/2NT shows 3/4 card support and invite or better 10(+) H		
1NT after the OPP's have bid+ responded=TO, 4 higher ranking & 5+ lower suit (55 by PH), Cue/2NT=55 < opening/> opening		
XYZ/NT (on by PH) 2♣=Trf to 2♦ TP or invitational 10-11; 2♦=any FG; 2NT=nat invite, 3X=SI; 3NT=TP		
SPECIAL FORCING PASS SEQUENCES		
In FG situations, pass is forcing		
In SI, pass of OPP's bid at 5 level = first round control, X denies control, bid = cue & 2 nd round control		
IMPORTANT NOTES		
PSYCHICS: Rare		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	ATT=attitude, CI=Italian controls, DNP=does not promise; F1=round force, FG=game force, GT=game try, KC=key card, NF=non forcing, OB=opening bid; O/C=overcall, OPP=opponent, P/C=pass or correct; PH=passed hand, PRE=Preempt, SI=slam interest, SP=suit preference, SPL=splinter, SYSON=system on, TP=to play, TRF=transfer; UPH=unpassed hand, WJS=Weak jump shifts			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♦		3	4M-1	Balanced 12-14 (may be weaker in 3rd) or 18-19, rule of 15 in 4th If unbalanced, rule of (19) 20	2m=F1 (11+ and fit, no 4 card M), 3m=PRE (0-7H) 1♦-2♣=FG 1♣-2♦ & 1♦-3♣ = FIT & 8-10H (FJ if PH) 1m-2/3M or 1♣-3♦ = 4-7 & 6/7 card suit NF; 2NT=11-12 bal; 4m=PRE, 4M=TP	2NT/3m = min with 3/4m, 2X=stoppers up the line. NB 2NT does not promise stoppers See also XYZ/NT but XYZ→2NT=invite	Inverted OFF in comp; ON by PH Reverse Truscott after X 2♣/1♦ by PH is Nat 10-11H Fit jumps (10+H) 5+fit 4th by PH
1♥		5	4M-1	10-21 in 1st or 2nd may be weaker in 3rd, rule of 15 in 4th 3rd seat can be 4 card suit Rule of (19) 20	1NT=F1 (5-15); 2M=8-10; 2NT= Fit GF(Jacoby); 3M=0-6; 3♣=FIT w/6-9; 3♦=FIT w/10-11; 3NT=w/13-15; 1♠ - 3♥ = 4-7 w/7 card suit NF SPL 10-14 w/3-5CI; 4M = PRE; 4OM is TP	After 2/1: 2M=Catchall; Reverse=13+; rebid at 3 level=14+; 2NT is max 14 or 18-19; 3NT=15-17 2NT = GT → 3M=min; 4M=max; 3X=values	FNT OFF in COMP; PH 2♣/♦ fit Drury; 2NT=4c+shortage invite; Bergen; 1♥-2♣=FJ by PH (10-11) but PRE (4-7) in COMP
INT		4♥		15-17 HCP, 5M or 6m possible	2♣= Stayman (DNP 4M, invite) 4 suit trf; with super accept 3X=natural SI→cue=fit 3NT denies (xx) 4♣=55M; 4♦/♥ = TRF; 4♠=55m	Super accept: /m=3+ max+ & 1H, /M: 2NT=4 max, 3M=4 min, 3X=3 max & control; After M TRF + 2nd suit, 3M=fit, 3OM fit m, and 4♣=3cM and 4cm	Transfer Lebensohl (8+) 3X=TRF Lebensohl 2NT→ 3♣→ P/C(<8) SYSON after non penalty X DONT if X=points
2♣	√	0		Artificial strong GF or SF	2♦=negative; 2♥/♠=ace r/b; 3m=1 ace r/b + K; 2NT=2K or 8+; 3M=KQTxxx ; 3NT= 2 aces	3♣ by responder over 2M is second negative 2♣-2♦; 3M is NF (8.5 tricks)	OPP interfere: →DEPO or REPO P=1 or 3 aces and X/XX = 0 or 2
2♦	√	0		Multi 6cM 5-10H or 22-23 Balanced	2NT=asks→3♣/♦/♥/♠=min ♥/♠, max ♠/♥ 2/3M=P/C; 3♣/♦ = Natural & invitational 4♣/♦=bid suit under/suit, 4M=TP		SYSON on, X of 2M O/C=P/C 4th seat opening 22-33H
2M		NVUL 5M&4m		5-10H, 5 card MAJOR and at least 4m NVUL At least 5m if VUL	2NT=asks→3m=nat & min and 3♥/♠=♣/♦ max; 3♣=P/C 3♦= Natural TP; 3M=to play 3♥ over 2♠ = natural RF to 3♠ 3/4M or OM=TP unless SPL(2♠-4♥ or 2♥-3♠)	2NT→3m = minimum with m →3♥/♠ = max with clubs/diamonds	3M is PRE 4M is PRE or to make 4th seat opening or balancing jump to 2♥/♠ = 6 cards 12-13H.
2NT				20-21 HCP, 5M or 6m possible	3♣=Puppet; 3♦/♥=TRF→accept=no fit; 3♠=TRF to 3NT; 3NT=5♣+4♥; 4♣=55M; 4♦/♥ = TRF; 4♠=55m	TRF→3NT=3fit; 4M=4cfit + ctrl all suits 3♣-3NT → 4m=Nat SI, 4♥/♠=5♣+4♦ / 5♦+4♣ (4NT/5m TP); 4NT=55m SI	SYSON if we O/C 2NT natural BUT (2M) P (P) 2NT {14-16} 3♣=Puppet & 3♦/♥ = Trf
3♣	(6)7			3♣ may be 6 cards; constructive in second seat, variable in third seat depending on vulnerability	4♦ = RCKB (1430)		Raise is TP (PRE or to make)
3♦	(6)7				4♣ = RCKB (1430)		After X, new suit=lead directing
3♥		7			4♦ =Fit, cue bid or extending PRE over 3♦ New major = F1; 4M over 3X=TP		After O/C, new suit is NF
3NT	√	7		Solid suit, no outside control	4♣=P/C; 4♦=Asks for shortage ; 4M = To play	4♦ asking = →4M=M, 4NT=none, 5m=om	After X, 4♣=P/C
4X		7(+)		4m = preempt 4M = To play	4NT = RCKB (1430)		Raise is PRE or to make
4NT	√			Both minors (6/5 or better)	5m=To play	HIGH LEVEL BIDDING	
5♣		8		Natural, may have a second suit To play		RCKB and EKCB (1430) 5NT response to 4NT=void + 2KC; 6♣=void + 1 or 3 KC's 3NT is serious when FG in Major; First cue=1st or 2nd rd ctrl to 4♣ Opp interfere BW we play DEPO/REPO Queen ask: 5 trump = no, 5NT=yes but no king, 6X=yes + cheapest king	
5NT	√			Both minors	6m=To play	Quant 4NT→4m=4cm; 4M=5m/4om ; 4NT=TP ; 5m=5+m, 6NT=TP	

