

## DEFENSIVE AND COMPETITIVE BIDDING

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

Natural, could be light

Responses: New suit "f1", jump in new suit: fitbid

Cue: good raise, 2N after 1M: 4+card raise, Jump cue: mixed raise

### INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)

Direct = 15-18 – NT system

Reopening = on m:10-14 on M 12:16 – NT system

### JUMP OVERCALLS (Style; Responses; Unusual NT)

(1x) 3x = Asking for stopper

(1x) 2nt= two lowest unbid suits

Reopen: constructive 2 suiter, same as above

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

(1mi)2mi=both Majors 5-5

(1MA)2MA=other MA+ one minor 5-5

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

2♦=both majors

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

t/o doubles

Cue at the 3-level: asking for stopper

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

Vs. 1♦: x=both majors, 1nt=both minors

After 1♦ strong and our overcall, 1nt is a good raise

### OVER OPPONENTS' TAKEOUT DOUBLE

RD=10+, 2N=support, jump in new =fitbid, double jump=splint

## 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 <sup>nd</sup> /4 <sup>th</sup>	

King for count ACE for attitude at the five level and higher.

### LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKQ,AKx,Ax, AK	same
King	AK,KQx,Kx,	same
Queen	QJ,Qx,QJx,	Same KQ109(x)
Jack	Jx,J10x	same
10	HJ10x,109x, 10x	same
9	9x	
Hi-X	even	
Lo-X	odd	

### SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Low:enc	Count hi-lo=odd	Low:enc
Suit 2	Count hi-lo=odd	Count (suit pref.)	Count
3	Suit pref		
1	Low:enc(count)	Rev. Smith	Low:enc
NT 2	Low enc	Count	Count
3			Suit pref.

Signals (including trumps):

Smith Peters against no trumps (high enc. the lead)

### DOUBLES

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

Natural, can be all balanced distributions after 1mi-opening

### SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Point showing doubles after opening bid and interference and after overcalls and reopening.

## W B F CONVENTION CARD

CATEGORY: Green

NCBO: Denmark

PLAYERS: Maria Dam Mortensen with any of the following: Helle Rasmussen, Lone Bilde, Anita Buus-Thomsen, Dorte Bilde

### SYSTEM SUMMARY

#### GENERAL APPROACH AND STYLE

1NT response = 6-9, 2-o-1 = 10+

5 card Major, 15-17NT

Weak multi (always weak one major, 3-7p)

Constructive 2♥/♦ 6+cards , the bid suit and 8-10 p

### SPECIAL BIDS THAT MAY REQUIRE DEFENSE

Multi 2 diamond (only weak one major)

NT opening can be semi-bal. (5422.6322 etc)

### SPECIAL FORCING PASS SEQUENCES

### IMPORTANT NOTES

### PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	4♥		2M: wjs, 2♦sup invit+, 2nt:10-12 bal no M. 3♣:Pree 5+♣,		
1♦		4	4♥	4-4 in minor usually opens 1D	2M: wjs 3♣:sup invit+, 3♦:Pree		
1♥		5	4♦	Natural	3♣:6-(9) 4c sup, 3♦:9-11 2nt:sup+GF. 3♠:Unknown singl. 3nt:void ♣,4x:void,9-11 3♣:6-(9) 4c sup, 3♦:9-11 2nt:sup+GF.		
1♠		5	4♥	Natural	3nt:Unknown.singl. 4x= void		
INT				15-17 (Semi)bal	Stayman, transfer, 2♣: minor, 3♣: Asking for 5cM 3♦=HHxxxx inv. 3M: bal. slamtry(5332) Smolen, 4♣: 5-5 Majors to play, 4♦/♥: trf..		
2♣	x			20-21/25-27, any strong	2♦:relay,2M/3m:nat NF if 20-21 2nt:both minors NF if 20-21		
2♦	x			Weak one major 3-7	2/3/4:p/c, 2nt?:, 4♣:bid the suit below, 4♦:bid your suit	2nt? (3cl: max, 3d=min H, 3H= min sp)	
2♥		6		Constructive 2 bid,8-10	2♣:nat F1, 2NT asking	2nt?: (3x shortness, 3H=min no shortness, 3nt max no shortness)	
2♠		6		Constructive 2 bid,8-10	2NT asking	2nt?: (3x shortness, 3sp:min no shortness, 3nt max no shortness)	
2NT				22-24 Semi(bal)	AM. Stayman, transfers,3♣:5♣+4♥, 4mi:nat, slammy		
3♣		6		Preemptive	New F1		
3♦		6		Preemptive	New F1		
36		6		Preemptive	New F1		
3♣		6		Preemptive	New F1		
3NT	x	7		Solid minor 1.+2.	4/5♣:p/c,4M nat to play		
				3+4 position:gambling			
4♣		7		Preemptive			
4♦		7		Preemptive			
		6		Preemptive			
		6		Preemptive			
4NT							
5♣					HIGH LEVEL BIDDING		
5♦					Roman keycard blackwood (1430), cuebids		
5♥					Voidwood (3014) , LIDO		
5♣							

OVERCALLS (Style; Responses; ½ Level; Reopening )		LEADS AND SIGNALS				WBF Convention Card		
		OPENING LEADS STYLE						
Can be very light at the 1-level, 2 level constructive			Lead	In Partners Suit				
Response 1M overcall: Jump Raise=Pre-empt,	Suit	1.3.5		Same. If known 3: Hxx_xxx				
New Suit Jump= Fitbid and F1, 2NT: 4-card support inv +	NT	1.3.5		Same. If known 3: Hxx_xxx	Category:	Green		
	Subsequent	1.3.5		same	NCBO:	Denmark		
After (1m) 1♥/1♠ (1sp/pass/double) we play transfers from 1nt after opp. pass or double	Other :		4th lead when 3rd is too "expensive" (NT) If supported eg. 1M-2M we lead low only from honours		Event:	European Championship 2022		
			135 with attitude through declarer against NT		Players	Lone Bilde – Helle Rasmussen		
<b>INT OVERCALL ( 2<sup>nd</sup> / 4<sup>th</sup> Live; Responses; Reopening )</b>	<b>LEADS</b>				<b>SYSTEM SUMMERY</b>			
2nd: 15-18 HCP → system	Lead	Vs. Suit	Vs. NT		<b>GENERAL APPROACH AND STYLE</b>			
4th: 11-14 HCP → system, on 1MA: 13-16	Ace	Ax(x)AKJ10(x)AKx(x)	same		5-card Major			
	King	AK, KQ, KQ(J/10)x	same		1♣ = 10-13 or 17-19 balanced or natural = transfer responses (responses see system note 1)			
(1x) - p - (1y) – 1NT: 15-18 → system	Queen	QJ, QJx(x)	same					
	Jack	J10, J10x(x)	same					
	10	109, 109x(x), HJ10x(x)	same		1NT: 14-16			
<b>JUMP OVERCALLS (Style; Responses; Unusual NT )</b>	9	9x, H109x(x)	same		2 over 1 responses: 10+			
Preempt,at the three+ level, (1x) 2M = 12-16 p 6+ in the bid suit	Hi-x	Xx	same		Aggressive style			
2NT: 5+-5+ 2 lowest unbid suits (if opening shows 4+, otherwise two lowest suits). On 1M opening: 5 OM + 5♦	Lo-x	xxX, xxXx, HxX, xxxxX	same		1MA-1NT (3-7 with M 3 card supp or 4-10 hcp)			
<b>SIGNALS IN ORDER OF PRIORITY</b>								
<b>DIRECT AND JUMP CUE BIDS ( Style; Responses; Reopen )</b>		Partners Lead	Declarer's Lead	Discarding	<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>			
					1♣ = 10-13 or 17-19 balanced or natural 4+ cl, can have 5c any suit if balanced			
(1minor)-2♦ = 5♥+4♣+	Suit: 1 <sup>st</sup>	Low: enc	Count	Low: enc	Transfer responses on 1♣			
(1M)-2M:5OM+5♣, (1M) – 2NT: 5OM - 5♦	2 <sup>nd</sup>	Count			Bergen (modified) after 1M opening			
Jump cue: asking for stoppers - seeking 3NT	3 <sup>rd</sup>	Suit Pref			Fit-showing jumps and fit-non jumps after pass			
<b>VS. NT ( vs Strong / Weak ; Reopening; PH )</b>	NT: 1 <sup>st</sup>	Low: enc	Smith	Count	2♦: one M suit 3-10 hep (MULTI)			
D=14+ HCP against both, 2♣: ♥+♣, 4+/4+,	2 <sup>nd</sup>	Count	Count		2♥: Both M (4+/5+ or 5+/4+), 3-10 hcp			
Other natural. After pass: double 1M and 1m.	3 <sup>rd</sup>				2♠: 5♣ + 4mi, 3-10 hep			
		SIGNALS : Count: Hi-Low: odd, Low-Hi: even						
2NT: 2-suiter, other natural.		Smith (Lo-enc) vs NT, Lavinthal, Revised Trelde (high-odd = highest, high-even = lowest suit)						
3/4x: pre-empt		Trumps:Hi-lo shows interest in ruff.						
<b>VS. PREEMPTS ( Doubles; Cue-bids; Jumps; NT-bids )</b>	<b>DOUBLES</b>				<b>SPECIAL FORCING PASS SEQUENCES</b>			
D: T/O + Lebensohl and minorsohl (after 2M opening)	<b>TAKEOUT DOUBLES (Style; Responses; Reopening )</b>				In GF situations and in many comp. situations where opps. call at the 5 level			
Leaping and non-leaping Michaels	T/O: 12+HP (10+ if good distribution)- new suit NF, cue F1				Semi-forcing pass to 3♣			
Cue(3-level): asking for stopper, or shows, if opps have 2 suits	Reopening: depending on distribution and vulnerability				If we double 1nt for penalty = forcing thru 2♥			
NT: 15-18 → system	Negative D to 4♥							
<b>VS. ARTIFICIAL STRONG OPENINGS</b>	Many T/O D to 4♥							
Vs 1♣ opening: nat at 1-level, NT=♦+♥ or ♦+♣, 2♣: ♣ or ♦+♥, 2♦: ♦ or ♥+♣ etc.								
Vs. 2♣ opening: same	<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DBL:s / RDBL:s</b>				<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>			
<b>OVER OPPONENTS' TAKE OUT DOUBLE</b>	(3NT) - D: Lead dummies first suit, weakest M, own suit, or only un-bid suit (depending on bidding sequencing), support doubles Maximum Overcall Double, lighter double				1x-1y-1z -2♣ = to play 2♦ or invite, 1x-1y-1z-2♦= GF relay, 4th suit GF, Minorsohl (2nt asks for best m), Manco after cuebid in opps suit and x (pass = ½ or 1 stopper, RD= no stoppers, other bid=shortness), various trial bids			
1M (x): transfer from 1nt, 2NT = 4+supp 8+p, fitbids, RD: 9+ p w. xx in pd's suit, Pass can be strong w. shortness in pd's' suit. 1♣ (x) RD = both minors weak (can be 0-11 p)	(1x) - 1/2y - (D) - RD: A, K or Q in y				(Mini) Splinter, Crowhurst, Scrambling, Rubensohl, Lebensohl 1♣-1M-2♦: F1, nat. or bal 4-card support 17-19			
					<b>Psychics:</b> Seldom, no specific agreements			

Opening	Art	Min	Neg Dbl thru	Description	Responses	Subsequent Auction	P/ Hand bidding and opponents' interference
1♣	x	2	4♥	4+♣ 10+ hcp or 10-13 bal. (semibal) or 17-19 bal. (5♦, 5M, possible)	1♦ = ♥ (0+hcp), 1♥ = ♣ (0+), 1♣=♦, (5+hcp), both m, bal. 5-13 w/o M, or bal 17+ 1ut= ♦ 5-11 w/o M, 2♣=WJS or GF ♦ 2♦= WJS or GF ♥, 2♥=WJS or GF ♣, 2♣=both minors 12-16 hcp, 2ut= 14-16 balanced, 3mi= nat. invit, 3♥= inv. 5+-5+ M, 3♣: transfer to 3ut, 4♣: pre-empt, 4M: to play	1♣:1red-2♦: 17-19, 4c supp or ♣+♦ 1♣-1♦-1♥: (10) 11-13, 2-3♥ 1♣-1red-1ut: 17-19, 2-3 in pd's suit 1♣-1♣-1ut: (10) 11-13 bal 1♣-1red-2ut: 3 in pd's suit, 6+ in own 14-18 p 1♣-1♣-2♦: 17-19 bal with 4c ♣ supp OR ♣+♦ 1♣-1♣-2ut: 17-19 bal without 4c ♣	1♣♦-(1NT) 2♣ =both MA, 2d/h/s = natural 1♣ (1red) system on, except: 1sp which can be many hands w/o 4♥, 1nt = 7-11 with stopper, 1♣ (1♦) 2♣=4♣ +4+♥ 6-11, 1♣ (1♥) 2♦=4♣ +5+♦ 6-11
1♦		5(4)	4♥	11-21 HCP, 4♦ if 4441	WJS, 2♦ (7) 8-10, 3♣: 10+ and 4+♦, 3♦: preempt, 3M: WJS, 4♣:WJS, 4♦: preempt, 4M: to play	1♦-1M-2ut: 3 in pd's suit, 6+ in own 14-18 p 1♦-1♥-1nt: typically 1354 distr 15+ 1♦-1♣-1nt: 4♥ 11-15 hp.	1♣ (2x natural): 2M nat non-forcing (max 12p) x = 9+, 2M nat NF(6-11), transfer from 2nt (Invit+)
1♥		5	4♦	(10) 11-21 HCP	1NT: 4-10 or 3-7 3♥, 2♥: (7) 8-10 3♥, 2♣: invit 6 sp, 2NT: GF 4+♥, 3♣: 7-11 4+♥, 3♦: 11-13 3♥, 3♦: preempt, 3♣: 8-11 4+♥ unk single and max ONE ace, 3NT: void ♣ 8-11 4+♥, 4m : void m 8-11 4+♥	Over 1M- 2NT (Chips) → 3♣:min; 3♦:15+; 3♥:short ♣ and not min.; 3♣:short ♦ and not min, 3nt: short OM and not min; 4♣♦OM; 5-5; 4MA: to play 1M - 3♣ - 3♦: invitational, other GF 1M - 3♦ - 3M: min, - Responder can ALWAYS bid 4M!	After 1M: If Opps D, RD 9+ with double M, Pass can contain a strong hand with single/void M!, transfer from 1NT, Truscott 2NT, fitbids, If opps bid fitbids, 2NT,
1♠		5	4♥	(10) 11-21 HCP	1NT: 4-10 or 3-7 3♣, 2♣: (7) 8-10 3♣, 2NT: GF 4+♣, 3♣: 8-11 4+♣, 3♦: 11-13 3♣, 3♥: invit 6 h, 3♣: preempt, 3NT: 8-11 4+♣ unk. single and max ONE ace, 4m/♥ : void 8-11 4+♣	After 1M-1nt: 2♣ F1: 16+, 11-15 bal or nat. (=>2♦ 8+) other bids show 11-15 After 1♥-1♣: 2♣ F1: 16+, or clubs (=>2♦ 8+) Other bids show 11-15	After 1M – 2NT: opps bid: pas: no stopper / no short in opps suit D: penalty 3M: extras and short in opps suit 3NT: nat. Other: Cue and cue in opps suit. 4M: minimum and short in opps suit
1NT				14-16 bal or semi bal (6322 or 5422, 5M possible)	2♣: NF Stayman, transfers, 2♣: minors, 2nt: 1 minor, 3♣ GF asking for M, 3♦: HHXXXX (semi-invitational), 3♥: inv. 5+-5+ M, 3♣: GF 5+5+mi, 4mi: minor RKCB 1430	1NT - transfer - 3M: min and 4M, 2/3x: xx 4M max. 2♣-2red - 2♣: GF relay	1♥ (1nt)?: 2♣= 2♥+ 5♣, 2♦= good raise ♥ 1♣ (1nt)?: 2♣= 2♣+ 5♥, 2♦= ♥, 2♥ = good raise ♠
2♣				20-21NT, acol 2 (8.5 tricks) or GF	2♦: relay, 2M/3m: to play if 20-21NT, 3M: 7 suiter no side stoppers	Herbert, 2♣ - 2♦ - 3M: 4M and 5+♦ GF, 2♣ - 2♦ - 2M - 3M: 2+ ctrls. and 3+M, - 3NT: 3+ M., positive max 1 ctr., 4m: splinter max. 1 ctrl.	Over 1NT-(2x - nat) Rubensohl, Scramble, T/O D Over 1NT- (D) System on, <b>Over 1NT-2♣-(D: if ♣)</b> -p: no ♣ stopper - other: system with ♣ stopper
2♦	x	0		MULTI weak 2M (0-7, 5 or 6 suiter)	2/3M=P/C, 2NT: asking, new suit F1, 4♣: transfer to your M, 4♦: bid your M	2♦ - 2NT - 3♣: Not min, - 3♦: min and ♥, - 3♥: min and ♣	When Opps D: pass = neutral, RD = own suit System on 1M after pass: 2x (nat 8-9 p good suit), 2nt= 7-10 4+ supp no fitbid, 3 and 4x fitbid – four+ card supp
2♥		4		4+/5+ M, 3-10 hcp	2NT asking, new suit F1	2♥ - 2NT - 3♣: Not min, - 3♦: min and 5♥, - 3♥: min and 5♣ 3sp: 5-5	
2♣		5		5sp/4+ mi, 3-10 hcp	2NT asking, new suit F1	2♣ - 2NT	
2NT				22-24 semi bal (6322 or 5422)	Stayman, Transfers, 3♣: m, 4m: nat slam interest	after transfer: 3 in suit =2 c, 3nt = 3card new suit =4 and cue, <b>After Stayman:</b> Other M = Slam interest	
3♣♦		6		preempt	new suit F1, 4 om: asking for aces		
3♥♣		6		preempt	new suit F1, 4♣: asking for aces		
3NT	x	6	Solid mi / to play	After solid minor 1 <sup>st</sup> 2 <sup>nd</sup> hand: ♣ p/c, 4♦ asking for singleton	<b>SLAM BIDDING</b>		
4♣♦		7	preempt	4/5 om asking for aces	RKCB 1430, Voidwood 0314, minor RKCB 1430, DEPO, Cuebids 1st/2nd ctrl., Unserious 3NT		
4♥♣		7	preempt	4nt: RKCB 1430			
4NT	x		Ace asking	5♣: 0, 5x THAT ace, 5ut: ♣ ace, 6x 2 esser CRO			

# Open Defence against Multi (Rasmussen - Bilde Denmark)

## Main principles:

- Direct bid shows an "opening hand" (app. 11-16) (except after  $(2\spadesuit)$  pass (2nt!))  
- ? where it can be lead directing with a weaker hand)
- Direct double after  $2\spadesuit$  is Crowhurst (13-16 bal or 17+) => Rubensohl if opps. bid 2M
- $(2\spadesuit)$  pass (2M) dbl shows 4-5 in the bid suit or OM or any hand without a good bid
- $(2\spadesuit)$  dbl (2M) dbl shows 4 in one or both Majors or a balanced hand (10+) without a good bid (e.g. lacking stoppers in one of the Major suits)
- The third double from us is always penalty (behind the suit)
- 2nt after 2M always promises 4 card supp or 3+ supp there is no room to bid oM
- Fit-jumps and Fit-non-jumps after pass (2-3 new shows at least Qx in pard's suit)
- Bid of other M shows 3 card fit (or in high-level bidding : slam interest with fit)
- (2diam) 3M shows 4cM and a longer minor suit (app. 13-17 hcp)

## $(2\spadesuit)$ - ?

Pass	weak < 12, 10-12 bal, or strong w 5+♦/5+mi, or 11-16 Marmic, or 10+ both M
Dbl	(12) 13-16 balanced or any 17+ hand
2M	11-16, 5+ M
2nt	(16) 17-19 balanced - stoppers in both M
3mi	11-16, (5) 6+ mi
3M	4 in the bid major and 6+ in a minor (13-17 hcp)
3nt	Chance (typically with a good minor suit and stoppers in M)
4m	5+H /5+ minor - good hand (spades + minor, wait one round)
4M	7-8 suiter 9-10 tricks on own hand
4nt	minors
5mi	natural 9-10 tricks on own hand

(2♦) - pass - (2♥) - ?

Pass weak or does not want to bid with passed partner

Dbl 4-5♥/4-5 ♠ or a hand with no good bid /or 17+

2♠ 5+♠, 11-16 hcp (can be 5♠ and 5mi)

2nt (16)- 17-19, stoppers in both M

3mi 5+m, 11-16 hcp

3♥ 6-7 ♥, opening hand

3♠ 4♠, and 6+ in minorsuit (because in jump) (13-17 p)

3nt chance: perhaps a minor suit, but not necessarily

4mi 5+M /5+the bid minor, good hand (NB! Can be both M)

4M 7-9 M, 9-10 tricks (good hand)

4nt minors

5mi natural, good hand

(2♦)-pass - (2♥) - pass - (pass) - ?

Dbl 10-16 with the right distribution (e.g. Marmic single ♥, bal 11- 12 short ♥, oriented towards the ♠ suit primarily, e.g. EB10x, Axx, Exxxx, x - where the ♦ suit is not good enough for 1<sup>st</sup> round). Subsequent bidding: natural and 2nt scrambling

2sp 5+♠, less than an opening hand

2nt 5+/4+ in minors, 10-16 hcp or better distribution

3mi natural, less than an opening hand

4mi 5+♠ /5+mi, good hand

(2♦)-pass - (2♥) - pass - (2♠) - ?

Dbl 11-16 with the right distribution (e.g. Marmic single ♠)  
Subsequent bidding: natural and 2nt scrambling

2nt 5+/4+ in minors, 11-16 hcp or better distribution

3x natural, less than an opening hand, or leaping with 5sp/5mi

- 3♠      5+♥ /5+m too bad for leaping in the first round
- 4m      5+♠ /5+m (leaping w. good minorcards - otherwise 3m as opp just bid spades)

**(2♦)-pass - (2♠) - pass - (pass) - ?**

- Dbl      10-16 with the right distribution (e.g. Marmic single♠)  
 Subsequent bidding: natural and 2nt scrambling

- 2nt      5+/4+ in minors, 10-16 hcp or better distribution
- 3mi/♥    natural, less than an opening hand
- 3♠      5+♥ /5+mi, too bad for leaping in the first round
- 4mi      5+♠ /5+mi, (leaping with good minor cards)

**(2♦)-pass - (2♥) - dbl - (pass) - ? (dbl = 4-5♥ /4♠) or a good hand without a good bid)**

- Pass      to play (showing ♥)
- 2♠      4-5 ♠ nothing to add
- 2nt      Lebensohl (weak hand or invit with 4♠)
- 3mi      natural 8-11 hcp
- 3♥      GF asks - for stopper
- 3♠      Invit with 5♠
- 4mi      5+♠ /5+mi -strong hand  
 Subsequent bidding: 4♥ slammmy sp, 4nt: asks for the minor

**(2♦)-pass - (2♥) - dbl - (2♠) - ?**

- Dbl      take-out of ♠
- 2nt      natural (9-11 hcp), stopper in ♠ (scramble if next round)
- 3x      natural less than 12 hcp
- 3nt      11-12 hcp stoppers in ♠
- 3♠      ask for stopper

(2♦)-dbl - (2♥) - ? (dbl = 13-16 bal. or 17+)

Pass less than 8-9 points,

Dbl 4-5 ♥ and/or 4♠, 8-9 + hcp, or a bal hand 10+ w/o 5 suiter, and/or stopper in one or both M

2ut Rubensohl: invit+ 5+♣ (at least 8 hcp)

3♣ Rubensohl: invit+ 5+♦ (at least 8 hcp)

3♦ Rubensohl: invit+5+♥ (at least 8 hcp)

3♥ Rubensohl: invit+ 5+♠ (at least 8 hcp)

3sp Rubensohl: GF both minors

3nt to play - can be down to 11 good with stoppers in both M

4♣ Rubensohl: 5+ ♣ 5+ in a M- s : 4♦ ask for the Major suit

4♦ Rubensohl: 5+ ♦, 5 in a Major suit, 4M = correctable

(2♦)-dbl - (2♥) - dbl - (2♠) - ?

Pass (12) 13-14 nothing to add (can have 4♥)

subs= dbl again from pd is renewed t.o, 2nt is invit to game w/o 4♥

Dbl penalty ♠ (only behind the suit)

3minor GF: 17+hcp w the bid minor

3♥ GF with ♥ (14-16 bal. with 4♥ or 17+ 5+♥)

Subsequent bidding: 3♠ shows a good raise with 3+♥

3♣ GF asking for stopper

4mi NB ! GF: Natural (as 5+♠/5+mi would penalty double 2♠)

4♥ 6+♥ 17 hcp+

(2♦)-dbl - (2♠) - dbl (pass) - ?

Pass penalty ♠

2nt natural (12) 13-14 bal. (can have 4♥) = subs. from pd: 3♥= GF w. 4-5 ♥

3mi GF 17+ with the minor

3♥ GF w 4+ ♥ (14-16 bal with 4♥ or 17+ 5+♥)

Subsequent bidding: 3♠ shows a good raise with 3+♥ - other natural

- 3♠ GF asking for stopper  
 4mi NB ! Natural (as 5+♠ /5+mi would pass 2♠ doubled)  
 4♥ 6+♥ 17+
- (2♦)-dbl - (2♠) - dbl (3♥) - ?**  
 Pass minimum (13-14 bal) can have 4 ♠  
 Dbl penalty ♥
- 3♠ GF with 4+♠ (14-16 bal with 4♠ or 17+ 5+♠, or leaping 5+♠ /5+mi not so strong as 4♥ below)  
 Subsequent bidding: 4♥ slammy with ♠ - other natural
- 3♠ GF asking for stopper  
 3nt to play  
 4mi NB ! GF Natural (as 5+♠ /5+mi bids 3♠)  
 4♥ 5+♠ and 6+mi  
 subsq= 5mi correctable - 4nt asks for the minor, 5♥: slammy ♠
- (2♦)-pass - (2♥) - 3m - (pass) - ?**  
 Pass any < 10 hcp hand w/o fit  
 3M F1 shows stopper - asking for stopper in the other  
 (can have e.g. 10-12 with fit to the minor and wants to play 3nt /a strong hand with spades and minor or fit to the bid minor- and will bid again on 3nt /or a 6-7 suiter M not strong enough for the first round (e.g. EDBxxx -x - xx - xxxx))  
 Subs. Bidding: 4mi after pd's 3nt it is GF  
 4M later is a long Major suit not strong enough to bid in the first round. 4 other minor - shows the leaping with ♠
- 3nt to play  
 4 in bid m invitational

**(2♦)-pass - (2♥/♠) - 3♥- (pass) - ?**

3♠ good raise in ♥ (2-3+)

4mi Fit non jump 3-4 c sup (because I have passed first)

4nt both minors 5+-5+ - not interested in playing in ♥

**(2♦)-pass - (2♥) - 3♥- (pass) - ?**

3♠ good raise in hearts w/o good side suit

4mi Fit-non-jump, points in the two suits

**(2♦)-pass - (2♥) - 3♠- (pass) - ?**

4/5mi Pass or correct

4♥ good raise in ♠ (4+) - subs. 4nt 1430

4nt Bid your minor, but stronger

**(2♦)-pass - (pass!)- ?**

Dbl take-out of ♦ or 13+ bal /or any strong

2ut 16 (17-19) stopper in ♦ and M

Other natural 12-16

**(2♦)-dbl - (pass! Showing ♦) - ?**

Pass 3+ diamonds - can be weak .. (but as long as they do not RD)

2M can be a weak hand with 3-4 M ("nødmelding")

2nt ♠, NB! can be a weak hand with 4-5♠ - asks for 3cl unless strong

3♠ 4+/4+ M, invit+ asking for Majors - doubler bids 3♦ with min and no M  
3nt with 14-16 bal and stopper in ♦, 4♦: preference for both M

3♦ invit+ w. 5+♥

3♥ invit+ w. 5+♠

3♠ GF both minors

4♠ leaping

DEFENSIVE AND COMPETITIVE BIDDING		
<b>OVERCALLS (Style; Responses; 1 / 2 Level; Reopening)</b>		
Aggressive on 1-level. Sound on 2-level		
Responses: New suit "F1", jump in new suit = fitbid		
Cue = good raise, jump cue = mixed, 2N after 1M = 4card raise		
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>		
2 <sup>nd</sup> /4 <sup>th</sup> seat: 15-17(18)hcp balanced/semi-balanced		
reopening: 11-14hcp		
Responses: Stayman/transfer		
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>		
Weak		
2NT=2 lowest unbid suits, 5-5		
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>		
Michaels 5-5		
(1x)-3x= asking for stopper for 3nt		
Reopening: constructive two suiter (same as above)		
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>		
2cl = majors		
2D = bad major/very good		
2M = constructive		
Dbl = M+mi vs strong, pen vs weak except reopening		
Reopening = same as above		
Ph = 2D = nat, dbl = 5+m 4+M		
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>		
(non)Leaping Michaels		
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♦ or 2♣</b>		
Vs 1C: X = major, nt = minor		
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>		
RD = 10+, 2N = support, jump in new = fitbid, double jump = splint		

LEADS AND SIGNALS		
<b>OPENING LEADS STYLE</b>		
	Lead	In Partner's Suit
Suit	1-3-5	Same
NT	Attitude, 4 <sup>th</sup>	Same
Subseq	2-4 through decl.	Same
Other: On 5+ level and vs 3/4M pre: A for attitude, K for count		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AKx, Ax	AKx,
King	AK, Kx, KQ(x)	AK, KQ(x)
Queen	QJ(x)	(A)QJ(x)
Jack	JT(x),	JT(x), KJT(x)
10	T9x, KJT(x)	109(x), HT9(x)
9	9x, HT9(x)	H98(x), 9x, 9xx
Hi-x	xxX, xxxX, Xx	xXxx(x), Xx, XXx
Lo-x	HxXx (xxx...)	HxxXx, HxX
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
1	Low=enc	Low = even
Suit 2	Low = even	(suit pref)
3 -	-	-
1	Low=enc	Low= even / suit pref
NT 2	Low = even	(suit pref)
3 -	-	-
Signals (including Trumps):		
Upside down.		
Smith echo (high=enc)		
DOUBLES		
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>		
Can be light with good distribution		
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>		
Lots of takeout doubles		

W B F CONVENTION CARD		
<b>CATEGORY:</b>		
NCBO: DENMARK		
PLAYERS: Anita Buus Thomsen – Dorte C. Bilde	Den33814	Den19908
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
5542		
1NT = (14)15-17		
1N response = 6-11(12)		
2o1 response = GF		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
3N = solid minor		
2D = 18-19 bal		
Reverse Drury in 3 <sup>rd</sup> and 4 <sup>th</sup>		
SPECIAL FORCING PASS SEQUENCES		
Rarely		
IMPORTANT NOTES		
Frequent upgrades		
PSYCHICS: rare, but happens		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	4H	(10)12+	1mi – 2mi = GF. 1mi-3mi = 5-8 5+C		1mi – 2M = fitbid
				4-4 minor usually opens 1D	Jump in other mi = 9-12 fit. 2M = strong	After 1C - 2D, 3C is NF	
1♦		4	4H	(10)12+	1mi – 3M = splinter 8-11,		
1♥		5	4D	(10)12+	1M-3cl = 3card limit, 3D = mixed 2N = inv+	Gazzili	1H-2S/3mi= fitbid Reverse Drury
1♠		5	4D	(10)12+	3sp/nt/4x = voids		
1 NT		2	4H	(14)15-17 (semi)bal	Stayman, transfer, 3M = short	1N – 2S: 2nt min, 3C = max. 1N – 2C; 2x – 2N/3C = trf	
2♣	X	0		22+NT or GF in any suit	2D = relay, 2N-3H = transfer		
2♦		2		18-19 bal	2H=5+sp, “transfers”		
2♥		(5)6		Weak	2ut asks, jumpshift = fitbid	same	
2♠		(5)6		Weak	Same	same	
2NT		2	4H	20-21 (semi)bal	Stayman, transfer	2N-3C-3N = 4-4M	
3♣		6					
3♦		6				same	
3♥		6			4mi = cue		
3♠		6			4mi = cue		
3NT	X			Solid minor	4/5/6/7CD = p/c		
4♣		7			4ma = nat		
4♦		7					
4♥		(6)7			4sp nat, 5mi cue		
4♠		(6)7					
4NT							
5♣		7				<b>HIGH LEVEL BIDDING</b>	
5♦		7				RKCB 1430, Cuebids, Splinter, DOPE, Voidwood	
5♥							
5♠							
5NT							

## Defense against Multi 2dia

The descriptions below are made based on when the defensive acts for the first time.

### 2. hand:

2d	D	12½-15 and balanced hand or 17+
	2ma	11-16, 5+ma.
	2nt	16-18. Then 2nt system is on.
	3mi	11-16, (5) 6+mi. From here, 3ma will be showing stoppers. One must support with (3) 4. 4mi is forcing!!
	3ma	app. 8 tricks and good 6-suiter. Would like to play 4ma against singles and a couple of tricks. 3nt and 5mi are natural. Others are slammish
	3nt	To play with good minor suit and major stoppers. Requires only a little help.
	4mi	Leaping. Direct 4mi shows the color plus hearts. 4mi is forcing
	4ma	9-10 tricks with self-playing suit. All answers are slammish.

### 2d - D - Pass (showing diamonds)?

Pass	At least Hxx in dia. Not forcing. If the opponent runs further, D is penalty.
2ma / 3kl	Weak. Can be in 4-color if you do not have 5.
2nt	Natural invite.
3ru	GF. All hands.
3ma	Invite with 5+ma.
	Without good bid, find the least poor ☺

### 2d - D - 2h/2sp?

Pass	Can be an ok hand with length in the suit bid
D	Take-out. We play as if the bidding was 1nt (2ma)
	2nt is scramble and other bids are natural. With 17+, 3nt/bid opp's suit or jump
	If opps bids the another suit, the 12-15 hand can D as penalty with a good 3-suit or better, call 3mi with a 5-card suit, or pass. After the pass, doubles from the first D-hand are penalties – 2nt is invited and anything else is natural and NF
2sp	SO opposite 12-15.
2nt	Rumpelsohl. Weak hand with underlying color, or strong with C. On 2H, the purely competing hand with hearts awaits, so 2nt followed by 3H is strong with clubs.
3c	Transfer to 3d with at least 5d and at least one inviting hand opposite 12-15. Min hand
3d	As above with at least 5h. If the transfer is broken, the transfer hand has a new transfer
3h	As above with at least 5sp.
3sp	GF with both minors.
3nt	Naturally
4mi	Transfer to 4ma.

### 2d - D - 3h / 3sp?

D	Takeout.
New	Natural. Mildly inviting

### 2d - D - 2nt?

D	Strength. Approx. 10+, but not forcing. Next D is TO
---	--

### 2d - D - 4mi (some transfer)

D	Offensive hand with length in the suit. We would like partner to bid.
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### 2d - 2ma - pass?

2nt Natural and inviting.

3mi Natural and forcing. We can play in 4mi and 3Ma.

2S / 3H (opposite major) Shows fit and invite+.

3Ma Min. invite

Any jump Splint with 4 trumps. The 2ma-bidder assumes that the strength is approx. 9-11hp.

4ma Game. Typically with 4-5 trumps, no shortness and 10-11hp.

### 2d - 4mi (leaping) - pass?

4mi shows the color and hearts at least 5-5.

4h and 5mi are natural.

4d is a good 4h. At least 2 good values. (All aces, K in the mi-suit, Trump Q are good values)

4sp after a 4d-bid shows the same - but a little stronger.

4nt is a good 5mi-bid

5mi is natural - applies to both minors.

4sp after 4c is natural and shows that opener has hearts.

### 4. Hand:

#### 2d - Pass - 2h/sp?

D Take-out of the suit bid

If 2d-opener bid, D from partner is penalty. If opener pass, we play as after a weak 2-opening (Lebensohl)

2nt 15-18. Stopper in both majors. We play the nt-system.

3mi natural

3hj (sp) natural. 3h over 2h is natural.

Jump to 3sp is like 3sp in 2nd hand

Jump to 4ma is as in 2nd hand.

4mi is Leaping with the suit + opposite major (mi + sp after 2h and mi + h after 2sp)

#### 2d - Pas - 3h/sp?

D Takeout. If opener bids the other ma, D from partner is penalty.

4mi Leaping as after 2ma.

4ma There is more pressure on the bid now, so 4ma is not quite as strong as in the 2nd hand.

#### 2d pas 2nt?

D Strength - the next doubling is TO from both hands, unless it is an artificial bid, (shows the suit).

3x Natural - more based on a good suit, than honor strength.

4x Natural / preempt - not leaping.

### 6. Hand:

#### 2d - pas - 2h/sp - pass

##### pass?

D TO, 10-16hp. May well be an ok hand. We play as after a weak 2-opening.

2nt Both minor

Delayed overcall is weaker than direct overcall.

4mi Leaping with sp + mi. The answers follow the same principles as the direct leaping.

2d - pas - 2sp - pas

3h?

D TO, 10-16hp

4mi Leaping (with sp, otherwise would have bid first round)

8. Hand:

2d - pas - 2h - pass

2sp - pass - pass?

D TO, 10-16 - may well be an ok hand.

Delayed overcalls are competitive.

4mi Leaping with h+j + mi.