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	
8–17 natural- possible good 4 card suit	
New Suit F1 at one and two level	
Jumpshift = fit and good suit	
Direct jump raise = preempt	
Jump cue-bid = 4 card fit and good hand	
1NT OVERCALL (2nd/4th Live, Responses, Reopening)	
In 2 nd strong, balanced or semi-balanced	
Responses: after minor opening- stayman, transfers	
After major opening - transfers	
In 4 th : 10 – 13 Responses same as above	
JUMP OVERCALLS (Style, Responses, Unusual NT)	
Weak except michael's non précisé	
Reopen natural 2nt = 1nt opening 17-19	
DIRECT AND JUMP CUE BIDS (Style, Responses, Reopen)	
1♦ – 2♦ natural /1M – 2M : M + minor/1♥/♣– 3♣ natural	
1m-2♦(5+5+M), 1any : jump overcall : weak (5-10)	
Jump cuebid asks for stopper except 1 ♦ 3 ♦ = preempt	
Reopening cue= 2suiter	
VS. NT (vs. Strong / Weak, Reopening, PH)	
vs strong : dble(4M+5m), 2♦(4+4+M), 2♦(6suit M), 2♥/♣	
(5♥/♣+4+m), 2NT(5♣/5♦), 3bids (PRE). vs weak : dble (14+),	
2♦(6suit M), 2♦(4+4+M), others : see above	
VS PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)	
Takeout X thru 4♥; Natural overcalls; cue bid	
3♣ – 4♣ : 5+♦+5+♦ 3♣ – 4♦ (5+5+M),	
3♦ – 4♣ : 5+♦+5+♣ 3♦ – 4♦ (5+5+M),	
vs 2♥/♣ weak; after dble-lebensohl/4♦/♦ (5+♣/♦+5+♣/♦);	
2NT(16-18 after transfer); 4♣/♦ : 5+♦+5+♣/♦	
vs 2♦ multi : natural overcalls; Dbl : 13-15 or 18+; 2NT	
(16-18); 4♣/♦ : 5+♦+5+♣/♦; pass and 4♣/♦ : 5+♦+5+♣/♦	
VS ARTIFICIAL STRONG OPENINGS	
1♦ strong: X = both majors 1NT = both minors	
Natural	
OVER OPPONENTS' TAKEOUT DOUBLE	
1♦ (X) : XX (11+), 1♦/♦ : 4+ ♥/♣; 1♣(0-3♣);	
1♦ (X) : XX 4+ ♥; 1♥ : 4+ ♣; 1♣(0-3♣); 1♥(X) : XX : 4+♣	
Double over 1 = transfert	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
Suit	Lead	In Partner's Suit	
Suit	3rd – 5th	3rd – 5th	
NT	4th best	3rd – 5th	
Subseq			
Other:			
Even: pair			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx	AKx	
King	KQx	KQJxx,KQ10xx,AKJxx	
Queen	QJx	QJ10x QJ9x or KQx	
Jack	J10x or KJ10x	J10x or AJ10x	
10	10x,109x or Honor 10x	109x or Honor 109x	
9	9x	9xx	
Hi-x	even number	Bad suit or 5 th suit	
Lo-x	odd number	4 th best	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1	High = want	Small=odd
	2	Count	Suit pref
	3	Suit pref	Suit pref
NT	1	Small = want	Small=odd
	2	Count	Suit pref
	3	Suit pref	Suit pref
Signals (no trump): SMITH, high = interested			
DOUBLES			
TAKEOUT DOUBLES (Style, Responses, Reopening)			
Sound 3 suiter or 18+ HCP any distribution			
Responses natural – only cue bid F			
Reopening either 3 suiter or 14+HCP			
SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
1♣(1♦) x : 4+♥; 1♥ : 4+♦; 1♣ (0-3♣);			
1minor (1♥) x = 4+ cards in ♦			
1♥ / ♦ double 2♥ / ♦ double is a preference for minors			
Lightner double			
Sup. double : e.g 1♦-P-1♣-2♦-x/ Sup. redble : eg. 1♣-P-1♦-X-XX:			
show either 3cards in partner M, or very strong hand			

International-Convention-Card

Category: Senior

NCBO: Switzerland EVENT: EBL 2022

PLAYERS: Gjoko Zivkovic 2855

Jean-Pierre Derivaz 700

DSYSTEM SUMMARY

GENERAL APPROACH AND STYLE

NATURAL, 5 CARD MAJOR

Best Minor(1♦ 3 cards only when 4432)

2♥ 5+♥ + 4+ minor weak / 2♠ 5+ ♠ + 4+ minor weak

2♦ MULTI (weak in Majors-strong in Minors- NT22-23)

1NT forcing

2/1 response GF

1NT Opening: 15 – 17 balanced or semi-balanced

2NT Opening: 20 – 22 balanced or semi-balanced

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2♣: strong, near GF

2♦: weak in M, SF in m, 22-23 NT

2♥: 5♥ + 4+ minor weak

2 ♠: 5♠ + 4+ minor weak

3NT: solid minor no outside stopper

Bergen raises over 1♥/♣ : 3♣=4 cards/10-11; 3♦=4 cards/7-9;

3♥/♣ : 4 cards 0/6

Splinter

Neg dble thru 4♥

Rubensohl

Resp Dble thru 4♥

SPECIAL FORCING PASS SEQUENCES

Pass : Forcing when we bid GF

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Frequent light opening in 3rd and 4th seat according to vulnerability.

In 3rd seat, preempts are often weak

PSYCHICS: seldom

OPENING	TICK IF ART	MIN No.OFC	NEG X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		3	4♥	Natural 11 – 23HL	2♣ IM without 4 major 3♣ = preempt (0-7) 2♦=8-10, 5♣, without 4 major 2♥ /♣ : weak	1♣ – 1♥ /♣ – 2♣ – 2♦ = relay forcing; 1♣-1x-1NT : 2♣= weak ♦ or ♣, or any inviting 1♣-1x-1NT : 2♦ = GF If 1NT overcall : 2♣ (4+-4+M), 2♦ /2♥ /2♣ /2NT = transfer; If 2♦ M overcall : takeout dble; 2♥♣= inv. ♣/♦	
1♦		3	4♥	Natural 11 – 23 HL	2♦ IM without 4 major 3♦ = preempt (0-7) 1♣ 1Maj does not exclude long ♦	See above	
1♥		5 (4)	4♦	Natural 11 – 23 HL	BERGEN 2NT GF 4card fit 2♥ = 8-10 (3cards) 3NT natural 1NT forcing (5-12)	1♥ /1♣ – 2x - 2♥ /2♣ – 3♥ /3♣ : strong If 1NT overcall : 2♣/2♦ /2♥ /2♣ /2NT = transfer If 2NT m overcall : 3♣/♦=inv. ♥ /♣; 3♥ /♣ : weak (8-10)	Jump in new suit is 5 cards + 4 cards in opening suit 2NT fit 4 + a short Drury with fit : 2♣/Dble/Redble
1♠		5 (4)	4♦	Natural 11 – 23HL	BERGEN 2NT GF 4card fit 3NT natural 1NT forcing (5-12)	See above	See above Jump in new suit is 5 cards + 4 cards in opening suit
1NT				15 – 17 balanced or	2♣ =stayman can be weak, with or without major		Rubensohl
				Semi-balanced	2♦ /2♥ /2♣ /2NT =transfer 3X= strong		
				Possible 5Maj or 6minor	4♣ = 5-5 M inv. Slam 4♦= 5-5 M without inv.	About 4♣ - 4♦ (interested slam); 4NT (no interest)	
2♣	X	0		GF	Italian controls		
2♦	X	0		MULTI : 22-23 semi regular	2♥ =nf relay 2♣ =nf relay (puppet stayman,3nt=5♣+4♥)		
				Weak in a Major	2NT F relay 4♣ = bid your M in trans, 4♦ = bid your M 3♣ /3♦ = natural F 3♥ /3♣ choice of Maj	3♣ =mini ♥ , 3♦ = mini ♣ 3♥ =max ♣, 3♣ = max ♥	
				Strong in a minor		After 2NT, 3NT=22/23 4♣ /4♦ = strong in minor	
2♥	X	4		5♥ + 4+ minor weak	2NT = strong 3♣ pass or correct	After 2♥ - 2NT 3♣ and 3♦ min, 3♥ max in ♣, 3♣ max in ♦	
2♣		5		5♣ + 4+ minor weak	2NT = strong 3♣ pass or correct	After 2♣ - 2NT 3♣ and 3♦ min, 3♥ max in ♣, 3♣ max in ♦	
2NT				20-21	3♣ : Puppet stayman; 3♦ /♥/♣ : transfer ♥/♣/NT 3/4/5NT : 5♣+4♥/inv. slam/slam; 4♣ = 5-5 M inv. Slam 4♦= 5-5 M without inv.	2 NT-3♣-3♦-4♣/(4♥+ 4♣ : inv. slam/no interest)	
3X		7 (6)		PREEMPT			
3NT				Solid Minor	4♣ = correct in minor 4♦ = asking singleton	HIGH LEVEL BIDDING	
						RKCB 4130 After Blackwood, next step asks for Queen of trumps – 1st step = no After Blackwood 5NT : bid the suit of first K	
4♣		8 / 7		preempt	4♦ = cue-bid; 4♥/4♣ : to play	Excl. RKCB response as above starting from the next bid	
4♦		8/7		preemp	4♥/4♣ : to play	DOPI/ROPI	
4NT		5-5		BOTH MINORS		If no fit, over 4NT: 5♣/♦=4cards, inv. slam ♣/♦; 5NT : 4♣-4♦, inv. slam in m; 6♣/♦ : 5 cards	