## DEFENSIVE AND COMPETITIVE BIDDING

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

Natural, aggressive  
Over 1M overcall: cue=3-card raise, 2NT=13-14 W/O 3M  
Three of opener's suit = mixed raise  
New suit is constructive NF over 1LO/C  
New suit F1 over 2 or 3 LO/C

### 1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)

2<sup>nd</sup>-15-18  
4<sup>th</sup>-11-14

### JUMP OVERCALLS (Style; Responses; Unusual NT)

Weak  
(1♦)-2♦ = 55M when 1♦ = 2+  
2NT = lowest 2 suits  
Reopen: constructive

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

Michael's cue bid, over that 2NT=asking  
Jump = stopper ask  
After short 1♦: 2♣=NAT, 2♦=55M  
After 1♦: 2♦=55M

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

Multi Landy / x=PEN/15+  
Reopening = the same  
After (1N)-X 1st X is T/O, subsequent PEN

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

DBL = T/O  
Leaping Michael's NF after 2x  
After MULTI-x=13-15BAL OR very STR, pass then DBL of 2M=T/O, 4m = m+♥, pass followed by 4m = m+♦  
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

### After strong 1♣/2♣ - x = both M, 1/2NT = both m

Strong club defence also over 1♦ negative

### OVER OPPONENTS' TAKEOUT DOUBLE

TRF after 1M from 1NT (also after DBL of our 1M O/C)

## LEADS AND SIGNALS

### OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	2 <sup>nd</sup> /4 <sup>th</sup>	The same
NT	2 <sup>nd</sup> /4 <sup>th</sup>	The same
Subseq	Attitude	Attitude
Other:	Polish style leads	

### LEADS

Lead	Vs. Suit	Vs. NT
Ace	<b>A</b> Kx(x), <b>A</b> x,	<b>A</b> Kx(x)
King	<b>K</b> Qx(x), <b>K</b> x,	<b>A</b> KJ10(x), <b>K</b> Qx(x)
Queen	<b>Q</b> Jx(x), <b>Q</b> x	<b>K</b> Q109(x), <b>Q</b> Jx(x)
Jack	<b>J</b> 10(x), <b>J</b> x, <b>K</b> J10	<b>K</b> J10(x), <b>A</b> J10(x), <b>J</b> 10(x)
10	<b>10</b> x, <b>K</b> 109x, <b>D</b> 109x, K10x	<b>10</b> x, <b>K</b> 109x, <b>D</b> 109x,
9	<b>10</b> 9(x)	<b>10</b> 9(x)
Hi-X	xxx(x), Hxx	xxx(x), Hxx
Lo-X	Hxxx(x), xx	Hxxx(x), xx

### SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Low enc	Low even	Low enc
Suit 2	Low even		
3			
1	Low enc	Reverse Smith	Low enc
NT 2	Reverse Smith	Low even	
3	Low even		

### Signals (including Trumps):

Suit preference – High for higher ranking suit  
Reverse Smith: at trick 2; low likes the lead

### DOUBLES

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

Standard

### SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Support doubles  
Game try doubles  
Lead directing doubles

## W B F CONVENTION CARD

CATEGORY: Green

NCBO: England

PLAYERS: Ewa Kater + Ewa Wieczorek

EVENT: Women

### SYSTEM SUMMARY

#### GENERAL APPROACH AND STYLE

2/1 FG

Short club, can be 2

5 card Majors

5 card Diamond unless 4441

Strong NT (14 w good 5 cards – 17 w/o good 5 cards)

### SPECIAL BIDS THAT MAY REQUIRE DEFENSE

1M-(x)-transfers and also after (1x)-1M-(x)

RKCB - 1403

EKCB - 0123

Rubensohl if they bid over our strong 1NT

2way check-back over 1x-1y-1NT: 2♣=pupp to 2♦, 2♦=FG

1♦ - 2♦ = 6+♦ INV

### SPECIAL FORCING PASS SEQUENCES

### IMPORTANT NOTES

### PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	x	2	4♥	Bal 11-14 or 18-19 or natural 10+	2♦=6+♣ INV, 2MWJS less than 8 points, 2♣=FG 5+♦ denies Major unless 16+, 3♦/3M=NAT WK	1m-1x-1NT-2♣=pupp to 2♦ = weak with ♦ or any INV 1m-1x-1NT-2♦=FG After reverse: 1m-1x-2y: 2NT and repeat x are NF others are NAT FG 1♣-1M-2♣-2♦ = ART F1 1m-1♣-2m-2♥ = NAT F1 1♦-1M-2♦-3♣ = ART F1	1m – (DBL) system on
1♦		5 (4)	4♥	10-21, shows 5♦ unless 4441	2♣=NAT FG, 2MWJS, 2♦=inverted raise INV+ forcing to 3♦ or 2NT, 3♣=INV, 3♦=WK, 3M/4♣=splinter		
1♥		5	4♥	Natural, shows 5	2NT= 4+M FG, 2/1=FG, 1NT=up to 11, can have 3M when 3-6 HCP or 10-11 HCP, 3♣/♦=NAT INV, 1♥-2♠=weak, 1♣-3♥=INV, 1♥-3♠=any splinter then 3NT asks: bid your singleton, 1♣-3NT=any splinter then 4♣ asks: bid your singleton and 4♣=singleton ♣, direct splinter=void, 1♥-3NT=void spade, 1♥-4♣ to play	1M-2NT-? 3♣=any min then 3♦ ask shortage, 3♦=non min ask shortage then 3♥/♦/NT=short ♣/♦/♣, 4x=cue, no shortage, 3♥/♦/NT=splinter ♣/♦/♣ non min, 4x=55	1M-dbl- TRF from 1NT, 2M weak 1M-1/2x-2NT=FG with 3+M 1M-1/2x-2/3x=INV with 3+M 2♣=Drury after 3rd and 4 <sup>th</sup> . Drury is off after DBL (TRF)
INT			4♥	(14+)15-17 Bal, possible 5422, 5M, 6m, can be singleton H	Stayman (promises 4M), 2D/H/S transfers, 2NT=INV, 3C=♦ WK or STR, 3♦=NAT INV, 3♥/♣=54minors shortage in ♥/♣, 4♣/♦-TRF to ♥/♣, 4♥/♣-to play	Smolen, 1N-2♦-2♥-2♣ = 55 inv, 1N-2♥-2♣-3♦ = 55 FG, 54 in Majors goes through Stayman	Rubensohl
2♣	x			FG or 22-23 BAL	2♦ = waiting 2M/3m = NAT, positive, good suit 2NT = 8+, BAL	2♣-2♦ then: 2♥ = either NAT or 24+BAL, 2♣/3m = NAT, 2NT = 22-23 BAL, 3M = NAT, suit setting. 2♣-2♦-2♥-2♣ = forced then 2NT=24+BAL, 3x= NAT with ♥	After overcall DBL = 0-2HCP
2♦	x			3-7 HCP, (5)6 in either M	2NT=asking, 2♥/3♥=p/c, 3/4♣=NAT, 4♣=transfer to your M, 4♦=bid you M, 4♥=NAT, 3♣/♦=Nat constructive	2♦-2NT-3♣ = minimum then 3♦ GF ask and 3♥=spades, 3♣=hearts	After DBL: Pass = ♦ XX = bid 2♥ and pass next bid Others = system ON
2♥		5		Good weak 2 (8-11)	2NT=asking, 2♥-2♦=constructive NF, 3m/0M=FG NAT		
2♠		5		Good weak 2 (8-11)			
2NT				20-21 BAL	3♣=Stayman, 3♦/♥=transfer, 3♣=both minors, 4L=two below slam tries	Completing a transfer shows a fit, Smolen	
3NT	x			In 1 <sup>st</sup> /2 <sup>nd</sup> GAMBLING = AKQxxxx in a minor, no outside A or K, in 3 <sup>rd</sup> /4 <sup>th</sup> = to play		<b>HIGH LEVEL BIDDING</b>	
3♣-5♣				PREE, NAT		4NT = RKCB – 1403, 4NT-(x)-xx = to play, 4NT-(5x)-? = DOP1; EKCB – 0123	
						Italian Style cue bidding, 5NT = pick a slam when no suit agreed	

DEFENSIVE AND COMPETITIVE BIDDING		
<b>OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)</b>		
Simple – natural, can be 4 card suit at 1 level		
Change of suit 2:1 is NF, 1:1, 2:2 and 3:2 is F		
Responding – Jump cue = mixed; UCB – 3+ card raise; 2NT – maybe a 4 card raise		
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>		
Direct 15-18, system on Stayman and transfers		
4 <sup>th</sup> - 11-15, 2C stayman		
Sandwich with both opponents bidding 16-18		
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>		
1 <sup>st</sup> to 3 <sup>rd</sup> = weak (less than an opening bid)		
2NT – unusual, lowest 2		
Reopen: Intermediate (11-15)		
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>		
Michaels 5/5, 2NT response = game interest		
Jump cues ask for stop for NT		
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>		
X – 15+		
2C = majors, then 2D shows equal length; 3C=F; 3D=UCB		
2D = one major, then multi responses		
2H/S = 5H/S + minor		
Passed hand as above except X is always 4M + 5m		
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>		
X = t/o		
Leaping and non-leaping Michaels		
3NT to play		
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♦ or 2♦</b>		
X – Majors, 1NT = minors , Weak Jump Overcalls		
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>		
XX = 9+, New suit = F1, Jump = Fit		
Jump raise = pre-emptive, 2NT = best raise		
1H (X) 2D and 1S (X) 2H = 9+ 3 card raise		

LEADS AND SIGNALS		
<b>OPENING LEADS STYLE</b>		
	Lead	In Partner's Suit
Suit	4 <sup>th</sup> /2nd	3 <sup>rd</sup> /5th
NT	4 <sup>th</sup> /2nd	3 <sup>rd</sup> /5th
Subseq		
Other: May lead top from xxx in partners suit if supported		
<b>LEADS</b>		
Lead	Vs. Suit	Vs. NT
Ace	From AK –for Rev Att	From AK –for Rev Att
King	K from AK or KQ - Count	AK or KQ – count/unblock
Queen	KQ or QJ – Rev attitude	KQ or QJ – rev attitude
Jack	KJ10x, J10x or Jx	AJ10, KJ10x or J10x
10	K109, Q109, 109x	H109, 109x (10 is an H)
9	H98x or 9x	Q98x, J98x, 9x
Hi-X	Xx, xXx, xXXX (+)	Xx, xXx, xXXX (+)
Lo-X	HxX, HxxX (+) 3/5 if P suit	HxX, HxxX; 3/5 if P suit
<b>SIGNALS IN ORDER OF PRIORITY</b>		
	Partner's Lead	Declarer's Lead
1	Low encouraging	High –even
Suit 2	High – even	High – even
3	SPS if x on dummy	
1	Low encouraging	Low encouraging
NT 2	Count	Count
3		
Signals (including Trumps):		
Suit preference signals where possible.		
<b>DOUBLES</b>		
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>		
Mostly take out. T/o of suits bid and supported to 3S.		
Reopening x light		
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>		
Support doubles when ptnr shows a 4 card major at 1 or 2 level		
Responsive		
Game Try		
Lightner		

W B F CONVENTION CARD		
<b>CATEGORY:</b>		
NCBO: England		
<b>PLAYERS:</b> Nevena Senior & Anne Rosen		
<b>SYSTEM SUMMARY</b>		
5 Card Majors, with 15-17NT		
2 over 1 GF		
1C can be 2		
1D is never a weak NT hand		
2D weak 2 in a major 1 <sup>st</sup> & 2 <sup>nd</sup> position		
2H/S weak 2 suited 1 <sup>st</sup> and 2 <sup>nd</sup> position (M+lower suit)		
2D/2H/2S weak in 3 <sup>rd</sup> position		
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>		
Inverted minor response to 1C/D		
<b>SPECIAL FORCING PASS SEQUENCES</b>		
<b>IMPORTANT NOTES</b>		
<b>PSYCHICS: Rarely</b>		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	✓	2	4H	Clubs, or weak NT or 18/19 NT hands.	IH/1S = natural (may have longer minor); inverted minor response, weak jump shifts	1C -2C -2NT = wk NT clubs	Support doubles and redoubles
1♦	----	4	4H	Unbalanced, or 18/19 NT with 4+D	Inverted Minors response, weak jump shifts		Support doubles; After 1D opener jumps are fit in competition
1♥	----	5	3S	Natural	1NT = semi-forcing; 2/1 = nat GF; Raising the suit: 2maj 5-9; 2NT = GF; Bergen Raises		P/H = Drury – 3 card raise; 2NT – 4 cards
	----	5	3S	Natural			Compn = 2NT best raise; UCBs; fit jumps
INT		Bal		15-17 Bal	Stayman; 4 suit transfers; 3 level = single suited slam tries; 4C minors	Bid shortage after minor suit transfers.	Lebensohl New suits competitive over intervention
2♣	✓	0		23+ or Game Forcing	2D Negative/Relay usually less than 8, 2NT = 8+ Bal; 2H/2S/3C/3D = Nat positives	Kokish	X at 2 or 3 level t/o, bids F and positive. 4 level x = pens
2♦	✓	0		Weak 2 in a major		3C/3D are mins H/S; 3H/S are max S/H	X Pens at 3 level
2♥	✓	5		Weak 2 suited 2 bid 5/5 V maybe 5/4 NV (4-9)	2NT – F Enq, 3 minor POC	Show 2 <sup>nd</sup> suit and mins or max	X pens at 3 level
2♠	✓	5					
2NT	----	Bal		20-22 Bal	3C 5 card puppet stayman, 3D/3H = transfers, 3S = minors; 3NT = to play; 4 level = transfer slam tries		
3♣	----	6		Pre-emptive	Change of suit is natural and F1. 4C P Blackwood over D/H/S 4D P Blackwood over C		X pens after pre-empt openers
3♦	----	6		Pre-emptive			
3♥	----	6		Pre-emptive			
3♠	----	6		Pre-emptive			
3NT	✓	0		Pre-emptive – solid minor in 1 <sup>st</sup> and 2 <sup>nd</sup> ; to play in 3 <sup>rd</sup> and 4 <sup>th</sup> .	4C p/c 4D asks for singletons		
4♣	----	7		Good Pre-empt. Typically 8 card suit or 7:4	4NT – RKCB New suits at 5 level show 2 losers in other suit		
4♦							
4♥							
4♠							
4NT	✓	0		Asks for specific aces			
5♣		8				<b>HIGH LEVEL BIDDING</b>	
5♦		8				Cue bids (1 <sup>st</sup> or 2 <sup>nd</sup> round control), last train in uncontested auctions	
5♥		8				4NT RKCB – 3041 2 no Q, 2+Q, then 5NT for Kings ;	
5♠		8				Over intervention: D is step 1 0/3, P is step 2 1/4 , next suit is step 3	
						Exclusion KCB may apply at the 5 level	
						5NT pick a slam; GSF	

DEFENSIVE AND COMPETITIVE BIDDING		
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>		
5+cards		
2NT in response to major – 4cd raise UCB = 3cds		
Mixed raises, splinters, fit jumps		
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>		
15-18 system on		
10-14 in 4 <sup>th</sup> seat – 2C Stayman, then 2N reply = 13-14		
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>		
Weak in 2 <sup>nd</sup> , intermediate 4 <sup>th</sup>		
Reopen:		
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>		
MCB		
(1x) 3x asking for stop		
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>		
(X by passed hand is clubs and major)		
X Penalty		
2C Majors		
2D D+M		
2H/S natural		
2NT GF 2 suiter or minors		
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>		
X t/o – lebensohl after weak two		
Rubensohl in response to Multi X (13-16)		
Strong jump shifts. Leaping Michaels. NL Michaels v 3L opener		
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♦</b>		
X majors 1NT minors		
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>		
XX denies fit		
1M X full transfers from 1NT = clubs etc		
1M X jump in OM = mixed. 3L= weak. Fit jumps, splinters		

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4/2	3/5 – Top from xxx if supported	
NT	4/2	3/5 – Top from xxx if supported	
Subseq			
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT - Same	
Ace	AKx AKxx- rev att		
King	AK AKxxx – std count	K asks unblock or count	
Queen	KQx QJx		
Jack	J10x KJ10x K109x		
10	10x, 109x, Q109		
9	9x or H98		
Hi-X	xXxx, xXx, Xx		
Lo-X	HxxX, HxX		
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Low enc	HiLo even	Low enc
Suit 2	HiLo even	SP	HiLo even
3	SP		SP
1	Low enc	HiLo even/Smith	Low enc
NT 2	HiLo even	SP	HiLo even
3	SP		SP
Signals (including Trumps):			
SP in trumps			
Smith Peters v NT, high from both sides enc initial lead			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support X & XX			

W B F CONVENTION CARD		
<b>CATEGORY:</b>		
<b>NCBO: England</b>		
<b>PLAYERS: Catherine Seale Catherine Draper</b>		
<b>EVENT Women</b>		
<b>SYSTEM SUMMARY</b>		
<b>GENERAL APPROACH AND STYLE</b>		
15-17 NT		
5 card majors 2/1 GF		
1C = 2+		
Multi 2D – 1 major 0-8		
2H/S 8-11 depending on vul		
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>		
<b>SPECIAL FORCING PASS SEQUENCES</b>		
<b>IMPORTANT NOTES</b>		
<b>PSYCHICS:</b>		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2			WJS except 2D good club raise inv.1NT/2NT nat	1C – 1M – 3D = 18-19 bal raise	
					1C – 2C GF. 1C – 3L weak	1C – 1M – 2C – 2D art GF	
1♦		4			1D – 2D GF. 2H/S weak	1D – 2C GF	
					1D – 3C inv raise		
1♥		5			2NT GF. 2S mixed. 3C = 3cd inv. 3D = 4cd inv	1H – 2C/D GF	2NT 4cd, UCB 3 <sup>rd</sup> raise after int
					3H weak. 2 way splinters		2C/2D good raise 3 <sup>rd</sup> /4cd by PH
1♠		5			2NT GF. 3C 3cd inv, 3D 4cd inv, 3H nat, 3S mixed	1S – 2C/D/H GF	
INT		15-17			2C Stayman. RST. 2S/2NT C/D – bid suit with fit		Lebensohl after intervention
					3C – 5cd stayman 3D=minors GF, 3H/S bal slam try. 4C=H, 4D=S		
2♣	23+ or GF				2C-2D-2H = H or bal		
					2C – 2D – 2N = 25+ system on		
2♦	0-8				2H = P/C. 2S good H support. 2NT enquiry		After X – pass is D, XX neutral
					4C asks trf. 4D asks suit		2H P/C. X= comp in OM
2♥	8-11 ATV				2NT asks shortage		After intervention X penalty
					2S NF 3C/D GF		
2♠	8-11 ATV				2NT asks shortage		
					3C/D/H GF		
2NT	20-22				3C Puppet stayman. 3D/H trf. 3S minors		
					4L = two below slam tries		
3♣	<10				Change of suit GF		
3♦	<10						
3♥	<10						
3♠	<10						
3NT			Gambling	4C = P/C. 4D asks shortage			
4♣	<12						
4♦	<12						
4♥	<12						
4♠	<12						
4NT							
5♣	<12						HIGH LEVEL BIDDING
5♦	<12						
5♥	CONV		Asking for A/K in trump suit		30-41 RKCB 5NT shows 2+void, then 6C asks Queen		
5♠	CONV		Asking for A/K in trump suit		Next suit asks for QT.		
					5NT asks kings – bid shows the one held or other two		
					New suit asks 3 <sup>rd</sup> round control		
					ERKCB – 0,1,2,2+Q		

## DEFENSIVE AND COMPETITIVE BIDDING

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

8-16 hcp, 5+ suit (on 1<sup>st</sup> level good 4-card suit possible)

2♦ = DRURY (fit not guaranteed)

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

2 of opps' (nat) suit = good raise ((3)4c support); minisplinter

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

### INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)

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

### SYSTEM ON

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

### JUMP OVERCALLS (Style; Responses; Unusual NT)

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

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

2-suiter: 2NT = two lowest suits

Reopen: based on tricks, somewhat stronger

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

over 1♥♦ = Michaels cue (0—10 or 16+p) - 2NT = relay, N♦ = poc

over 1 minor (3+) = both majors (54+) 8-11 hcp

jump cue = asks stopper for 3NT

reopening = same

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

vs STR = Dbl= ♠+any, 2♣♦ = ♥+ ♣/♦, 2♥♦=nat, 2NT=minors

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

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

T/O DBL thru 4♥, (2x)-DBL-2NT=LEB; applies also if

(1M-2M), cue-bid = asking stopper, Leaping Michaels (FG)

against MULTI-opening DBL=opening strength

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

VS 1♦/♦: DBL=Majors, 1NT=minors

overcall can be aggressive

### OVER OPPONENTS' TAKEOUT DOUBLE

RDBL=(10)11+ HCP

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

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

## LEADS AND SIGNALS

### OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	1 <sup>st</sup> /3 <sup>rd</sup> /low	1 <sup>st</sup> /3 <sup>rd</sup> (att. in supported suit)
NT	2 <sup>nd</sup> /4 <sup>th</sup>	1 <sup>st</sup> /3 <sup>rd</sup> (att. in supported suit)
Subseq	1 <sup>st</sup> /3 <sup>rd</sup> /att. through dummy	1 <sup>st</sup> /3 <sup>rd</sup>
	2 <sup>nd</sup> /4 <sup>th</sup> through declarer	

10/9 is 1<sup>st</sup>/3<sup>rd</sup>; when leading through declarer, we lead 2<sup>nd</sup> from sequence

### LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK, AK(+), Ax	any AK(+), Ax
King	any AK(+), any KQ(+), Kx	any AK(+), any KQ(+), Kx
Queen	any KQ(+), QJ(+), Qx	any KQ(+), QJ(+), Qx
Jack	J10(+), Jx	J10(+), Jx
10	109(+), HJ10(+), 10x	HJ10(+), 109(+), 10x
9	9x, 98(+), H109(+)	H109(+)
Hi-X	Sx, HxSxxx, xxSxxx	xSx, xSxx(+)
Lo-X	xxS(x), xxxxS, HxSx, HxxxS	xS, 10xxS(+), HxxS(+)

### SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit 1	odd = ENC	hi/lo = even	odd=ENC/even SP
2	hi/lo = even	SP	(hi/lo = even)
3	SP		
NT 1	odd = ENC	Smith echo	odd=ENC/even SP
2	hi/lo = even	hi/lo = even	(hi/lo = even)
3			

Signals: ATT on A or Q, count on K

odd encourages, even = Lavinthal; “the smaller the odder” principle

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

### DOUBLES

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

11-16 negative or 1♣ opening values, may be light with classic shape

then new suit = NF, cue-bid = GF; (2x)-DBL-2NT = LEB

jump to 2nd level = INV (8-11) with 4+ suit, double jump=INV with 6c suit

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

#### SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

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

support DBL thru “2M-1”, responder’s DBL to cue shows top-honour

Often DBL shows just extras from NF hand, maximal DBL on 3<sup>rd</sup> level

Snapdragon DBL      standard Lightner/lead directional DBLs

against (1♥♦) - (INT) - DBL = TO

DBL to 3NT = lead your suit, if OPPS have bid = lead dummy's suit

usually, DBL is takeout until there are still 2 unbid suits left

if only one hand has bid, then double from there is competitive (or cards)

## CONVENTION CARD

### CATEGORY: BLUE

### COUNTRY: Estonia

### EVENT: EUROPEAN CHAMPIONSHIPS 2022

### PLAYERS: Mirjam IHER – Maarja ORAS

## SYSTEM SUMMARY

### GENERAL APPROACH AND STYLE

**Relay-Precision**, nebulous 1♦, 5c Majors, 1NT 14-16 semiBAL (4401) may open either 1♦ or 1NT

2♦ = lousy w2 in a Major, 2♥/♦=w2, constructive

pre-empts aggressive, especially in green

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

**Judgement allowed in any situation; all points can be adjusted**

### SPECIAL BIDS THAT MAY REQUIRE DEFENSE

1♦ may be short (void if 4405)

2♦ = 5+M, 0-8 hcp

3NT = Gambling (max Q outside)

If opps interfere on 1<sup>st</sup> level, we play transfers (see suppl. sheet)

TRF-LEBENSOHL if opps interfere on 2<sup>nd</sup> level (see suppl. s.)

1♥ - 1♣ is sometimes bid with <4 spades to keep bidding open

1M-3M raise weak, Michael’s cue, Leaping Michaels

1M-2♦♥ = NF

3x-3M = GF in Vul, INV in NVul

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

### SPECIAL FORCING PASS SEQUENCES

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

after 1M/NT - 2♣

### IMPORTANT NOTES

sometimes light bids, on distributional values or lead directional

If relay is doubled, pass and RD count as steps, if answer,

pass = relay, RD = to play. We tend to reopen in nonvul vs VUL even with MIN

### PSYCHICS: 3rd hand opening may be very light

1NT opening flexible      otherwise rare

A r t	MIN. NO. OF CARDS	NEG. DBL	Mirjam Iher – Maarja Oras (Estonia)				
			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING	
1♦	x	0	4♥	STR: 17-19 or 22+ if BAL  (14) 16+ if UNBAL or 8+ playing tricks	1♦=0-7, 1♥= ♦ or 8-11♥, 1NT=12+♦, 1♣=BAL/4441  2♣/♦=NAT, 2♥=(54)♦+♦, 2♦=55+♣+♦  2NT-3♥= 8-11, 4441 below singleton  3♠(NT)=any AKQxxx(x) all answers except 1♦ GF	1♣-1♦-1♥/♦ 4+ F1, unBAL  1♣-1♦- 2♥ puppet to 2♣, almost GF; 1♣-1♦-2♦=minors  1♣-1♦-1NT - 1NT sys on, 1♣-1♦-2NT – 2NT sys on after positive answer (except 2♦) +1=relay (any distr.)	Max-responses are (9)10-11
1♦	x	0	4♥	11-13 BAL, 11-16 hcp 4414, 4405 or 4+♦ may be also 5♣4M with bad ♣	1♥/♦=F1, 4+, 1NT/2NT NAT, limit  2♣/♦ NAT, GF, 2♥/♦ = 5♣4+♦, 7-9/8-11 hcp  3x=INV, 6+ suit	voluntary ♣ bids from opener=both minors  1♦-1M-1NT-2♣=checkback  if opps interfere, we play transfers (see suppl. sheet)	
1♥	5	4♦	(9)11-16 hcp	1NT=GF relay (any distr.); 1♣=3+♦ F1  2♣=ART, INV; 2NT= distributional INV with supp 3♣/♦=6c suit INV, 2♦/♦ = NAT, NF (0—10(11)hcp)  3♥ = PRE (0—8hcp), 3♣ any splinter with singleton, 3NT spl with ♣ void, 4♣♦ spl with void	1♥/♦-1NT-2♣=MAX, 2♦=4+m; 2♥=BAL or 54+Majors  2♣=6+ M, 2NT=6+M&4m; 3♣/♦ MAX 5M & 5+♣/♦  3♥/♦=6+M & 5♣/♦, 3NT = 65 Majors  1M-2♣ ->2♦ =waiting or min 5c M; ->2M = min 6c M 1M-2NT-3x=short, 4x=5c suit, 4M=min 6c or max bal	no GF relays	
1♦	5	4♥	(9)11-16 hcp	same principles as after 1♥; 1♣-2♥=NF, 3♥=INV, 6+♦; 3NT any spl with singleton			no GF relays
1NT		4♥	14-16 (semi)BAL (5c suit counts as 1hcp) may include 5c M, 6c m, singleton (rarely small)	2♣ = Stayman, 2♦= TRF, 2♣ =BAL or ♣, 2NT=♦ or ♦, 3♣=both minors, INV, 3♦=both minors, GF; 3♥=31(54) GF, 3♣=13(54) GF 4♣=asking for aces, 4♦=TRF, 4NT INV	1NT-2♣-2NT = MAX 44 majors ->3♦/♥ = TRF  1NT-2♣-2♦-2♥=(44)+ Majors, weak (<9hcp), 2♣=5♣4♥, INV; 1NT-2♣-2♦-3♥=Smolen after TRF new suit = GF, jump = autosplinter		
2♣	5	4♥	11-16hcp 6♦or 5+♣4M min with 6♣4♦/5♣4M with bad ♣ may be opened 1♦	2♦=relay (INV+); 2♥♦=NF (0—10(11)hcp);  2NT=trf to 3♣ (♣ or GF twosuiter)  3♣=nat INV, 3♦♥♣ INV 6+suit	2♣-2♦-2M=4card; 2NT=max 6+♣; 3♣ min 6+♣  3♦♥♣=max 6♣4x  2♣-2♦-x -> new suit = nat GF		
2♦	x	0	1 <sup>st</sup> /2 <sup>nd</sup> hand: 0-8 hcp, 5+♥ or ♣ 3 <sup>rd</sup> /4 <sup>th</sup> hand: natural, 0—12hcp (lower limit depends on vul and pos.)	2NT = relay (INV+), 2/3♥/♦ = POC  3♣=puppet to 3♦, 4♦/♦ = to play  4♣ = make TRF, P!, 3♦ = INV to 4M, 4♦ =F to 4M	on 2NT: 3♣=max->3♦=R->3♥♣=oM; 3♦♥=min, trf  pass = to play (may not have ♦); if doubled: rdbl = partner, bid your suit!; 2♦♣3♣=nat NF, others sys on		
2♥	6		6-10 hcp, good 6c suit 3 <sup>rd</sup> /4 <sup>th</sup> hand: like 2♦	2NT = relay (INV+); raise = random PRE  2♣ NF, otherwise new suit F1	2♥-2NT-> 3♥=min, 3♣♦♦ max shortness, 3NT max bal		
2♣	6		6-10 hcp, good 6c suit 3 <sup>rd</sup> /4 <sup>th</sup> hand: like 2♦	2NT = relay (INV+); raise = random PRE  New suit F1	2♣-2NT-> 3♦=min, 3♣♦♦ max shortness, 3NT max bal		
2NT			20-21 hcp, semiBAL	3♣=puppet stayman, 3♦♥=trf, 3♣=minors, GF  4♣♦♥=trf	2NT-3♣-3♦=at least one 4c M, 3♥=no 4c M,  3♣=5c ♣, 3NT=5c ♥		
3♣♦	6		pre-empt (random), 0—10hcp depending on VUL and position	new suit F1 VUL, INV nonVUL (can be for lead)			
3♦♣	6		same	4♣♦ = cue			
3NT	x		solid m, no outside A/K	Any ♣ = poc; 4♦ = (R) asks shortness	4M=shortness; 4NT=7222; 5m=short in other m		
4♣	x	0	♦, 8,5-9,5 tricks	4♦=inv to slam			
4♦	x	0	♣, 8,5-9,5 tricks	4♥=inv to slam			
4♥/♣	7		pre-emptive (7—8 tricks)				
4NT	x		both minors				
<b>HIGH LEVEL BIDDING</b>		<b>HIGH LEVEL BIDDING</b>		<b>HIGH LEVEL BIDDING</b>		<b>HIGH LEVEL BIDDING</b>	
Splinter; autosplinter		Any lowest 1 <sup>st</sup> or 2 <sup>nd</sup> round cue		After finding exact pattern +1 CRASH for aces,		4♦ after finding exact pattern= TRF to 4♥, gamestopper	
Quantitative 4NT after NT-bids		In bid 5c suit, bidder's cuebid		then +1 CRASH for kings/+2 asks exact location		4♥♣NT5♣♦= INV in suit bid; 4♣ = trf to 4♦,	
5NT: pick a slam; 4♦ with ♣fit or after nat ♣ bid is RKCB♣		promises 2/3 honours; partner's of honours and after that +1 CRASH for kings etc.		preparing to RKCB in suits in order of length		RKCB 1403, Exclusion Blackwood	
1/3; no cuebid with shortness		DOPI-ROPI, if higher than 5 of our suit - DEPO					

**Supplementary sheet: Transfers in competitive auctions**

After 1♦-(dbl):

rdbl	4+♥
1♥	4+♣
1♠	NT
1NT	♣
2♣	♦
2♦♥♣	6+♥/♣, weak or strong <sup>1</sup>
2NT	minors, weak or strong
3♣♦♥♣	nat, INV
3NT	to play
4NT	minors

After 1♦-(1♥):

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

After 1♦-(1♠):

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

After 1♦-(2♣):

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

After 1♦-(2♦<sup>2</sup>):

2♥♣	nat, NF (0—10hcp depending on VUL)
2NT	♣, weak or strong
3♣	INV

After 1♥-(dbl):

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

After 1♥-(1♠):

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

After 1♥-(2x):

dbl	take-out
2♣	nat, NF
2NT	<i>Lebensohl</i>
3♣♦♥	transfer (skipping partner's suit), INV+ TRF to opps' suit: INV+ with support

After 1♣-(dbl):

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

After 1♣-(2x): same as after 1♥-(2x).

After 1NT-(2♣♣)<sup>3</sup>:

rdbl	penalty in at least one M
2♥	GF in ♣
2♣	GF in ♦
2NT	<i>Lebensohl</i>
3♣♦	nat, INV
3♥♣	GF, both minors and shortness in that Major
4♦♥	TRF to ♥/♣

After 1NT-(2♦♥♣):

dbl	take-out
2♥/♣	nat, NF (0—8hcp depending on VUL)
2NT	<i>Lebensohl</i>
3♣♦♥	transfer (opps' suit skipped), INV+

After 2♣-(dbl):

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

After 1NT-(2♦):

2NT	trf to ♣, weak or strong (here weak=0—8hcp; strong=11+hcp or compensating values)
3♣	nat, INV

After 2♣-(2x):

2NT	<i>Lebensohl</i>
3♣	nat, INV
3♦♥♣	transfers (trf to opps' suit: GF BAL)

<sup>1</sup> Henceforth: weak = 0—10(11) hcp depending on hand and vulnerability, strong = GF (13+ hcp or distributional extras).

<sup>2</sup> NAT

<sup>3</sup> Promising both Majors.

<sup>4</sup> Not promising both Majors.

<sup>5</sup> Not promising both Majors nor NAT.

<sup>6</sup> NAT.



DEFENSIVE AND COMPETITIVE BIDDING		
<b>OVERCALLS (Style; Responses; 1 / 2 Level; Reopening)</b>		
1.level light (can be 4c suit); OBAR BIDS (when opps bid and raise, balancing in direct seat e.g (1S)-p-(2S)-? = light bids allowed) cue=limit 3c fit, 2NT=limit 4c fit,		
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>		
15-17 (14-18) (semi)BAL SYSTEM ON		
4 <sup>th</sup> =11-15(16) over 1M, 10-14 over 1m		
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>		
Pre, vul dependent (0-10). Treat as opening pre in response 2NT=minors		
Reopen: intermediate		
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>		
direct cue = Michaels cue bid - 2NT = relay jump cue = asks stopper for 3NT		
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>		
X= 15+p 2♦=majors, 2♦=1 major; 2M=Mm		
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>		
T/O DBL; cue (2M-3M) =asks stopper; Leaping Michaels		
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>		
vs 1♣ Mathe (X=majors, 1NT=minors)		
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>		
Nat		

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

W B F CONVENTION CARD		
<b>CATEGORY: BLUE</b>		
<b>COUNTRY: Estonia</b>		
<b>EVENT: any</b>		
<b>PLAYERS:</b> Tuul Sepp – Pihel Kuusk		
<b>SYSTEM SUMMARY</b>		
<b>GENERAL APPROACH AND STYLE</b>		
Precision 2/1 GF, semi-forcing 1NT <b>Judgement allowed in any situation, all points can be adjusted</b>		
Light openings and defensive actions		
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>		
1♦ opening = 11-15 1♣ opening = 16+ ART 3NT = solid minor (AKQxxxx, maximum Queen outside) 1D-2H = 5S+4/5H less than inv 1D-2S = inv with 5S+4/5H 2D opening = 11-15, 3suiter, short diamonds		
<b>SPECIAL FORCING PASS SEQUENCES</b>		
after game balance has been found		
<b>IMPORTANT NOTES</b>		
<b>Frequent upgrades and some downgrades</b>		
All the HCP ranges can be compensated by distribution		
<b>PSYCHICS</b>		
light 3rd seat openings INT can be flexible		

OPENING	A R T	CARDS	NEG. X THRU					
					DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	x	0	no	16+ ART, F1	1♦ = 0-7 hcp 1♠=8-11 bal 1NT=GF 5+♠ 3x=singleton, 4441	1♣-1♦-1♥ = 21+		
1♦	x	2	∞	11-15 no 5cM	2♥/♠=5♣4+♥ less than inv/inv 2m = GF 1N = 6-11, 2N = inv	MTWS (xyz)	No GF	
1♥	5	∞	11-15 Can be 4 &/or light in 3 <sup>rd</sup> seat	2/1 GF; 1NT = SemiF 2NT = limit 4c fit 2♦ = weak (approx.. 4-9), 3m = inv, 3♥ = pre (0-8)	MTWS (xyz)		Drury	
1♠	5	∞	11-15 hcp, same as after 1♥	same as after 1♥	MTWS		same as after 1♥	
1NT		∞	14-16 BAL 5M, 6m, 5422 possible Sgl H possible (rare)	2♣ = Stayman; transfers to Majors (2♦=♥; 2♥=♦) 3♣ = Muppet 3M = (13)(54)				
2♣	6	∞	11-15, 6♦ Can be 5 &/or light in 3 <sup>rd</sup> seat	2♦=(R) 2♥♣=5c NF (8-12 p) 2NT=puppet to 3♦; 3♦ = inv 3♦♥♣=INV 6+suit	2♣-2♦-2♥♣=64; 2NT max; 3♣ min			
2♦	x		no	Precision: 11-15 HCP, 4414/(43)15/4405	2NT=(R)	2♦-2NT-3♣=min; 3♦/♥/♦/NT=max 4414/3415/4315/4405 2♦-2NT-3♣-3♦(R)-3♥/♦/NT=min 3415/4315/4414 or 4405		
2♥		6(5)	no	same	2♣=constructive nF, other new suits F 2NT=(R) Ogust	2♥-2NT-3♣/♦/♥/♦/NT= bad hand+bad suit/bad hand+good suit/good hand+bad suit/good hand+good suit/AKQxxx		
2♦		6(5)	no	same	new suits F			
2NT				20-21, same as 1N shapewise	Muppet Stayman; Jacoby, Texas			
3♣		7 (6)	no	pre-empt, vul/position dependent (0-10)				
3♦		7 (6)	no	same				
3♥		7 (6)	no	same				
3♦		7 (6)	no	same				
3NT	x			solid m, no outside A/K				
4♣		7	no	pre-empt (no agreement on point-range)				
4♦		7		same				
4♥/♦		7		no special meanings				
4NT	x			both minors				
					<b>HIGH LEVEL BIDDING</b>			
<b>Conventions</b>					splinter; Blackwood (1403); voidwood			<b>Pihel Kuusk-Tuul Sepp Estonia Women</b>
Stayman, Texas/Jacoby transfers, Smolen, Xyz, Modified 2way Stayman, Jacoby 2NT Lebensohl, mixed raise, Michaels cue, Leaping Michaels, Unusual 2NT					Serious 3NT (in case of major fit) Cuebids can be 1 <sup>st</sup> /2 <sup>nd</sup> round controls			

DEFENSIVE AND COMPETITIVE BIDDING		
<b>OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)</b>		
VS Nat: (8)10-16 HCP 5+ CARDS; OVER 1M O/C 2♣ = DRURY		
VS ART same		
Versus strong openings and after passed partner the hcp ranges are advisory.		
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>		
15-18 HCP; 2♣ = STAY, JUMPS = INV, TRFs		
R/O: 12-15 HCP		
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>		
PRE, RESP: NEW SUIT = F1, 2NT = (R)		
2NT = 55 minors		
Reopen: 2NT = BAL 17-19 HCP		
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>		
Opps M=other M and ♣; RESP: 2NT = (R); 3♣=other M and ♦		
JUMP CUE ASKS FOR STOPPER TO PLAY 3NT		
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>		
VS 14-16 OR STRONGER: DBL = 15+, 2♣ = LANDY (54+M)		
2♦ = nat, 2M = nat, 2NT = 55+m		
VS WK NT: same		
<b>VS. ARTIFICIAL 2<sup>nd</sup> LEVEL OPENINGS</b>		
VS 2suiters where both suits are known: opponent suit shows other suits respectively lower/higher better		
VS unknown suit(s): DBL = 12-15 BAL OR 16+		
VS transfer pre-empt (also on higher level): opponent suit = 2 higher suits, DBL=T/O, repeated DBL=penalty		
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>		
NEW SUIT AT 1-LEVEL = F1, AT 2-LEVEL = NF;		
1m – (DBL OR 1X) – JUMP TO 2 & 3 LEVEL= PRE;		
1M – (DBL) – JUMP = FIT + SUIT (L/R OR BETTER)		
- 2NT = L/R OR BETTER;		
RDBL = (10)11+ HCP		