DEFENSIVE AND COMPETITIVE BIDDING

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

4+ can be 4 card

New suit 1 round forcing

Cue-bid support in one level overcall

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

(14) 15-17 2nd same as 1nt opening

10-14 in balancing

After 3 pass 2Nt=19-21 HCP,jump suits =medium good hand

JUMP OVERCALLS (Style; Responses; Unusual NT)

Weak 1 suit

1minor -2nt=h + other minor,1minor -3Cl=sp +other minor.

1 major -2NT-minors,2M=cl+otherM, 3CL=D +other major

Reopen:

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

Micheals cue-bid :weak or strong

Cue-bid forcing others naturel

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

Strong /weak: transfer

Double : transfer to CL. Weak-13-15 hcp.

4.th pozision=2CL=majors,others=naturel.

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

Double : take out

Cue – bid : 2 suiter

Nt bids: naturel

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

1Cl –dbl=15+ good hand,others naturel 13+,1NT=0-12 overcall hand asking partner to bid 2cl,then will bid overcall suit.

2Cl= double majors,2NTminors,others naturel suit bids.

OVER OPPONENTS' TAKEOUT DOUBLE

Redouble:9+

truscott

New suit in 2 level(except 2) non forcing

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3-5	3-5
NT	2-4	2-4 sometimes 3- 5
Subseq		
Other:		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	ARxx	AR10xx
King	RQ,AR	AR10x
Queen	QJxx	QJ9x,RQ98x
Jack	J10x,RJ10	J10xx,RJ10x,AJ10xx
10	109x,R109,Q109	109xx,R109xx,A109xx,Q109
9	9x,9xx	9x,9xx
Hi-X	Even	Even
Lo-X	Odd	Odd

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	High: encourage		Odd=ENCRG
Suit 2			Even=SP
3			
1	same	same	same
NT 2			
3			

Signals (including Trumps):

Smith echo high card from both side,romen discard.

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Opening hand .can be light depending on distribution.

Jumps: invitations, cue-bid forcing

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Take out double, negative double ,lead directing double

Optional double

Maximum overcall double

Responsive double

Competitive double

W B F CONVENTION CARD

CATEGORY: TURKEY

NCBO:

PLAYERS: MEHMET ALİ KORDOV----RAUF TEMİZEL

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

2/1 5 card major

We open every hand 9+with 7 losers.

1 D=4+card,11+ HCP. 1CL=2+,11+ HCP.

1Major=5+ card,11+ HCP.

1NT—(14)15-17 HCP,can have 5 card M,or 6 card minor

2NT—19-21 HCP,can have 5 card M

3NT-solid major suit,7+

3 Suits = transfer to upper suit,preemptive,7 card or 6/5 11-15 HCP.or 13-15 HCP.

3sp-solid minor

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♦ : strong any hand

2♦ : Multi(weak one Major or 19-21Nt having Scard Major or 4 card major

2♥:weak Majors can be 5/4,5/5, 6/5,4/4. 4-7 or 8-10 Hcp.

2♠:weak minors 5/5,6/6. 4-7 or 8-10 hcp.

2NT—19-21 having no 4/5 card major.can have 6 card minor

4♣: pre emptive

4♦:pre-emptive

4h/sp---to play

4Nt—Asking Ace with colour.(5cl-No Ace,5NT-Cl Ace.)

SPECIAL FORCING PASS SEQUENCES

When we bid game in vulnerable then opps bid

IMPORTANT NOTES

Transfers after our overcall doubled in major suits

Transfers after opener bid 2 nt.often light openings in 3rd pos.

PSYCHICS: rare .Drury after 3rd-4th pos.

OPENING	TICK IF ARTIFICI AL	MIN. NO. OF	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	4♥	11-21	Inverted minor ,2 way check back stayman,2nt:11-12, 3nt:13-15.3minor=5-7 HCP 5+ card. 2D-mixed raise.After mixed raise new suit is asking stopper for 3NT.	After inverted -4Cl=keycard asking ,2D=waiting ,2NT-cutting both M,2M=4 card 14+ HCP. 3Cl-weak hand having sing.	After o/c cuebid is GF,2NT-invitation..dbl=negative or any forcing
1♦		3	4♥	11-21	Same as 1♣ opening .1D-3Cl-9-11,5card D invitation.	Same as above . After inverted 4CL is keycard asking,3D =weak hand can have a sing. After dbl. 2Nt-0-6/7-5card minor,3 minor-13+5card minor GF,mixed raise-invitation.	Same as 1♣
1♥		5	4♠	11-21	1nt: 5+sp ,1sp-0-4 card, 2nt : 6-9 hcp, 4 cards,3cl-6-9 having singleton,4 card H.3D-10-12 hcp,4 card H,3NT-13+4card . 2sp: any sng. 10-12, 2suits: forcing	1M-1NT ; 2Nt---16+ 5/4,6 card major or 5/4/4. 3cl-asking bid 7+ hcp. Others transfer,3M-6 card Cl suit.one step more-6 card D suit. After 2sp 2nt asking singelton	Drury: always 2♣ 2nt: support with singleton
1♠		5	4♥	11-21	Same as 1 ♥ opening	After 3h, 3sp is asking singleton, others same as above	Same as 1♥
INT			4♦	(14) 15 -17	Stayman,4D/H=transfer, 2♠:transfer to CL,, 2NT-transfer to diamonds 3♥/sp=sing.10+HCP,5/4 minors.3D=strong minors 5/5+,4cl=both majors to play or sllem inv.		
2♣	✓	0	4+	19+ unbalanced 23+ balanced	2♦:waiting bid 2 ♥=0-3 HCP,2♠=5card H,,2nt= 5card sp.,3♣,3♦ : positive 3♥,3♠:6-7 card suit	3Cl/D/NT=second negatives.after jump suit we bid Aces.3Nt=no ace but kings.5Trump-4card support + sing. If o/c dbl=5+HCp, pass=0-5 Hep . 3♥/♠:solid suit asking control	
2♦	✓	0		Multi	3♥,4H=pas/correct. 2nt asking,2sp-to play,	After 2 nt =3Cl/D=min.h/Sp.3H/sp=max.H/sp.3Nt=19-21 Nt (having 5card Major or 4 card major)	
2♥		6		6-10 majors6/45/5,5/4	2 nt asking; 3♣,3♦:inv.	After 2Nt—3cl-5/5 weak,3D-h long 5431,3H-sp long 5431,3sp-5/5 strong,3Nt-4/4,4Cl-6/5 h long,4D-6/5 sp long.	
2♠				6-10 minors,5/5	2 nt asking,3M-asking card number.first step-0-1card,second step-2 cards.	After 2Nt—3cl-void h,3D-void sp,3H-singleton,3sp-singleton.3Nt-6/5/1.	
2NT		4♦		19-21 can be 6 cards minors	3♣:minor stayman 3♦,3♥,3♠: transfers. 4Cl=both M either to play or strong.	After 3Sp= 4Cl/D =6 card ,4H/Sp-5/4 minors.4NT5/5 minors.	
3bids		7		6-10one colour or 6/5 11-15Hcp.Transfer to upper suit.	New suit one round forcing	After transfer,if opener bids new colour=6/5,11-15 HCP. Then first step is asking hep range.	
3sp		7		Solid minör	4cl/5CL=pass or correct,4D=asking sing.4NT=asking quantity.		
3NT		7		Solid major	4H=pass or correct. 4 minor-if other minor sing.bid sllem.4sp=I know your major if other major is sing.bid sllem.		
4♣		11		6cl+5major,11-15	4d=bid your major suit.		
4♦		7		Pre-emptive	naturel	4♥,4♠: to play	
4♥		7		Pre-emptive	4♠,5♣,5♦:asking control		
4♠		7		Pre-emptive	5♣,5♦,5♥:asking control	HIGH LEVEL BIDDING	
5♣		7		Pre-emptive	5nt :asking key card	Keycard Blackwood4103; Dopi,ropi,depo	
5♦		7		Pre-emptive	5nt :asking key card 1♣	splinter	
						Asking bids	
						woidwood	
						5nt :grand slam try	

Defence to opp.1Nt; second hand=transfer,4Th hand =2cl=majors,others naturel.

1Defence to opp.2nT=dbl=Major +minor (5/5,6/5).3cl=minors,3D=majors.

1H---1sp-

2NT—3Cl-7+hep,asking bid, 3D-transfer toH ,3H-6card Cl suit,3sp-6card D suit.

DEFENSIVE AND COMPETITIVE BIDDING

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

Classic, may be 4 cards, Cue 9-11 3 fit or any GF, jump raise pre or shut out, jump cue 10-12 limit, new suit nat NF, jump new suit GI nat, 2NT: Nat 13-15 In Bal Pos. Jumps strong or 2 suiter, suit o.c. 8+nat. cue strong forcing or 2 suiters, 2NT 19-20 balanced

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

(15 ± 18) HCP ...same as 1NT opening system on responses over 1m /M 2d= xfer OM 2♦/♣=xfer c/d 3♣=ms GF 3♦=M's GI

In BAL POS. (11-15) ..over major opening 2♣ asking limit

other as above

11-15 over minor opening. Cont.same as above

JUMP OVERCALLS (Style;Responses;Unusual NT)

1m-2♦ = M's 1m-2NT= lowest 2 55+

1m - 2♦ /2♣ = weak or intermediate when VUL vs NV

1m-3 m = any GF one suit 3 om /M = pre

Reopen : strong one suit or 2 suiter limit

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

1♣ - 2♣ = Nat 1M-2M = 5♣+5OM, 2NT= ask raises pre

1M-3M= stopper ask strong any GF

4th pos.cue= 2 suiters Jump 3D: M's str/1m m/s/1M

1M-2NT=5OM+5♦, 3♣ = ms limit 3♦ = ms strong

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

2♣= Ms, 2♦ = 1M or M+m str, 2♦/♣= 54+m, 2NT= 4H5m

3m= 4Sp5+m dbl = penalty/strong 3M: pre or constr. Vul dep.