LEADS AND SIGNALS		
<b>OPENING LEADS STYLE</b>		
	Lead	In Partner's Suit
Suit	3+5/LOW	SAME
NT	4 <sup>th</sup> (2 <sup>nd</sup> from xxx(x))	SAME
Subseq	SAME	SAME
Other: ACE ASKS CT; KING, QUEEN ASK ATT		
<b>LEADS</b>		
Lead	Vs. Suit	Vs. NT
Ace	ÄK, AK(+), Äx	AK(+)
King	ÄK(+), KQ, KQ(+)	AKJ(+), KQJx(+), KQ10(+)
Queen	QJ, QJ(+)	AQJ(+), KQ9(+), QJ, QJ(x)
Jack	J10, J10(+)	J10, J10(+)
10	HJ10(+), 109(+), 10x	HJ10(+), 109(+), 10x
9	H109(+), 9x	H109(+), 9x
Hi-X	Sx, xxSx, xxxxSx	Sx, xSxx(+)
Lo-X	xxS, xxxxS	xSx
<b>SIGNALS IN ORDER OF PRIORITY</b>		
	Partner's Lead	Declarer's Lead
1	Low = E	Low = odd
Suit 2	S/P	S/P
1	Low = E	Low = odd
NT 2	S/P	S/P
3		
Signals (including Trumps): Smith, Lavinthal, Italy		
<b>DOUBLES</b>		
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>		
OPENING VALUES – CUE PROMISES A REBID, NEW SUIT = F1;		
REOPEN: (8)9+ HCP WITH CLASSIC SHAPE		
OVER (WK X) – DBL – (PASS) - LEB		
OVER (WK X) – PASS – (PASS) – DBL – (PASS) - LEB		
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLs/RDBLs</b>		
NEG DBLs; 1m – (1♥) – DBL = EXACTLY 4♠;		
1m – (1♠) – DBL = 4+♥, 6+ HCP;		
1♣ – (1♦) – DBL = 44M		
OPT & L/D DBLs		
IF DBL IS PASSED FOR PEN THEN ALL FOLLOWING DBLs = PEN		
AFTER RDBL ALL FOLLOWING DBLs = PEN		

W B F CONVENTION CARD		
<b>CATEGORY: GREEN</b>		
<b>NCBO: ESTONIA</b>		
<b>PLAYERS: INES PHIBELEHT-AIRE TAUBE</b>		
<b>SYSTEM SUMMARY</b>		
GENERAL APPROACH AND STYLE		
French STANDARD: 5-CARD M, in 3 <sup>rd</sup> & 4 <sup>th</sup> pos. may be light		
1NT – 15-17 HCP		
2♣ - MAJORS		
2♦ - STR		
2M – WK		
NORMAL PREEMPTS		
2 OVER 1 – PROMISES A REBID		
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>		
3NT – GAMBLING (any AKQxxxx w/o O/S Ace or King)		
IN COMP BIDDING CUE = L/R OR BETTER,		
JUMP RAISE = PRE, JUMP = FIT+SUIT (L/R OR BETTER),		
WHEN BOTH SIDES HAVE SHOWN A FIT, RAISE = COMP		
AND DBL = INV		
<b>SPECIAL FORCING PASS SEQUENCES</b>		
<b>IMPORTANT NOTES</b>		
<b>PSYCHICS: Occasional – allowed in favorable vulnerability and after passed partner</b>		

OPEN ING	A R T	Mi n car ds	NEG .DB L				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4♥	11-21 HCP; 12-19 if BAL		2♣ = F1; 3♣ = PRE; 1NT = 8-10 & 2NT = 11-12 HCP w/o 4M; 3♦/M = SPL (3-4 CTRL); JUMP SHIFT = FG (S/T)	4SF: promises rebid at 2-level, FG at 3-level; 3rd suit = F1.
1♦		3	4♥	11-21 HCP; 12-19 if BAL	1NT = 6-10 HCP w/o 4M, other = as above	As above.	As above
1♥/♠		5	4♦/♥	11-21 HCP, in 3rd/4th may be weaker		1NT = 6-10 HCP	DRURY, JUMP = FIT+SUIT,L/R
						JUMP RAISE = PRE	
						2NT = INV RAISE or better (ART)	
						JUMP SHIFT = NAT FG (16+ HCP or 8+ tricks)	
						DOUBLE JUMP SHIFT = SPL (3-4 CTRL)	
						4♣/♦/OM = other suit	
						4M = to play	
1NT			4♥	15-17 HCP BAL, may be 5(6)m	2♣ = STAY	1NT - 2♣ - 2♦ - 2♥ asking	Same
					2♦/♥/2NT/4♦/♥ = TRF, 2♠ INV or TRF ♣	1NT - 2♣ - 2♥ - 2♠ asking	
					3♣/♦/♥/♠ = HHxxxx, INV	1NT - 2♣ - 2♠ - 3♣ asking	
					4♣ = Majors		
2♣	X		4♥	5-10 HCP, (54)+ Majors	2♦ = (R); 2/3/4 Major = for play; 2NT to play	2♣-(dbl)-pass = clubs; 2♣-(dbl)-2♦ = nat; 2♣-(dbl)-redbl=choose M	Same
					3, 4♣ = choose better M		
2♦	X		4♥	22+ HCP or 9+ tricks	2♥ = weak, no aces; 2♠ = 1 M ace; 3m= ace; 3♥, ♠, NT=2 aces; 2NT=8+ HCP BAL.		Same
2♥/♠		6		6-10 HCP (HHxxxx when VUL)	New suit = F1	2M – 2NT – 3M = MIN	
					2NT = (R)	2M – 2NT – 3 new suit = A or K, MAX	
						autoSPL at 4-level	
2NT			4♥	20-21 HCP BAL, may be 5(6)m	3♣ = STAY		Same
					3♦/♥/♠/4♣/♦/♥ = TRF		
3♣/♦/♥/ ♠		7		PRE	New suit = F1	NAT	
3NT	X			Any AKQxxxx w/o O/S stopper	4/5/6/7♣ = P/C		
					4♦ = ASK for S/S	S/S NAT, 4NT = no S/S	
4♣/♦		7		PRE	NAT		
4♥/♠		7		PRE			
4NT	X			minors, PRE			
5♣/♦		7		PRE		HIGH LEVEL BIDDING	
5♥/♠		7		NAT	w ♥/♠A or ♥/♠K bid 6♥/♠, w ♥/♠AK bid 7♥/♠	SPL, RKCB 0314, DOPI, ROPI, LIGHTNER DBL	
						In F bidding sequences after a CUE the agreed m raise is RKCB	

DEFENSE AND COMPETITIVES BIDS		LEADS AND SIGNALS		EBL CONVENTION CARD	
<b>OVERCALLS</b>		<b>OPENING LEADS STYLE</b>			
STYLE: natural Responses: natural, weak jumps raises. Jump new suit: natural + fit, forcing one round; Jump cue bid: good raise. IN LAST POS: nat. shows less than good opening hand.		Suit	Lead 3 <sup>rd</sup> and 5 <sup>th</sup> , 2 <sup>nd</sup> from 4 small cards	In partner's suit 3 <sup>rd</sup> and 5 <sup>th</sup>	
		NT	4 <sup>th</sup> best	3 <sup>rd</sup> and 5 <sup>th</sup> , except in 1♣ : 4 <sup>th</sup> best	
		Subs	NT : 4 <sup>th</sup> best SUIT : high-low even	3 <sup>rd</sup> and 5 <sup>th</sup>	
<b>1NT OVERCALL</b>		Other : vs Suit : AKx(x) with a singleton in another suit or AK doubleton vs slams in NT : 3 <sup>rd</sup> and 5 <sup>th</sup> , 2 <sup>nd</sup> from 4 small cards			
OVERCALL: 16 - 18 HCP. IN LAST POS: 9 - 13 HCP. Responses: Stayman and Transfer. After Pass 1m Pass 1M: 6 in the cheapest and 4 in the other.		<b>LEADS</b>		<b>GENERAL APPROACH AND STYLE</b>	
<b>JUMP OVERCALL</b>		Ace	Vs. Suit AKxx; AKQ(x); AKJ(x); A(x)	Vs. NT AKx(x); AQ10(x); A(x); AKJ(x);	
ONE SUIT: weak. UNUSUAL 2 NT: 2 lowest suites.		King	AK; KQ(x); K(x); AK(x)+sing	AKQ(x); KQJxx; KQ10xx; Kx	
<b>DIRECT CUE-BID AND JUMP CUE-BID</b>		Queen	QJx(x); Q(x)	AQJ(x); KQ(x); QJ10(x); QJ9(x) KQ10x ; KQJx	
DIRECT CUE-BID: 1♥/♠ 2♥/♣: other M and ♣. 1♥/♠ 2NT: minors. 1♣/♥ 3♦: other M and ♦. 1♣/♦ 2♦: majors. 1♣/♦ 2NT/3♣/♦ : ♦/♣ and ♥/♣ 1♣ 3♦ : ♦/♣		Jack	AJ10x; KJ10(x); J10x; J(x)	AJ10(x); KJ10(x); J109(x); J108(x)	
		10	A109(x); K109(x); Q109(x)	K109(x) ; Q109(x) ; 10(9)x	
		9	9x	9(x)(x)	
		Hi-x	Hxxx; xxxx; xx; x	xx; xxx; xxxx(x)(x)	
		Lo-x	x; xxx; Hxx; xxxxx; Hxxxx	Hxx; Hxxx(x)(x); xxxx(x)(x)	
<b>VS NT</b>		<b>SIGNALS IN ORDER OF PRIORITY</b>		<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>	
1) VS STRONG NT: X: 4/3M + 1 sing/void in a minor (5431, 5440, 6430 ...). 2♣: LANDY - 2♦: 6 in a major (multi). 2♥/♣: 5♥/♣ and 4m.					➤ 1♣(♦) - 2♣(♦): 4♥(+)+5♠(+), 4-9 HCP
IN BAL POS: same.		Suit	1 Count: H/L=E 2 Encouraging 3 Suit preference	Count: H/L=E High encouraging	<b>SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENSE</b>
2) VS WEAK NT: LANDY - Transfers - DBLE = 14HCP + responses stayman / transfers.		NT	1 Count: H/L=E 2 Encouraging 3	Count: H/L=E High encouraging	
3) VS 1NT OVERCALL: 2♣: both majors if opening of 1♣/1♦ - Transfers - double: > 9H. 1♠ INT 2♣ = 5♥/2♣ - 1♥ INT 2♣ = 5♣/2♥		<b>SIGNALS (including trumps)</b>			
<b>VS PREEMPTS</b>		SIGNALS IN TRUMP SUIT: suit preference		<b>SPECIAL FORCING PASS SEQUENCES</b>	
Take out doubles - Two suiter.		<b>DOUBLES</b>			
<b>VS WEAK TWO:</b> Cue-bid = both min/ask stop; 4m = 5m + 5 in other M. 2NT: 16-19 + responses stayman and transfers.					➤ Some competitive sequences, when Double is negative if partner is short. ➤ When Pass is forcing, bid is weaker than Pass then bid.
<b>VS MULTI:</b> 2♥/2♣/3♣/3♦: nat - 3♥/♣: nat stronger - 4♣/♦: 5♥ + 5♣/♦. 2NT: 16-19 + responses stayman and transfers - X : take out on ♠		<b>TAKE-OUT DOUBLE</b>		<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>	
<b>VS ARTIFICIAL 1♣ OPENING</b>		STYLE: can be light if shaped. Responses: natural and limit - Cue-bid forcing one round. <b>IN BAL POS:</b> 8+ Pts. Responses: Idem.			
1) Double: take out for majors. 1♦/1♥/1♠/2♣ : natural with values. 1NT: both m. 2NT: both M. 2♦/2♥/2♣: nat, weak. 2) 1♣ Pass 1♦: X -> take out for M - 1NT -> both m - 2NT -> both M. 3) 1♣ Pass 1♥ : X -> ♥ and values - 1NT -> both m - 2NT -> both M. 2♥ : 6 ♥, less values than X.		<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES</b>			
<b>OVER OPPONENTS' TAKE OUT DOUBLE</b>		- Négatives doubles. Responsive doubles. - Double over fits and preempts. - Informative and optional doubles. - Maximal overcall double. - LIGHTNER doubles.			
Over 1♥/♣: Truscott and super Truscott					

	ART	CARDS	DESCRIPTION	X NÉGATIF thru	RESPONSES	SUBSEQUENT AUCTION	MODIFICATION OVER COMPETITION AND WITH PASS PARTNER
1♣ 1♦		3	10 <sup>+</sup> HCP	4♣	1m - 2m : 4+♥/5+♠ (4-9), then 2NT relay GF 1♣ - 1♥/♦: may have longer ♦ 1m - 3m: pre 1m - 2M : 6 cards strong 1♣ - 2♦: art 5+♣, 10/11 1♦ - 3♣: art 5+♦, 10/11	1m - 1M - splinters fit 1m - 1M - 4M: 18-19 balanced fit 1m - 1M - 3NT: 18-19 fit (5422) 2♣ relay to 2♦ after 1NT (either ♦ or inv) (2) 2♦ game forcing relay after 1NT rebid (2) 1♦ - 2♣ - 2NT: 12-14 or 18-19	AFTER PASS: 1m - 2M : 5M+4m, limit AFTER OVERCALL: weak nat jumps, (1) after 1♣ 1♦ X = 4/5♥, 1♥ = 4/5♠, 1♠ = no ♠, 1NT : 4♥+4♠ after 1♦ 1♥ X = 4/5♠ and 1♣ = no ♠ after 1♦ 2♣ 2♦ : 4+♥/5+♠ (4-9) after 1♣ 1♠ 2♣ : 5♥, 6-9
		3	10 <sup>+</sup> HCP	4♣			
1♥ 1♠		5	10 <sup>+</sup> HCP	4♣	1♥ - 2♣: 6♠ strong 1M - 2NT: 3/4M 8-15 3NT: 4M, 10-12 1M - 3♣, 3♦: natural, 6 cards, invit 1M - 3M: 4M, 6-9 1♥ - 3♠/4♣/4♦: Splinters 1♣ - 3♥: 6+♥, limit 1♣ - 4♣/4♦/4♥: Splinters	Splinters If fit forcing, 3NT: yes, but ... If fit NF, 3NT (3♣ when ♥): asking for controls 1♥ - 1NT - 2♣ : art forcing 1♣ - 1NT - 2NT : art, forcing	1) AFTER PASS: Drury (3) 1♥/♣ - 2NT : 4M+1sing; 3♣: natural 2) AFTER OVERCALL: jumps natural weak - 2NT: fit limit and + - Cue Bid : 4+ trumps GF (4) Splinters only in the overcall suit 3) AFTER DOUBLE: 2NT(3NT) : 4/5M, 9-13 (4) XX: 10H+, any hand fit or not, jump: Nat + fit 2M-1 = 4M, 8-10
		5	10 <sup>+</sup> HCP	4♥			
1NT			14 <sup>+</sup> -17 HCP	4♣	2♣: Stayman 4 responses 2♦/2♥/2♣/3♣: Transfers 3♦ : 4M333 asks for 4M 3♥/3♠ : strong 4♣/4♦ : Both majors 6/5	(5) Conventional developments and relays (5) 1NT - 2♦ - 2♥ - 2♣: 5♥ + 5 other, 7/8	AFTER OVERCALL: Double responsive Modified Rubensohl (6)
2♣	x	0	Strong any shape	4♥	2♦: relay Other : Nat or 5/5	Stayman and transfers on 2NT rebid 2♣-2♦-3♥/3♣/3NT:5-4/4-5/5-5 majors	2♣ - y - Double : nothing if y > 4♥ if not: double is negative with values
2♦	x	0	GAME FORCING	4♥	2♣: 1As, 2NT : 2As, 3♣/3♦: 1 black(red)As + 1 value 3M/3NT : KQJxxx M/m	Stayman and transfers on 2NT rebid	2♦ - y - Double : nothing if y > 4♥ if not: double is negative with values
2♥ 2♣		6	4-10 HCP		2NT: relay ask for strength New suit forcing		In 4 <sup>th</sup> position: 6M, 11-14
2NT			19-21 HCP	4♣	3♣: Stayman 4 responses 3♦/3♥/3♠/4♣ : Transfers 4♦ : majors 4♥/4♣ : 5♣-4♦ / 4♣-5♦	Transfers rectification with fit	Negative Double Overcall natural
3m 3M 3NT 4m 4M 4NT	x	(6)7 (6)7 7 7/8 7/8 x	Pre Pre AKQxxxx in m Pre Pre 6/5 min		New suit forcing New suit forcing 4♦ asking for controls (sg)		SLAM APPROACH AND CONVENTIONS  ➤ 4NT (sometimes 5NT): 5 Key Cards (41 / 30), then next suit asks for Queen of trump. ➤ Biddings after overcall on 4NT : X -> 0/2/4, Pass -> 1/3 ➤ 5NT : grand slam force ➤ Controls and cue-bids

NCBO : FRANCE

PLAYERS : AVON-BESSIS

(1)	1♣ 1♦	X : 4/5 ♥ 1♥ : 4/5 ♠ 1♠ : no 4/5 ♥ or ♠ 1NT : 4♥+4♠ 2♦/2♥ : 6+♥/♠, 4-7 or GF 3♦/3♥ : 6+♥/♠, 8-10 2♠ : 11+ any hand without major	1m	1♥	X : 4/5 ♠ 1♠ : no 4/5 ♠ 2♥ : 6+♠, 4-7 or GF 2♠ : 11+, any hand without ♠ 3♥ : 6+♠, 8-10
		After 1NT rebid by opener, we still play both relays			
(2)	1x Pass 1NT Pass	1y Pass 2♣ : relay, the opener must bid 2♦ ; then the responder may describe his hand or pass over 2♦ 2♦ : GF Relay			
(3)	After opening in 3rd or 4th Seat :  Pass Pass 1♥(♠) Pass 3♣ : to play 2♣ then 3♣ : 5♣ + 4♥(♠), 9-11  Pass Pass 1M Pass 2NT : 4M + a short ⇒ 3♣ asking for shortness	Pass 2♣ : Drury with fit	Pass	1M 2M : weak opening 2♦ : waiting bid	Pass
(4)	1M Nat overcall  1M X 3/4m : 5/6m + 4/5M, 6-10 2/3NT : 4/5M, 10+  1♥ X 2♦ : good 2♥ 2♥ : weak 2♥ 3♥ : preempt	2NT : 3M 10-15 + or 4M 8-10 Cue-bid : 4M, GF 3M : mixed raise, 4M 6-9		1♣ X 2♥ : good 2♣ 2♣ : weak 2♣ 3♣ : preempt	
(5)	1NT Pass 2♣ Pass 2♦ : no 4♥, no 4♠ 2♥(♠) : 4♥(♠), no 4♣(♥) 2NT : 4♥ + 4♣ then transfers				
(6)	MODIFIED RUBENSOHL : 2NT and more : transfers  For exemple, over 2♠ overcall : 1NT 2♠ Double : t/o 2NT : transfer to 3♣ 3♣ : transfer to 3♦ 3♦ : transfer to 3♥ 3♥ : Stayman with short ♠ 3♠ : asking for ♠ stopper				
(7)	TWO SUITERS :  1♣(♦) 2♦ : 5♥ + 5♠ 1♣ 2NT : 5♥ + 5♦ 1♣ 3♣ : 5♠ + 5♦ 1♦ 2NT : 5♥ + 5♣ 1♥(♠) 2NT : 5♣ + 5♦ 1♥ 2♥ : 5♠ + 5♣ 1♥ 3♣ : 5♠ + 5♦ 1♠ 2♠ : 5♥ + 5♣ 1♠ 3♣ : 5♥ + 5♦  1♥ Pass 2♥ 2NT : 5♣ + 5♦ 4♣ : 5♠ + 5♣ 4♦ : 5♠ + 5♦  1♠ Pass 2♠ 2NT : 5/5 unknown 4♣ : 5♥ + 5♣ 4♦ : 5♥ + 5♦		1♣ - - 2♣ : 5♥ + 5♦ 1♣ - - 2♦ : 5♥ + 5♠ 1♦ - - 2♦ : 5♥ + 5♣ 1♥ - - 2♥ : 5♠ + 5m 1♠ - - 2♠ : 5♥ + 5m		

WBF SUPPLEMENTARY SHEET

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NCBO : FRANCE

PLAYERS : AVON-BESSIS

(7)	1♥(♠) Pass 1NT 2NT : 5♣ + 5♦						
	1x Pass 1y 2x : 5 - 5 remaining colors						
	1x 1y 1NT Double : 5 - 5 remaining colors						
	1♣(♦) Pass 1NT 2♣(♦) : 5/4 Major						
(8)	VS PREEMPTS 3♣ 4♣ : 5♥ + 5♦ 4♦ : 5♥ + 5♣ 3♥(♠) 4m : 5♥(♠) + 5 m 3NT 4♣ : 5m + 5M 4♦ : 5♥ + 5♣ X = points			3♦ 4♦ : 5♥ + 5♣			
	the same in balanced position						
	VS 2♦ MULTI 2♦ Double : T/O without major or Strong 2NT : 16-19 ; then 3♣ Stayman ; 3♦, 3♥ transfers 3♥ : 5♣ + 5m 3♣ : both minors 4♣ : 5♥ + 5♣ 4♦ : 5♥ + 5♦						
	2♦ Pass 2♥ X : take out over ♥ 3♥ : Nat 3♣ : 5♣ + 5♦ 4♣ : 5♥ + 5♣ 4♦ : 5♥ + 5♦			2♦ Pass 2♣ X : take out over ♠ 3♣ : Nat 4m : 5♣ + 5m			
	VS WEAK 2♥, 2♣ 2M X Pass 3M : no 4OM, game forcing, no M stopper 2NT : 9+ ⇒ 3m : natural (3+), minimum ⇒ 3M : 4OM + no M stopper 3OM : 4OM, invit 3NT : 4OM + M stopper						
	VS a 2 suiter overcall : 1 <sup>st</sup> cue-bid = 5/6 cards in 4 <sup>th</sup> colour, not GF ; 2 <sup>nd</sup> cue-bid, fit forcing Pass then X : Penalty						
(9)	1♣(♦) 1NT Pass Pass Double : take out for majors			1♣(♦) Pass Pass 1NT Double : take out for majors			
	1x 1y 3y : I have the Ace of y						
(10)	DOUBLES a) Negative doubles : - 1♣ 1♠ X 1♦ 2♠ X - 1♦ 2♣ X 1♣ 3♥ X - 1♥ 4♣ X 1♥ 4♣ X						
	b) Responsive doubles - 1♠ X 2♠ X - 1♠ X 3(4)♣ X (but no forcing) - 1♣ 1♠ X 2♠ X - 1♣ Pass Pass X 2♠ X						
	c) Informative doubles - Double of some artificial bids as - 1NT Pass 2♣ X - 1NT Pass 2♥* X - 1♣ 4♥ Pass Pass 4x X - Double of Cue-Bid - Double from the opener when overcall, or when defense is fitted or when preempt - When overcall on 1NT or 2NT opening - When overcall on 2♣ or 2♦ opening - 1x 1NT 2y Double						

NCBO : FRANCE

PLAYERS : AVON-BESSIS

(10)

- d) Optionnal doubles
- When overcall on 1NT or 2NT opening
  - Some responsive doubles
  - Some negative doubles (when preempt overcall)
  - Some take out doubles as :
 

- 4♠	X
- 1x	Pass
1NT	Pass
	X
- e) Maximal overcall doubles
- |      |      |    |    |
|------|------|----|----|
| - 1♠ | 2♥   | 2♠ | 3♥ |
| X    |      |    |    |
| - 1♠ | Pass | 3♠ | 4♥ |
| X    |      |    |    |
| - 1♠ | Pass | 2♠ | 3♥ |
| X    |      |    |    |
- f) Take out doubles
- |            |      |     |      |
|------------|------|-----|------|
| - 1♣(♦)(♥) | Pass | 1NT | Pass |
| Pass       | X    |     |      |
| - 1♠       | Pass | 1NT | Pass |
| 2♠         | X    |     |      |
| - 1x       | Pass | 1y  | Pass |
| 1NT        | X    |     |      |
| - 1♣       | 1♥   | 1♠  | Pass |
| 1NT        | 2♥   | X   |      |
| - 1♣       | Pass | 1♠  | Pass |
| 1NT        | 2♥   | X   |      |
| - 1♣       | 1♥   | 1♠  | Pass |
| 2♣         | X    |     |      |
- g) Doubles asking for a lead
- |   |      |     |   |
|---|------|-----|---|
| - 1NT   | Pass | 3NT | X |
| - Against slam, double asks for an unusual lead |      |     |   |



DEFENSE AND COMPETITIVES BIDS		LEADS AND SIGNALS																												
<b>OVERCALLS</b>		<b>OPENING LEADS STYLE</b>																												
STYLE: natural Responses: natural, weak jumps raises, suit changes forcing Jump new suit: natural + fit, forcing one round; Jump cue bid: good raise. <b>RE-OPENNING:</b> nat. shows less than good opening hand.		<table border="1"> <thead> <tr> <th></th> <th>Lead</th> <th>In partner's suit</th> </tr> </thead> <tbody> <tr> <td>Suit</td><td>3<sup>rd</sup>/5<sup>th</sup>, 2<sup>nd</sup> from 4 small cards</td><td>3<sup>rd</sup>/5<sup>th</sup></td></tr> <tr> <td>NT</td><td>4<sup>th</sup> best</td><td>3<sup>rd</sup>/5<sup>th</sup>, except after 1♦ : 4<sup>th</sup> best</td></tr> <tr> <td>Subs</td><td>NT : 4<sup>th</sup> best SUIT : high-low even</td><td>3<sup>rd</sup>/5<sup>th</sup></td></tr> </tbody> </table>			Lead	In partner's suit	Suit	3 <sup>rd</sup> /5 <sup>th</sup> , 2 <sup>nd</sup> from 4 small cards	3 <sup>rd</sup> /5 <sup>th</sup>	NT	4 <sup>th</sup> best	3 <sup>rd</sup> /5 <sup>th</sup> , except after 1♦ : 4 <sup>th</sup> best	Subs	NT : 4 <sup>th</sup> best SUIT : high-low even	3 <sup>rd</sup> /5 <sup>th</sup>															
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NT	4 <sup>th</sup> best	3 <sup>rd</sup> /5 <sup>th</sup> , except after 1♦ : 4 <sup>th</sup> best																												
Subs	NT : 4 <sup>th</sup> best SUIT : high-low even	3 <sup>rd</sup> /5 <sup>th</sup>																												
<b>INT OVERCALL</b>		Other: vs Suit: AK(x) with a singleton in another suit or AK vs slams in NT and 4NT: 3 <sup>rd</sup> /5 <sup>th</sup> , 2 <sup>nd</sup> from 4 small cards																												
<b>JUMP OVERCALL</b>		<b>LEADS</b>																												
ONE SUIT: weak. UNUSUAL 2 NT: 2 lowest suits.		<table border="1"> <thead> <tr> <th></th> <th>Vs. Suit</th> <th>Vs. NT</th> </tr> </thead> <tbody> <tr> <td>Ace</td><td>AKx(x); AKQ(x); AKJ(x); Ax</td><td>AKx(x); AQ10(x); A(x); AKJ(x);</td></tr> <tr> <td>King</td><td>AK; KQ(x); Kx; AK(x)+sing.</td><td>Ask to unblock or count</td></tr> <tr> <td>Queen</td><td>QJ(x); Qx</td><td>AQJ(x); KQ(x); QJ10(x); QJ9(x) KQ10x ; KQJx</td></tr> <tr> <td>Jack</td><td>KJ10(x); J10(x); Jx</td><td>AJ10(x); KJ10(x); J109(x); J108(x); Jx</td></tr> <tr> <td>10</td><td>K109(x); Q109(x); 109(x); 10x</td><td>A109(x); K109(x); Q109(x); 1098(x); 109(x)</td></tr> <tr> <td>9</td><td>9x ; 9</td><td>9(x)(x)</td></tr> <tr> <td>Hi-x</td><td>Hxxx; xxxx; xx; x</td><td>xx; xxx; xxxx(x)(x); Hxx</td></tr> <tr> <td>Lo-x</td><td>x; xxx; Hxx; xxxxx; Hxxxx</td><td>Hxx; Hxxx(x)(x); xxxx(x)(x)</td></tr> </tbody> </table>			Vs. Suit	Vs. NT	Ace	AKx(x); AKQ(x); AKJ(x); Ax	AKx(x); AQ10(x); A(x); AKJ(x);	King	AK; KQ(x); Kx; AK(x)+sing.	Ask to unblock or count	Queen	QJ(x); Qx	AQJ(x); KQ(x); QJ10(x); QJ9(x) KQ10x ; KQJx	Jack	KJ10(x); J10(x); Jx	AJ10(x); KJ10(x); J109(x); J108(x); Jx	10	K109(x); Q109(x); 109(x); 10x	A109(x); K109(x); Q109(x); 1098(x); 109(x)	9	9x ; 9	9(x)(x)	Hi-x	Hxxx; xxxx; xx; x	xx; xxx; xxxx(x)(x); Hxx	Lo-x	x; xxx; Hxx; xxxxx; Hxxxx	Hxx; Hxxx(x)(x); xxxx(x)(x)
	Vs. Suit	Vs. NT																												
Ace	AKx(x); AKQ(x); AKJ(x); Ax	AKx(x); AQ10(x); A(x); AKJ(x);																												
King	AK; KQ(x); Kx; AK(x)+sing.	Ask to unblock or count																												
Queen	QJ(x); Qx	AQJ(x); KQ(x); QJ10(x); QJ9(x) KQ10x ; KQJx																												
Jack	KJ10(x); J10(x); Jx	AJ10(x); KJ10(x); J109(x); J108(x); Jx																												
10	K109(x); Q109(x); 109(x); 10x	A109(x); K109(x); Q109(x); 1098(x); 109(x)																												
9	9x ; 9	9(x)(x)																												
Hi-x	Hxxx; xxxx; xx; x	xx; xxx; xxxx(x)(x); Hxx																												
Lo-x	x; xxx; Hxx; xxxxx; Hxxxx	Hxx; Hxxx(x)(x); xxxx(x)(x)																												
1m 3♦ = natural, 1♦ 3♦ = ask stop if 1♦ promises 3+♦, otherwise natural		<b>SIGNALS IN ORDER OF PRIORITY</b>																												
<b>VS NT</b>		<table border="1"> <thead> <tr> <th></th> <th>Partner's lead</th> <th>Declarer's lead</th> <th>Discarding</th> </tr> </thead> <tbody> <tr> <td rowspan="3">Suit</td><td>1 Count: H/L=E</td><td>Count: H/L=E</td><td rowspan="3">Count: H/L=E High encouraging</td></tr> <tr> <td>2 Encouraging</td><td>Suit preference</td></tr> <tr> <td>3 Suit preference</td><td>Suit preference</td></tr> <tr> <td rowspan="3">NT</td><td>1 Count: H/L=E</td><td>Count: H/L=E</td><td rowspan="24">Count: H/L=E High encouraging</td></tr> <tr> <td>2 Encouraging</td><td>Suit preference</td></tr> <tr> <td>3</td><td></td></tr> </tbody> </table>			Partner's lead	Declarer's lead	Discarding	Suit	1 Count: H/L=E	Count: H/L=E	Count: H/L=E High encouraging	2 Encouraging	Suit preference	3 Suit preference	Suit preference	NT	1 Count: H/L=E	Count: H/L=E	Count: H/L=E High encouraging	2 Encouraging	Suit preference	3								
	Partner's lead	Declarer's lead	Discarding																											
Suit	1 Count: H/L=E	Count: H/L=E	Count: H/L=E High encouraging																											
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NT	1 Count: H/L=E	Count: H/L=E	Count: H/L=E High encouraging																											
	2 Encouraging	Suit preference																												
	3																													
<b>VS STRONG NT:</b> X: 4M + 5m or 6m 2♣: LANDY - 2♦: 6 in a major (multi). 2♥/♣: 5♥/♣ and 4+m. <b>IN BAL POS:</b> same.		<b>SIGNALS (including trumps)</b>																												
<b>2) VS WEAK NT:</b> LANDY - Transfers - DBLE = 14HCP + responses Nat / 2NT+ transfers. <b>3) VS INT OVERCALL:</b> 2♣: both majors if opening of 1♦/1♦ - Transfers - double: > 9H.		<b>SIGNALS IN TRUMP SUIT: suit preference; SMITH in NT</b>																												
<b>VS PREEMPTS</b>		<b>DOUBLES</b>																												
Take out doubles (responses Lebensohl) - Two suiters. <b>VS WEAK TWO:</b> Cue-bid = both min; 4m = 5m + 5 in other M. 2NT: 16-19 + responses Stayman and transfers. <b>VS MULTI:</b> 2♥/2♠/3♣/3♦: Nat - 3♥: 5♠ + 5m - 3♣: Both min - 4♣/♦: 5♥ + 5♣/♦ - 2NT: 16-19 + responses Stayman and transfers		<b>TAKE-OUT DOUBLE</b>																												
<b>VS ARTIFICIAL 1♦ OPENING (STRONG)</b>		<p><b>STYLE:</b> can be light if shaped. Responses: natural and limit - Cue-bid forcing 2 rounds. <b>IN BAL POS:</b> 8+ Pts. Responses: Idem.</p> <p><b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES</b></p> <ul style="list-style-type: none"> <li>- Négatives doubles. Responsive doubles.</li> <li>- Double over fits and preempt.</li> <li>- Informative and optional doubles.</li> <li>- Maximal overcall double.</li> <li>- LIGHTNER doubles.</li> </ul>																												
<b>OVER OPPONENTS' TAKE OUT DOUBLE</b>																														
Over 1♥/♣: Truscott and super Truscott																														
<b>CONVENTION CARD FRANCE</b>																														
Sabine ROLLAND - Carole PUILLET																														
<b>GENERAL APPROACH AND STYLE</b>																														
<ul style="list-style-type: none"> <li>➤ 5 CARDS MAJOR</li> <li>➤ 1♦: 4 cards except 4432</li> <li>➤ 2♥/2♠: 5♥/♣ +4+m Weak</li> <li>➤ 2♣: game forcing or 22-23NT</li> <li>➤ 2♦: multi (weak 2 or 24+NT)</li> </ul> <p>1NT opening : 15 - 17 HCP 2 over 1 Response : game forcing</p>																														
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>																														
<ul style="list-style-type: none"> <li>➤ 1♣(♦) - 2♥: 4♥(+)+ 5♣(+), 4-9 HCP</li> </ul>																														
<b>SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENSE</b>																														
<ul style="list-style-type: none"> <li>➤ VS Two suiters.</li> <li>➤ VS MULTI.</li> <li>➤ VS 2NT (two lowest suiters) and Cue-bid.</li> </ul>																														
<b>SPECIAL FORCING PASS SEQUENCES</b>																														
<ul style="list-style-type: none"> <li>➤ Some competitive sequences, when Double is negative if partner is short.</li> <li>➤ When Pass is forcing, bid is weaker than Pass then bid.</li> </ul>																														
<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>																														
<ul style="list-style-type: none"> <li>➤ After X, jump in new suit: preempt if minor opening, natural with fit if Major opening.</li> <li>➤ After Pass, jump in new suit Nat. with fit, forcing one round.</li> <li>➤ 3<sup>rd</sup> and 4<sup>th</sup> suit one round forcing.</li> <li>➤ Opening in 3<sup>rd</sup> position can be weak</li> <li>➤ After 2 suits: 1<sup>st</sup> cue: fit forcing, 2<sup>nd</sup> cue: other suit forcing, X: T/O (except on both majors, X: penalty)</li> </ul>																														
<b>PSYCHICS</b>																														
<ul style="list-style-type: none"> <li>➤ Seldom.</li> </ul>																														

	ART	CARDS	DESCRIPTION	X NÉGATIF thru	RESPONSES	SUBSEQUENT AUCTION	MODIFICATION OVER COMPETITION AND WITH PASS PARTNER
1♣ 1♦		3	11+ HCP	4♣	1m - 2m: 5+m, 12+, GF without 4M 1♣ - 1♥/♠: may have longer ♦ 1m - 2♥: 4+♥/5+♠ (4-9) 1m - 2♠: 6♠ limit 1♣ - 2♦: art 5+♣, 10/11 1♦ - 3♣: art 5+♦, 10/11 1♦ - 2♣: GF	1m - 1M - splinters fit 1m - 1M - 4M: 18-19 fit (5422) 1m - 1M - 3NT: 18-19 balanced fit 2♣ limit relay after 1NT rebid 2♦ game forcing relay after 1NT rebid 1♦ - 2♣ - 2NT: 12-14 or 18-19 1m - 1M - 2NT - 3m': relay	AFTER PASS: jump with fit (except 1m - 2♥: 4+♥/5+♣ 4-9), 1m - 2m: 10-11 and 1m - 3m: 6-9 AFTER OVERCALL: jump misfit and weak, after 1♣ 1♦ X = 4+♥, 1♥ = 4+♠ and 1♣ = no ♠, after 1♦ 1♥ X = 4+♠ and 1♣ = no ♠
		3	11+ HCP	4♣	1♦ - 2♣: Limit 6+♠ 1M - 2NT: fit 3 cards 11-15 1M - 3M: 4M limit 1♥ - 3♣/4♣/4♦: Splinters 1♣ - 4♣/4♦/4♥: Splinters 1M - 3m: natural 6+m limit 1♣ - 3♥: 6+♥, limit	Splinters If fit forcing, 3NT: yes, but ... If fit NF, 3NT: asking for controls - on ♥ fit, 3♣ asking for controls 1M - 1NT - 2NT : art, forcing	AFTER PASS: Drury -> 2M weak 1♥/♠ - 2♣/NT: fit 4 cards+shortness AFTER OVERCALL: jumps nat weak - 2NT: 3M 11-15 or 4M limit - Cue: 4+M 16+ - 3NT: 4M 13-15 No more Splinters (except in the overcall suit) AFTER DOUBLE: 2NT, 3NT: Truscott XX: 10H+, any hand fit or not jump: Nat + fit other suit: less than 10 H (misfit)
1NT			14+-17 HCP	4♣	2♣: Stayman 4 responses 2♦/2♥/2♣/3♣: Transfers 3♦: HHxxxx 3♥/♠: slam 6+ 4♣: Both majors - 4♦/4♥: transfers	Conventional developments and relays 1NT - 2♦/♥- 2♥/♠- 2NT: forcing	AFTER OVERCALL: Double responsive - Rubensohl If our Stayman is doubled or 2♦ overcall: Transfers: X/2♦ = 4♥, 2♥ = 4♣, 2♣ = 5♥, 2NT = 5♣. > The rectification denies a fit and a stopper
2♣	x	0	GAME FORCING	4♥	2♦: relay Other: HHxxxx	2♣ - 2♦ - 3♥/♠: 6♥/♣ + 4♣/♥ 2♣ - 2♦ - 3NT: both majors 2♣ - 2♦ - 4♥/♠: 7-8♥/♣ + 8 ½ tricks 2♣ - 2♦ - 2♥: 2♣ relay, 2NT 5+♣	2♣ y Double: nothing if y >= 4♥ if not: double is negative with values
2♦	x	6	MULTI: weak 2 or 24+NT		2/3♥/♠: pass or correct - 2NT: asking 3♣/3♦: nat forcing 4♣: name your major as a transfer 4♦: name your major - 4♥/♠: to play	2♦ - 2NT - 3♣/♦ = ♥/♠ min 3♥/♠ = ♣/♥ max 2♦ - 2♥ - 2♣ - 3♦ = 6+♥ GF 2♦ - 2♣ - 3♦ - 3♣ = 6+♣ GF	AFTER OVERCALL: X: penalty - 2NT: asking - 3m: 6+m NF - rest same AFTER DOUBLE: P: to play - XX: penalty with ♦ - 3m: 6+m NF - rest same
2♥ 2♣		5	4-10 HCP 5M /4+m		2NT: relay ask for minor + force 3♣: pass or correct - 3♦: relay with fit Other M: NF	2♥/♣- 2NT: 3♣/♦ min ♣/♦, 3♥/♠ max ♣/♦ 2♥/♣- 3♦- 3♥/♠ min 2♥/♣- 3♦: 3♣/♥ 5/4 max, 4m 5/5 max	AFTER OVERCALL: X: penalty - 2NT: asking - 3♣/4m: pass or correct - 3♦: relay with fit
2NT			20-21 HCP	4♣	3♣: Stayman 4 responses 3♦/3♥/3♣/4♣ : Transfers 4♦: majors 4♥/4♣ : 5/4m + short ♥/♣	Transfers rectification with fit	Negative Double After 3♣: 3♦/♥ Transfers - X: Stayman After 3♦: 3♥ 5+♣ - 3♣ 5+♥ - X: Stayman
3m 3M 3NT 4m 4M 4NT	x	(6)7 (6)7 7 7/8 7/8	Preempt Preempt AKQxxxx in minor Preempt Preempt 6/5 minors preempt		New suit forcing New suit forcing 4♦ asking for shortness	<b>SLAM APPROACH AND CONVENTIONS</b>	
						<ul style="list-style-type: none"> <li>➢ 4NT (sometimes 5NT): 5 Key Cards Blackwood (41 / 30), then next suit asks for Queen of trump. Biddings after overcall on 4NT: X -&gt; 0/3, Pass -&gt; ¼</li> <li>➢ Exclusion Blackwood 30/41</li> <li>➢ 5NT: grand slam force</li> <li>➢ Controls and cue-bids</li> </ul>	