4th pos same

Vs. weak Dbl:14+ any 2♣: Ms 2♦/♣: Trf to ♦/♣, 2♣: good any m

2NT: minors 3m: nat 3M: nat 6+ cards 4th seat same

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

vs 2♦ multi: Dbl: to 2NT:15-18 3x:natural , 3x: dbl T/O

VS. ARTIFICIAL STRONG OPENINGS

NV vs 1♣ X=4♣ 4M/6+♣ good, 1♦=4♦ 4+M or 6♦ good

1♥ = ms/Ms maybe 3-5 1♣:3+♣-longer m /5♦ 5♣

1N:3+♥ long m/5♣ 5♦ , 2♣ = nat/5♦ 5♥ , 2♦=nat/Ms

2♥ = nat/♣, 2♣ = nat /55 ms 2N= good 2 suiter, 3x: pre

Vul X: ♥, 1♦:♣, 1♥ / ♠/1N: CRASH, other nat

OVER OPPONENTS' TAKEOUT DOUBLE

10+HCP shortness in partner suit or 12+with supp,

after 1M dbl: 2M-1: weak or GF raise 2M: constructive

1N/2C: xfer C/D 2NT: GI 3-4 cards 3C+: system on

after 1m dbl: jumps weak, 2NT: pre 2/3om:mixed raise, 3m: inv.

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3 + 5 / LOW	3 + 5 / LOW
NT	4th	3rd
Subseq	ATT.	ATT.
Other :		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx , Ax , AKJx , AKxx	AK , AKx , AKJx
King	KQ , KQxx , KQ10x , Kx	AKJ10 , AKJxx , KQJx
Queen	QJ10 , QJx , Qx	KQ , KQx , KQ10x , KQJx , QJ
Jack	J10x , Jx	J10 , J10x , J109x , J108x
10	KJ10x,109x , 10x	KJ10x , , AJ10xx , 10x
9	K109x, 98x , 9x	A109x,109x , 1097x , 1098x

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Lo =disc Hi:enc		Odd = ENCRG
2	Hi:even	hi = S/P	Even=SP
3	Hi = SP		
NT	Hi = same as above	hi:enc or s/p	same as abv
			same

Signals (including Trumps) :

Std carding and smith

DOUBLES

TAKEOUT DOUBLES (Style;Responses;Reopening)

Could be light hand.

Responsive doubles shows 8+ HCP may have fit for pd

SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

Negative , Competitive , Responsive , Optional Reopening , Renegative ,

Cooperative , Maximal Overcall , Lead Directing .anti lead, inverted

DOP1,ROPI,DEPO

WBF Convention Card



ALL EVENTS

NCBO : TURKEY

System Category : Yellow / Red / Brown / Blue / Green

Players: HÜSEYİN KEREM AVCIOĞLU - ESAT ERGİL

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Natural 5 card M 1♣ = maybe 2 cards

1♦ =4+ 1M=5+ 1NT=15-17 may have 5M /6m

Special M suit raises

1♣-2C = GF 5+ 1♦-2♣= NF if rebid 1M-2♣ = GF Relay 2+ or nat

2♣ = 22+ bal or 18+ unbal any GF

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

1m-2sp= 11-12 bal GI

1m-2NT= GF ballanced

3/4/5 suit: PREEMPT

3NT : Solid m

1m-2♦/ = 5+♣ 4+♦ 6-10

SPECIAL FORCING PASS SEQUENCES

pass forcing when opp intervene and

when we know that the hand belongs to us

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

artificial raises and relays

Often light openings in 3rd. hand.

Psychics: Rare

Drury after 3rd-4th pos.

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1 ♣		2	6NT	Nat maybe 2 cards 11-22	Nat 1 level responses 1NT:5-10 2C: 5+GF 2D: mixed 1 2M=5S4+H 6-10 2S:11-12 bal inv. 2NT: bal GF 3C: pre 3D/H/S: pre	1♦-1♦-1N=may hv 4c M 1C-1x-1N 2C/D two way cb 3 yeni:55+ GF 1C-1D-1M-xyz 2C/2D	same as if not passed
1 ♦		4	6NT	(11 - 22) HCP	1M= nat 4+ 1NT=7-10 2♦ = 4+ GF unless rebid 2M: same as after 1♦ op. 2NT= GF bal 3♦ = mixed raise 3M=pre 2♦ = inverted 4+♦		
1 ♥		5	6NT	(11 -22) HCP	1♠ = Nat F1, 1NT=semi F, 2♣=2+♣ GF 2♦= 5+ GF, 2♥: raise 6-9, 2♠= nat weak 2N=3-4fit GI HCP, 3♣=5-8 4 fit unbal 3♦= 9-11 w any shortness, 3♠ = any void 12-14 3NT= spl ♠, 4m=spl m 12-14		Rev. Drury, after passed hands 1M- 2♣-2♦: normal opening 2M: min / sub min opening 3 new suits shortness
1 ♠		5	6NT	11- 22 HCP	1NT: semi F, 2♣= same as above, 2♦/♥=5+ GF 2♣: 6-9 HCP 2NT: GI 3-4 fit 3C: unbal 5-8 3♥:inv H , 3NT: any void Spl 4m/H: Spl		
1NT				15-17 may have 5M or 6m 54 any	staym , 2♦/H= jac , 2♣=range ask or C's . 2N=D's 3♣= ms weak 3♦= m's strong 3M=M short ms 54+		
2 ♣	!	0	-	Any GF	2D: wait 2M: 5+ nat positive		
2 ♦	!	5	-	weak 2	2/3 new : nat F1 2NT: + relay		
2 ♥	!		-				
2 ♠		5		weak 2	2/3 new : nat F1 2NT: + relay		
3CI	!	6	-	Preemptive clubs		HIGH LEVEL BIDDING	
2NT		6	-	20-21 bal		RKCB , Splinter bids , asking bids , Super Gerber , DOPI-DEPO	
3 ♦		6		Preemptive	3 new F vul,4♦ = NF, 4♣ asks cue,4M 5m shut out	Josephine , BW , Control asking bid , Sing. accept key cards , key card	
3 ♥		6		Preemptive	3♣ F vul, 4m asks cue bid with tolerance	other than void , Weak bicolor key cards , Max-showing key cards.	
3 ♠		6		Preemptive	4m for cue, 4♥/5m to play	artificial RKC asks	
3 NT	!	-		Semi solid or solid PRE	4♣/5♣: P/C, 4M: to play 4♦: asks cue	over 3♣- 3♦= artificial positive	
4 ♣	!	7		Preemptive	4♦: asking aces 4♣/4NT/5♣ control asking kcb		
4 ♦	!	7		Preemptive	4♥: asks aces 4NT/5m control asking kcb		
4 ♥/♣		7		Nat. PRE			

DEFENSIVE AND COMPETITIVE BIDDING

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

Classic, may be 4 cards, Cue 9-11 3 fit or any good, jump raise pre or shut out,jump cue9-11 limit, new suit nat or xfer NF, jump new suit GI nat, 2NT: 4fit 12+ In Bal Pos. Jumps construct., suit o.c. 8+nat. cue strong forcing or 2 suuters , 2NT 19-20 balanced

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

(15 ± 18) HCP ...same as 1NT opening system on responses over 1m /M 2d= xfer OM 2♥/♦=xfer c/d 3♣=ms GF 3♦=M's GI

In BAL POS. (11-15) ..over major opening 2♣ asking limit other as above 11-15 over minor opening. Cont.same as above

JUMP OVERCALLS (Style;Responses;Unusual NT)

1m-2NT= lowest 2 55+

1m - 2 ♥ /2♣ = weak or intermediate when VUL vs NV

1m-3 m = ask stop/strong one suit 3m /M = both m's limit or +

Reopen : intermediate (5)6+ cards

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

1m-2m = MM's 1M-2M = 5OM5m, 2NT= ask raises pre

1M-3M= stopper ask /strong any GF

4th pos.cue= 2 suuters strong

1M-2NT=5OM+5♦, 3♣ = ms limit 3♦ = ms strong

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

X:4M5+m or strong M 2♣: Ms, 2♦: 1M or M+m str, 2M= 54+m

3x: pre or constr. Vul dep. 4th pos same

passed hand: X:1m or M's 2C:5+C+M 2D:5D4M 2M: nat

3x: constructive

Vs. weak Dbl:14+ any 2♣: Ms 2♦/♥:Trf to ♥/♦, 2♣: good any m

2NT: minors 3m: nat 3M: nat 6+ cards 4th seat same

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

vs 2♦ multi,2M: Dbl: to 2NT:15-18 3x:natural , 3x: dbl T/O

VS. ARTIFICIAL STRONG OPENINGS

NV vs 1♣ X=4♣ 4M/6+♣ good, 1♦=4♦ 4+M or 6♦ good

1♥ = ms/Ms maybe 3-5 1♣:3+♣-longer m /5♥5♣

1N:3+♥ long m/5♣5♦ , 2♣ = nat/5♦5♥ , 2♦=nat/Ms

2♥ = nat/♣, 2♣ = nat /55 ms 2N= good 2 suiter, 3x: pre

Vul X: ♥, 1♦:♣, 1♥ / ♦/1N: CRASH, other nat

OVER OPPONENTS' TAKEOUT DOUBLE

XX: xfer high suit ,others transfers

after 1M dbl: 2M-1:constructive 2M: wk raise 2OM/3OM: GI 3+

1N/2C: xfer C/D 2NT: GF 3-4 cards 3m: nat invite

1m(X): jumps xfers, 2NT: pre m or 5m5M GF

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3 + 5 / LOW	3 + 5 / LOW
NT	4th	3rd
Subseq	ATT.	ATT.
Other :		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx , Ax , AKJx , AKxx	AK , AKx , AKJx
King	KQ , KQxx , KQ10x , Kx	AKJ10 , AKJxx , KQJx
Queen	QJ10 , QJx , Qx	KQ , KQx , KQ10x , KQJx, QJ
Jack	KJ10x, J10x , Jx	J10 , J10x , J109x , KJ10x,Jx
10	H109x,109x , 10x	H109x , 10x,109x , 1097x
9	98x , 9x	H98x, , 1098x

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Lo =disc Hi:enc		low = disc
2	Hi:even	hi = S/P	Even=SP
3	Hi = SP		
NT	Hi = same as above	hi:enc or s/p	same as abv
			same

Signals (including Trumps) :

Std carding and smith

DOUBLES

TAKEOUT DOUBLES (Style;Responses;Reopening)

Could be light hand.