COMPÉTITIVE		LEADS AND SIGNALS		CONVENTIONS CARD					
<b>Natural Overcall and Answers</b>		Suits      Lead : 3 <sup>rd</sup> -5 <sup>th</sup> Switch : 3 <sup>rd</sup> -5 <sup>th</sup>		May 2022 France-Women					
A suit : 10 <sup>th</sup> H or good suit / Jump overcalls : preempt – Jumped fit : preemptive – New jumped suit : naturel + fit. When we overcall to 1/2NT naturel, 2/3♣ is always Stayman		No Trump      Lead : 4 <sup>th</sup> best      Partner's suit : Switch : 4 <sup>th</sup> best      3 <sup>rd</sup> -5 <sup>th</sup>		Rossard Martine Tartarin Anne-Laure					
<b>GENERAL SYSTEM</b>									
<b>Reopening : 8-14H. Answers : Cue-bid = 12<sup>th</sup>H.</b>		<b>Leads</b>			<b>Base System and General Style</b>				
<b>With 2 suits</b>		<b>VS NT</b>		<b>VS Suits</b>		Major 5 <sup>th</sup> , Better Minor <u>2♦ Multicolore, 2♣ GF,</u> <u>2♥/2♠ 5 cards + a minor 4+ weak</u>			
1x – 2NT = lowest      1m – 2♦ = ♥/♣ 1♥ – 2♥ = ♣/♠      1♠ – 2♠ = ♣/♥ 1♥ – 3♣ = ♦/♠      1♠ – 3♣ = ♦/♥		A      Ax ; AKx ; AKVx		Ax ; AK(H)(x)					
1♣ – P – P – 2♣ : ♥/♣ // 1♣ – P – P – 2♦ : ♦		K      Asking for unblock		KQ(x) ; AK ; We lead K with A if we have a singleton.					
<b>Defense against PREEMPT</b>		Q      (A)QJ(x), KQx, KQ10x		Qx ; QJ(x)					
X : T/O.      2M – 4♣/♦ : M' + m Answer : 2NT = 8+      3m – 4m : ♥/♣		J      (A)(K)J10(x)		Jx ; J10(x) ; KJ10(x)		<b>Strong Openings</b>			
		10      (A)(K)(Q)109(x)		10x ; K109(x) ; Q109(x)		1NT : (14)15-17HL - Semi-balanced			
		hi-x      xx ; xxx ; xxxx; xxxx ; Hxx		xx ; xxxx ; Hxxx ; xxxxxx ; Hxxxxx		2NT : (19)20-21HL - Maybe 5M/6m			
		low-x      Hxxx(x) ; HHxx(x)		xxx ; Hxx ; xxxx ; Hxxx		2♦ – (2x) – 2NT : 22-23HL 2♣ – (2x) – 2NT : 24 <sup>th</sup> HL - Sometimes with singleton			
<b>Signalisation</b>						<b>Special Biddings</b>			
<b>Defense against STRONG NT</b>		<b>VS NT</b>		<b>VS Trump</b>		2♣ : GF 2♦ : Multi : weak 2 major / 22-23H balanced 2♥ : 5♥ and a minor 4+, weak (3-10) 2♠ : 5♠ and a minor 4+, weak (3-10)			
X : Minor/major – 5+ in a minor & 4 in a major 2♣ : Majors, 5/4+ 2♦ : Multi : one major 2♥/2♠ : 5 cards + a minor 2NT : Minors		Ace-lead      Low = enc		1) Count, 2) High enc., 3) suit pref.		1♦ – 2♥ : 5♣ + 4♥ (3-8)			
		King-lead      1) Unblock, 2) count		1) count, 2) High = encourage					
		Queen-lead      Low = enc		Count					
		Declarer suit      Count		suit preference					
		Discard      Lavinthal		High encourage					
		Switch      1) Low encourage, 2) Count							
<b>Doubles</b>						<b>Psychics</b>			
		- <b>Overcall</b> : T/O DOUBLE – General style : 12 <sup>th</sup> H. Always double with 18 <sup>th</sup> H. Answers : 1x = 0-7H / 2x = 8-10H / Cue-bids = 11 <sup>th</sup> H.				Rarely, Opening can be very light in third seat non vulnerable.			
		- <b>Reopening</b> : Always double with 14 <sup>th</sup> H. Answers : jump = 12 <sup>th</sup> H.							
<b>Action after opponent's T/O double</b>		XX : 11H+ with fit or penalty / Jumps : natural, with a fit							

## BIDDING AND DEVELOPMENTS

Opening	Artificial	Min Cards	Description	Neg X until	Answers	Next Bidding	Changes After Overcall / After Pass
1♣		3+, 3 if 4423 (43)33	11-23HL	4♠	Naturel 1m 3m limit	1♦ - 2♥ : 5♠ + 4♥, weak (3-8H), then 2NT ask : - 3♣ minimum, then 3♦ re-ask 3♥ 5431, 3♠ 5413, 3NT 5422, 4♣ 5521, 4♦ 5512 - other maximum ; 3♦ 5431, 3♥ 55, 3♠ 5413, 3NT 5422	1m - 1x - 1NT - 2♣ : relay for 2♦ 1m - 1x - 2NT - 3m' : asking relay
1♦		3+ 3 if 4432	11-23HL	4♠	Jump : naturel strg, except 1♦ - 2♥		Any jump after pass, overcall or double : 4+ support and a good suit. After an overcall, jump fit is invit  1m - (1NT) - 2♣ : majors 1m - (1NT) - 2♦/♥/♦/3♣ : naturel
1♥		5+	11-23HL	4♠	2/1 : GF except 1M 2x 2y 3x.  2NT : 3+ support, 11+H	1M 2NT ? ==> 3♣ 16+ / 3♦ 13-15 (GF) / 3M weak => 1M 2NT 3♣ : 3♦ positive / 3M negatif / 3NT : NF / 4m bad 5 cards.	Any jump after pass, overcall or double : 4+ support and a good suit. After an overcall, jump fit is preempt  After an overcall, 2NT shows 3 or 4c, 11+, cue-bid is GF with 4c
1♠		5+	11-23HL	4♠	3M : preempt / 3♣ : 4 cards bal 7-9 / 3♦ : 4 cards unbal 7-9 (then 3M' ask) 1♠ 4♥ = Splinter	1M - 1♣ - 1NT - 2♣ : relay for 2♦	Pass - 1M - 2♣ : support and 11HCP+. Then 2M = stop, 2♦ asking, other suit = slam bid 1M - (1NT) - 2♣ : 2 card support + 5 cards oth. Maj 1M - (1NT) - 2♦/♥/♦/3♣ : naturel
1NT		(14)15-17HL Maybe 5M or 6m		4♣	2♣ : Stayman / 2♦/2♥/2♣/3♣ : transfers 3♦ : HHxxxx NF / 3♥ : 31(54) 3♠ : 13(54) 4♣ : asking aces (0 1 2 3 4) 4♦ : both majors	1NT - 2♣ - 2♦ - 3M : 5M' + 4M After a minor transfer, we bid the shortness suit (even 1NT 2♣ 3♣ 3♦).	Rubensohl After penalty double : XX SOS & naturel When Stayman is double we bid 2♥/♦/NT naturel with stopper, 3♣ 4-4 maj, Pass no ♣ stopper
2♣	X	0+	Game forcing	4♠	2♦ : most of the time other : good suit 6+	2♣ - 2♦ - 2SA : GF, then stayman and transfer with fit rectification 2♣ - 2♦ - 3SA : gambling 2♣ - 2♦ - 4♣/4♦ : 5/5 maj., bidding the shortness.	
2♦	X	0+	Maxi-Multi - weak 2 in major - 22-23H balanced	2♠	2 or 3 ♥/♦ or 4♥ : pass or correct 2NT : strong relay 3♣/♦ : naturel NF	2♦ - 2x - 2SA : 22-23, then stayman and transfer with fit rectification 2♦ - 2NT - 3♣ : max, then 3♦ ask : 3♥ = ♠, 3♠ = ♥ 2♦ - 2NT - 3♦/♥ : minimum transfers	2♦ - (2M) - X : pass or correct 2♦ - (3x) - X : penalty 2♦ - (X) - pass : to play / XX : bid 2♥ ! 2♦ - (X) - 2M : P/C
2♥	X	5	5 cards and 4+ minor, weak, 3-10H	/	2NT : strong relay 2♣/3♣/♦/2♥ : naturel NF	2M - 2NT - 3m - 3M : try for game 2M - 2NT - 3m - 3M' : forcing	Every doubles are penalty 2M - (X) - XX : Punish if you can
2♠	X	5		/	2M - 3/4M : to play 4♣ : Pass or correct	2M - 2NT - 3m - 4m : invit	
2NT			(19)20-21H	4♠	Stayman/transfer		<b>Slam Bidding</b>
3x		6+	Preempt	/		Blackwood 30/41.	
3NT	X		Gambling One full minor	/	4/5♣ : Pass or correct / 4M : To play 4♦ : asking for a singleton		After a blackwood the just next bid asking for trump queen. Then ; 1 <sup>st</sup> bid : no queen / 2 <sup>nd</sup> bid : queen, but no king / 3 <sup>rd</sup> bid : queen and 1 king ..... 5NT asking for king. We answer the number of king.
4x		7+	Preempt	/			

OPENING	TICK IF ART	MIN NO. OF C.	NEG X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	X	2	3♠	5+♣ or 4414, 10-22 HCP 2+♣, bal., 15-19	inverted Minors (can have 4M, also after Intervention) Walsh , 2♦ = 6-9, 5 ♠+/4♥; 2♥/♠ : 2-5, 6card 2NT = 0-5 5+♣ , 3♣ = 6-8 5+♣	1♣ -1y, 1NT: OPN may have 4+cards M	
1♦		4	3♠	10-22	inv. Minors (can have 4M, also after Intervention) 2♥ = 6-9, 5♠+/4+♥, 2NT = 0-5 , 5+♦ 2♠ = 2-5, 6card	1♦-1y, 1NT: OPN may have 4+cards M	
1♥		5	3♠	10-22	3,4♥ = preemptive, 2♠/3♦ = Mini-Splinter (♣/♠/♦) 2 NT = GF with at least 3♥ ;3♣ = 7-11, bal.+ Fit, 3♦ 3NT = 12-14 bal. With fit	1♥-2 NT: 3♣= Max., 3/4♥= bal. Min. (5c/6c) 3♦, 3♠, 3NT = Min., kurz in ♣/♦/♠ long suit trial bids after Intervent.: Cue-Bid = inv. With 3card	2 NT = inviting with fit
1♠		5	3♠	10-22	3,4♠ = preemptive, 3♣/♥ = Mini-Splinter(♦/♥/♣) 2NT = GF with at least 3♠;3♦ = 7-11 Pts., bal.+ Fit 3NT = 12-14 bal with fit	1♠-2 NT: 3♣= Max., 3/4 ♠ = bal. Min. (5er/6er) min., 3♦ 3♥, 3NT = Min., short in ♣/♦/♥ long suit trial bids after intervent. Cue bid = inv. With 3card	2 NT = inviting with fit
1NT			3♠	11-14 bal any 5332 possible	2♣ stayman, 2♦=GF-Relay, 2NT=both minors, 3rd level inviting 4♣/4♦ = south African Texas	Lebensohl after Intervention	
2♣	X*	0		SF in one major or any GF or NT 23+	2♦= Relay 0-3 or 8+ t.	second negative	
2♦	X*	0		Weak Two in one major , 3-9	2♥= p/c, 2♠ = inv. In ♥ , 2NT = Relay 4♣ asks for tf , 4♦ bid your suit		
2♥	*	5		3-9, 5er♥ and 4+ m	2 NT = Relay, 3♣= p/c 2♠/3♦/♥= forcing		
2♠	*	5		3-9, 5♠ and 4+ m	2 NT = Relay, 3♣= p/c 3♦/♥ = forcing		
2 NT				20-22 (semi-)bal.	3♣ = Puppet-Stayman mod., Transfers		
3♣-3♠		6		preempt	new suit = forcing		
3 NT	x			Preempt in one minor	4/5♣= pass or correct 4♦= mod. Blackwood		
4♣	x	0		Solid 7♥+ace/solid 8♥	4♦ asking		
4♦	x	0	7	Solid 7♠ +ace/solid 8♠	4♥ asking	HIGH LEVEL BIDDING	
4 NT				both minors 6+/5+		RCKBW (0/3,1/4), Splinter, Cue-Bids, ROPI/DOPI	

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS	
1st level – 8-17	
2nd level - 10-18	
- new suit forcing	
- Cue-Bid = good raise or strong hand	
-jump cue bid good 4card fit 7-9	
fit showing jumps	
1 NT OVERCALL	
2. hand = 15-18 HCP., Stayman, Transfer	
4. hand= 10-15 HCP., Stayman, Transfer	
JUMP OVERCALLS	
weak Jumps	
Michaels 5+ - 5+	
reopen. in 4th pos.: intermed. Jumps, 2NT = 20-22 HCP	
DIRECT AND JUMP CUE-BIDS	
Cue-Bid = Michaels (1m – 2m → both M , 1M-2M → M + m	
Jump-Cue-Bid = asks or stopper	
VS. NT	
2 ♣ = both majors	
2 ♦ = one major	
2 M = 5M + 4+m	
2 NT = both minors or strong 2-suiter	
X = points	
VS. PREEMPTS	
(non)leaping michaels	
VS. ARTIFICAL STRONG OPENINGS	
OVER OPPONENTS` TAKE-OUT DOUBLE	
XX = 9+ HCP., new suit 2nd level = nonforcing	
Fit-Showing Jumps	
2 NT = weak after minor, inv. After M	
1♥/1♣ – X – 2♦/2♥ = (6) 7-11 HCP. + fit	

LEADS AND SIGNALS		
OPENING LEADS STYLE		
Suit	Lead	In Partner's Suit
Suit	3./5.	3./5.
NT	3./5.	3./5.
Subseq	Attitude	Attitude
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	A asks for attitude	A asks for attitude
King	K asks for count	K asks for count
Queen	QJx(+), Qx	QJ(+), KQ109(+)
Jack	J10x(+), Jx	J10(+), AJ10(+), KJ10(+)
10	109(+), 10x	109(+), H109(+),
9	98x(+), 9x	98(+), H98(+), 9x
Hi-x	Xx, xxXx, HxXx	Xx, xxXx, HxXx
Lo-x	xxX, HxX, xxxxX	xxX, HxX, xxxxX
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
		Discarding
Suit	1 Att: low =pos.	CT: low.= even
	2 CT:	Lavinthal
	3 Lavinthal	
NT	1 ATT: low=pos.	CT: low = even
	2 CT:	Lavinthal
	3 Lavinthal	
Signals (including Trumps):		
low/high, Lavinthal, Trump Signal=Lavinthal		
Smith-Peter (low = pos )		
DOUBLES		
TAKE-OUT DOUBLES		
10+ HCP		
Reopening: 8+ HCP		
SPECIAL, ARTIFICIAL AND COMPETITIV (RE-)DOUBLES		
negativ, responsive,competitiv-X till 3♣		
Game-Try-X		
Snap dragon		
ROPI-DOPPI		

WBF Convention Card	
Category: Red	♣ ♦ ♥ ♠
NCBO: Germany	
PLAYERS:	Annaïg Della Monta Gisela Smykalla
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
5 card M, 1♦ = 4+, 1♣ = 2+	
1NT = 11-14 HCP any 5332	
light openings	
2 OVER 1 Response:= 1 Rd F	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
2♦ = weak two in one M	
2♥ = 3-9 HCP., 5♥ and 4+ m	
2♣ = 3-9 HCP., 5♣ and 4+ m	
3NT = preempt in one minor	
4♣/♦= South African Texas ( solid major)	
Lebensohl 2NT, 3rd/ 4th suit forcing	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
PSYCHICS	
rare	

DEFENSIVE AND COMPETITIVE BIDDING		
<b>OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)</b>		
1level about 6-17 HCP, suit quality important, good 4card suit poss.; weak 2 with few playing tricks bids 1M, not 2M.		
2level about 7-18 HCP, suit quality and/or shape counts if light new suit 1RF		
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>		
2 <sup>nd</sup> /4 <sup>th</sup> Live: 15-18, BAL, stopper		
Reopening: 10-14, BAL, stopper		
As over 1NT OPEN		
scrambling after intervention		
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>		
WK, 6 cards, some playing tricks		
Reopen: 13-15		
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>		
(1M) – 2M: 55 oMm		
(1x) – 2NT: 55 lowest unbid		
(1♦) - 2♣ : nat		
(1m) - 2♦ : 55 M		
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>		
2♣: both M		
2♦: 1M		
2M: 5M, 4+M		
2NT: both m		
4m: leaping michaels		
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>		
x=t/o		
(non)leaping michaels		
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>		
x=both M, 1nt=both m, 1any=t/o against this suit, 2 level=nat		
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>		
over 1M most bids up to 2M-1 are TRF		

LEADS AND SIGNALS		
<b>OPENING LEADS STYLE</b>		
	Lead	In Partner's Suit
Suit	2 <sup>nd</sup> /4 <sup>th</sup> /6 <sup>th</sup>	xxx, 2 <sup>nd</sup> /4 <sup>th</sup>
NT	2 <sup>nd</sup> /4 <sup>th</sup> /6 <sup>th</sup>	xxx, 2 <sup>nd</sup> /4 <sup>th</sup>
Subseq	2 <sup>nd</sup> /4 <sup>th</sup> /6 <sup>th</sup>	2 <sup>nd</sup> /4 <sup>th</sup>
K from AK then another suit shows Single		
<b>LEADS</b>		
Lead	Vs. Suit	Vs. NT
Ace	AKx(..), Ax	AKx(..), Ax
King	AK, KQx	AK, KQ109..
Queen	QJ(..), Qx	QJ(..), Qx, KQ(..)
Jack	J10x, Jx	J10x, Jx
10	10x, H10x	10x, 109xx, HJ10x
9	H9x, 109x(x)	H109x, 98x
Hi-X	xXx	xXx, HXx
Lo-X	xX, HxxX, xxxX	xX, HxxX, xxxX
<b>SIGNALS IN ORDER OF PRIORITY</b>		
	Partner's Lead	Declarer's Lead
1	count low=E	count low=E
Suit 2	low=enc	SP
3		
1	count	count
NT 2		SP
3		odd=enc
Signals (including Trumps):		
Smith-Peter (low=enc) if we don't forget		
Jack denies, in known 5+c suits 567 pos, 2348910 suit pref		
<b>DOUBLES</b>		
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>		
emphasise M, m unclear; maybe lighter with perfect shape or passed partner		
(1m)-x-(p): 2m=strong or both M weak; 3m=both M INV		
Scrambling after (2M)-x; (1M)-x-(2M)		
RESP DOUBLE (denys 4cM)		
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>		
SUPP below 2 of our M mandatory; MAX if we have M-fit		
1y-(2z)-x: t/o or any FG (without good fit)		
the 1 <sup>st</sup> 2 doubles are always for t/o (xx counts as 1 double), rare exceptions		

W B F CONVENTION CARD		
PLAYERS: Susanne Kriftner-Mieke Plath		
 DEUTSCHE BRIDGE-VERBAND		
<b>SYSTEM SUMMARY</b>		
GENERAL APPROACH AND STYLE		
5cM		
1NT Opening: 15-17, 5-card M, 6m, any 5422 possible		
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>		
2♣: W2♦, m GF or M SF/GF or NT 22-30 <sup>+</sup>		
2♦: w2 M		
2♥: 5-10, 55 with any other suit		
2♣: 5-10, 55 with m		
<b>SPECIAL FORCING PASS SEQUENCES</b>		
1x-(any): may be penalty, opener may pass with length		
we bid VUL game and OPP obviously sacrifice		
<b>IMPORTANT NOTES</b>		
4M tends to be natural if previous bidding suggested it might be		
a playable spot (e.g. Partner showed length before)		
<b>PSYCHICS:</b> 3 <sup>rd</sup> hand opener might vary in length or strength		

OPEN ING	TI CK IF AR TI FI CI AL	MIN .NO. OF CA RDS	NEG .DB L THR U				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	11-22, 3 <sup>+</sup>	2♦=inv+ in ♣, 3♣=weak 1M even with longer ♦ if not GF, 2M=4-8, 6M	1♣-2♦= Stopper , 1♣-1M-1NT (4cM poss, 1M unbal) -2♣=trf to 2♦ either inv in M or to play 2♦/3♣, 1♣-1M-1NT-2♦=any GF	
1♦		3	4♥	11-22, 3 <sup>+</sup>	3♣=inv+ in ♦, 3♦=weak , 1M even with longer ♦ if not GF, 2M=4-8, 6M	sa	
1♥		5	4♦	11-20, 5 <sup>+</sup>	1NT: 6-9, 2NT=GF fit, 3♥=weak, 3♣=Bergen (inv), 3♦=Bergen (8-10), 2♠=4-8, 6♠		ph: after 2♣: 2♦ med (13-15), 2♥ min (10-13), 2♠ max (15-18), 3♣ or higher max
1♠		5	4♦	11-20, 5 <sup>+</sup>	same;	same	same
INT			3♣	(14)15-17  5M, 6m, (5422), (4441) possible	2♦=TRF; 2 ♥ TRF; 2♣=weak 1m or both m or strong both m (13)(xx); 2NT, 3♣=inv TRF m, 3♦/=/strong TRF M, 3♣=quantitative 4♣=5/5M/4♦/♥ Texas		Lebensohl
2♣	X	0 5+♦		W2 ♦ , GF m/M, SFM, NT 22-30 <sup>+</sup>	2♦ Relay (except 8+, 6cS) or to play, 2NT strong relay	2♥: either ♥GF or NT 24-25/28-30 2♣=♣GF, 2NT=22-23, 3m=GFm, 3M=SFM, 3NT=26-27	
2♦	X	0	2♣	6M 5-10	2♥=p/c; 2♣=INV <sup>+</sup> with ♥-Fit, 2nt=Relay; 3m=f1; 3M=p/c; 4m=PRE for partner's M	after 2nt 3m=min ♥/♣, 3♥/♣=max ♠/♥	(x) – xx = bid your MAJ (x) – 3m = lead-directive
2♥		5		5+♥, 5 <sup>+</sup> any, 5-10	2♣=p/c; 2NT Relay; 3♣=p/c; 3♦=INV ♥; 3♥=pre-empt	after 2NT: 3♣/♦=♣/♦, 3 ♥/♣=♣/♦ min/max	(x) – xx = bid 2 <sup>nd</sup> suit (x) – 3♣ = to play
2♣		5		5+♣, 5 <sup>+</sup> m, 5-10	3♦=6+♥, INV <sup>+</sup> ; 3♥=INV ♠, others same as 2♥	after 2NT: 3♣/♦=min, 3♥/♣=♣/♦ max	same
2NT				20-21, BAL	muppet stayman, Transfers, 3♣ Trf to NT, 3 SA: 5♣, 4♥	3♣ - 3♥: no M, 3♣ - 3nt: 5♥	
3♣		6		pre-empt	new suit F1; 4♣ pre; 4♦ asks for Cue		
3♦		6		pre-empt	new suit F1; 4♦ pre; 4♣ asks for Cue		
3♥		7/64		preempt	4♣ SI good support; 4♦ SI bad support		
3♣		7/64		preempt	4♣ SI good support; 4♦ SI bad support		
3NT	X			Gambling 1 <sup>st</sup> and 2 <sup>nd</sup>	4♣ p/c; 4♦ SI	<b>HIGH LEVEL BIDDING</b>	
4♣		8/74		preempt		splinter; mixed cue-bids; RKCB 1430; conditional MINORWOOD;	
4♦		8/74		preempt		EXCLUSION RKCB (0, 1, 2, 3);	
4♥		8/74		preempt		RKCB – (x): =dopiropi	
4♣		8/74		preempt			
4NT	X			6+5 <sup>+</sup> m			
5♣		7		preempt			
5♦		7		preempt			

♠ ♥ DBV ♦ ♣

Category: Natural green

CLUB: \_\_\_\_\_ EVENT: \_\_\_\_\_

PLAYERS: Karin Wenning

Ingrid Gromann

## SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

**5 cards majors****1NT = 15-17 (5M possible)**2 over 1 = 11<sup>+</sup>

1♣-1♦ Walsh

1♣-1M may have longer ♦ (Walsh)

1m-1y, 1SA: OPN may have 4+ cards M

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2♦ = major 2-suiter (4+♥-4+♠, 5-10) or NT 23-24

2♥♦ = weak2 (5-10)

3 NT gambling = solid 7+ cards minor, little outside strength

Inverted minors: 1m-2m=10-12; 1m-2NT=0-5 or 12+; 1m-3m = 6-9

Bergen raises: 1M → 3♣ = 6-9; 3♦ = inv++; 3M=0-5

Non jump 2NT in competition=usually Lebensohl

1x-1y- 1z=check back

SLAM BIDDING

4NT RKCB: 14/30/52/52+Q/ 5NT=13 KCs+void/ 6 any=2 KCs+void

4m optional RKCB: no interest/14/30/52/52+Q

Spiral scan; mixed cue bids; splinter; exclusion RKCB

Over X vs our relays: pass = 1<sup>st</sup> step, XX = 2<sup>nd</sup> stepAfter disturbed RKCB: **mod.** ROPI, DOPI, DEPO

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE:

Bridge is our hobby, let's try to be nice to each other!

PSYCHICS: rarely

## DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 Level;

1<sup>st</sup> level 8-172<sup>nd</sup> level 10-181NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Seat; Responses;2<sup>nd</sup> 15-18 / 4<sup>th</sup> 10-14 ⇒ "system on"

(1x)-p-(1y)-1NT = unbid suits, 5-5

JUMP OVERCALLS (Style; Responses; Unusual)

weak jump

Michaels: 5<sup>+</sup>-5<sup>+</sup>

2NT=lowest 2 unbid suits; cue = highest suit + ?

Reopen: in 4<sup>th</sup> pos. intermediate jump to 2<sup>nd</sup> level (12-16)

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

Michaels: 5<sup>+</sup>-5<sup>+</sup>

2NT=lowest 2 unbid suits; cue = highest suit + ?

(1M)-3M = asks for stopper, invites 3NT

Vs. 1NT (vs. Strong / Weak; Reopening; Passed Hand)

vs. strong NT competitive, vs. weak NT constructive

DBL: vs. weak NT = penalty 15<sup>+</sup>; vs. strong NT = 4M + 5<sup>+</sup>m.2♣=both M; 2♦=1M (→ 3/4♦ = bid your suit); 2M = 5cards M + 4<sup>+</sup>m;

2NT = 5-5m or FG 2-suiter; 3m = intermediate vs weak NT

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

neg.-x

4♣, 4♦ and cue-bid = two-suiters (Leaping Michaels)

2NT = 15-18

vs. Multi: 2M/3any=nat, 2NT=15+-18, x=13-15 or 19+

VS. ARTIFICIAL STRONG OPENINGS

Timbuktu: suit=next or 3<sup>rd</sup> and 4<sup>th</sup>: x=next or 3<sup>rd</sup> and 4<sup>th</sup>

NT=♣+♥ or ♦+♠ → POC

OVER OPPONENT'S TAKEOUT DOUBLE

redouble=9++ HCP up, new suit 1<sup>st</sup> level forcing, 2<sup>nd</sup> level nf (6-11)

weak jumps

Truscott + Super Truscott (2NT=exactly invitational, 3NT =gf)

## LEADS AND SIGNALS

## OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3 <sup>nd</sup> /5 <sup>th</sup>	3 <sup>nd</sup> /5 <sup>th</sup>
NT	3 <sup>nd</sup> /5 <sup>th</sup>	3 <sup>nd</sup> /5 <sup>th</sup>
Subseq	2 <sup>nd</sup> /4 <sup>th</sup>	2 <sup>nd</sup> /4 <sup>th</sup>

K = asks for count, may be from AK

A = asks for enc

Q = asks for enc; possibly from KQ(x)

## LEADS

Lead	Vs. Suit	Vs. NT
Ace	Ax(+), AKx(+), AK	Ax, AKx(+), AK
King	KQx(+), AKJx(+), AKxxx	AKJx(+), KQJx(+)
Queen	QJ(+), Qx, KQx(+)	KQ10x(+), QJ9x(+)
Jack	KJ10(+), J10(+), Jx	KJ10(+), J10(+), Jx
10	10x, Q109x(+), 109(+)	109(+), H109x(+), 10x
9	9x, 98(+), KJ9x	9x, 987(+), KJ9x
Hi-x	Sx, xxSx, HxSx,	Sx, xxSx, HxSx,
Lo-x	HxS, HxxxS(+), xxS	HxS, HxxxS(+), xxS

## SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit	1 low-high	low = even	Lavinthal
	2 low = even		low = even
	3		
NT	1 low-high	SMITH signal*	Lavinthal
	2 low = even	low = even	low = even
	3		

SIGNALS: low-high = enc or even (original count)

\* SMITH signal vs NT: low = positive for lead or no switch required

## DOUBLES

## TAKEOUT DOUBLES (Style; Responses; Reopening)

MAJORS, Distribution, 11 HCP up, any distr. (17+)

Resp: Lebensohl, cuebid (at least inv.+), leaping michaels

REOPENING: 8 HCP up

## SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES

Negative X up to 3♠

Opening	tick if artificial	min length	neg. double up to	Description	Answers	Subsequent Bidding	Over Intervention
1♦		3	3♦	11-22 (Walsh answers; inverted m)	1♦ = nat., 1SA = 6-10; 3M=splinter 2♦/2NT/3♦ 10-12 / 0-5 or 12+ / 8-9 ♦ fit 2♦ 5-8, 5♦+5♥ 2M 4-7, nat 6 cards	1♦-1♦/♦/♦-1NT 4M possible → 2-way CB 3♦ (after 2NT) = nf relay 2NT = asks 2NT = asks: 2min/2max	1m-(X)-4m = pre 1m-(X / int)-2/1 = nf, 7+-11-
1♦		3	3♦	11-22 (inverted m)	2♦/2NT/3♦ = 10-12 / 0-5 or 12+ / 8-9 ♦ fit 3♦ = nat 6 cards inv. (others see 1♦)	3♦(after 2NT) = nf relay	
1♥		5	3♦	11-22	1NT nat or 5-7 3cards ♥ fit 2♦ 8-10, 3cards ♥ fit 2♦ 4-7, nat 6 cards 2NT 15+, 3+ ♥ fit 3♦/3♦/3♦ 8-9/inv.+ / 0-5 4+♦ fit 3♦/4m Splinter, 12-14		over X: 3x=Bergen
1♣		5	3♦	11 - 22 (see 1♥) 1♣-4♥ = nat to play		After 2m: 3♥ = 5-5 SI; 4♥ = 5-5 no SI	(see 1♥)
1NT			3♦	15-17 5M possible	2♦ = Stayman (could be weak) 2♦/2♥ and 4♦/♥ = TRF 2♦=a) bal. INV, b) weak ♦or♦, c) SI ♦or♦ d) 5431/6430 ♦+♦ GF 2NT = 5+-5+ m, weak or strong 3♦ = Puppet Stayman 3♦ = nat. 5♦+5♥ inv.+ / 3♥/♦ = 14/41 M gf 4♦ = RCK, 4♦ = 5♦+5♥ , 4♥/♦= to play	1NT-2♦, 2M-2or3oM = SI with M-fit TRF break (after 2♦/2♥) = 4card fit 2NT/3♦ = min/max → 3♦or♦ = s/o; 4m = opt. RKCB 3m = preference → 3M = short FG	over X: XX = strong 2any = 5cards over int.: 2NT = Lebensohl
2♦	X	0	---	1. FG m/M 2. SF M 3. NT 25+	2♦ = no 3 controls or no good 5*cards suit 2M = SF/GF → next step = negative 2M/3m=nat, 3*controls; 2NT=5*-5'm, 3*controls	2M = SF/GF → next step = negative 3M = GF	over int.: X = 5* HCP Cue = 3suiter 5*P
2♦	X	0	---	1. 4*♥ and 4*♦, 5-10 vul: 5♥+5♦ 2. NT 23-24	2NT = Relay 3♦ = nat, s/o; 3♦ = longer M? 3♦/♦ = mixed raise; 4♦♦ = RCKB (♦♦)	2NT (nonvul) → 3m=longer M; 3♦=5-5 min; 3♦=5-5 max single/void♦; 3NT=5-5 max single/void♦; 4♦♦=56xx/85xx	Over X: pass = 5+♦, short M XX = ask for longer M
2♦/♦	(5)6	---	---	weak2 in ♥/♦, 5-10	2NT asks 3oM nat. forcing; 3m = nat. forcing 4♦/4♦ = opt. RCKB ♦/♦	min-bad, min-good, max-bad, max-good	
2NT			---	20-22 BAL	3♦ = Puppet Stayman; 3♦/♦ and 4♦/♦ = TRF 3♦ = m-suit Stayman; 4♦ = 5-5 M	TRF break: 3NT=3cards fit; suit=4cards fit	
3♦/♦	(6)7	---	---	PRE	3M = nat. forcing; 4om = RCKB		
3♦/♦	(6)7	---	---	PRE	4♦/4♦ = opt. RCKB ♦/♦		
3NT	X	7	---	Gambling; max. outside-king	4♦ = p/c; 4♦ = ask	4♦ → 4♦/♦/NT = ♥/♦/other m-control; 5m = 7222	
4♦♦	X	-	---	pre			

## DEFENSIVE AND COMPETITIVE BIDDING

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

Aggressive (8+HCP), except 2 level VUL

CUE-BID: limit raise or better

Jump raise: preemptive (0-10 HCP)

New suit: F1 on 1/3 level

(1S)-2♣-(P)-2♦: asks 4-card M

### INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)

2<sup>nd</sup>: 15-18 HCP, 4<sup>th</sup>: remaining 2 suits 4+5+

LEBENSOHL SLOW

Reopening: 13-16 HCP

### JUMP OVERCALLS (Style; Responses; Unusual NT)

1-Suit: PRE, aggressive (0-10 HCP)

2-Suit: 2NT: 2 lowest unbid

Reopen: Intermediate, 6+

Reopen: 0-13 facing passed hand

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

MICHAELS CUE (1m)-2m: ♠ 5-5+; (1M)-2M: OM+m 5-5+

JUMP CUE ASKS FOR STOPPER

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

MULTY LANDY

DBL: PEN, ♣ from passed hand

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

VS WK2/3m: 4♣: om+M 5-5, 4♦: ♥+♠ 5-5

VS WK2/3M: 4♣: ♣+OM 5-5, 4♦: ♦+OM 5-5

DBL T/O THRU 4♥

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

SUIT: NAT, DBL: Ms, NT: M+m

### OVER OPPONENTS' TAKEOUT DOUBLE

RDBL 10+ HCP, 2/1 ACOL STYLE

1M-(DBL) 3♣: 4+M 6-9 UNBAL, 3♦: 4+M 6-9 BAL, 2NT: INV+fit

1 level F1, 2 level NF

## LEADS AND SIGNALS

### OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3 <sup>rd</sup> /Lowest or top	same
NT	4 <sup>th</sup> from honour	same
Subseq	3 <sup>rd</sup> /Lowest	same
Other:	K from AK at 5+ level (or doubled 4) or with a shortness outside	

### LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKJ10(+), AKx(+), Ax(+)	AK, AKx (+)
King	AK, KQ, KQJ(+), KQx(+)	same, AKJ10(+)
Queen	QJ, QJx(+), KQ109(+), Qx	same, KQ109(+), AQJ(+)
Jack	J10x(+), KJ10(+), Jx	same
10	10x	109x(+), Q109(+), 10x
9	9x	same, Q98(x)
Hi-X	Sx	Sx(+), xSx(+)
Lo-X	xxS, xxSx, xxxxS, xxSxxx	HxxS(+)

### SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Low: enc.	Hi: odd	Low: enc.
Suit 2	Low: even	S/P	Hi: odd
3	S/P	S/P	S/P
1	Low: enc.	Rev. Smith, Hi: odd	Low: enc.
NT 2	Hi/Lo: odd	S/P	Hi/Lo: odd
3	S/P	S/P	S/P

Signals (including Trumps):

Reversed Smith vs NT: low likes the opening lead

Lavinthal – low cheaper

### DOUBLES

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

OBAR BIDS (8+)

RESPONSIVE DBL: 8+HCP, xx+ in OPP suit

EQUAL LEVEL CONVERSION

### SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

SUPP DBL THRU 3 of the suit

1m-(1♥)-DBL: exactly 4♦; 1♣-(1♦)-DBL: 4+4+ both Ms

At 3+ level RESP DBL: Useful values, any distribution

NEG DBL: unlimited w/o 5-card suit or less than INV w 5+card suit

POLISH DBL (over OPP's cue, asks for other lead in NT contract)

Splinter's DBL: pls lead (lower) fragment

## W B F CONVENTION CARD

CATEGORY: GREEN

NCBO: Hungary

PLAYERS: Orsolya HEGEDUS – Eszter TICHY – Ágnes ZALAI

EVENT All events

### SYSTEM SUMMARY

#### GENERAL APPROACH AND STYLE

5-card M

INT resp: F1 over 1M

Aggressive COMP style

Open light if UNBAL

INT Openings: (14)15-17 HCP (can be 5c M, 6c m, 2254)

2 OVER 1 responses: FG/1M, 1♦-2♣: F2NT

#### SPECIAL BIDS THAT MAY REQUIRE DEFENSE

BERGEN 4-CARD RAISES OVER 1M

COMPETITIVE CUE: LIMIT RAISE OR BETTER

GAMBLING 3NT

REVERSE FLANNERY RESPONSES TO 1m: 2♥: 5♣4+♥weak

2♣: 5♣4♥ INV

#### SPECIAL FORCING PASS SEQUENCES

ONLY IN FG SITUATIONS

#### 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♥	10-21 HCP	Inverted raises, Reversed Flannery responses	4 <sup>th</sup> suit FG; 1m-1x-2m-2m+1: FG; after 2NT rebid 3♣ is a sign off in resp. rebid suit or FG	
						2-WAY checkback after 1NT rebid	
1♦		3	4♥	10-21 HCP	same	same	
1♥		5	4♦	10-21 HCP, 6m possible	1NT: F1, BERGEN RAISES, JACOBY 2NT: FG w 4+M, SPLINTERS (3NT: OM)	4 <sup>th</sup> suit FG, 1♥-1♠-2♥-2♠: FG, 1M-2M: relay asks for max doubleton, other: shortness	2♣ reversed Drury, 3m: 5+ with 3-card M
						same	same
INT	x			(14)15-17 HCP, 5M, 6m and 22(54) possible	2♣:Stayman, 2♦/♥: transfers, 2♠/NT: m transfers 3m: 2245/2254, 3M: 1M-3oM-(54), 4♦/♥ Texas trf	SMOLEN	
2♣	x			FG (exc. 2♣-2♦-2NT)	CONTROLS (0-1, 2, AK, KKK, 4...)	2♣-2♦-2♥: ♥ or 23-24 bal, w 2♠ relay asking; 2♣-2♥-3♣: A or KK?;	
						2♣-2♥-3NT: semi-solid ♠	
2♦	6(5)			5-10 HCP, 3 <sup>rd</sup> pos: 0-11 HCP	2NT relay, M: NF in NVUL, F1 in VUL, ♣:NF	2NT-3♣: weak, -3♦:str	
2♥	6(5)			5-10 HCP, 3 <sup>rd</sup> pos: 0-11 HCP	2NT relay, ♠: NF in NVUL, F1 in VUL, m:NF	2M-2NT NVUL: 3♣:weak5, 3♦:str5	
						3♥:weak6, 3♠:str6; 2M-2NT VUL: 3♣:weak	
2♠	6(5)			5-10 HCP, 3 <sup>rd</sup> pos: 0-11 HCP	2NT relay, ♥: NF in NVUL, F1 in VUL, m:NF	3x:shortness, 3M:str BAL, 3NT:short♣	
2NT				(19)20-22 HCP, 5M, 6m possibl	STAYMAN, TRANSFER, TEXAS	SMOLEN	
3♣	7(6)			PRE, 3-10 HCP			
3♦	7(6)			PRE, 3-10 HCP			
3♥	7(6)			PRE, 3-10 HCP			
3♠	7(6)			PRE, 3-10 HCP			
3NT	7+			GAMBLING with m, outside K or 2 Qs possible	4/5/6♣:P/C, 4♦:asks K, 4M:NAT		
4♣	7(6)			PRE, 3-10 HCP			
4♦	7(6)			PRE, 3-10 HCP			
4♥	7(6)			PRE, 3-10 HCP	4♠:NAT, 4NT:RKCB		
4♠	7(6)			PRE, 3-10 HCP	4NT:RKCB		
4NT				PINPOINTED BLACKWOOD	5♣:A♣, 5♦:A♦, 5♥:A♥, 5♠:A♠		
5♣	7					<b>HIGH LEVEL BIDDING</b>	
5♦	7					EXCLUSION BLACKWOOD, KICKBACK RKCB in Ms, ORKC in ms	
5♥	8					LIGHTNER DBL	
5♠	8					PODI, PORI, PEDO, PNS ROBI	
						LACKWOOD (5M (agreed one): no control in opps suit, asking for aces – P: no C, 6M:2 <sup>nd</sup> round C, other bids: 1 <sup>st</sup> round C 03,14,2-Q, 2+Q	
						SERIOUS 3NT/3♣; LAST TRAIN	



EBL Convention Card

DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE			
Aggressive style at lvl1, sound overcalls for lvl2		Lead	in Partner's Suit		
Reopening: Very often, even with marginal holdings.	Suit	3/5 (3rd from 6)	3/5 (3rd from 6)	Category: Green	
Response: new suit on level 2=NF, lev1=F1, lev3=GF	NT	Attitude	3/5 (sometimes Attitude)	Country: Hungary	
	Subseq	3/5 or Attitude	3/5 (3rd from 6)	Event: European Bridge Championship 2022	
<b>1NT OVERCALL (2nd/4th Live; Responses; Reopening)</b>	Other:			Players: Hanka Lajos - Villő Szűcs	
15-18 HCP+stopper, Transfers and Stayman	LEADS			SYSTEM SUMMARY: 2/1, 5card major, 1C is often two cards, transfers over 1C, variable 1NT opening	
Reopening: 1NT=12-16, 2NT=20-22 Transfers and Stayman after	Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE	
	Ace	A, AKx(+), Ax(+)	A, Ax, strong suit	1C: 2+C, transfers over 1C	
	King	KQ(+), Kx, AK, AK(+) w/sh, AK(+) against lvl5 or higher or doubled lvl4 or 8+ length suit trump	KQ(+), Kx, AK(+)	1NT opening: 10-13 in NV 1-2 and NV against V 3.pos., otherwise 15-17, may contain 5M or 6m	
JUMP OVERCALLS(Style; Responses; Unusual NT)	Queen	QJ(+), Qx	KQT9(+), QJ(+), AQJ(+), Qx	5 card M; 1NT resp. semi-forcing; 2/1 GF/1M; inverted Bergen, Jacoby 2NT	
Agresive in NV, sound in V	Jack	JT(+), Jx, KJT(+)	JT(+), KJT(+), AJT(+), Jx	2C: art., strong opening bid	
2NT: 55+ two lowest unlimited	10	T9(+), Tx, QT9(+), KT9(+)	T9(+), QT9(+), KT9(+), AT9(+), Tx	Destructive 2/3 level openings	
Reopening: Weak opening strength and solid 6 card suit	9	9x	9x	2D, 2M weak two	
<b>DIRECT and JUMP CUE BIDS ( Style; Responses; Reopening)</b>	Hi-x	even	bad suit	SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Michaels and Leaping/non leaping Michaels	Lo-x	odd	good suit	After 1C transfers, ie 1D=Hearts, 1H=Spades, 1S=balanced or diamonds	
Jump cue bid: solid 7+ minor suit, asking for stopper	SIGNALS IN ORDER OF PRIORITY			After 1nt-2X and 1X-2Y(jump): Rubensohl: under 2nt Nat NF, 2NT-3H xfer (5+ card) INV+	
		Partner's Lead	Declarer's Lead	Discarding	
<b>VS. NT(vs. Strong/Weak; Reopening;PH)</b>	Suit: 1st	Attitude	Count	Attitude	Michaels; Leaping Michaels
Always multi-Landy	2nd	Count	Suit preference	Count	Vs 1NT: Multi Landy
2C = Majors, 2D = 1Major, 2M= M+m, 2NT = minors, 3lvl NAT	3rd	Suit preference		Suit preference	After (weak two) DBL (pass): Lebensonohl slow: 2NT asks for 3C bid, 3X nat inv, 2x or 2NT-3C-3X weak
DBL: Pen, from passed hand: 4M, 5+m	NT: 1st	Attitude	Reverse Smith or count	Attitude	Lebensonohl: with GF hands: 2NT with stopper, cue-bid with 4M, 3NT without either
	2nd	Count	Count if 1st was Smith	Count	Also Lebensonohl situations: (1M) P (2M) X (P), (1X) P (2Y jump, weak) X, etc
<b>VS.PREEMPTS( Doubles; Cue-bids; Jumps; NT bids)</b>	3rd	Suit preference	Suit preference	Suit preference	<b>SPECIAL FORCING PASS SEQUENCES</b>
TO doubles up to 4H, Leaping Michaels	Signals (including Trumps):				At and below lvl3 in forcing situations: Pass = penalty or strong distributional,
After dbl of 2M: Lebensonohl slow	Low = encouraging, even				DBL = balanced type hand
<b>VS. ARTIFICIAL STRONG OPENINGS</b>	<b>DOUBLES</b>				
	<b>TAKEOUT DOUBLES(Style;Responses;Reopening)</b>				
After strong 1C or 1C-p-1D	Support DBL			<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>	
DBL: majors (4+,4+), 1x: NAT, 1N: M+m(5+,5+), 2D: majors (5+,5+)	Lead directing DBL			Transfers are a common part of system	
2N: minors , 2X: NAT	Anti lead directing DBL			Psychics: Rare	
<b>OVER OPPONENTS' TAKE OUT DOUBLE</b>					
RDBL = strong,10+ HCP, mostly BAL, 2NT: limit raise or better					
Transfers after 1M - (DBL), and after 1H - (1S)					

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1 C		2	4H	10-22HCP, Can be 4D2C if balanced	1D=H, 1H=Sp, 1Sp=D or balanced, inverted minors, 2NT bal GF  Jump bids are NAT weak	After all 1X-1Y-1Z:  2C=forcing to 2D (invitation mostly)  2D=GF, 2NT=weak or GF with C	Rubensohl if 1x - 2Y (jump)
1D		4	4H	10-22HCP, Only 4 if (4441), otherwise 5+	NAT style  Inverted minors, 2NT bal GF	Same as above	
1H/Sp		5	4D/4H	10-22HCP, if weak can be 6minor 5M	2/1 GF, 1NT semi forcing, 1H-1Sp is 5cards with GF hands  Bergen and Jacoby raises with 4+card support  Splinters		Drury
1 NT			4H	BAL/semiBAL, possible 5card M or 6card m  10-13 HCP in NV 1-2 and NV V 3  15-17 in NV NV 3-4, NV V 4, V	Stayman, 4way transfers, Double transfers		Rubensohl over lvl2
2 C	X	X		22+ HCP or 16+ with 9+ playing tricks	2D waiting, 2M/3m transfer 6+cards with 2= high honours, 2NT=55+ majors  2C-2D-2H = GF balanced or any distribution with 5+H		
2D		X		Weak 2, Non vul = 5+cards 3-8 HCP  Vul= 6+ cards 5-10 HCP	2NT asking, new major forcing, new minor non forcing		
2 H		X		Weak 2, Non vul = 5+cards 3-8 HCP  Vul= 6+ cards 5-10 HCP	2NT asking, new major forcing, new minor non forcing		
2 Sp		X		Weak 2, Non vul = 5+cards 3-8 HCP  Vul= 6+ cards 5-10 HCP	2NT asking, new major forcing, new minor non forcing		
2 NT			4H	20-21 BAL/semi BAL	Puppet stayman/Xfers/minor Stayman		
3 X			X	6+ cards, Non vul 5-6 playing tricks, vul: 6-7 playing tricks			<b>High Level Bidding</b>
3 NT	X	7		Gambling, solid 7+ cards minor suit with max 1K outside	4/5 minor P/C		RKC with majors and ORKC with minors
4C/D	X			7+H/Sp cards, 8 playing tricks, no 2 small doubleton in 1-2, nat in 3-4			Cuebids, No cuebids at lvl5, Exclusion RKC common
4M				6+ cards, Non vul 6-7 playing tricks, vul: 7-8 playing tricks			Last train, Serious 3Sp/3NT

DEFENSIVE AND COMPETITIVE BIDDING		
<b>OVERCALLS (Style; Responses; 1 / 2 Level; Reopening)</b>		
1 <sup>st</sup> level and 2 <sup>nd</sup> level minors: nat 7-16 hcp, 5+ cards		
2 <sup>nd</sup> level majors: 4-10 hcp, 6+ cards (if jump overcall)		
1m-2m: both majors (5/5) 5-16hcp		
1m-2NT: 2 lowest suit (5/5) 5-10hcp		
1M-2NT: both minors (5/5) 5-10hcp		
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>		
Direct: 15-18 hcp		
Balancing: 10-15 hcp		
Passed vs opps M-M => 1NT: 4/4 minors		
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>		
4-10 hcp		
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>		
Standard Michaels cue bid		
3m over 1minor opening= nat, 4-10 hcp		
3M over 1M= ask for stopper (normally solid suit)		
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>		
Vs strong NT: Double = strong; 2♦ = diamond or both major		
2♦ = one major; 2♥ / ♣ = 12+ natural; 2NT = both minors		
Vs weak NT: double = all nat, double 11+		
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>		
Takeout doubles through 3♠ = spades		
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>		
Natural		
1NT=Minors		
Doblue=Majors		
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>		
Redouble= 8+ hcp		

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3/5, high from doubleton	3 <sup>rd</sup> , high from doubleton	
NT	4 <sup>th</sup> , high from 2-4 small	3 <sup>rd</sup> , high from doubleton	
Subsequent	3/5, attitude	3/5, attitude	
Other: High from 3-4 small from promised length			
Third highest from broken sequenced			
<b>LEADS</b>			
Lead	vs. Suit	vs. NT	
Ace	AKx+, Ax	AKx, Ax	
King	KQ+, AK, Kx	AKJ10+, KQ109+, Kx	
Queen	QJ+, Qx	KQ+, QJ+, Qx	
Jack	J10+, Jx	J10+, Jx, AQJ	
10	10x, 109+, HJ10+	109+, HJ10+, 10x	
9	9x, H109+	H109+ or top	
Hi-X	doubleton or 4th	4 <sup>th</sup> best or top	
Lo-X	3/5	4 <sup>th</sup> or 3 <sup>rd</sup> from honour	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
v/suit	1 low= enc.	no signal	first discard:
	2 suit pref.	suit pref.	odd=enc.
	3 count	count	even=suit pref.
v/nt	same	same	same
Signals			
First discard (suit and NT): even=suit preference, odd=encouraging.			
King against NT asks for count or unblock.			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
a) 10-17, support with the other suits			
b) 18+ any distribution.			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			

W B F CONVENTION CARD		
<b>CATEGORY: GREEN</b>		
<b>NCBO: Women's teams, ICELAND</b>		
<b>PLAYERS:</b>		
Maria Haraldsdóttir Bender – Harpa Fold Ingólfssdóttir.		
<b>SYSTEM SUMMARY</b>		
<b>GENERAL APPROACH AND STYLE</b>		
<b>2/1 GF, 5 card major, 15-17 hcp NT</b>		
<b>2♦ = 6 in major 5-10 hcp or 20 -22 hcp (multi)</b>		
<b>2♣ = strong; ask for aces and gamforce</b>		
<b>2♥/♣ = 10-13 hcp, (5) 6 card suit</b>		
<b>2NT = both major or both minors 5-10hcp</b>		
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>		
Michaels		
Smolen		
Drury		
2NT: 5-5 in Majors or Minors. See Brown Sticker sheets		
<b>SPECIAL FORCING PASS SEQUENCES</b>		
<b>IMPORTANT NOTES</b>		
<b>PSYCHICS: Very rare, but at own risk</b>		

OPENING	TICK IF ARTIFICIAL	MIN. NO OF CARDS	NEG. DBL THRU	ICELAND: MARÍA AND HARPA			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	4♥	11-20 hcp, 33 minors=1♣	1♦♥♠=nat 4+cards 6+hcp 1NT=6-10 bal 2♣=GF 2♦♥♠=weak 2NT= 11-12 inv. 3♣=weak 3 NT= 13-15	1m-1M-1NT = Two-way check back. 1m-1M-1NT-2♣ = inv. (demands 2♦); 1m-1M-1NT-2♦ = GF	same
1♦		4	4♥	11-20 hcp, 4+card except 4432	same as 1♣		same
1♥		5	4♥	11-20 hcp, 5+ cards	1NT=F 2NT=GF support 3m = nat, inv. 8-11 hcp		Drury
1♠		5	4♥	11-20 hcp, 5+ cards	Same as after 1♥		Drury
INT			4♥	15-17 hcp, bal or semi-bal	Stayman, transfers to all suits, Smolen 3♣ = minors, NF, 3♦=minors, GF		same
2♣	x	0		Ace question	2♦= no ace, 2♥= ace of heart 2♣= spade = ace of spade, 2NT= 2 aces	Next bid asks for how many cards in the suit. Following bid asks about King and Queen in that suit.	same
2♦	x	0	two-way dbl	Multi, weak two in ♥/♠ or 20-22 bal	2NT = F, asking 2♥/♠= Pass/correct 4♥/♠=Nat, to play		same
2♥/♠		(5) 6	pen	10-13 hcp, 6 cards	2NT = F, asking New suit = F one round		same
2NT				Both majors 5-10 (11) hcp Or Both minors	3♣ = Pass/Correct 3♦ = Pass/Correct 3♥ = F, asking		same
3♣/♦		(6)7	pen	4-10 hcp, good suit against unpassed partner (2+ honours)			same
3♥/♠		7	pen	4-10 hcp, natural pre			same
3NT				Solid minor, not much else			
4♣/♦		(7)8+	pen	Nat		HIGH LEVEL BIDDING	
4♥/♠		7(8)	pen	Nat		Roman Key Card Voidwood Splinters Cue-bids	
4NT				4 ace ask			

## BROWN STICKER OPENING BID ANNOUNCEMENT FORM

**Names:** María Haraldsdóttir Bender – Harpa Fold Ingólfssdóttir

**Country:** Iceland

**Event:** Nordic Women Chamiponship

**Opening bid of** 2N    **In** Any    **seat at** Any Vul

**Shows:** Shows 5-5 in majors or 5-5 in minors and under opening bid.

**Detailed Description:**

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### Responses and Rebids in Uncontested auctions

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With what hands will responder pass the opening bid? None

**Meanings of other responses and rebids:**

3 clubs and 3 diamonds are nonforcing pass or correct.

3H is forcing. Doesn't promise hearts.

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### Competitive Agreements

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**Responses after opponent's DBL** (including Pass, RDBL and expected follow-ups)

Redouble is for penalty

Pass is non preference in minors

System on

**Responses after opponent's overcall:**

Double is penalty. Pass is pass and bidding is pass correct.

**Rebids after 4<sup>th</sup> hand DBLs the response:**

Same system

**Rebids after 4<sup>th</sup> hand overcalls:**

Same system

### Proposed Defence

Double: 13-15 balanced hand or any strong hand (18+) with good suit. (double then bid)

3C/D/H/S: Natural.

3NT: To play

4C: At least 5-5 in Majors or 6-5+ with longer heart

4D: Majors, longer spade.

4H: Minors, equal length or longer club.

4S: Minors, longer diamond

With take out. Pass,then double as take out.



DEFENSIVE AND COMPETITIVE BIDDING		
<b>OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)</b>		
8-16 hcp and 5+ New suit response F1 Cue response: limit raise or better Jump raise PRE NT jump: 2 lower unbid: weak		
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>		
15-18: Stayman, and 4 suit transfers		
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>		
Jumps are weak and preempts 2NT: two lower unbidded suits		
Reopen:		
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>		
Micheal Quebids 1C-2C overcall natural		
1C-2D both Majors		
1D-2D both Major		
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>		
Dobl: Strong 2C: Diamond or both majors		
2D: Multi		
2H: Hearts opening		
2S: Spades opening		
2NT: Both minors		
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>		
Takout dbl thru 4H		
Cuebit=Good raise in partners suit		
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♦ or 2♦</b>		
Double=Majors		
Nt=Minors		
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>		
Rdbl: 9+ hcp		

LEADS AND SIGNALS		
<b>OPENING LEADS STYLE</b>		
Suit	Lead	In Partner's Suit
Suit	3/5	3/5
NT	4th	4th
Subseq		
Other:		
<b>LEADS</b>		
Lead	Vs. Suit	Vs. NT
Ace	AKx, Ax.	AKx,Ax
King	AK KQ+, Kx	AKJ10+KQ109+,Kx
Queen	QJ+, Qx	KQ+,QJ+,Qx
Jack	J10+, KJ10+.JX	HJ10,J10,Jx
10	109+, H109+	109, H109+, 10x
9	Xx., OR 3th	Top of noth.or Hx
Hi-X	2	2
Lo-X	3/5	4th
<b>SIGNALS IN ORDER OF PRIORITY</b>		
	Partner's Lead	Declarer's Lead
1	Low enc	UDCA
Suit 2	Suit preference	Suit preference
		count
3		
1	Low enc	UDCA
NT 2	Count	Suit pref
		Count
3	Suit pref.	
Signals (including Trumps): Hi-low in trumpf for intrest for a ruff or count		
King lead in NT ask for unblock or count		
<b>DOUBLES</b>		
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>		
New suit=0-7hcp,jump=8-10hcp, cue=F1,		
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>		
X and XX support dobl, Lightner, Rosenkranz		

WBF CONVENTION CARD		
<b>CATEGORY:</b> Green		
<b>NCBO:</b>		
<b>PLAYERS:</b> Arngunnur R. Jónsdóttir – Alda S. Guðnadóttir		
SYSTEM SUMMARY		
<b>GENERAL APPROACH AND STYLE 2/1</b>		
2/1, 5 card Major, 15-17 hcp NT		
Lebensohl		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
2NT majors or minors 5-5 at least		
SPECIAL FORCING PASS SEQUENCES		
After 2/1 gameforce		
Drury		
Dobi/Robi		
IMPORTANT NOTES		
PSYCHICS: Almost never		

Open	X = ART	Min. no.of Cards	Neg. Double	Description	Responen	Subsequent Action	Passed hand bidding
1♣		2+	4♥	11-20p.	I♦/I♥/I♠=5-10p Jump to 2 =weak with 6cards 1Nt=6-10p 2♣= Forcing 1 round	I♣-I♥-1nt:two way check back	
1♦		4+	4♥	11-20hcp.	Same as 1♣ exc,2♣=GF;♦=F1		
1♥		5	3♠	11-20p.	I♠=nat 4+card. 1Nt=F1/Semi forc. 2♣/♦=GF.2♥=raise 8-10p. 2Nt=Jacobi 3♣/♦=Bergen (♣stronger)		2/I= max pass
1♠			4♥	11-20hcp.	Same as after 1♥ exc.3♥=splinter		
1Gr			4♥	15-17p bal	2♣=Stayman, Transfer to all suits.3 ♣/3♦ = 5-5 in ♣ and ♦ (club week but diam.strong	INT-2♣-2♦-2♥=majors to play	
2♣	X		3♠	23+bal or GF	2♦ = relay. New suit=2 of top 3honors, 5+cards, 2Nt=8+bal		
2♦	X	Mult		5-9hcp and 6 cards in ♥ og ♣. Or 20-22 bal.	2NT= asks about suit	3♣/3♦=max 8 or 9 points	
2♥		6		10-13hcp	2NT=GF, 3♣/3♦= NF		
2♠		6		10-13hcp	2NT=GF, 3♣/3♦= NF		
2Gr	X		4♥	Minors og Majors	5-5 cards	3♥=Forcing,	
3♣		7		Preempt, 6-10p			
3♦		7		Preempt, 6-10p			
3♥		7		Preempt, 6-10p		<b>High Level bidding:</b>	
3♠		7		Preempt, 6-10p		4Nt after 4M openings by opponents= 2suits 4Nt after partners 1x opening and 4M overcall= 2suits	
3G	X			Gambling		4NT after parners doubles of 4M opening=2 suits	
4♣		8				4NT after opponents 1/2/3M openings= MINORS	
4♦		8				RKCB=0314	
4♥		7					
4♠		7					
4Nt			Ace asking	Which ace ?	5♣=0;5♦=♦ace;5♥=♥ace;5♠=♠ace; 5Nt=2aces 6♣=♣ace		

DEFENSIVE AND COMPETITIVE BIDDING	
<b>OVERCALLS (Style: Responses; 1st-2nd Level; Reopening)</b>	
8-16 hcp	
1NT: 15-18 (can have a singleton and a 5card major)	
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>	
15-18: Stayman, Transfers	
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	
Jumps are weak and pre-emptive.	
2NT: two lowest unbidden suits	
Reopen:	
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>	
Michael and Leaping Michaels, Quebids	
1♣-2♣ overcall natural	
1♣-2♦ both Majors	
1♦-2♦ both Major	
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>	
Dobl: ♠ and other suit /opening	
2♣: ♣ + ♥ at least 4-4 (usually 9 cards)/ majors (4-4)	
2♦: ♦ + ♥ at least 4-4 (usually 9 cards)/ multi (one major 6-10hcp)	
2♥: 5+ ♥/ 5+ ♥ and 10+ hcp	
2♠: 5+ ♠/ 5+ ♠ and 10+ hcp	
<b>VS. PRE-EMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>	
Takeout dbl end at 4H	
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>	
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	
Rdbl: 10+ hcp	

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
Suit	Lead	In Partner's Suit	
Suit	3/5	3/5	
NT	4th	4th	
Sub sequence			
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK, Ax.		
King	AK, KQ, Kx		
Queen	QJ, Qx	QJ, AQJ	
Jack	J10, Jx	J10, KJ10, AJ10	
10	T9, Tx	A109, K109, Q109, 109	
9	Xx.	9x, 9xx	
Hi-X	2	2	
Lo-X	3/5	4th	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Low enc	UDCA	UDCA
Suit 2			
3			
1	Low enc	UDCA	UDCA
NT 2			
3			
<b>Signals (including Trumps):</b>			
UDCA			
odd is enc. in first void			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Normal			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			

W B F CONVENTION CARD	
CATEGORY:	Green
NCBO:	
PLAYERS:	Anna Guðlaug Nielsen – Helga Helena Sturlaugsdóttir
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE 2/1	
1♥/♠:	5 cards+
INT:	15-17
2♦/♥/♠:	weak
Gazilli	
x-y-z (x-y-nt)	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES	
PSYCHICS: Almost never, but at own risk	



DEFENSIVE AND COMPETITIVE BIDDING		
<b>OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)</b>		
1 level < 18 HCP		
Normally 5 card suit, cue response usually 3 card raise 9+ hcp , 2NT NAT over minor		
2NT response over M if a Jump 4 card raise 9+, Jump cue mixed raise 7-9, fit jumps over M		
<b>1NT OVERCALL (2nd/4th Live; Responses; Reopening)</b>		
Immediate = 15/18 systems on: Tx to their suit = shortage		
Protective = 11/16, then 2♦ = enquiry: responses: 2♦ = 11/12, 2♥ / ♣ / NT = 13/14 NAT, 3any= 15/16, 3 of their suit = stayman		
Sandwich 1NT = 16/18 systems off, 3M = GF		
Cue (asks for M) then 3M invitational		
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>		
Weak in principle except 4 <sup>th</sup> seat		
2NT lower 2 suits (5+/5+)		
1x - 3♣ or 1♣ - 2♦ = Higher 2 suits (5+/5+)		
Reopen:		
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>		
Direct cue = extremes (5+/5+)		
Jump cue = asks stopper		
Except 1♣ - 3♣ = NAT over short club (2+)		
1X-P-1Y - 2X = other two suits 5+/5+, 2Y = NAT		
1♣-P-1♦ (TX) X = TO of ♥, 1 = ♥ NAT 2♥ = NAT, 2♦ NAT		
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>		
DBL= Penalty		
2♣ = both Majors (4+/4+)		
2♦ = 1 Major: 2NT= Enquiry (3♣/♦ Min ♥/♣, 3♥/♣ Good)		
2 M = 2 Major= 5+M/4+minor		
2NT = Minors		
By PH : X = MM or mm, 2♣ = NAT		
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>		
DBL = T/O: 2NT=15/18		
Cue = Strong T/O or stop ask in M		
Leaping/Non-Leaping Michaels		
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>		
X = both Majors		
1NT = both Minors		
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>		
Transfer responses after X of our 1M opening		
Bergen by non-passed, Fit Jumps by passed else: system on .		

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
Suit	Lead	In Partner's Suit	
	3rd/5th from H	3rd/5th from H, xXx, Xxx if supported	
NT	4th (2nd from bad suit)	4th (2nd from bad suit)	
Subseq	Low rev attitude		
Other: K for Rev Count/UB: A/Q for Rev ATT			
A from AK			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	A or AK or AKx(x)	A or AK or AKx(x)	
King	AKx(x) or KQ or Kx	AKx or KQ asks CT or UB	
Queen	KQ(x), QJ(x)	KQ(x), QJ(x)	
Jack	J10x, KJ10x, Jx	J10x: (H)J10x	
10	10x: 109x H109x	10x:1098(x) (H)109:(x)	
9	9x, H98x, (H)98x	9x (H)98x:	
Hi-X	Xx, xXx(xx)	Xx, xXx(xx)	
Lo-X	HxX(x) HxxxX	Hxx X(x )	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Rev count ex AQ	Rev count	Low ENC / rev count
Suit 2	SP	SP	
3	Low ENC		
	1 Rev count ex AQ	Rev Smith	Low ENC / rev count
NT 2	SP	Rev CT	
	3 Low ENC	SP	
Signals (including Trumps):			
UDCA, SP (including trumps), Rev Smith by both as needed			
Signals only when helpful to defence			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
T/0 to 4♥ inclusive			
Support DBL/RDBL= 3 of responder's suit (2-level)			
Lead directing			
Lightner			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
DOPI: DBL = 0; Pass = 1 1st step = 2 no Q, 2nd step = 2+Q			
DBL asks unusual lead			

EBL CONVENTION CARD ♣ ♦ ♥ ♠		
<b>CATEGORY:</b> Green		
<b>NCBO:</b> Ireland		
<b>PLAYERS:</b> Joan Kenny & Jeannie Fitzgerald		
<b>EVENT</b> Women		
<b>SYSTEM SUMMARY</b>		
<b>GENERAL APPROACH AND STYLE</b>		
5-card Majors, 2/1 GF (except 2C = 3 card supp INV+ or NAT GF)		
1NT=15/17 (may include 5M, 6m)		
1♣ = 2+♣, NF (when 4432)		
Inverted minors, does not deny 4M, on over X, usually GF, INV by passed hand		
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>		
2♦ = multi:23-24 BAL weak M 8 playing tricks in any suit/		
2♥ = ♥ + minor: 6/10 HCP 5+/ 5+		
2♣ = ♣ + another: 6/10 HCP 5+/ 5+		
Third hand openings can be light		
1♣ - 1M (may skip ♦ suit if not GF)		
<b>SPECIAL FORCING PASS SEQUENCES</b>		
After GF response (2/1 , Jacoby)		
After inverted minor		
After 2♣ opening		
<b>IMPORTANT NOTES</b>		
<b>Lebensohl:</b>		
Fast arrival No Stop, after interference over our 1NT		
Over partners X of opponents 2 level pre-empt opening		
Cheapest of 2NT or 4 <sup>th</sup> suit may be weak after partners reverse.		
All other bids are F		
When Partner overcalls 1NT and opps support.		
Eg 1X-1NT-2X-2NT = Lebensohl		
<b>Good / Bad 2NT:</b> by Opener After RHO overcalls at 2-level shows a desire to compete to the 3 level. Other bids show extra		
<b>Fit Jumps:</b> on over our over-call or by a passed hand after partner opens 1 M. Shows good 5+ card suit with 2 top honours		
<b>PSYCHICS:</b> very rare		

OPENING	ARTIFICIAL	CARDS	NEG X TO	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4 ♥	NAT or 4432, 4333 11-22 HCP	1NT=6/10, 2♣=12+, 2NT = NAT INV 2 ♦/♥/♠ <= 8HCP 6-card suit, 3/4M = to play	1♣- 2♣ 4♣ = RKCB 0314 1♣ - 2♣: 2♦(<4♣), 2M= NAT, 3x =stop	1♣- 2♣ by passed= INV
1♦	N	4	4 ♥	11-22 HCP	1NT=6/10, 2♦=12+, 3♣ = limit raise in ♦ 2 ♥/♠ <= 8HCP 6 card suit, 3/4M = to play	1♦ - 2♦, 4♦ RKCB 0314	1♦ - 2♦ by passed = INV
1♥	N	5	4 ♥	11-22 HCP	1NT = semi F, 2♣= ART 3 card INV+ or NAT GF, 2NT=GF, 2♣ = weak 6♣ , 3♣=10/11 , 3♦= 7/9: (4+♥) 3♣/4♣/4♦ = SPL	1♥ - 2♣, 2♦= ART GF, 2M = not accept 1♥ - 2NT, 3♣=Min. 3♦=Non-min no SPL 3♥/♠=SPL ♣/♦, 3NT=SPL OM, 4♣/♦ = void 4♥=void OM	Rev 2-way Drury:2♣/♦: 9+HCP 3/4♥s
1♠	N	5	4 ♥	11-22 HCP	1NT = semi F, 2♣= ART 3 card INV+ or NAT GF; 2NT=GF, 3♣=10/11HCP, 3♦= 7/9: (4+♣) , 3♥ = SPL, 4♥=void	1♣-2NT, 3♣=min, 3 ♦=non -min no SPL 3♥/♠=SPL ♣/♦, 3NT=SPL M, 4♣/♦ = void 4♥=void M	Rev 2-way Drury:2♣/♦: 9+HCP 3/4♠s
1NT				15-17 HCP may have 5M, 6m	2♣=Non-Prom Stay: 2♦=♥TFR 2♥ =♦TFR: 2♣ = ♦TFR, 2NT = ♦TFR 3♣/ ♦ = NF/GF minors 5+/5+ 3♥/♠ = Singleton (13)(45) 4♣/♦ = ♥/♠, 4♥/♠= ♣/♦	SMOLEN: 1NT- 2♣, 2♦ - 3♥ (4♥ 5♣) over 2♣ 3M = 5M max, 2NT = 5M non max Accept m TFR with support super-accept M TFR with 4, 3M=min, 2NT=non min	
2♣	Yes	0		25+ BAL or any GF	2♦ = 4+HCP, 2 ♥<4 HCP, 2NT=5+♥ 8+HCP	Jump by Opener sets suit	
2♦	Yes	0		Weak M,8 PT any, BAL 23/24	2/3/4♥ = P/C, 2♣ = INV in ♥ , 2NT = INQ, 3♣/♦ F1	2NT: 3♣=MAX wk M, 3♦/♥ = ♥/♠, 3♣ = 8 PT minor, 4M = 8 PT NAT. with GF ♥ bid 2NT	
2♥		5		5+♥ & 5+m 6-10 HCP	2NT= INQ, 3/4/5♣ = P/C other new suit F1		
2♠		5		5+♣ & 5+other 6-10 HCP	2NT= INQ, 3♣/♦ = INV in ♥/♠, 3♥ F1		
2NT				20-22 BAL/Semi-BAL	3♣ = suits upwards 3♦/♥ = TFR: 3♣ = relay, 3NT=5♣+4♥ 4 ♣/4♦ =♥/♠ TFR (spare bid=cue):4♥/♠ = ♣/♦ (similar over o/c or rebid showing 23+ )	2NT-3♣, 3M – 4♣/♦ = cue 3m - 4m = 0314 RKCB 3M - 4oM = 1430 RKCB 2NT-3♣-3NT 4♣/♦ = NAT ST, 4 ♥/♠ 5/4 m SPL ST 4NT = 5/5 m ST	
3♣		6		PRE	New suit = F1 except 4♦ asks for keys	Over 4♦ - 0, 1, 1+Q, 2, 2+Q	
3♦		6		PRE	New suit = F1 except 4♣ asks for keys	Over 4♣ - 0, 1, 1+Q, 2, 2+Q	
3♥		7		PRE	New suit = F1 except 4♣ asks for keys	Over 4♣ - 0, 1, 1+Q, 2, 2+Q	
3♠		7		PRE	New suit = F1 except 4♣ asks for keys	Over 4♣ - 0, 1, 1+Q, 2, 2+Q	
3NT				Solid Minor	4♦ shortage ask 3NT-4♣/5♣/ 5♦ = P/C	Over 4♦ 4♥/♠ = short, 5m = NAT short Om , 4NT no shortage	
4♣		7		PRE			
4♦		7		PRE			
4♥		7		PRE			
4♠		7		PRE			
4NT				Specific Ace ask	5♣= none, 5any = that Ace, 5NT = 2 , 6♣ = A	<b>HIGH LEVEL BIDDING</b>	
5♣		7		PRE		RKCB = 1430, Exclusion / Minorwood RKCB=0314	
5♦		7		PRE		DOPI, ROPI.	
5♥				NAT	6♥ = A/K, 7♥= AK	CUE: 1st & 2nd equally below game	
5♠				NAT	6♣ = A/K, 7♣ = AK		
5NT				Both minors			
6♣							

## DEFENSIVE AND COMPETITIVE BIDDING

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

Up to 17hcp

Responses: New suit is forcing for 1 round.

UCB with support & 10+ pts

(1nt) – P – (xfer) : xfersuit is takeout

### INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)

2<sup>nd</sup> pos: 15-18 sys on

4<sup>th</sup> pos: 10-14 sys on

Sandwich NT – 15-18 sys on

### JUMP OVERCALLS (Style; Responses; Unusual NT)

Weak, New suit response from partner is forcing, 2NT enquiry, subsequent X from partner is penalty

Protective: 10-15 hcp, 5+card

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

Direct cue of a minor opening shows both majors. (5+/4+) Direct cue of a major opening showing the other major and one minor (5+/4+)

Jump Cue initially asks for stopper for NT

Cue in balancing position shows strong 2 suiter hand

Over multi 2♦, 4♦ = ♠ + m (5+/4+). 4♣ = ♥ + m (5+/4+)

Over weak 2, 4♣/♦ show that suit and the other major ((5+/4+))

Cue over natural interference of NT is Stayman

### VS. NT (vs. Strong/Weak)

ANTI: 2♣= 5+♦ or both majors; 2♦ = 5+♥ or 4♣ and longer minor;

2♥ = 4♥ and longer minor; 2♠ = Spade suit

2NT = Minors (or 2 places to play)

X = Pen

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

Vs weak2: leb after X; 2NT 16-18 sys on

Vs multi 2♦: 2NT 16-18 sys on. Dbl 13-15 bal or 16+ other

Vs 2-Suit overcalls X pen of at least 1 suit, cue bids

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

### OVER OPPONENTS' TAKEOUT DOUBLE

XX hand ownership; 8/9+ points

## LEADS AND SIGNALS

### OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	2 <sup>nd</sup> and 4 <sup>th</sup> , MUD	Count (std)
NT	2 <sup>nd</sup> and 4 <sup>th</sup> , MUD	Count (std)
Subseq		
Other:		

### LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK	AK
King	AK+; KQ+	Strong suit – asks for unblock
Queen	KQ+; QJ109+;	KQJ+; QJT+
Jack	J109+; KJ109+	J109+; A/KJ109+
10	109+; K109+	109+; A/K109+
Hi-X	Sx xSx xSxx	Same
Lo-X	HxS HxxS(+)	Same

### SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	A: Attitude K: Count	Count	O=Enc; E=S/P
2	Count	Suit Pref	
3	Suit Pref		

### Signals (including Trumps):

Smith Peters against NT (Standard)

## DOUBLES

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

Up to 5♦s

Takeout dbls over natural interference, including after 1NT opening.