Responsive doubles shows 8 + HCP may have fit for pd

SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

Negative , Competitive , Responsive , Optional Reopening , Renegative ,

Cooperative , Maximal Overcall , Lead Directing .anti lead, inverted

DOPI ,ROPI,DEPO

WBF Convention



ALL EVENTS

: TURKEY

System Category : Yellow / Red / Brown / Blue / Green

Players: - MEHMET SIRIKLIOGLU-AHMET ÇELİK
H. KEREM AVCIOGLU

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Natural 5 card M 1♣ = maybe 2 cards

1♦ =4+ 1M=5+ 1NT=(14)15-17 may have 5M /6m

Special M suit raises

1♣-2C = GF 5+ 1♦-2♣= GI if rebid 1M-2♣ = GF Relay 1+ or nat

2♣ = 22+ bal or 18+ unbal any GF

1H/S - 2m GF unless rebid 3m

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

1m- 2x= 6+ cards GI

1m-2NT= pre 1m-3m: GI

3/4/5 suit: PREEMPT

3NT : Solid m

1H-2sp: 5+sp 5-10 HCP

1h-1sp; 2D/H- 2sp: 5+ Sp GF

SPECIAL FORCING PASS SEQUENCES

pass forcing when opp intervene and when we know

that the hand belongs to us

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

artificial raises and relays

Often light openings in 3rd. hand.

Psychics: Rare

Drury after 3rd-4th pos.

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1 ♣		2	4sp	Nat maybe 2 cards 11-22	Nat 1 level resp. 1NT:5-10 2C: 5+GF 2D: GI 2M=6M GI 2NT: pre 3C: GI 3D/H/S: pre	1♦-1♦-1N=may hv 4c M 1C-1D;1M:4+C4M 1C-1x-1N 2C/D two way cb 3 new:55+ GF 3M GF unbal 1C-1D-1M-xyz 2C/2D 1C-1M;2D: reverse or one suiter str.	same as if not passed jumps fit showing 8-11
1 ♦		4	4sp	(11 - 22) HCP	1M= nat 4+ 1NT=7-10 2♦ = 4+ GF unless rebid 2M: same as after 1♦ op. 2NT= pre or 5m5M GF 3♦ = GI 3D: GI 3M=pre 2♦ = inverted 4+♦		
1 ♥		5	4sp	(11 -22) HCP	1♦ = Nat F1, 1NT=semi F, 2♦=1+♦ GF 2♦= 5+ GF, 2♥: raise 6-9, 2♦= nat weak 2N=3-4fit GI HCP, 3♦=5-8 4 fit unbal 3♦= 9-11 w any shortness, 3♦ = any void 12-14 3NT= spl ♦, 4m=spl m 12-14	1M-2m;2m-rebid m 6cards & GI	Rev. Drury, after passed hands 1M- 2♦-2♦: normal opening 2M: min / sub min opening 3 new suits shortness
1 ♠		5	4h	11- 22 HCP	1NT: semi F, 2♦= same as above, 2♦/♥=5+ GF 2♦: 6-9 HCP 2NT: GI 3-4 fit 3C: inv H 3♥:unbal 5-8 , 3NT: any void Spl 4m/H: Spl		2NT: Slam interest w 2nd suit
1NT			4D	15-17 may have 5M or 6m 54 any	staym , 2♦/H= jac , 2♦=range ask or C's . 2N=D's or ms weak 3♦=5M ask 3♦= MM's GF 3M=M short ms 54+ 4sp/NT: quant -/+		
2 ♣	!	0	-	Any GF	2D: 0-1 2H:2/sp 3+cont. 2NT/3C/D/H: 6+ HH suit 3sp: solid 6-7 card suit		
2 ♦	!	5	-	nat weak 2 6-10	2M: nat F1 2NT: + relay nat F1 3D: pre		
2 ♥		5		nat nat weak 2	2/3 new : nat F1 2NT: + relay		
2 ♠		5		nat weak 2	2/3 new : nat F1 2NT: + relay		
3CI	!	6	-	Preemptive clubs		HIGH LEVEL BIDDING	
2NT		6	-	20-21 bal		RKCB , Splinter bids , asking bids , Super Gerber , DOPI-DEPO	
3 ♦		6		Preemptive	3 new F vul,4♦ = NF, 4♦ asks cue,4M 5m shut out	Josephine , BW , Control asking bid , Sing. accept key cards , key card	
3 ♥		6		Preemptive	3♦ F vul, 4m asks cue bid with tolerance	other than void , Weak bicolor key cards , Max-showing key cards.	
3 ♠		6		Preemptive	4m for cue, 4♥/5m to play	artificial RKC asks , 4Sp: kickback/H 4D: RKC m	
3 NT	!	-		Semi solid or solid PRE	4♦/5♦: P/C, 4M: to play 4♦: asks cue		
4 ♣	!	7		Preemptive	4♦: asking aces 4♦/4NT/5♦ control asking kcb		
4 ♦	!	7		Preemptive	4♥: asks aces 4NT/5m control asking kcb		
4 ♥/♠		7		Nat. PRE			