X of artificial bid shows that suit

### SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Negative X through 5♦ (1 level 6+pts, 2 level 8+pts, 3 level 10+pts)

X of natural 2♣ or 2♦ interference over 1NT Staymanic in nature

X of artificial bid over NT shows 10+ points

Lightner X for slams

After 1♣ opening from partner and 1♦ overcall X is neither or both M.

## EBL CONVENTION CARD

CATEGORY: NATURAL (Green)

NCBO: Ireland

PLAYERS: Gilda Pender & Rebecca Brown

May 2022

### SYSTEM SUMMARY

#### GENERAL APPROACH AND STYLE

4-card majors

Weak NT; 11-14 (typically 12-14 Vul);

Inverted minors (2m = 10+ forcing 1 round. 3m = 5-9 non forcing)

2♣ – 8+ playing tricks, balanced 25+

2♦ – Multi. Weak major, balanced 23/24.

2♥/2♠ – weak Lucas

2NT – balanced, 20-22

#### SPECIAL BIDS THAT MAY REQUIRE DEFENSE

LEBENSOHL-Slow Arrival no stop (SANS). 2NT asks partner to bid 3C and is weaker than bidding directly.

Leb: Subsequent bids over 3♣ from partner are weak or invite.

Leb: Bidding directly at the 3 level shows hand worth 10+

Leb: Cue bids via 2NT are Stayman w/o stopper while direct cue bids after natural interference are Stayman with stopper.

#### ESCAPING FROM 1NT DOUBLED - DONT

##### DONT

Redbl – single suit, partner bids 2♣ for pass / convert

2x = That suit and a higher-ranking suit (typically 4/4+)

3x = pre-emptive, 6+

2NT = 2 Suiter - Game Forcing

#### SPECIAL FORCING PASS SEQUENCES

Opps overcall a suit (or X) over our Cue/Splinter/Art. Bid

X (or R) 1<sup>st</sup> round control of the opp's suit.

DOP1 / ROP1

#### IMPORTANT NOTES

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		4	5♦		1NT 6-9; Inverted minor, 2NT 11-12; 3NT 13-15 2♦/♥/♠ Weak 6 card suit 0-5 points	1 NT 15-17; 2NT 18-19	
1♦		4	5♦		1NT 6-9; Inv minor, 2NT 11-12; 3NT 13-15 2♥/♠ Weak 6 card suit 0-5 points		
1♥		4	5♦		1NT 6-9; 2x 9+; 2♥ 6-9 & 3+♥; 3♥ and 4♥ pre-emptive, 5+♥; 3♣ 6-9 5+♥; 3♦ 10-12 4+♥; Splinters 2NT GF 4+♥ unbalanced or 16+; 3NT 4+♥ 13-15, balanced 2♠ Weak 6 card suit 0-5 points	Over 2NT, feature & shape showing,	
1♠		4	5♦		1NT 6-9; 2x 9+; 2♠ 6-9 & 3+♠; 3/4♠ pre-emptive, 5+♠; 3♣ 6-9 5+♠; 3♦ 10-12 4♠; Splinters 2NT GF 4+♠ unbalanced or 16+; 3NT 4+♠ 13-15, balanced	Over 2NT, feature & shape showing,	
INT				11-14, maybe single honour; 6 card minor; 5 card major	4 suit transfers; Texas, promissory stayman, 3 level bids slam try.	Lebensohl-Slow arrival no stop over interference	
2♣	✓	0	N\A	Strong hands 8+ playing tricks and 25+ balanced	2♦ 0/1 control, 2♥ 2 controls, 2♠ 3+ controls, 2NT 8+points 0/1 control		
2♦	✓	0	N\A	Multi. Weak Major 5+ (5-10 points), 23/24 balanced	2/3/4♥ =p/c, 2♠ = inv in ♥, 2NT = ENQ, 3♣/♦=f1	Over 2NT Enq: 3♣/♦= max with ♥ /♠. 3♥ /♠ min. 3NT = 23/24.	
2♥		5	N\A	5-10 5♥ & 4+m	2NT= ENQ, 3♣ =P/C, 3/4♥ = to play	Over 2NT Enq: 3♣/♦ weaker. 3♥ stronger with ♣, 3♠ stronger with ♦	
2♠		5	N\A	5-10 5♠ & 4+m	2NT= ENQ, 3♣ =P/C, 3/4♠ = to play	Over 2NT Enq: 3♣/♦ weaker. 3♥ stronger with ♣, 3♠ stronger with ♦	
2NT			N\A	20-22 maybe single honour; 6 card minor; 5 card major	3♣-puppet, 3♦/♥ – Transfer, 3♠ = 5♠ & 4♥ 4 level bids - 2-under slam try		
3♣		6	N\A	Weak with 6+ ♣; usually 7+	New suit – 6+ suit F1R; jump to any game to play		
3♦		6	N\A	Weak with 6+ ♦; usually 7+	New suit – 6+ suit F1R; jump to any game to play		
3♥		6	N\A	Weak with 6+ ♥; usually 7+	New suit – 6+ suit F1R; jump to any game to play		
3♠		6	N\A	Weak with 6+ ♠; usually 7+	New suit – 6+ suit F1R; jump to any game to play		
3NT	✓		N\A	Long minor with max one other stop	4/5♣ p/c		
4♣				Pre-empt			
4♦				Pre-empt		<b>HIGH LEVEL BIDDING</b>	
4♥				Pre-empt		RKC3014 inc void responses. 5NT specific K ask	
4♠				Pre-empt		Minorwood.	
4NT	✓			Specific Ace Ask		DOPI / ROPI	
5♣				To Play		Cues 1 <sup>st</sup> /2 <sup>nd</sup> below game; 1 <sup>st</sup> above game	
5♦				To Play		Forcing Pass if constructive game bid	

DEFENSIVE AND COMPETITIVE BIDDING	
Jump raises are pre-emptive	
Change of suit F1 except by a passed hand	
Resp. Cue & 2NT good raise; Jumps = NF	
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>	
15+ - 18 HCP (bids as over 1NT opener)	
11-16 in protective (bids as over 1NT opener); then 2♣ = enquiry and 2♦ = 11-12; 2♥/♠ = 13-14, natural; 2NT = 13-14, natural; 3♥/♠/3NT = natural, 15-16.	
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	
1-Suit: NV 5-11/Vul. Quality suit 6+ cards	
2-Suit: Ghestem – 2NT = 2 lowest, Cue outside & 3♣	
other 2	
Reopen: Intermediate values, 2NT=20-22	
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>	
GHESTEM: Jump cue asks stop	
Note: 2♣ over a natural ♣ opening = Ghestem	
3♣ over a short ♣ opening = natural	
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>	
2♦ majors then 2♦ = equal length; 2♦ = 1-suiter; 2M = 5M/4+m; X=penalty of weak NT; X of strong is 4+M/5+m	
X by passed hand = Majors OR minors	
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>	
Take-out double	
Leaping Michaels –v- weak 2s	
Non-Leaping Michaels- V- Weak 3s	
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♦</b>	
Double=Majors 1NT=Minors	
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	
1M-X- TXR Responses (Drury if passed hand); Jumps – weak; 2NT = good raise +;	

LEADS AND SIGNALS			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup> /2 <sup>nd</sup> from bad suits	Same	
NT	Same	Same	
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx	AKx	
King	KQx	Asks unblock/count	
Queen	QJx	Weak KQ/strong QJ	
Jack	(H)J10x	Same	
10	(H)109x	Same	
9	Shortage	Same	
Hi-X			
Lo-X			
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude low enc.	Reverse count	Low even
Suit 2	Low enc.	Low enc.	Low enc.
3	Suit Preference	Suit Preference	
NT 1	As above	As above	
2			
3			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Shape suitable or too strong for an overcall			
CUE GF or suit agreement, Jump responses 9+/-			
1NT response 8-10+; 2NT 11+.			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Competitive Doubles to 4♥			
Responsive Doubles thru' 3♣; Lead directing Xs; Game try X or XX when no room; Support Dbls/Rdls to 2 level			

W B F CONVENTION CARD	
CATEGORY: GREEN	
NCBO: IRELAND	
PLAYERS: TERESA RIGNEY AND DIANE GREENWOOD	
<b>SYSTEM SUMMARY</b>	
GENERAL APPROACH AND STYLE	
Five Card Majors	
1♣ May be 2 cards if 4-4-3-2	
1NT Openings: 15 - 17	
2 over 1 Responses – 2 level change of suit game forcing	
Long suit trial bids	
Ghestem	
Inverted m OFF in competition, exception ON over X	
Weak jump responses at 2-level	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>	
2♦ Multi - Weak 2M; balanced 23-24. 29-30	
2♥ 5+/4+ ♥+minor less than opening HCP	
2♣ 5+/4+ ♣+another less than opening HCP	
Lebensohl SANS; 2NT rarely natural in competition;	
4 <sup>th</sup> suit G.F. except at 1-level;	
Jump raises are pre-emptive; Bergin – on over X	
<b>1NT between 2 bidders = 16-18</b>	
Leaping Michaels and Non Leaping Michaels	
Drury OFF in competition; Good Bad 2NT, then cue = asking	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
When our side has bid constructively to game or shown game going values	
<b>IMPORTANT NOTES</b>	
PSYCHICS: Rare	

OPENING	ARTIFICIAL TICK IF	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	No	2	4♥	May be 2 if 4-4-3-2; 11-19	1M may conceal longer minor if weak; 2♣ = 12+, 2♦/♥/♠ = 0-6 pts, 2NT – 16+ bal.	4 <sup>th</sup> suit forcing – forcing to game (except at 1-level)	System on
1♦	No	4	4♥	Natural, 11-19	2♦ = 12+ then as above	As above	System on
1♥	No	5	4♥	Natural, 11-19	1NT up to 11; 2 any GF; 2NT GF with 4-card support ; 3♣ 10-11 4-card support, 3♦ 7-9 4-card support; 1♥-2♥ = 8-10 3-card support; splinters	2m over 1NT may be 3 cards; 2♣ = 6 cards weak; support doubles over intervention	2♣/2♦ 7-11 HCP 3/4 card support
1♠	No	5	4♥	Natural, 11-19	Analogous to above	Analogous to above	
INT			3♠	15-17	Non-promisory Stayman; 4-suit transfers; 3 ♣/♦ = slam tries; 3♥/♠ = invitation to 4♥/♣ only	1NT-2♣-2♦-3♥ = 5-5 inv., 3♣ = 5-5 GF 1NT-4♣/♦ TFR may be beginning ST	
2♣	Yes			Acol GF or 25/26 bal.	2♦ = 4+, 2♥ = <4, 2♣ = 8+ with 5+ ♣, 3♣/♦ = 8+ with 6+ minor; 2NT= ; 3NT =	Normal continuations. Over 2NT 3♣ asks for suits up, 3♣ = TFR to NT, 3NT 5♣+4♥	
2♦	Yes			Multi - weak 2M; 23/24 bal.	2/3M to play facing weak 3♥/4♥ = Pass or convert; 2NT enquiry; 3m natural F1 round	After 2NT 3m shows weak 2 in cypher M then next suit asks for definition; 3♣ for suits upwards	
2♥	Yes	5		5+♥/5+m - 4-10 HCP	2NT enquiry	3m = natural + min.; 3♥ = max. with ♣, 3♣ = max. with ♦; 3NT = 6♥s	
2♠	Yes	5		5+♣ - 5+ another 4-10 HCP	2NT enquiry	3m/♥ min; 3NT = 6♦s	
2NT	No			20-22 bal.	3♣ bid suits upwards, TXFs, 3♣ TXF to 3NT, 3NT = 5♣+4♥		
3♣	No	6+		Normal pre-empt	Natural		
3♦	No	6+		"	Natural		
3♥	No	7+		"	Natural	<b>HIGH LEVEL BIDDING</b>	
3♠	No	7+		"	Natural	4NT/Exclusion RKCB	
3NT		8+		Solid minor <K outside		30/41 – Minors + Exclusion	
4♣/□	Yes	7+		Natural pre-empt		14/30 - Majors	
4♥/♣	Yes	7+		Natural pre-empt	4♥ slam try	DOPI/ROPI	

DEFENSIVE AND COMPETITIVE BIDDING		
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>		
overcall in 1 level= 7-17, responses nat		
que bid= forcing, usually with fit		
overcall in level 2= 10-17 responses nat and forcing 1 round		
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>		
1nt overcall 2nd seat= 15-18 system on		
1nt overcall 4th seat= 10-14 system on (on 1M- 1NT=11-17)		
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>		
1 suit: weak jump shift overcall		
2 suits: micheals		
reopen jump shift: 14-16 6 cards		
Reopen:		
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>		
jump que bid= asking for stopper		
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>		
multy lendy: X=minor longer than major, 2cl=both M's(5+4+) 2d= one long M. 2H=h+m, 2sp= sp+m, 2nt=cl+d (5+4+)		
After week NT: dbl is points and all the other responses are the same like strong NT		
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>		
vs weak 2 opening: X=take out, responses are levensol,		
que bid= asking for a stopper		
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♦ or 2♦</b>		
vs 2 suit overcall: low suit forcing (10+) with fit, high suit=GF with the 4th suit		
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>		
new suit at the 1L F1		
Rdbl 10+		
1Major (Dbl) 1nt/2cl/2d=transfers, 2Major-1 is constructive, 2Major is weak		

LEADS AND SIGNALS		
<b>OPENING LEADS STYLE</b>		
Suit	Lead	In Partner's Suit lowest from odd number and highest that you can from even
NT	2/4	the same as against suit
Subseq	2/4	
Other:		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AK, AKJ+,Ax	AKJx, AKTx
King	KQx, KQJ, KQT, AKQ	KQJ, KQTx, AKQ
Queen	QJT,QJ9, QJx	QJT, QJ9, QJx
Jack	JT9, Jx, JTx, KJT	JT9, Jx, JTx
10	Tx, QT9x, KT9, T9xx	AT9, KT9, QT9, T9xx
9	9x	9x
Hi-X	even numbers of cards	
Lo-X	low numbers of cards	
SIGNALS IN ORDER OF PRIORITY		
1 odd enc	Partner's Lead	Declarer's Lead
Suit 2	count std	s/p (italian)
3 s/p lavinthal		
1 ATT (odd enc)	count std	s/p (italian)
NT 2	count std	s/p lavinthal
3 s/p lavinthal		
Signals (including Trumps): Italian= odd enc, even lavinthal		
high- low=even, smith= high enc (mostly in NT)		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
T.O= 10+hcp, responses: 1 level= 0-7, jump= 8-11, que bid= forcing		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
T.O		
Negative		
Support x/xx ( up to 2h)		
s.o.s redouble		
lightner double, responsive double		
invitational double after support		

W B F CONVENTION CARD		
CATEGORY: Women		
NCBO: ISR		
PLAYERS: Adi Asulin & Hila Levi		
EVENT: European Bridge Championship		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
5 card major		
better minor		
1NT: 15-17 (5M/6m/5422 possible)		
2/1		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
Multi 2D= weak major		
2H= 5H + 4any minor 5-11 points		
2sp=5sp + 4any minor 5-11 points		
bergen raises after 1 major opening (also after dbl)		
Inverted minor		
1cl-2M/2d (6 cards with 6-9 points)		
1cl-3d/h/sp (good 6 cards or 7 cards with 6-9 points)		
1sp-3h (good 6 cards+ cards with 9-11 points)		
1d-3cl (6+ cards with 9-11 points)		
SPECIAL FORCING PASS SEQUENCES		
after strong double on 1nt pass is forcing to redouble		
2cl (any) pass is forcing		
usually after reaching game (vul)		
IMPORTANT NOTES		
after opps bid strong double on our 1nt: 2cl=cl+d, 2d=d+h, 2h=h+sp, redouble is transfer to 2cl, pass is forcing to redouble and then 2cl=cl+M,2d=d+sp		
PSYCHICS: rare, third hand light openings		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	3			better minor 11-21 points	2cl=10+p 4+cards, 3cl=6-9 points 4+cl, 2nt=balance 11-12	After dbl 2nt=0-5 4+cl, 4d= ask for A , 1cl-1d-1nt can have 4major, 2way checkback	
				3cl 3d	2d/2h/sp= 6-9 p 3d/h/sp= 7 card 6-9 p		
1♦	3			better minor 11-21 points	2d=10+p 4+d, 3cl=9-11 6 cards+, 2nt= bal 11-12		
	4cl 4d						
1♥	5			5 card M 11-21 points	2nt =GFwith 4h, 3sp=any single 9-11, 3nt /4cl/4d=singleton 12-15 points 3cl= 6-9 4cards fit or 10-11 with 3 cards fit, 3d=bergen, 2sp=weak 6-9 p, 3h=pre-emptive, 3nt=sp single 12-15, 4sp=nat (After overcall most of the system of showing a singleton is off)	After dbl: transfers	(1x) 1h (p/Dbl/or with one level gap) 3x= 0-5 with 4 cards fit, 3h: 6-9p with 4 cards fit, 2nt: 10+p 4 cards fit. 2x= fit 3 cards with 11+ (1x) 1h (2x) 2nt = 11+ 4cards fit 3x 11+ fit 3 cards
1♠	5			5 card M 11-21 points	Same as 1h, 3h= inv 9-11 6h (good) 3nt=any single 9-11 (4cl ask for the single) 4cl/4d/4h=singleton 12-15 points (After overcall most of the system of showing a singleton is off)	After dbl: transfers	Same after 1h
INT				15-17 points (semi) balance	2cl=NF stayman, puppet stayman, 4 suit transfers		
				5M/6m/2452 possible	3d 5+5 M 7+points, 3h/sp =short, 4cl=gerber, texas transfer		
2♣				strong 23+ points or 9+ tricks	2d =4+, 2h= 0-3 (without a king) 2sp/3cl=8+p with a good suit. 2nt=8+ 5+h		
2♦				weak M 6 cards (5-11) points	2h/2sp/3h/3sp=p/c, 2nt=asking (good hand) 4cl-bid your suit in transfer, 4d-bid your suit	2d-2nt-3cl =min with h, 3d=min with sp, 3h=max with sp, 3sp= max with h, 3nt=AKQXXX after 3nt 4cl/4d system on	
2♥				5h+4+minor (5-11) p	3cl=p/c, 3d=inv in h, 2nt= asking(good hand) 3h=competitive ,2sp NF , 3sp GF 6cards	2h-2nt-3cl=min with cl, 3d=min with d, 3h= max with cl, 3sp= max with D. 2h-2nt-3cl-3d (slamish cl) 2h-2nt-3cl-3sp=slamish h,	
2♠				5sp+4+minor (5-11) p	Same as 2h	Same as 2h	
2NT				20-22 (semi) balance	3cl=pupet stayman, 3sp=minors 5+4 or only D, 3nt=5sp+4h	2nt – 3cl -3d -4d both majors	
3bids	7			pre-emptive	natural when new suit is forcing		
3NT				4minor opening	4 and 5 minor= pass/correct, 4h/sp=to play		
4♣	7H			good 4h opening	4d= slam try , 4h/sp nat	<b>HIGH LEVEL BIDDING</b>	
4♦	7SP			good 4sp opening	4h=slam try		
4♥				pre-emptive		RKCB 0314	
4♠				pre-emptive		JOSEPHINE	
4NT				good 5 minor opening		CUEBIDS Exclusion	
5♣						DOPI ROPI	
5♦						GERBER	
5♥							
5♠							

DEFENSIVE AND COMPETITIVE BIDDING		
<b>OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)</b>		
occasionally good 4-card suit at 1 level; 2-level overcalls sound Vul.		
CUE-BID RESP F1; New suit=NF , Constructive		
Jump RAISE=PRE; 4TH dbl: usually 5 cards + tolerance for partners suit. (1X) 1Y (BID) 3X = 7-9, 4 Card Y		
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>		
2nd POS: 15-17(18)-HCP; Can be semi-balanced; Resp: System on; Reopen 1NT=11-14, sys on; Reopen 2NT=18-20		
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>		
WEAK 2NT for lowest unbid suits.		
Reopen: Jump Overcall=Intermediate.		
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>		
MICHAELS CUE:(1m)-2D:(Majors 55+);(1M)-2M:OM+minor flexible HCP ranges. (1C)-2C – nat		
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>		
2C = Both Majors (4+, 4+) 2D = 1 Major 2M = M+minor Double = vs weak – HCP, vs Strong 5m-4M 2NT= Long minor, better than direct 3m		
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>		
LEB after (WK2x)-DBL-(P)-; 2NT(15-18): system on; LEB after their weak 2 and also Multi 4NT over 3M or 4M = 2 suiter		
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♦ or 2♦</b>		
Aggressive, but decent suits if VUL. DBL – Majors, 1NT - minors		
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>		
New suit=F 1-level; JUMPS=PRE; Bergen Raises. New suit at 2 level = nf RDBL=usually no SUPP, 9+;		

LEADS AND SIGNALS		
<b>OPENING LEADS STYLE</b>		
	Lead	In Partner's Suit
Suit	2nd/3rd/5th	High (if possible) from even, small from odd
NT	small from honour	High (if possible) from even, small from odd
Subseq	Attitude vs NT, 2/4 vs Suit	As above
Other: Vs NT K is strong lead, asking honour drop or count, A/Q ATT		
Vs suit game K lead asks for count		
<b>LEADS</b>		
Lead	Vs. Suit	Vs. NT
Ace	AK+, Ax+	Ax, AK(+)
King	AK+, KQ+	AKJT(+), KQ109(+) etc
Queen	QJ, QJx(+), AKQ+ (poss.)	QJ(+), AQJ(+), KQ(+)
Jack	J10, J10x(+), KJT+	HJT+, J10(+)
10	10x, H109(+), 109(+)	as Vs. Suit
9	9x, H98(+)	9x, 9xx, H98
Hi-X	Sx, xSx, xSxx, xSxxx	Sx(+) or xSx(+)
Lo-X	HxS, HxSx HxxxS	with honour
<b>SIGNALS IN ORDER OF PRIORITY</b>		
	Partner's Lead	Declarer's Lead
1	O=ENC,E=DIS/SP	O = O (REO)
Suit 2	REO Count	S/P
3		REO Count
1	O=ENC,E=DIS/SP	SMITH
NT 2	REO Count	REO Count
3	S/P	REO Count
Signals (including Trumps):		
Trumps: s/p		
"SMITH SIGNAL" Vs NT		
<b>DOUBLES</b>		
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>		
Opening Values; CUE-BID=F to agreement 1m-(DBL)-1M-(2M)=NAT; Over RDBL:Jump is PRE		
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>		
NEG DBL THRU 4H; NEG DBL, then new suit=NF; RDBL of NEG DBL = honour		
RESP DBL SUPP DBL up to 2 of pd's suit;		

W B F CONVENTION CARD		
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:		
NCBO: ISRAEL		
PLAYERS: Noga Tal - Dana Tal		
EVENT (Open/Women/Senior/Transnational)		
<b>SYSTEM SUMMARY</b>		
GENERAL APPROACH AND STYLE		
Natural, 5-card M, Better minor, 2 over 1 GF		
1NT = 15-17 in red, 1NT = 12-14 in green		
2C = Strong any		
2D = weak in 1 Major		
2M = 5M + 5(4) m		
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>		
MICHAEL'S - (1m)-2m is 55+ Majors (1M)-2M is 5OM + 5 in minor(flexible hep ranges).		
WEAK JUMP RAISES IN COMPETITION.		
SCRAMBLING 2NT		
<b>SPECIAL FORCING PASS SEQUENCES</b>		
Pass=F when: we bid game constructively or when they bid game after willing to stop in lower level.		
<b>IMPORTANT NOTES</b>		
Most low-level doubles are T/O. Many PRE jumps in competition.		
<b>PSYCHICS: Rare</b>		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4SP	11-21 HCP. 3+ C;	jump shift = weak; 2C =INVERTED; Usually respond up the line.	4sF always to game (only 1c-1d-1h-1s not GF)	
1♦		3	4SP	11-21 HCP. 3 with 4432 only.	as above; 3C = 9-11, 6C INV		
1♥		5	4SP	11-21 HCP;	3C = 4card supp 6-9; 3D = 4card supp limit raise; 2/1 GF, 1NT SF	. 2 way checkback after X-Y-Z Transfers after 1X-1Y-2NT	DRURY
					3H = PRE ; 2NT = 4 card FIT GF; 1NT=S/F		
1♠		5	4SP	As above	As above		As above
INT				12-14 in green, 15-17 in red	NF stayman ; 3C = pup stay; 4txf ; Smolen		
				5M/6m possible.	4D/H = Texas		
2♣	X			GF	2D = 3+ ; 2H = 0-3 ; 2NT = 5+ H, pos		
2♦	X			Weak in H or S	2H/S = P/C 2NT = ASKing	2D -2NT- 3C = max 3D =wk H,3H =wk S	
2♥	X			5H + 5(4-NV)m, weak	3C = P/C 2NT = Ask minor and strength, 3C/D = min, nat 3D = general inv in M 2H- 2SP - constructive		
2♠	X			5S + 5(4 - NV))m, weak	same as above. 2SP - 3H = GF		
2NT				20-22HCP;BAL/SemiBal	3C = Puppet stay ; 3X = TXF; 3SP = minors.		
3♣				PRE			
3♦				PRE			
3♥				PRE			
3♠				PRE			
3NT	X			Gambling	4m = P/C ;		
4♣	X			PRE			
4♦	X			PRE			
4♥				PRE			
4♠				PRE			
4NT				9 tricks in a minor	5m - P/C		
5♣						<b>HIGH LEVEL BIDDING</b>	
5♦						CUE=usually 1st or 2nd ;	
5♥						FREQ SPLTR BIDS; DIRECT SPLINTER over 1M=VOID; AUTOSPLINTER;	
5♠						1430 RKCB, 1st step asks for Q of trumps and K's	
						RKCB-DIPO DEPO ,RiPO; "GERBER" over NT open;;	
						Raise to 5M trump ask if known fit,	
						LIGHTNER DBL; JOSEPHINE	
						Exclusion	

DEFENSIVE AND COMPETITIVE BIDDING		
<b>OVERCALLS</b> (Style; Responses: 1 / 2 Level; Reopening)		
General Style: Sound (5) 8-16 HCP		
Responses: cue-bid = Forcing raise; Jump Raises = PRE; Jump Shift = Pre-emptive; simple raises = constructive		
(2x) New suit = Forcing (when responder, not advancer)		
Reopening: lighter, 2NT = 20-22		
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>		
2nd - 15-18 HCP balanced , 4th 11-14 balancing HCP System on		
<b>JUMP OVERCALLS</b> (Style; Responses; Unusual NT)		
Weak one-suiter (6-card)		
2NT = 2 lower suits (5-5 + 11+)		
Resp: CUE = F, suit = NAT NF; I mixed raise		
After Michael's cue - low cue -> fit F, high cue - F other suit / nat		
<b>DIRECT &amp; JUMP CUE BIDS</b> (Style; Response; Reopen)		
DIRECT: Michael's CUE ♥+♦ over minor, OM+m over M		
Responses: all jump in known suits are pre-emptive.		
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>		
DBL = 6 in any suit		
2♣ = 5-5 / 5-4 in both Minors		
2♦ = 5-5 / 5-4 in both Majors		
2♥ = 5 Hearts + 5 one Minor		
2♠ = 5 Spades + 5 one Minor		
Weak NT: DBL penalty, 2♣ long suit, 2♦ one M.		
<b>VS.PREEMTS</b> (Doubles; Cue-bids; Jumps; NT Bids)		
Lebensohl		
Leaping Michael's		
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>		
DBL = ♥+♦, NT=♣+♦		
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>		
RDBL - 10+, 1x FIR, 2x = NF , Truscott		

LEADS AND SIGNALS		
<b>OPENING LEADS STYLE</b>		
Suit	Lead	In Partner's Suit
Suit	2 <sup>nd</sup> / 4 <sup>th</sup>	3 <sup>rd</sup> / 5 <sup>th</sup>
NT	2 <sup>nd</sup> / 4 <sup>th</sup>	3 <sup>rd</sup> / 5 <sup>th</sup>
Subseq	M.U.D	same
Other:		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AKx (+),Ax(+)	AKQ; AKx(+)
King	Kx,KQ(+)	KQJ(+); AKJT(x);
Queen	Qx,QJ(+)	QJT(+), QJ9(+), KQ98(+)
Jack	Jx, JT9(+); KJT(+)	same, AJ10(+)
10	Tx, JT9(+), HT9(+); T9(+);	Same but T9
9	9x	T9(+)
Hi-X	Sx; xSx...;	Sx; xSxx;
Lo-X	HxS, HxxS (+),xSxx	
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
1	low enc.	Count (low-hi even)
	s/p	s/p (Italian)
Suit 2	Count	s/p
3	s/p	
	1 Same	Same
	s/p (Italian)	
NT 2	Same	Same
3	Same	
Signals : UDCA, Smith		
Italian Lavinthal in discard (odd enc., even lavinthal)		
Signals after opening lead -> low enc. (K: count high-low odd)		
Returns: after lead-> high/low = even/odd in suit. Otherwise - attitude (low encourages the suit)		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
May be light 12+ HCP with classic shape, otherwise strong hand		
Responses: NAT. CUE-BID= F until a suit is bid twice;		
New suit after CUE = F1		
Support Double, re-opening double, balancing DBL 8+ HCP		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
Negative Double suggest 40M. 1♣-(1♦)-DBL = 4-4 Maj's.		
SOS RDBL		

W B F CONVENTION CARD ♣♦♥♦		
CATEGORY: Green		
NCBO: Israel		
PLAYERS: ADEL PETELKO & ZIV ROITMAN		
EVENT: U16 / GIRLS / U21		
SYSTEM SUMMARY		
2/1 UDCA		
Natural, 5 card Majors ((11)12-21 HCP)		
Better Minor (at least 3) - Longer Minor - 1♣ if 3-3		
1NT opening: 15-17 HCP balanced		
1NT responses = non forcing Stayman, transfer, 2w checkback Stayman, Puppet Stayman, Texas, Smolen		
Major responses - Bergen, Jacoby, Splinter		
Reverse bid, long trail bid, 1NT FIR		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
2♣ Opening = strong, near FG - any suit(s) any shape		
2♦ Opening = Weak ♦ 6+ (6-10 HCP)		
2♥/2♠ Opening = Weak Major 6+ (6-10 HCP) -> ogust resp.		
2NT overcall = two lower unbid suits		
Michael's Cue-bids		
2NT Opening = 20-22 HCP balanced		
Lebensohl (over 1nt & weak 2)		
Inverted Minors		
Leaping Michael's		
For further detail, see <a href="#">notes</a> .		
SPECIAL FORCING PASS SEQUENCES		
After Overcall over 2♣ opening or 2/1 case		
When we're GF , opps bid in a game level		
IMPORTANT NOTES		
PSYCHICS: rare		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS				
			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
Pass			Not an opening bid			
1♣		3	Better Minor 11-21 HCP	Single raise stronger than double raise Weak jump shift 1NT = 8-11 HCP 1♦ is possible holding 3♦ and 6-7 HCP	4th suit forcing: game forcing. Reverse by opener: forcing <u>Two Way Checkback Stayman</u>	Cue bid for overcall=forcing, fit Pre-emptive jumps over overcalls
1♦		3	Better Minor 11-21 HCP,	Single raise stronger than double raise	As above	As above
1♥		5	5 Card Maj. 11-21 HCP	1NT: F1R; 6-11 points. 2NT = GF with trump support 4+ cards (Jacoby) 2♥ = 6-9 HCP 3 cards   3♥ = 0-5 HCP 4+ cards Bergen, Splinters (9-11) 2♣ = 2+, 2♦ = 5+	Trial bids 1h - 3♣ (6-9 4c) - 3♦ (15-17) / 3NT (medium) / 3sp (slamish)	Cue over comp = strong raise 2♣ = Drury (2M = min) 2NT = 10-11 (Hx) Could have 4 cards at 3rd seat
1♠		5	5 Card Maj. 11-21 HCP	As for 1♥	As for 1♥	As for 1♥
1NT			15-17 HCP, balanced	2♣= NF Stayman 3♣ = Puppet Stayman (3d response just denies 5M) 4♦ / 4♥ - Texas Jacoby transfers Smolen	After Stayman: major = inv, minor = F1 1NT-2♣-2♦-2/3M = 5oM+4M(xx) 8-9/10+ p Breaking a transfer requires 4 card fit, max. HCP	DBL at 3-level shows values Majors Overcall-> 11-14 balancing
2♣	X		Artificial, strong near GF, 23+ / 17 + 9 tricks	2♦ = neutral (4+ HCP), 2♥ = 0-3 HCP (2NT = ♥) positive requires good suit 8+ p	2NT = any hand other than 1 / 2 long suits	Natural
			Any suit(s), any shape			Natural
2♦		6	6-10 HCP	New suit forcing; 2NT 15+	2NT is followed by 3x - each describes range and the long suit's strength	Natural
2♥		6	6-10 HCP	As other weaks		Natural
2♠		6	6-10 HCP	As other weaks		Natural
2NT			20-22 balanced	Jacoby transfers, Puppet Stayman, 3sp minors/♦, 4♣=♣, 3NT= 5♠ & 4♥		
3♣		7	Pre-emptive	New suit = forcing		
3♦		7	Pre-emptive	New suit = forcing		
3♥		7	Pre-emptive	New suit = forcing		
3♠		7	Pre-emptive	4♥ = natural		
3NT	X	7	Gambling			
4♣		8	Pre-emptive			
4♦		8	Pre-emptive			
4♥		8	Pre-emptive		HIGH LEVEL BIDDING	
4♠		8	Pre-emptive		RKCB - 1403 ,5d -> 1st step ask for Q trumps +K's; then 5NT ask for specific low Kings	
4NT	X		Pre-emptive (♣ & ♦)		Cue = usually 1st round before 2nd.	
					Splinters , DOPE ROPE, exclusion, Josephine 5M	

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS							
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE							
General Style $\Rightarrow$ Natural , standard  Responses: 2NT = good support F1R, 9+ JUMP CUE= limit raise; CUE: F1R 11+; Jump raises = Preemp.  3 ♠/♦ =If Jump or cue SUPPORT ON PARTNER MAJOR SUIT		Lead  Attitude  Attitude  Attitude	In Partner's Suit  Count if not supported  Count if not supported	in NT A asks preference; K asks unblock or count	Country: Italy Category GREEN Event: Women  Players: MONICA AGHEMO MONICA BURATTI				
		NT							
		Suit							
		Subs.Auct.							
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY				
2nd $\rightarrow$ 15-17 4th $\rightarrow$ 10-13 Responses: system on		LEAD	VS. SUIT	VS. NT					
JUMP OVERCALL (Style; Responses; Unusual NT)  1-Suit weak 2-Suit: Ghestem twosuiters		Ace	AK+; AKJx; AKJ10; Ax(+)	AK; AKx(+); AKJx;	Natural 5 card M, 1♦ = 4+, 1♣ = 2+ 2 ♠ = bal 22+ or FG any distr. 2 ♦ multi 2 ♥/2♠ = 6+cards 9/12				
		King	AK+; KQ; KQx(x); KQJx	AKJ10x; KQJ10(x); KQ10x					
		Queen	QJ(x); QJ10(x); AQJ(x) Qx	KQ+ ; QJx(x) ; Qx					
		Jack	J10x; J10+ Jx	J10x+; J10+	1NT Opening: = (14) 15-17 pt. 2 OVER 1 Response: = 1 Rd F				
		10	HJ10x; 10x; 109x	HJ10+; 10x; 109x					
		9	9x; H109x(+); Q109x	H109x(+); 9x ; 98+					
		Hi -x	Sx; xSxx xSx	Sx; xSxx+ ; xSx;					
DIRECT AND JUMP CUE-BIDS (Style; Responses; Reopen)		Lo-x			SPECIAL BIDS THAT MAY REQUIRE DEFENCE				
		Hx(+); S							
SIGNALS IN ORDER OF PRIORITY									
Style $\Rightarrow$ Ghestem twosuiters Responses $\Rightarrow$ 2NT or cue = asking  1 ♠ - 2 ♠ = Natural			Partner's Lead	Declarer's Lead	Discarding				
VS. NT (vs.Strong/Weak; Reopening;)		Suit	1 odd = encouraging	low = reverse count	odd= encouraging Lavinthal				
Vs strong Dbl = 15+Hcp vs weak 12/14 Double= opening values 2 ♠ = 4+ 4+ in majors or ♦ (see Note 8) ; 2 ♦ = multi 6+ ♥ or ♣; 2 ♥/♣ = 5+ cards 4+ m; 2NT = both m Weak jumps			2 low reverse count						
			3						
VS PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		NT	1 odd= encouraging	Rev.count	odd= encouraging Lavinthal				
Vs 2 ♦ multi: Dbl as vs a 2 ♠ opening or Very Strong			2 low = even no.						
			3						
Signals (including Trump) Lavinthal									
DOUBLES									
TAKEOUT DOUBLES (Style; Responses; Reopening)									
Style: Opening values or Good Distribution Responses: cue F1; jump=8-10 Reopening: 8+					SPECIAL FORCING PASS SEQUENCES				
VS ARTIFICIAL STRONG OPENINGS									
Over 1♣ $\rightarrow$ weak jumps; 1NT =ONE SUIT ; ghstem :twosuiters ;2♦=MINORS									
OVER OPPONENTS' TAKE-OUT DOUBLE									
RDBL = 9+ New suit 1 level= F 1 Rd; new suit at two lvel NF									
Sputnik; Responsive; Lead direct; max hand.									
IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE									
PSYCHICS rare									

IMPORTANT: Use symbols ♣ ♦ ♥ ♠ when needed

IMPORTANT: All text must be typewritten or block letters

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	*	2	4♦	12-14 BAL 11+ NAT	1♦/♥/♠/NT= NAT; 2♣= 1 Rd F may be artificial 2♦ =1 major weak 2♥= 5 ♠/4♥ weak 2♣= 6 ♠/4♥ Invit. 2NT= pre ♣♦= or GF♣ 3♣=5/5 minor 2/9 ; 3♦=5/5 majors Inv. Or Slam Try 3♥/♠= Preempt.	For Check back see note 7 See Note 1	1♣ 1♦ 1NT 2♣ NAT. NF
1♦		4	4♣	12-14 BAL 11+ NAT	1♥/♠/NT= NAT; 2♣= 1 Rd F may be artificial 2♦=1 major weak 2♥/2♣= as above 2 NT= pre ♣♦/or GF♦ 3 ♣= invit in ♦ 9/11 3♦= 5/5 majors Inv Or Slam Try 3♥/♠= Preempt.	See Note 1 For Check back see note 7	
1♥		5	4♣	10-20 NAT	1 ♠/ 1NT = nat.; 2♣= 1 Rd F may be artificial 2♥= 3/4 cards supp 2-10 2♣= Nat.Strong 1 or 2 suit 2NT= Supp-. 4Cards 10+ 3♣=4cards sup 5-8.;3♦= 3 cards sup /9-12 3♥= weak jump raise; 3NT splinter in ♠ 4♣/♦= splinter 3♣ = Any void	For Gazzilli see note 6 For Check back see note 7 See Note 1	
1♣		5	4♥	10-20 NAT	see 1♥ opening; 2♣= 1 Rd F may be artificial); 2NT= fit 4 cards 10+ others= as above 3♥ = Any void 3 NT = Splinter in ♥	For Gazzilli see note 6 See Note 1 For Check back see note 7	
1NT			4♥	15-17 NAT	Stayman may be weak; Smollen; 2♦/♥ transfers; 2♣/2NT = ♦/♣ 3♣/3♦ = nat 6+ invit; 3 ♥/♣ =9 cards minor, sing GF 4♣/♦ = texas		
2♣	*	0		22+- BAL FG any or club	2 ♦ = relay waiting 2 ♥/♣ = nat. FG; 3♦/3♣ = Nat. FG	See Note 4 2 ♥ = may be nat. FG or balanced 23+ → force 2 ♠	
2♦	*	0	x	6+ major 2/8 or balanced 20/21 Or strong in ♦	2♥= pass/correct 2 ♠ =Invit.in ♥ 2NT =Relais 3♣/3♦=Nat. 1 Rd F X=Penalty at 2 level	See Note 3	
2♥		6		6+ ♥ 9/12 p.	2♣= relay 2NT=♣ 3♣/3♦=Nat. 1 Rd F	See note 5	
2♣		6		6+ ♠ 9/12 p.	2NT relay 3♣/3♦=Nat. 1 Rd F	See Note 5	
2NT				Bal. 18-19	3 ♣ = puppet ;3♦/♥=Texas; 3♣=Both Minors 3NT=Nat. 4♣=♥ 4♦=♠ 4♥=♣ 4♦=♠ FG	See Note 2	
3♣/♦		6		preempt; undisciplined		<b>HIGH LEVEL BIDDING</b>	
3♥/♣		6		preempt; undisciplined		4NT = RKCB Not frequent 0-3, 1-4, 2, 2+tq ; Turbo	
3NT	*			Gambling no side stopper	4/5 ♣ = pass/correct 4 ♦ = F asks the sgl	Cue style: 1 <sup>st</sup> or 2 <sup>nd</sup> round control Josephine; Lightner DBLS; Splinter	
4♣/♦		7		preempt; undisciplined			
4♥/♣		7		Pre-empt undisciplined			
4SA				Both Minors Pre-empt			

NOTE 1

1♣                    2♣ = GF (EXCEPT IN CASE OF 3♣ REBID), W/OUT ♣  
 2♦ = BAL 12-14 OR 12-20 ♣/♦ OR ONE SUIT 12-15 OR THREE SUITS 12/15  
 2♥/♠ = 5♣ + 4♥/♠ (11+)  
 2NT = 6+♣ STRONG (16+) NO SINGLETON  
 3♣ = 6+♣ STRONG (16+) WITH SINGLETON  
 3♦ = 6♣ 5♦ WEAK (8-12)  
 3♥/♠/SA = THREE SUITS STRONG (15+), Sgl.L/M/H

1♦                    2♣ = GF (EXCEPT IN CASE OF 3♣ REBID), W/OUT ♣  
 2♦ = BAL 12-14 OR 12-20 ♣/♦ OR ONE SUIT 12-15 OR THREE SUITS 12/15  
 2♥/♠ = 5♦ + 4♥/♠ 11+  
 2NT = 6+♦ STRONG (16+) NO SINGLETON  
 3♣ = 6+♦ STRONG (16+) WITH SINGLETON                    3♦ = Rel. LOW/MEDIUM/HIGH  
 3♦ = 4♦ 4♥ 4♠ SINGLETON IN ♣, STRONG (16-20)  
 3♥/♠ = 6/5 WEAK (8-12)

1♥                    2♣ = GF (EXCEPT IN CASE OF 3♣ REBID), W/OUT ♣  
 2♦ = NAT                    2♥ = R(with supp.) → 2♣ = 11-12 Than Natural

2NT = R	3♣ = No rever    3♦ = R	3♥ = 5/5, NO 3♣
		3♣ = 5/4, 3♣
		3NT = NO 5-5, NO 3♣
		4♣ = 5/5, 3♣
	3♦ = 6/4 11+	
	3♥/♠ = 5431 (15+ Sglt Low-High)	
	3NT = 5422 (15+)	
	4♣ = 544 (15+)	

2♥ = MAX 15	2NT = R	3♣ = 4+♣ 3♦ = 3♣ 3♥ = 6♥, NO 3♣ 3♠ = 6♥, 3♣ 3NT = 5332, NO 3♣
-------------	---------	---

2♣=Nat.11+	2NT = R	3♣ = NO NEVER                    3♦ = R L/M/H
		3♦ = 6 4 11+
		3♥/♠ = 5431 L/M/H 15+
		3NT = 5422, MAX (15+)

2NT = 15+ 1 Suit  
 3♣ = 15+5/4 or 5/5 11+  
 3♦ = 15+, 5/5  
 3♥ = 6 cards (14+) IN HEARTS  
 3♠ = 6/5

1♠                    2♣                    SAME AS ON 1♥ - 2♣

NOTE 2

2NT = 18-19      4♣ = Strong in ♥  
                 4♦ = Strong in ♠  
                 4♥ = Strong in ♣  
                 4♠ = Strong in ♦

NOTE 3

2♦ = WEAK (3-9) IN ♥ OR ♠  
       BAL 20-21  
       STRONG (18+) IN ♦

2♦      2♥

PASS

2♣ = WEAK (3-9) IN ♣  
       2NT = BAL 20-21  
       3♣ = STRONG (18+) IN ♦+♣  
       3♦ = STRONG (18+) IN ♦  
       3♥/♣ = STRONG (18+) IN ♦ + ♥/♣  
       3NT = 9 TRICKS IN ♦

2♦      2♣

PASS  
       2NT = BAL 20-21  
       3♣ = WEAK (3-9) IN ♥  
       3♦ = STRONG (18+) IN ♦  
       3♥/♣ = STRONG (18+) IN ♦ + ♥/♣  
       3NT = STRONG (18+) IN ♦ + ♣  
       4♣ = VERY STRONG (20+) ♦♣  
       4♦ = VERY STRONG (20+) ♦  
       4♥ = WEAK (3-9) IN ♥

2♦      2NT

3♣ = WEAK (3-9) IN ♥    3♦ = ♠  
                                   3♥ = INV  
                                   3♣/♦/♦ = CUE FIT ♥  
                                   3NT = TO PLAY

3♦ = WEAK (3-9) IN ♠    3♥ = STRONG (18+) IN ♥  
                                   3♣ = INV  
                                   3NT = TO PLAY  
                                   4♣/♦ = CUE FIT ♠

3♥/♣ = STRONG (18+) IN ♦ + ♥/♣  
       3NT = 20-21 BAL                                    BARON  
       4♣ = STRONG (18+) ♣♦  
       4♦ = STRONG (18+) ♦

2♦	2♥/♣
3♦ = STRONG (18+) IN ♦	3♥ = 5+♦
	3♣ = Trfr to 3 NT
	3NT = 3+♥
	4♣=6+♣ (2H)
	4♦=Support

NOTE 4

2♣ 2♦ = R

2♥ = NAT OR BAL 24+

2♠ = 5+♠

2NT = BAL 22-23

3♣ = STRONG (18+) IN ♣ (18+)

3♦ = STRONG (18+) IN ♣+♦

3♥/♠ = STRONG (18+) IN ♣+♥/♠

2♣ 2♦ = R

2♥ = NAT OR BAL 24+ 2♠ = R

2SA = 24+

3♣ = 5♥ 4♣

3♦ = 5♥ 4♦

3♥ = 5♥ 4♠

3♠ = 6+♥

3NT = 26+

2♣ 2♥ = NAT 5+♥

2♠ = 5+♠

2NT = 22-23

3♣ = 6+♣

3♦ = 5+♣ 4+♦

3♥ = 5+♣ 4♥ UNBAL

3♠ = 5+♣ 4♠

2♣ 2♠ = NAT 5+♠

2NT = BAL ALSO WITH FIT IN ♠ 22+

3♣ = 6+♣

3♦ = 5+♣ 4+♦

3♥ = STRONG (20+) IN ♥

3♠ = 4 MORE ♠ UNBAL

2♣	2♦
3♣ = STRONG (18+) IN ♣	( 3♦ = 5+♥
	3♥ = 5+♠
	3♠ = Trfr to 3 NT
	3NT
	4♣ = Support

NOTE 5

2♥ = 9-12, 6♥ 2♠ = R

2NT = 6/4 ( 3♣ = R L/M/H)

3♣ = SINGLETON IN MINOR

3♦ = SINGLETON IN OTHER MAJOR

3♥ = BAL MIN

3♠ = BAL MAX

2♥ = 9-12, 6♥ 2NT = GF WITH 5+♠

3♣/♦ = 2♠, HONOR IN SUIT

3♥ = MIN

3♠ = 3 CARDS

3NT = MAX SINGLETON IN ♠

2♠ = 9-12, 6♠	2NT = R
3♣ = 6 4	(3♦ = R L/M/H)
3♦ = SINGLETON IN MINOR	
3♥ = SINGLETON IN OTHER MAJOR	
3♠ = MIN	
3NT = MAX	

#### NOTE 6

GAZZILLI, generally 16+

1♥	1♠
2♣	2♦ = 8+
2♠ = 3♠	2NT = ?
3♣ = 3514	
3♦ = 3541	
3♥ = 6♥	
3♠ = 5332, 19+	
3NT = 5332, 16-18	

1♥	1♠
2♣	2♦ = R 8+
2NT = max 2 ♠	3♣ = ?
3♦ = one minor suit	(3♥ asks) → 3♠=♣ 3NT = ♦
3♥ = 5332 18+	
3♠ = 6322 15+	
3NT = 6331♠ 15+	

1♥	1♠
2♣	2♦ = 8+
3♣ = 5/5 or 6/4 (3♦ = asks)	
3♦ = 5/5 or 6/4 (3♥ = asks)	
3♥ = 6+solid suit	
3♠ = 5+♥ 4+♠	
3NT = balanced, 15-16 min with 2♠	

1♠ - 1NT - 2NT shows 6/4 15-16, on which 3♣ asks with relay style

1♥ 1NT  
 2♣ 2♦ = 8+  
 2♠ = one minor fourth, 15+ 2NT = ?  
 3♣ = ♣  
 3♦ = ♦  
 2NT = one suit 3♣ = ?  
 a) 3♦ = balanced 3♥ = asks → 3♠ = 5♥ 3NT = 6♥  
 b) 3♥ / ♠ / NT = 6 ♥ with singleton L/M/H

3♣ = 5/5 or 6/4 (3♦ = asks)

3♦ = 5/5 or 6/4 (3♥ = asks)

3♥ = 6+solid suit

3♠ = 6+♥ 4+♠

3NT = balanced 15-16

1♠ 1NT  
 2♣ 2♦ = 8+  
 2♥ = one minor, strong 2NT = ? → 3♣ = ♣ 3♦ = ♦  
 2♠=5♠ 4♣ 11 15  
 2NT = one suit 15+ 3♣ = ?  
 a) 3♦ = balanced 3♥ = asks → 3♠ = 5♥ 3NT = 6♥  
 b) 3♥ / ♠ / NT = 6 suit with singleton L/M/H

3♣ = 5/5 or 6/4 (3♦ = asks)

3♦ = 5/5 or 6/4 (3♥ = asks)

3♥ = 5/5 or 6/4 (3♠ = asks)

3♠ = 6+♠ Solid Suit

3NT = balanced 15-16

#### NOTE 7 Check Back

1♣ 1♦/♥♦  
 1♥ ♠NT 2♣=Rel  
 2♦=3 Cards supp  
 2♥=no 3 cards Supp.12-14  
 2♠= no 3 cards Supp Unbal.14+  
 2 NT = no 3 cards Supp Bal 13 14

1♥ 1♠  
 1 NT 2♣=Rel  
 2♦= no 3 cards Supp  
 2♥= 3 cards Supp 14+  
 2♠= 3 cards Supp 11 13  
 2 NT = no 3 cards Supp Bal 11 14

#### NOTE 8

<u>1 NT</u>	<u>2♣=Majors or ♦</u>	<u>pass</u>	<u>2♦/♥/♠ Pass or Correct</u>
			2 SA=Positive Relais



### DEFENSIVE AND COMPETITIVE BIDDING

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

Nat style

2 level sound

Reop. 1 level nat .2 level sound

**INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)**

2°= 15 17 – resp. Trf - Stayman

4°=10-14

**JUMP OVERCALLS (Style; Responses; Unusual NT)**

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

Reopen: as 2°

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

1 ♣-2 ♣ nat. others jump cue: Ghestem

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

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

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

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

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

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

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

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

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

Weak jumps

**OVER OPPONENTS' TAKEOUT DOUBLE**

!!=9 hcp+-new suit fl round

See note 9

### LEADS AND SIGNALS

**OPENING LEADS STYLE**

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

### LEADS

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

### SIGNALS IN ORDER OF PRIORITY

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

Signals (including Trumps): rev count

### DOUBLES

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

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

**SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS**

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

### W B F CONVENTION CARD

**CATEGORY:**

**NCBO:**

**PLAYERS:** Vanuzzi Marilina-Rosetta Annalisa

### SYSTEM SUMMARY

**GENERAL APPROACH AND STYLE**

5 cards major—Int 15-17 possible 5 major

1♣ at least 2 cards ---- 1♦ 4+ cards

### SPECIAL BIDS THAT MAY REQUIRE DEFENSE

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

2 ♥/♠ two suiter ♥/♠+minor 5+5 7-11

### SPECIAL FORCING PASS SEQUENCES

### IMPORTANT NOTES

**PSYCHICS:rare**

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

## Supplementary Sheet

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

3 ♦ (6 ♦ + 4 ♣)

3 ♥ = 2-2-5-4; 3 ♠ = 1-3-5-4: 3NT=3-1-5-4 max

- 1) min/max ♦ + ♣ - 2NT = bal 12-14 >>> 3 ♠ R >>> 3 ♦ = 5 ♦ >> 3 ♥ = 4 ♥ 3 ♠ = 4 ♠ ; 3NT = 4.3.3.3 or 4.4.3.2
- 2) 12-14 bal. - 3 ♣ = 5/5 ♦ + ♣ 11-14
- 3) min 6+ ♣ - 3 ♦ = 6+ ♦ 11-14
- 4) 5/5 ♦ + ♣ 11-14 hcp

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

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

3 ♥ = max. 5♦ + 4♥ - 2 - 2

3 ♠ = max. 5♦ + 4♥ - singl. ♠

3NT = max. 5♦ + 4♥ - singl. ♠

4 ♣ = 6♦ + 5♥ 14/15+HCP

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

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

3 ♥ = max. 5♦ + 4♣ - 2 - 2

3 ♠ = max. 5♦ + 4♣ - singl. ♥

3NT = max. 5♦ + 4♣ - singl. ♠

4 ♣ = 6♦ + 5♣ 14/15+ HCP

>>>>>>>>>>>> 2 NT= 18-19 bal >>> bal 18-19 >>> 3 ♣ R >>> 3 ♦ =5 ♦ >> 3 ♥ = 4 ♥ 3 ♠ = 4 ♠ ; 3NT = 4.3.3.3

>>>>>>>>>>>> 3 ♣ = 5/5 ♦ + ♣ 15+

>>>>>>>>>>>> 3♦ = 6+ ♦ 15+

>>>>>>>>>>>>> 3 ♥ /♠ = 6♦ + 5♥ /♠ 9-14

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

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

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

Note4) int-2 ♣

1nt-2 ♣(both M opp.) != TO

1nt-2M(opp.) 2nt trf ♣

3 ♣=slam inv.

2 ♦=noM>>>>> 2 ♥ no f.

2 ♦=s.o. ♦

3 ♣=trf ♦

3 ♦=game inv.

2 ♠ fR

2 ♥- ♠=stop

3 ♦=trf other M

3 ♥-♣=weak

2nt=5-4 m inv+

3 M=three-suiter singl M

3 ♣=5-5m weak

3 other M=ask stop

3 ♦=5-5m inv+

1nt-2 ♦(multi opp.) 2nt= trf ♦

3 ♥= strong with ♣

3 ♣=trf ♦

3 ♠= strong with ♦

3 ♦=trf ♥

3 ♥=trf ♣

Note5) 2 ♣ - 2 ♦

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

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

3 ♥ = fit ♥ + ♣ → 3 ♠ = 4♦; 3SA = 4 ♠

3 ♠ = fit ♥ + ♦ → 3SA = 4 ♠

3SA = fit ♥ + ♠

Others = 4+ ♥ no 4 cards in other suit

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

3 ♠ = xx

3SA = x or chicane

cue = xxx(x) ♥

3 ♥ = 5 ♥ + 4 ♣ no Slam try

3 ♠ = 5 ♥ + 4 ♦ no Slam try

3SA = 5 ♥ + 4 ♠ no Slam try

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

2SA = bal 24-25

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

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

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

2 nt=fR>>>>>>>>>3 ♣ =min ♥

3 ♦ =min ♣

3 ♥ = max ♠

3 ♠ = max ♥

3nt= solid suit any

4 ♣ =22-23 or 5m or 44m

4 ♦ =22 23 1 or 2 M

4 ♥ / ♠ =22 23 5 ♥ /5 ♣

4nt=4m 333

3 ♣ -3 ♦ =f nat

3 ♥ -3 ♠ =pass or correct

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

4 ♦ =ask suit direct(4nt if str. Bal)

Note7) 2 ♥ / ♠ -2nt =ask R

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

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

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

4 ♦ =5 ♦ +4 ♣

4 ♥ /♣ =6+ ♣ / ♦ f

4 ♣ /♦ /♥ /♠ = ♥ /♠ /♣ /♦ solid

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

2 ♣ = ♦ or lead ♦ + 3 cards fit

2 ♦ = 8-11 fit ♠

2 ♥ = 3-7 fit ♥

2 NT= 4 cards fit inv and up

3 /♦ = nat. inv.

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

2 ♣ = ♦ or lead ♦ + 3 cards fit

2 ♦ = ♥ or lead ♥ + 3 cards fit

2 ♥ = 8-11 fit ♠

2 ♠ = 3-7 fit ♠

2 NT= 4 cards fit inv and up

3 ♣ /♦ = nat. inv.

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

1) min/max ♣ + ♦

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

2) 12-14 bal.

- 3 ♣ = 6 ♣ 11-14

3) min 4-4-4-1 singl. ♦

- 3 ♦ = 11-14 4-4-4-1 singl, ♦

4) min 6+ ♣

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

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

3 ♥ = max. 5♣ + 4♥ - 2 - 2

3 ♠ = max. 5♣ + 4♥ - singl. ♠

3NT = max. 5♣ + 4♥ - singl. ♦

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

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

3 ♥ = max. 5♣ + 4♣ - 2 - 2

3 ♠ = max. 5♣ + 4♣ - singl. ♥

3NT = max. 5♣ + 4♣ - singl. ♦

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

3 ♥ = 4 ♣ + 4 ♥

3 ♠ = 4 ♣ + 4 ♠

3NT = No M

>>>>>>>>>>>> 3♣ = max 6+ ♣

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

>>>>>>>>>>>> 3 ♥ /♠ = 6+ ♣ + 5♥ /♠



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS					
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE					
General Style ⇒ NAT Responses ⇒ 1NT= CONST; Jump 2NT= SUPP LIM+; cue= F1; New suits= NF; Jump raise= PRE 1M overcall ⇒ 2NT= good 4+SUPP; 3♣= best 4+SUPP; 3♦= mixed raise		Suit	Lead	In Partner's Suit	<b>Category:</b> Green <b>NCBO:</b> <b>Event:</b> <b>Players:</b> Gigliotti D.– Paoluzi S.		
		NT	Attitude	3/5			
		Subseq	Attitude	3/5			
		Other:	3/5 in a long opponent suit; otherwise attitude	3/5			
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			<b>SYSTEM SUMMARY</b>  <b>GENERAL APPROACH AND STYLE</b> Generally sound openings 1♣= 12-14 BAL (possible 5♦332) or NAT; 1♦= unbal NAT 11+; 1M= 11+ 5+M 2♣= ANY FG; 2♦= 18-19 BAL; 2♥/♣= WK 1NT Opening: 15-17 2 OVER 1 Response: FG		
2nd → 15-18 4th → 12-15 Responses: cue F1, 2nt→3♥= transfer Passed hand= two suiter		LEAD	VS. SUIT	VS. NT			
		Ace	AKx+; AKJx; AKJ10; Ax	AK; AKx(+); AKJx;			
		King	AK; KQ; KQx(x); KQJx	AKJ10x; KQJ10(x); KQ109(x)			
		Queen	QJ(x); QJ10(x); AQJ(x)	KQ(x); KQJx; KQ10x; QJ(x)			
JUMP OVERCALL (Style; Responses; Unusual NT)  2-Suit: Ghestem Reopen: on 1♣/♦= Ghestem on 1M: 2nt=18-19 bal, 3♣/♦=nat 6+ good hand		Jack	HJ10(+); J10x(x); Jx	HJ10(+); J10x(x); Jx	<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>  2♥/♣ - DBL – pass – 2NT= relay F1 -1♥/♣ - DBL: transfer -2♥/♣ - DBL: transfer -1x-1♥/♣ - DBL: transfer -1/2x-2♥/♣ - DBL o pass: transfer -1x – p – p -1♥/♣ DBL: transfer - 1♣/♦-1♥-DBL: 4-5♣ 1♣: dbl no 4+♣		
		10	H109x; 109(+); 10x;	H109x; 109(+); 10x;			
		9	9x;	H98x(+); 9x			
		Hi -x	Sx	Sx; xSxx;			
DIRECT AND JUMP CUE-BIDS (Style; Responses; Reopen)		Lo-x	xSx; xSxx; HxS	Hxxx(+); S;			
		SIGNALS IN ORDER OF PRIORITY					
			Partner's Lead	Declarer's Lead	Discarding		
		Suit	1 Hi/Lo=Odd 2 Odd= ENC 3 SP	Hi/Lo=Odd Odd= ENC SP	Hi/Lo=Odd Odd= ENC SP		
VS. NT (vs.Strong/Weak; Reopening; PH)  Vs Strong (2nd): DBL= 15+; 2♣= MM; 2♦= M or Mm STR; 2M= 5M4+m; 2NT=4♥5+m; 3♣/♦= 4♣5+♣/♦ (4th): same but Dbl=4M-5+m Vs Weak(2nd): DBL= 13+; 2♣= MM; 2♦= M or Mm IG; 2M= 5M4+m; 2NT=4♥5+m; 3♣/♦= 4♣5+♣/♦ (4th): same as in 2nd seat		NT	1 Hi/Lo=Odd 2 Odd= ENC 3 SP	Hi/Lo=Odd Odd= ENC SP	1m-2♦= 6+M 3-8/9hcp 1m-2♥= 5+♣-4+♥ 3-8/9 hcp 1m-2♠= 5+♣-4♥ 9-11 hcp		
		Signals (including Trump)					
		Smith (encouraging with high card)					
		Trump S/P					
VS PREAMPTS (Doubles; Cue-bids; Jumps; NT bids)		DOUBLES			<b>SPECIAL FORCING PASS SEQUENCES</b>  PSYCHICS Rare		
DBL= T/O; 3M 4♣= om + M; 4♦= MM 3M 4♣/♦= ♣/♦+ OM; 4M= mm strong; 4NT= mm FG		TAKEOUT DOUBLES (Style; Responses; Reopening)					
VS ARTIFICIAL STRONG OPENINGS		Style: Opening values Responses: cue F1; jump= 8-10 ; Reopening: 8+					
Over 1♣→ DBL= 4-4/5MM; 1NT= 5+5+ mm, 2♦=5+5+MM		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES					
OVER OPPONENTS' TAKE-OUT DOUBLE		Most low level DBL are T/O					

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	*	2	4♦	12-14 BAL (possible 5♦332) 11+ NAT 5+♣ or 4♣41	1♦/♥/♠/NT= NAT; 2♣= ® FG; 2♦=WK 6M; 2♥= 5+♠-4+♥ 3-8/9 hcp; 2♠= 5+♠-4♥ 9-11 hcp; 2NT= nat 3♣=IG; 3x= PRE	1♣-1x → 2NT= ART 15+ 4+♣4x	2♣= WK
1♦		4	4♦	11+ UNBAL 4+♦	1M/1NT= NAT; 2♣= ® FG; 2♦= WK 6M 2♥= 5+♠-4+♥ 3-8/9 hcp; 2♠= 5+♠-4♥ 9-11 hcp; 2NT= NAT 3♣= LIM ♦	1♦- 1M → 1NT= 15+6+♦ or 5+♦ 4+♣ F1; 2♣= NAT 2NT= 15+ 5♦4M 3♣= 55 13-15	2♦= WK
1♥		5	4♦	11+ 5+♥	2♣= ® FG; 2♦= NAT FG; 2♠= FG 5+♠ w/o 3♥; 2NT= 3+♥LIM; 3♣= 4+♥6-9; 3♦= 4+♥ FG any SPL 3♥/♣/= PRE; 3NT/4♣/4♦= 4+♥ VOID ♣/♦/♣	1♥-1x → 2♣= NAT 11-15 or any 16+; 2NT= 6♥4m 16+; 3m= 55 13-15; 3♥= 7♥ 13-14 1♥-2♣ → FG ART bid for shape description	2♣= 3♥ 9-11; 2♣= 55mm 8-11; 2NT= 4♥ IG w/o SPL 3♣= 4♥6-9; 3♦= 4+♥ any SPL; 3♥= PRE 3NT/4♣/♦= 4+♥ MAX VOID ♣/♦/♣
1♠		5	4♥	11+ 5+♠	2♣= FG; 2♦/♥= NAT FG; 2NT= 4♠ 6-9 or 3♠ 10-11; 3♣= 6+♥ IG; 3♦= 4+♠FG any SPL 3♥= 4+♠ IG; 3♠= PRE 3NT/4♣/♦= 4+♠VOID ♣/♦/♥	same as above	same as above
1NT			4♥	(14)15-17 BAL (possible 5332)	2♣= STAY, 2♦/♥/♠/NT= TRSF; 3♣=puppet 3♦= 5♠5♥IG, 3♥/♣= sgl 5+4+mm 4♣/♦= TRSF; 4NT= 4333 S/T	1NT-2♦ → 3♥= 4♥ MIN; 2NT= 4♥ MAX; 1NT-2♥ → 2NT= 4♠ MAX; 3♠= 4♠ MIN; 1NT-2♠/NT → 3♣/♦ likes ♣/♦	
2♣	*	2	4♥	ANY FG / 22+ BAL	2♦= ®; 2M= oM good suit ; 2NT= 5+5+ MM 0-7 3♣/♦= om 6+ good suit; 3♥/♣= A or Kxxxxxx oM		
2♦	*	0	3♦	18-19 BAL	2♥= TRSF: 4+♠ or any S/T L/S ♣/♦/♣; 2♠= TRSF to 2NT: NT or 4+♥ or 6m w/ SPL om 2NT= TRSF to 3♣: WK ♣; WK ♥; S/T ♥; S/T BAL w/o 4M 3♣= STAY or 5+♥4♠; 3♦= FG 5+♠4+♥; 3♥/♣= SPL; 3NT= 5+5+ MM; 4♣/♦= TRF ♥/♣;		
2♥		6	3♦	6♥ WK	2♠= ® F1; 2NT=5+♠ 3♥= PRE; 3NT= S/O		
2♠		6	3♦	6♠ WK	2NT= ® F1; 3♣=5+♥ F1 3♥=6+♣ ISL 3♠= PRE; 3NT= S/O		
2NT			4♥	20-21 BAL	3♣= puppet STAY; 3♦/♥= TRSF; 3♠= 5+4+mm S/T; 3NT= S/O; 4♣/♦= ♥/♣ S/T; 4♥/♣= ♣/♦ S/T		
3♣		6		PRE (aggressive NV)	3♦= ® asks for SPL M; 3♥/♣= NAT F1	<b>HIGH LEVEL BIDDING</b>	
3♦		6		PRE (aggressive NV)	3♥/3♣= NAT F1	4NT RKCB 1430	
3♥		6		PRE (aggressive NV)	3♠= NAT F; 4♣/4♦= CUE	Cue style: first and second round controls up the line	
3♠		6		PRE (aggressive NV)	4♣/4♦= CUE; 4♥= NAT	In forcing sequences at high levels: PASS= F; DBL= DISC	
3NT	*			GAMBLING	4♣ pass or corr; 4♦® asks for SPL	With minor fit 4♣/♦turbo DOPI-ROPI	
4♣/♦		8		PRE			
4♥/♣		7		PRE			

## NOTE (1)

1m	→	1M				
2M	→	2nt	Rel FG	→	1) 3♣	= 3cards M unbalanced
				→	2) 3♦	= 6-4
				→	3♥	= 54 sgl L
				→	3♠	= 54 sgl H
					3nt	= 5422
					4x	= cue with 4M bal

## NOTE (2)

1♣ - 1♦ - 2♥ → ART. shows 16+ 1-suiter ♣ or 2-suiter ♣/♥

1♣	→	1♦	
2♥	→	2♠	FG relay
2NT	4/5♣441/0♦ 17+		
3♣	6+♣ 16+		
3♦	6♣4+♥→3♥R→3♠/nt= 6-4 sgl L/H		
3♥	5♣4♥ 16-21 sgl L		
3♠	5♣4♥ 16-21 sgl H		
3nt	5♣4♥ 22 16-21		

1♣ - 1M - 2♦ → ART. shows 17+ 1-suiter ♣ or 2-suiter ♣/♦

1♣	→	1M	
2♦	→	2oM	FG relay
2NT	6+♣ 16+ fit to play nt		
3♣	6+♣ 16+ no fit to play nt		
3♦	6♣4+♦→3♥R→3♠/nt= 6-4 sgl L/H, 4♣ 6-5		
3♥	5♣4♦ 16-21 sgl L		
3♠	5♣4♦ 16-21 sgl H		
3nt	5♣4♦ 22 16-21		

- 3) 1m      1M  
 2oM    2NT= weak, trsf to 3♣  
 3♣= R FG  
 3♦= Asking stop in om  
 other= nat FG

4)      1♦ - 1M - 1nt → ART. shows 16+ 1-suiter ♦ or 2-suiter ♦-♣

- 1♦      1M  
 1NT    2♣ = R F1 ----→| 2♦ = 15-17 →2oM R FG, other nat NF  
 | 2♥ = 6+♦ 18+ with 3♥  
 | 2♠ = 5♦-4♣ 18+→2NT= R+ →54,64 (16-17),55 SGL 1,55SGL h  
 | 2SA= 6+♦ fit to play nt  
 | 3♣ == 6+♦ NOT fit to play nt  
 | 3♦ = 6♦-4♣ 18+→3♥= R x SGL  
 3♥ = 6+good♦ 18+ with 3♥

2♦ = s.o. 2+♦

2M = s. o.

2oM = IG to nt (6-7 p.)

2NT= trsf to 3♣( IG 3♦ or weak♣)

3♣ = 5♥- 5♣IG

3♦ = fit 4°♦ IG

3M = 6+ good suit FG

## NOTE (5) (1♦ opening it's similar but opener is unbal)

1♣	→	2♣
2♦	12-14 BAL	
	11-15 1-suiter ♣/♦ or 3-suiter	
	16-21 2-suiter ♣/♦	
→	2♥ R.	→ 2♠ 11-21 5+♣ 4♦ → 2NT R.
		→ 3♣ 5-4 min → 3♦ 6-4 min or max → 3♥ 5-4-2-2 max → 3♠ 5-4 L singl max → 3NT 5-4 H singl max → 4♣/♦/♥ 6-5 max
		→ 2NT 12-14 BAL (→ 3♣ R.)
		→ 3♣ → 3♦ → 3♥ → 3♠ → 3NT
		see max
2♥	5+4♥ 11-21	→ 2nt R.
		→ 3♣ 5-4 min → 3♦ 6-4 min or max → 3♥ 5-4-2-2 max → 3♠ 5-4 L singl max → 3NT 5-4 H singl max
2♣	5+4♣ 11-21	→ 2NT R.
2NT	15-17 1-suiter ♣ no singl	
3♣	16+pt. 1-suiter ♣ w singl → 3♦ asking singl.	
3♦	18+ 6♣-4♦ → 3♥ asking singl.	
3♥	16+pt. 4♣-4♦-4♣-1♦	
3♠	16+pt. 4♣-4♦-4♣-1♥	
3NT	16+pt. 4♣-4♦-4♥-1♣	

## NOTE (6)

1♥/♣-1♦/NT-2♣ → may be a NAT bid or an ART bid to show a strong hand (15+ hcp)

## NOTE (7)

1♥/♣	→	1♦/NT		
2NT	=	6M-4m 15+ hcp → 3♣ R.	3♦	= ♣ MIN → 3 opening M NF
			3♥	= ♦ MIN → 3 opening M NF
			3♠	= ♣ MAX
			3SA	= ♦ MAX

## NOTE (8)

1♥	→ 2♣
2♦	10-15 without 4 cards in ♠
→	2♥ R.
	→ 2♠
	→ 2NT
	→ 3♣
	→ 3♦
	→ 3♥
	→ 3♠
	→ 3NT
	see max
2♥	5♥4♣ 10-21
→	2♣ R.
	→ 2NT    5♥4♣ 17+ hcp → 3♦R.
	→ 3♦    6-4
	→ 3♥    5-4-2-2
	→ 3♠    5-4 L singl
	→ 3NT    5-4 H singl
	→ 3♣    5-4 10-13 hcp
	→ 3♦    6-4 10-15 hcp
	→ 3♥    5-4-2-2 14-16 hcp
	→ 3♠    5-4 L singl 14-16 hcp
	→ 3NT    5-4 H singl 14-16 hcp
	→ 4♣    6-5
2♣	5♥4♦ 16+ hcp → 2NT R.
2NT	16+pt. 1-suiter
→	3♣R.
	→ 3♦    6♥ + singl.
	→ 3♥    6♥ no singl.
	→ 3♠    5♥ + 3♣
	→ 3NT    5♥ + 2♣
3♣	16+ hcp 5♥4♣ → 3♦/♥ R.
3♦	16+ hcp 6♥4♣ → 3♥/♣ R.
3♥	16+ hcp 5♥5♣ L singl.
3♠	16+ hcp 5♥5♣ H singl.
3NT	5♥4♣4♦16-18
4♣	6♥5♣

## NOTE (9)

1♣	1♦	!	→ 5+♥
	1♥		→ 5+♠
	1♣		→ 4♥
	1sA		→ Nat
	2♣		→ nat F1
	2♦		→ 4♣4♥ (if 5♥4♣ is weak) → 2♥/♣ 3+cards s.o., 3♦ strong hand, 3♥/♣ IG, 2nt nat → 3♦ = 5♥4♣IG, 3♥ = weak 6♥4♣
	2♥		→ 4♣
	2♣		→ FG no 4M
	2sA		→ NAT
	3♣		→ PRE
	3♦		→ 5♣5♥ IG
1♣	1♥	!	→ 4-5 ♠
	1♣		→ No 4M
	1sa		→ nat 8-10 hcp
	2♣/♦		→ Nat F1
	2♥		→ 6+♠ 4-10 hcp
	2♣		→ 6+♠ FG
	2sa		→ NAT
	3♣/♣		→ PRE
	3♦		→ PRE
	3♥		→ 5+♠5+♣ FG
1♣	1♣	!	→ 4+♥ 7+ hcp
	1sA		→ nat 8-10 hcp

		2♣	→ NF
		2♦	→ 5+♦ F1R
		2♥	→ T/O DBL no 4♥
		2♠	→ 5+♥ FG
		2SA	→ NAT
		3♣	→ minors 7-10 hcp
		3♦	→ PRE
		3♥	→ PRE
		3♠	→ 5+♥ 5+♣ FG
1♣	1nt	2♣	→ MM → 2♦ asks longer
		2♦	→ 6+M
		2M	→ 5+M-4+m
		2nt	→ 4♥-5+m
		3m	→ 4♠-5+m
1♣	2♣ nat	2x	→ Nat F1
		2nt	→ Nat IG
		3♣	→ 5+5+MM IG
		3♥/♣	→ 7♥/♣ NF
		4♣	→ 5+5+MM FG
1♣	2♦ nat	2x	→ Nat F1
		2nt	→ Nat IG
		3♣	→ Nat FM (possible 4M)
		3♦	→ 5+5+MM IG
		3♥/♣	→ 7♥/♣ NF
		4♣	→ PRE
		4♦	→ 5+5+MM FG
1♣	2♣/♦=♥♣	2♥	→ 5+♣ IG or+
		2♠	→ 5+♦ IG or+
		2nt	→ Nat IG
		3♣/2-3♦	→ Nat competitive

1♣	2nt= ♥♦	!	→ Points (susequents dbl punitive except first dbl of the opener)
		3♣	→ 5+♣ NF
		3♦	→ 5+♦ IG
		3♥	→ 6+♣ IG or+
		3♠	→ 5+♠ FG
1♣	3♣= ♦♣	!	→ Points (susequents dbl punitive except first dbl of the opener)
		3♦	→ 5+♥ IG
		3♥	→ 5+♥ FG
		3♠	→ 6+♣ IG or+
1♣	3♣ nat	4♣	→ 5+5+MM FG
	3♦ nat	4♣	→ 6+♣ FG
		4♦	→ 5+5+MM FG

1♣	2♣	P	P
!	P	2nt R	P
3♣	min unbal (possible 4♥)		
3♦/♥	nat 15+		
3♠	6+♣ 15+ 3♥		
3nt	6+♣ 15+ no3♥		

1♦	1♥	!	→	4-5 ♠
		1♠	→	No 4M
	1sa		→	nat 8-10 hcp
	2♣/♦		→	Nat
	2♥		→	6+♠ 4-10 hcp
	2♠		→	6+♠ FG
	2sa		→	NAT
	3♣		→	IG ♦
	3♦		→	PRE
	3♥		→	5+♠ 5+♦ FG
	3♠		→	PRE
1♦	1♠	!	→	4♥ 7+ hcp
	1SA		→	nat 8-10 hcp
	2♣		→	♣ F1R
	2♦		→	weak raise
	2♥		→	T/O DBL no 4♥ (may be GF with ♦ support)
	2♠		→	5+♥ FG
	2SA		→	NAT
	3♣		→	IG ♦
	3♦		→	PRE
	3♥		→	PRE
	3♠		→	5+♥ 5+♦ FG
1♦	1nt	!	→	9+ hcp
	2♣		→	MM → 2♦ asks longer
1♦	2♣	3♣	→	5+5+MM IG
		4♣	→	5+5+MM FG

Note (10)

1M	!/1oM			
		2nt	→	3M IG
		Jump in oM	→	4+M IG or ISL
		3♣	→	4+M mixed raise
		3♦	→	4+M FG any SPL
		3nt	→	4+M FG
1M	2♣		→	Same as above except:
		3♣	→	4+M IG or ISL
		3♦	→	4+M mixed raise
1M	2♦	3♣	→	Nat FM
		3♦	→	4+M IG or ISL



DEFENSIVE AND COMPETITIVE BIDDING		LEAD AND SIGNALS			WBF Convention Card			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEAD STYLE						
Aggressive at 1-level; sound at 2-level		Lead	In Partner's Suit					
Direct raise is not invitational	Suit	3 <sup>rd</sup> -5 <sup>th</sup>	Same	Category:	Natural - GREEN			
New suit is non forcing when RHO bid	NT	Attitude	1-3-5 (Att)	NCBO:	Netherlands			
	Subseq	Attitude (135)	Same		2021			
		Other: Vs NT strong king		Players:	Carla Arnolds – Sandra Kolen			
1NT OVERCALL (2 <sup>ND</sup> /4 <sup>TH</sup> Live; Responses; Reopening)				SYSTEM SUMMARY				
2 <sup>nd</sup> hand: 15-17/18 HCP, as 1NT opening		LEADS			GENERAL APPROACH AND STYLE			
4 <sup>th</sup> hand: 11-14/15 HCP, as 1NT opening	Lead	Vs. Suit	Vs. NT	5-crd M				
	Ace	AKx(+)	Same	1♦=2+ Walsh				
	King	AK KQ(+)/KQJ(+)	KQT9(+)/KQJ(+)/AKJ10	1♦=4+				
	Queen	QJ(+)	QJ(+)/AQJ(+)/KQ(+)					
JUMP OVERCALLS (Style; Responses; Unusual NT)	Jack	J10(+)/Jx KJT(+)	Same, QJ98					
Weak jumps	10	10x T9(x) H109(+)	10x H109(+)/109(+)					
(1m)-2NT: ♦+om; (1M)-2NT: ♣+♦	9	9x	9x	1NT Opening: 15-17 Balanced				
	Hi-x	Sx xxS(x)	(x)Sxxx	2 OVER 1 Response: GF				
Reopen: Intermediate	Lo-x	HxSx HxxxS	Hxx(x)S	SPECIAL BIDS THAT MAY REQUIRE DEFENSE				
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)	SIGNALS IN ORDER OF PRIORITY			2♣=WK (3-10) ♦, 22/23 or 26-27 bal, or GF				
(1m)-2m=2 suiter: ♦+♣;		Partners Lead	Declarers Lead	Discarding	2♦=WK (3-10) ♦ or ♣, 24-25 or 28+ bal, or str with ♦			
(1M)-2M=2 suiter: oM+♦; (1M)-3M=asks stopper	Suit: 1 <sup>st</sup>	Low=Enc	L/H=Even	Low=Enc	2♥=WK (3-10) ♦+♣			
	2 <sup>nd</sup>	L/H=Even	S/P	L/H=Even	2♠=WK (3-10) 5♦4+m			
	3 <sup>rd</sup>	S/P			Weak jumps			
VS. NT (vs Strong/Weak; Reopening; PH)	NT: 1 <sup>st</sup>	Low=Enc	L/H=Even	Low=Enc				
2♣=♦+♣;	2 <sup>nd</sup>	L/H=Even	S/P	L/H=Even	TWO-SUITED INTERVENTION			
Dbl: 5m4M; after weak NT dbl: points	3 <sup>rd</sup>	S/P			(1m)-2m: 5+♦ 5+♣			
		Signals (including trump): Lavinthal; Odd ball H=enc			(1m)-2NT: 5+♦ 5+om			
Reopening: Landy, dbl 5m4M								
		DOUBLES			(1M)-2M: 5+ oM-5+♦			
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	TAKE OUT DOUBLES (Style; Responses; Reopening)			(1M)-2NT: 5+♣-5+♦				
	Opening values; natural responses; cuebid = F1R							
	Reopening: dbl= 8+			Transfers after (1♦) 2♣ (p) and (1♦) 3♣ (p)				
Dbl=take out 2NT=15-18 HCP	Support doubles to 2M							
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DBL/RDBL			SPECIAL FORCING PASS SEQUENCES				
DBL majors, 1NT minors	1♣-(1♦): DBL=4+♦ 1♥=4+♣ 1♠=4+♦4♣; 2♦/2♥= 6♦/♣ wk 0-7/STR GF; 2♣ = ♣ inv+			Only in GF situation				
	1m-(1♥): DBL= 4+♣, 1♣ denies 4+♦, 2♦=6♦ wk 0-7/STR GF							
OVER OPPONENTS TAKE OUT DOUBLE	2♣=m inv+			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE				
RDBL= 10+ HCP;	1m(1♣): 2om=5+♦, 8+; 2♦=5+om, 10+							
1M-(dbl)- transfers; 2M 4-7: 2(M-1) 8-10*fit				After 1m(1x) transfers/switch see under special dbl				

OPENING BID DESCRIPTIONS						Carla Arnolds - Sandra Kolen Netherlands women	
Opening	Art	Min	Neg dbl	Description	Responses	Subsequent Auction	Passed hand bidding
1♣		2	4♥	10-21 HCP	2♣ 10+; 2x inv 8-11HCP	1♣-1x-1NT: 2♣=inv relay or wk ♦; 2♦/2M=TRF, wk/str	
					3♣ 5-9; 3♦/M PRE 4-7HCP	1♣-1x-2NT: 3♣= ask for 3card fit or 5card opened suit	
1♦	4	4♥	10-21 HCP	2♦ 10+, 4+♦; 2M=inv 8-11HCP; 3♦inv 8-11HCP	1♦-1M-1NT: 2♣= inv relay or wk ♦; 2♦/2M=TRF, wk/str		
				3♦ 5-9; 3M PRE 4-7HCP	1♦-1M-2NT: 3♣= ask for 3card fit or 5card opened suit		
1♥	5	4♦	10-21 HCP	1NT= 6-11; 2♣ GF 2+♣ or ♥-fit	1♥-1♠-1NT: 2♣= inv relay or wk ♦; 2♦/2M=TRF, wk/str		2♣=Drury
				2♥=6-9 3-crd; 2♠= ♠ inv 8-11 HCP; 2NT=10-14 ♥-fit;	1♥-1♠-2NT: 3♣= ask for 18-19bal or 6+card ♥		
				3♣= 6-9 4+♥; 3♦=10-11, 4+♥; 3♥=PRE 0-6HCP;			
				3NT=10-14 spl♦	1♥-2NT: 3♣=GF 3♦=inv 8-11HCP		
1♠	5	4♥	10-21 HCP	As 1♥ opening; 1♠-3♥= inv 8-11HCP			2♣=Drury
				1♠-3NT=♥ spl 10-14			
1NT				2♣=STAY; 2♦/♥=TRF to ♥/♠; 2♠=TRF to ♣	Transfer Lebensohl: 2NT=Lebensohl		
				2NT=INV; 3♣=TRF to ♦ wk/str; 3♦=ask 5M	3♣-3♠=Rubensohl (3♣-3♥=TRF)		
				3M=spl M minors; 4♣/♦ =TRF ♥/♠	TRF to suit promised is STAY		
2♣	V	0		1. wk ♦ 3-10	2♦=NF Relay; 2M inv 6-14; 2NT=F Relay	2♣-2NT: 3♣ max wk 2♦; 3♦ min wk 2♦; 3NT AKQxxx; 3M max wk 2♦ short M; other bids STR	
				2. 22-23/26-27 HCP bal	3m=to play opp. wk 2♦; 3M=inv opp. wk 2♦ 10-16		
				3. GF ♣ or GF M			
2♦	V	0		1. wk ♥ or ♠ 3-10	2/3M=P/C; 2NT=F Relay; 3m = to play	2♦-2NT: 3♣ bad wk 2♥; 3♦ bad wk 2♠; 3♥ gd wk 2♣;	
				2. 24-25/28+ HCP bal;	4♣=asks TRF to suit; 4♦= asks M; 4M=to play	3♣ gd wk 2♥; other bids STR. GF	
				3. GF with ♦			
2♥	V	4		wk ♥+♦ (4+5+/5+4+)	2NT= Relay; 2♣/3x to play; 4♣/♦=SI ♥/♦,	2♥-2NT: 3♣=5♥4♦ min; 3♦=5♣4♥min; 3♥=4♥5♦max,	
				3-10		3♣=4♣5♥max; 3NT=5♥5♦ min; 4m=spl, 5♣5♥ max	
2♣	V	5		wk 5♣-4+m 3-10	2NT=Relay; 3♣= P/C; 3♦=INV ♠; 3♥=5+♥ INV;	2♣-2NT; 3m=4+m, min; 3♥/♦ = 4♣/♦ max	
					4m=spl; 4NT=ask minor; 5m= to play		
2NT				20-21 HCP bal	3♣=PUP STAY; 3♦/♥=TRF; 3♣=♣+♦ GF;	2NT-3♣-3♥-3♦=♥-fit SI; 4m=natural	
					4♣/♦= TRF ♥/♠ SI; 4♥/♦= TRF ♣/♦; 4NT=quanti	2NT-3♣-3♦-4♣=♣-fit, SI; 4♦ natural, 4♥=♣	
3X	6			PRE, 1 <sup>e</sup> and 3 <sup>e</sup> hnd un-			
				disc. esp. fav. vulnerab.			
3NT				Gambling; in 3rd 4th	4♣=NF Relay; 4♦=ask for shortness	3NT-4♦: 4M=spl M; 4NT=no spl; 5m=spl om;	
				hand to play			
4X	6			PRE, 1 <sup>e</sup> and 3 <sup>e</sup> hnd un-			
				disc. esp. fav. vulnerab.			

<i>Defensive and competitive bidding</i>	<i>Leads and signals</i>	<b>WBF SYSTEM CARD</b>																																																
<p><i>Overcalls (1) and responses (2) (sandwich : see below)</i>            (1) 4-card possible on 1 lvl            (2) natural, 1 over 1 is forcing  <i>In balance pos</i>            (1) 7+ HCP      (2) as in direct position</p>	<p><i>Opening leads</i>            1<sup>st</sup> /3<sup>rd</sup> /5<sup>th</sup> against suit. K from AK with x in another suit.            2<sup>nd</sup> /4<sup>th</sup> with attitude against NT, but 1<sup>st</sup> /3<sup>rd</sup> /5<sup>th</sup> in partners suit. Reversed            1<sup>st</sup>/3<sup>rd</sup>/5<sup>th</sup> after supporting partner without A, K or Q.            K asks for count against 5-level or higher.</p> <p><i>Subsequent leads</i>            2<sup>nd</sup> /4<sup>th</sup> when switching through declarer (sometimes highest from 2), Also            2<sup>nd</sup> from bad 4crd. 1<sup>st</sup> /3<sup>rd</sup> /5<sup>th</sup> through dummy.</p>	<b>Malene Holm Christensen</b> <b>Netherlands women</b> <b>Esther Visser</b>																																																
<p><i>Take-out double (1) and responses (2) (sandwich : see below)</i>            (1) 10+ HCP; vs all natural openings (incl. 4♦)            (2) cue : 8-11, after (1m) dbl (p) 2m normally 1 or 2 4crd M or any 12+ GF.  <i>In balance pos</i>            (1) 6+ HCP      (2) as in direct position</p>	<p><i>Underscored</i> vs suit/standard; <b>Bold</b> vs NT if different</p> <table border="0"> <tr><td><u>A</u>K</td><td><u>K</u>Q</td><td><u>Q</u>J</td><td><u>J</u>T</td><td><u>T</u>x</td><td><u>x</u>x</td></tr> <tr><td><u>A</u>Kx</td><td><u>K</u>Qx</td><td><u>Q</u>Jx</td><td><u>J</u>Tx</td><td><u>T</u>9</td><td><u>x</u>xx</td></tr> <tr><td><u>A</u>KJx</td><td><u>K</u>Qxx</td><td><u>Q</u>JT9</td><td><u>J</u>T98</td><td><u>T</u>9x</td><td><u>x</u>xx</td></tr> <tr><td><u>A</u>KJTx</td><td><u>K</u>QJx</td><td><u>Q</u>KTx</td><td><u>K</u>JT9</td><td><u>9</u>8x</td><td><u>x</u>xxx</td></tr> <tr><td><u>A</u>QJx</td><td><u>K</u>JTx</td><td><u>Q</u>KT9x</td><td><u>K</u>T98</td><td></td><td><u>x</u>xxxx</td></tr> <tr><td>AJ<u>xx</u></td><td>K<u>xx</u></td><td>Q<u>xx</u></td><td>J<u>xx</u></td><td>T<u>xx</u></td><td></td></tr> <tr><td>KJ<u>xx</u></td><td>K<u>xx</u></td><td>Q<u>xx</u></td><td>J<u>xx</u></td><td>T<u>xx</u></td><td></td></tr> <tr><td>K<u>xxxx</u></td><td>K<u>xxxx</u></td><td>Q<u>xxxx</u></td><td>J<u>xxxx</u></td><td>T<u>xxxx</u></td><td></td></tr> </table>	<u>A</u> K	<u>K</u> Q	<u>Q</u> J	<u>J</u> T	<u>T</u> x	<u>x</u> x	<u>A</u> Kx	<u>K</u> Qx	<u>Q</u> Jx	<u>J</u> Tx	<u>T</u> 9	<u>x</u> xx	<u>A</u> KJx	<u>K</u> Qxx	<u>Q</u> JT9	<u>J</u> T98	<u>T</u> 9x	<u>x</u> xx	<u>A</u> KJTx	<u>K</u> QJx	<u>Q</u> KTx	<u>K</u> JT9	<u>9</u> 8x	<u>x</u> xxx	<u>A</u> QJx	<u>K</u> JTx	<u>Q</u> KT9x	<u>K</u> T98		<u>x</u> xxxx	AJ <u>xx</u>	K <u>xx</u>	Q <u>xx</u>	J <u>xx</u>	T <u>xx</u>		KJ <u>xx</u>	K <u>xx</u>	Q <u>xx</u>	J <u>xx</u>	T <u>xx</u>		K <u>xxxx</u>	K <u>xxxx</u>	Q <u>xxxx</u>	J <u>xxxx</u>	T <u>xxxx</u>		<i>System summary</i> 1♣ 2+, can have 4♦ with 2♣, can be 18-19 bal with 5♦ 1♦ 5+ or 4/4/4/1 or sometimes 1/4/4/4 1M 5+ Transfer Walsh (transfer after 1♣) 1♣ – 1♦/♥// 1NT = 18-19 1NT 15-17, can have 5M/6m 2/1 GF
<u>A</u> K	<u>K</u> Q	<u>Q</u> J	<u>J</u> T	<u>T</u> x	<u>x</u> x																																													
<u>A</u> Kx	<u>K</u> Qx	<u>Q</u> Jx	<u>J</u> Tx	<u>T</u> 9	<u>x</u> xx																																													
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<p><i>INT overcall (1) and responses (2) (sandwich : see below)</i>  <i>Direct</i>  <i>in balance pos</i>            (1) 15-17 HCP;      (1) 11-14            (2) system on      (2) as in direct position</p>	<p><i>Signals (between brackets if seldom used)</i>            (1=odd, 2=even, D=discouraging, E=encouraging, S=suitpreference)</p>	<i>Special openings and responses that may require defense</i> <table border="1"> <thead> <tr> <th>Opening</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>2♣</td> <td>GF/ strong NT hands</td> </tr> <tr> <td>2♦</td> <td>Weak (0-10, 3rd hand might be stronger, HCP and suit quality and suit length depend highly on vulnerability and position) 5/6+ ♦</td> </tr> <tr> <td>2M</td> <td>Weak (0-10, 3rd hand might be stronger, HCP and suit quality and suit length depend highly on vulnerability and position) 5/6+ M</td> </tr> </tbody> </table>	Opening	Description	2♣	GF/ strong NT hands	2♦	Weak (0-10, 3rd hand might be stronger, HCP and suit quality and suit length depend highly on vulnerability and position) 5/6+ ♦	2M	Weak (0-10, 3rd hand might be stronger, HCP and suit quality and suit length depend highly on vulnerability and position) 5/6+ M																																								
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<p><i>Jump overcalls</i>            weak : ~0-11 HCP depending on vul; (5)6+-card  <i>Two suiter</i>            Michaels (partner passed hand or NV can be weaker hands). None against vul: 7 losers. None: 6 losers. All: 5,5 losers. Vul against not: 5 losers.</p>	<table border="1"> <thead> <tr> <th>Versus suit</th> <th>High</th> <th>Low</th> <th>Odd</th> <th>Even</th> </tr> </thead> <tbody> <tr> <td>On partner's lead</td> <td>D</td> <td>E</td> <td></td> <td></td> </tr> <tr> <td>On declarer's lead</td> <td>1</td> <td>2</td> <td></td> <td></td> </tr> <tr> <td>Discarding</td> <td>D</td> <td>E</td> <td></td> <td></td> </tr> </tbody> </table> <table border="1"> <thead> <tr> <th>Versus NT</th> <th>High</th> <th>Low</th> <th>Odd</th> <th>Even</th> </tr> </thead> <tbody> <tr> <td>On partner's lead</td> <td>D</td> <td>E</td> <td></td> <td></td> </tr> <tr> <td>On declarer's lead</td> <td>1</td> <td>2</td> <td></td> <td></td> </tr> <tr> <td>Discarding</td> <td>D</td> <td>E</td> <td></td> <td></td> </tr> </tbody> </table>	Versus suit	High	Low	Odd	Even	On partner's lead	D	E			On declarer's lead	1	2			Discarding	D	E			Versus NT	High	Low	Odd	Even	On partner's lead	D	E			On declarer's lead	1	2			Discarding	D	E											
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<p><i>Versus naturel NT</i>            X = majors, 2NT minors, rest natural.  <i>Versus weak NT (13-15NT or worse) :</i>            2♣: majors, 2♦:good major (13+p), X=14/15+ (penalty)  <i>Versus responses on natural NT</i>            lead directing double vs stayman, t/o dbl on JTB</p>	<p>On partner's lead            On declarer's lead            Discarding</p>																																																	
<p><i>Versus preempts</i>      Leaping Michaels            Dbl : info (2<sup>nd</sup>) or opt (4<sup>th</sup>); 4NT : 2 lower suits            vs Multi : dbl = bal 12-15 or strong, rest nat            vs Weak 2 or 2M(5M,4+m) : dbl = info, other = Normal            vs transfers : next bid = take-out, rest = Normal</p>	<p><i>Explanation/extension</i>            low/high even/enc, low enc/even discarding            Lavinthal (obvious situations, or if promised a 5 crd suit in trick 1)            Always current count            Oddball vs NT, only in 2<sup>nd</sup> trick. Low both sides is positive for lead.</p>	<i>Special competitive bids that may require defense</i> <table border="1"> <tbody> <tr> <td>Two-suiter : Michaels all combinations with known suits</td> </tr> <tr> <td>Weak jump overcalls (0-10p)</td> </tr> <tr> <td>over 1NT, dbl = majors (on strong NT), 2NT = minors</td> </tr> </tbody> </table>	Two-suiter : Michaels all combinations with known suits	Weak jump overcalls (0-10p)	over 1NT, dbl = majors (on strong NT), 2NT = minors																																													
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<p><i>Versus artificial strong 1♣ and 2♣ openings</i>            After 1♣ dbl = majors, 1NT = minors            After 2♣ Naturel</p>	<p><i>Special artificial and competitive doubles</i>            Negative dbl : 4oM, 43+M, 6+ HCP (1lvl), 8+ HCP (2 lvl &amp; up)            Responce double : Frequent use of double in balancing position            t/o doubles after 'natural' interference on NT,            support double/reddouble (3-card ♥/♦)</p>	<i>Psychics : Openings Rare</i> <i>Other Rare</i>																																																
<p><i>Over opponents take-out double</i>            Redouble : transfers, except after 1♣, then it is 10+ HCP, normally no fit, intent on penalty, after this dbl is still t/o.</p>																																																		

**Malene Holm Christensen - Esther Visser (Netherlands women)**

<i>Opening</i>	<i>artific ial</i>	<i>Min # of cards</i>	<i>Neg dbl to</i>	<i>Description</i>	<i>Responses</i>	<i>Subsequent action</i>	<i>Modifications over competition (COMP) and w/ passed partner</i>
1x			4♥	10-23, can be weaker 3 <sup>rd</sup> hand	Response 1 lvl from one ace or better; 2 lvl no jump GF. JumpShift (in transfer) 8-11 good 6kr (without overcall) Splinter 10-14 HCP; Longest, highest 5+/5+, up the line 4/4	Long suit game try After 1lvl Resp. : Reverse For1 → lebensohl jump new suit GF, other jump 15-17 After 2lvl Resp. natural, but GF after 1x – 1y – 1z, 2way-checkback	After competitive bid transfers up until 2 level
1♣		2		Can have 4♦/2♣, can be 18-19 bal with 5♦	1♦=4+♥, 1♥=4+♠, 1♠: normally minors or 6–11 NT+ no M , but can be GF to get 3N in partner's hand, 1NT: GF relay. 1♣-2♣ = GF 6+♦. 2♦=8-11p 6+♥. 2♥=8-11p 6+♠. 2♣: Inverted minors (1m-3m 6-9, 1m-2NT 0-5)	After 1♣-2♣: 2♦=denies 10 cards in two suits. 2M: 46. 2NT: 4414. 3♣: nat at least a good 6crd. 3M splinter diamond support. 1♣ – 1♦/♥// 1NT = 18-19, 2NT = fit 18-19 or mini-splinter 15-17	Bidding stays mostly the same if possible for transfers and 18/19NT
1♦		5 or 444/1♣, Sometimes 1♠/444			After 1♦ GF-relay with 2♣. 2♦=8-11p 6+♥. 2♥=8-11p 6+♠. 2♣: Inverted minors (1m - 3m 6-9, 1m-2NT 0-5)		
1♥		5			2♣: GF relay 2 NT : invite or bad GF 3+ card, fit 3 NT : splinter in color below M After 1S, 2D shows H, 2H shows D	After 2♣, 2♦ = min, no♣, 2♥ = ♣ min+, 2♠=♦2NT=6+M After 2NT: 3♣ GF, 3♦ inv, 3o/M: a void, 3M: min, 4x: good 5kr 3NT: 6♥/4♠ or 5/5M 1M-1NT//2♣ (Gazilli) also after 1♥-1♣.	After X all transfers, up to 2(M-1). 2M= (3-7p), 2/3oM = mixed raise. Passed partner, 2♣=3crd M, 2♦=4crd, 3x fitbids
1♠		5					
1NT				15-17 HCP. With 14 HCP and a 5crd we also open 1NT	Stayman relay; 4x transfers; 4/5NT quantitative, 3♣ minors minimum p/c, 3♦ GF minors, 3M (1M,3oM,4/5m)	New suit after Stayman /Transfer GF Jump shift after Stayman/Transfer splinter	Transfer-lebensohl After penalty/points dbl transfers on 2 level
2♣	v			GF, 23-24NT, 25+NT	2♦ relay, 2♥/♠/3♣/3♦ 5+, decent suit		Dbl t/o
2♦/♥/♠		5	-	0-10 HCP nat (5+ NV against V). However 3 <sup>rd</sup> hand is wide-range and might vary from 0-13HCP.	2NT forcing	After 2NT we bid max short/balanced (3NT) NV we expect 5crd	Dbl penalty
2NT				20-21, 5M possible, no - or x(maybe A)	3♣ =Muppet stayman (asking for majors 4/5 crd) ; jacyby transfers; 4/5NT quantitative 3♣ minors 4x= double transfer	After 3♣ 3H shows no 4/5 crd M, 3N shows 5crd H)	
3♣		6		0-10p, 6+crd, 3 <sup>rd</sup> hand wide-range. See above	3♦ asks for 3card M, 3♥=3♠,3♣=no M, 3NT = 3♥.	<i>Slam approach and conventions</i> Cue-style : 1st and 2nd round controls treated as equals, on 5 level 1 <sup>st</sup> round controls 3NT serious with M fit. 4(M-1) last train. Lot of 4♣ SI for M situations. RKCB 14-30 (for M), optional rkcb for minor Exclusion 30-14 D0P1	
3♦		6		0-10p, 6+crd, 3 <sup>rd</sup> hand wide-range. See above	4♦ asks partner not to bid, 3NT is to play, but can asks partner to bid 5♦.		
3♥/♠		6		0-10p, 6+crd, 3 <sup>rd</sup> hand wide-range. See above			
3NT	v			Strong 7/8crd M with A/K next to it	4♣= bid in transfer, 4♦=bid M, 4M = kwanti oM		
4/5x				Natural, to play			
4NT	v			(weak) minors			





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

Standard seldom 4crd

2 level overcalls are usually 6+crd and 10-17 hcp.

**INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)**2<sup>nd</sup>: 15-18 system on4<sup>th</sup>: over 1m: 11-14 over 1M 11-16 system on**JUMP OVERCALLS (Style; Responses; Unusual NT)**

Weak (nv 0-10, vul 5-11)

Reopen: intermediate (11-16)

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

(1m)-2m=MM, (1m)-2N=om+H

(1M)-2M=OM-m, (1M)-2N=mm

Style: 8hcp when we can play 2M, 10+when forced to 3lvl

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

2C=MM usually 5-4+, reopening 44 common, 4+Hcp

Dbl=Penalty/points (depends on NT opening range)

If 1NT can contain 13 or less, (1NT)-pass-(2C)-dbl shows HCP

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

Take out dbl, (weak2)-dbl-(pas)-xfers

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

Dbl=MM, NT bid show both minors

**OVER OPPONENTS' TAKEOUT DOUBLE**

1M-(dbl)-: 1N-2M-1 xfers

**LEADS AND SIGNALS****OPENING LEADS STYLE**

	Lead	In Partner's Suit
Suit	135	135
NT	ATT, 2nd from bad suits	ATT, 2nd from bad suits
Subseq	ATT, 2nd from bad suits	ATT, 2nd from bad suits
Other: Always high from 2		

**LEADS**

Lead	Vs. Suit	Vs. NT
Ace	AK+	AK+
King	AK, KQ+	KQ+
Queen	QJ+	QJ+ (AQJ)
Jack	J10+ KJ10+	KJT+ JT+
10	H109+,109+	Q109+
9	9x	9x, (H98x)
Hi-X	135	Sx, xSx(+)
Lo-X	135	HxS, HxxS, HxxxS etc

**SIGNALS IN ORDER OF PRIORITY**

	Partner's Lead	Declarer's Lead	Discarding
1	Low=enc	Low=even/lavinthal	Low=enc
Suit 2	S/P	S/P	
3			
1	Low=enc	Low=even/lavinthal	Low=enc
NT 2	S/P	S/P	
3			

Signals (including Trumps):

In trump suit: Standaard Suit preference

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

Penalaty doubles - we shown fit, we opened preemptive or jumped weak, we already passed out a suit contract doubled, 4NT or higher,

Otherwise: take out dbls

**SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS**

Support X/XX when we can play in 2M (also on artificial 1NT)

**EBL CONVENTION CARD****CATEGORY:** Green**NCBO:****PLAYERS:** Lennie van den Heuvel – Anne Schoonen

EVENT Woman EC Teams 2022

**SYSTEM SUMMARY****GENERAL APPROACH AND STYLE**

2/1 GF--- Natural

1NT= (14)15-17

1C=2+C, 1D=4+D

2C= Strong any, 2D/H/S=Weak 2

In 3rd seat openings or preempts might be lighter or stronger than indicated

**SPECIAL BIDS THAT MAY REQUIRE DEFENSE**

3NT=Gambling

**SPECIAL FORCING PASS SEQUENCES**

When we have bid GF on points

**IMPORTANT NOTES**Our Weak/Pre openings are really vuln and position dependent  
We use judgement, the hcp on this CC are guidelines.**PSYCHICS:** Seldom

OPEN ING	TI CK IF AR TI FI CI AL	MIN .NO. OF CAR DS	NE G.D BL TH RU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2		With 4-4minors usually 1C	1M can have longer D	1x-1y//1N 2way CBS	After overcall, 2X NF (6-11)
				(10)11-21	2X=INV nat (8-11)		1m-(1H)-1S=5+S
1♦		4		Can be 12-14/18-19 BAL	2M/3C=INV nat (8-11)	1x-1y//1N 2way CBS	After overcall, 2X NF (6-11)
				(10)11-21			1m-(1H)-1S=5+S
1♥		5		(10)11-21	2C= GF can be short, 2S/3m=INV nat(8-11)	1M-2C//2M=min no 4crd D(H)	After overcall, 2X NF (6-11)
					2N=inv or bad GF 3+H(8-13)	1M-2C//2N=ART, 6+M or 18-19 BAL	
1♠		5		(10)11-21	2C= GF can be short, 3m/H=INV nat (8-11), 2N=inv or bad GF 3+S (8-13)	1M-2N: 3C=ART SI+ ASK, 3D=INV, 3M=min NF.	After overcall, 2X NF (6-11)
INT				15-17 or 14 with a 5(6)crd suit	2C=ask 4+M, 2D/H=xfer 2S=C, 3C=D, 3D=D INV	1NT-2C//2N=max 5crd M	Xfers in competition
					2N=INV 3M=short 54+mm	Smolen, after minor suit xfer, new suit=short	
2♣	X			22-23 NT or GF	2D=waiting, 2M,3m=positive 5+good suit (KQ+)	2C-2D//2H=H or 24+Bal	
2♦		5		Weak, nvul 0-10	2M/3C NF , 2N= Asking INV+	3D=min, 3X=max+short, 3N=max no short	
				Vul 6+crd 6-10			
2♥		5		Weak, nvul 0-10	2S/3m NF, 2N=Asking INV+	3H=min, 3X=max+short, 3N=max no short	
				Vul 6+crd 6-10			
2♠		5		Weak, nvul 0-10	3X NF, 2N=Asking INV+	3S=min, 3X=max+short, 3N=max no short	
				Vul 6+crd 6-10			
2NT				20-21	3C asks M, 3D/H=xfer, 3S=mm 4C=6+H SI+ 4D=6+S SI+, 4H=6+C SI+, 4S=6+D SI+;		
3♣	6			PRE 0-10, vuln dependent	3X F, 4D Slam try C		
3♦	6			PRE 0-10, vuln dependent	3X F, 4C slam try D		
3♥	6			PRE 0-10, vuln dependent	4C slam try H		
3♠	6			PRE 0-10, vuln dependent	4C slam try S		
3NT	X			Solid 7crd minor, no outside A/K	4C=p/c ,4D asks shortness		
4♣				PRE 3-10, vuln dependent			
4♦				PRE 3-10, vuln dependent			
4♥				PRE 5-14, vuln dependent			
4♠				PRE 5-14, vuln dependent			
4NT				65+ mm			
5♣						<b>HIGH LEVEL BIDDING</b>	
5♦						RKC 1430, Last train, Serious 3NT	

Defensive and Competitive Bidding	
<b>Overcalls (Style; Responses; Reopening)</b>	
1 level: (very) light. (1x)-1y-(p)-2x=good raise	
2 level: sound	
Responses 1-level: F1, 2-level: constructive, 3 level = nat FG Double jumps are fit jumps	
<b>1 NT overcall (2ND/4TH; Responses; Reopening)</b>	
15-18 hcp any seat. System on. If doubled: All bids to play (except 2 NT) 2♣ is treated as natural, but could possibly be t/o in any two other suits.	
<b>Jump Overcalls (Style; Responses; Unusual NT)</b>	
Weak jump overcalls, 2 NT = two lowest, 5 <sup>+</sup> -5 <sup>+</sup> , wide range. Leaping Michaels, also over 3M, also 4 <sup>th</sup> seat (vs Multi, suit+♥), also over 1M-2/3M (pre), 2M-3M	
<b>Direct and Jump Cue Bids (Style; Responses)</b>	
Over m = both M. Wide range Over M = other M + ♣. Wide range	
<b>VS. NT (vs. Strong/Weak; Reopen: PH)</b>	
VS strong NT: Dbl = ♠+another suit, 2♣/♦ = ♣/♦+♥, 2♥/2♣ = natural 2NT = both minors or majors Vs weak NT (11-13 or less) = Multi Landy	
<b>VS. Preempts (Doubles; Cue bids; Jumps; NT bids)</b>	
T/O dbl. Leaping Michaels (5 <sup>+</sup> -5 <sup>+</sup> , FG) over 2M/3M, all seats Cuebid: ASK for stopper	
<b>VS. Artificial Strong Openings</b>	
Yeslek: any bid shows the suit above the suit bid, or the two others, dbl = ♦ OR ♥+♠, NT=♦+♠ OR ♣+♥ (if doubled, pass is suggestion to play, xx asks p to bid touching suit, (normally to play own suit) all other bids p/c)	
<b>Over Opponents' take out double</b>	
Rdbl: (9)10+ HCP, 1-over-1 = F1 1♥/♣-(x) – all bids from 1NT and upwards are transfer. Could be values with support.	

Leads and Signals		
<b>Opening Leads Style</b>		
Suit	Lead	In Partner's Suit
Suit	3 <sup>rd</sup> -5 <sup>th</sup> , top of sequence/inner sequence	3 <sup>rd</sup> -5 <sup>th</sup>
NT	4 <sup>th</sup> best (low x promise 10 or better, may sometimes be from longer suits). Top or second best from bad suits.	3 <sup>rd</sup> -5 <sup>th</sup>
Subseq	Attitude when opening a new suit	
<b>Leads</b>		
Lead	Vs. Suit	Vs. NT
Ace	AK/AKx/AKxx(x)	AK/AKx/AKxx(x)
King	KQ/KQJ(x)/KQT(x)	KQ/KQJ(x)/KQT(x)/AKJT
Queen	AQJ(x)/QJ(x)/QJT(x)	AQJ(x)/QJ(x)/QJT(x)/KQT9
Jack	HJT(x)/JT(x)	HJT(x)/JT(x)
10	HT9x/T9x	HT9x/T9x
9	A98/Q98/J98/9x	A98/Q98/J98/98xx
x	Hxxx/xxx(x)	(10)Hxxx/xxxx(x)/xxx(x)
<b>Signals in order of priority</b>		
Suit:	Partners lead	Declarer
	Encrg/disrg	Count, 3 <sup>rd</sup> /5 <sup>th</sup>
2 <sup>nd</sup>	Count, 3 <sup>rd</sup> /5 <sup>th</sup>	S/P
3 <sup>rd</sup>	S/P	S/P
NT:	Encrg/disrg	Smith-Peter
2 <sup>nd</sup>	Count, 3 <sup>rd</sup> /5 <sup>th</sup>	Count, 3 <sup>rd</sup> /5 <sup>th</sup>
3 <sup>rd</sup>	S/P	S/P
<b>Signals (including Trump's):</b>		
Suit preference (S/P) in trump, Smith-Peter: low likes from leader, high likes from partner Low=odd number or encouraging, High= Even number or discouraging 5/6 level: A for attitude, K for count A-lead vs suit: for attitude, give count only if Jxxx in dummy		
<b>Doubles</b>		
<b>Takeout Doubles (Style; Responses; Reopening)</b>		
Light style, also reopenings		
<b>Special, Art and Comp Dbl/Rdbl's</b>		
Support dbl and rdbl, responsive dbl, negative dbl, competitive dbl 1♣-(1♦)-dbl=♥, 1♥=4+♣, 1♣=≤ 3crd♣, 1♣-(pass)-1x- (x)-xx= suggest to play (HHxx+ in suit).		

	<b>System Card</b>	
	<b>Category:</b>	<b>Red</b>
NCBO/team: <b>Norway</b>		
Event:	Ann Karin Fuglestad	Marianne Harding
Players:		
<b>System Summary</b>		
<b>General Approach and Style</b>		
<b>Natural</b> , 5-card majors, (4) 5-card ♦, 1♣=2+ Very light opening bids if distributional <b>2-over-1 Responses</b> : GF except rebid		
1NT: 8-12 1 <sup>st</sup> , 2 <sup>nd</sup> hand all green and green vs red 1NT =15-17 red and all 3 <sup>rd</sup> / 4 <sup>th</sup> seat		
<b>Special bids that may require defence</b>		
Transfer over 1♣ opening 1♣ - 1♣= 6-8 nt/diff.weak minor hands/inv. or GF with ♦ 1♣ - 2♦/♥= 6+ ♥/♣, 4-7 hcp or GF 1♣ - 2♣= ♣ supp. 6-9 hcp Weak NT according to pos./vul. 1♥/♣-2♦/♥ = 3+ supp. 4-7, OR nat. GF, except rebid 2♦: (0) 3-10 hcp, 4+-4+M. Playing strength depend on vul.		
<b>Special forcing pass sequences</b>		
<b>Important notes that don't fit</b>		
<b>Psychics</b>		
May occur		

Opening	Art	Min. #	Neg. D. thru	Description	Responses	Subsequent Auction	Passed Hand Bidding and interfered auctions
1♣		2	4♦	Include all 4333/4432-hands  Could open light if distributional, 11+ hcp with balanced hands	1♦=4+♥, 1♥=4+♦, 1♣=6-8 NT/ weak with ♣/ weak with both m, inv with ♦ or GF with ♦ (could have GF 5+♦, 4+M) 1 NT=9-10 (11) hcp balanced, 2NT = nat, inv 2♣= inverted minor, at least invitational, 2♦/2♥= 6+ cards ♥♦, 4-7 hcp or FG 2♠=♣ supp, 6-9, 3♣ = preemptive, 0-5 hcp, 3♦/♥/♦= void	1♦- 2♥ = 4♥ 11-12 (13) hcp 1♦- 1♥ = (2-4♥ nv) 3♥ any distribution, or 4♥ and stronger (semi) balanced hand (strength depending on vuln. because of weak NT non vul), xy and xyz NT. 1x-1y-1NT = 15-17 nv, could have oM. 1♣-2♣-3♣=weak 4+♣, 1♣-2♣-2NT=12-13 (14) balanced, 1♣-2♣-2♦=nat, strong, OR (17)18-19NT	Passed: Transfers and Inverted minor on. xy-NT and xyz on. Fit jumps. 1m - (2M) -2NT=Lebensohl (always) SWITCH (off if passed) ex. (1♣ -(1♣) - 2♦=♦, 2♥=♦ 1♣ -(1♥) - 2♦=6+♦, 2♣=inv minor (off if passed – fit jump)
1♦		4/5	4♦	4 only if 4-4-4-1	Inv minor, 3♣=4+♦, 6-9, 2M=6+, 4-7, double jumpshifts = void	Natural, xy-NT, xyz, 1♦-1♣-2♥ = nat OR 16+, 6+♦+3♣, 1♦-1♣, 4♦=4252, 18+, 4♣= 4441, 18-19	As above
1♥		5	4♦	5+♥ Could open light if distributional. 11+ if balanced	2♦ 2/1=GF unless rebid suit OR 4-7 3+♥ support. 2♥=8-11 2♣= Mini-splinter in one m, exactly invitational. 3♣=4+♥, bal inv, 3♦=single ♣, inv, 3♥=pre, 2NT=4+♥, GF. 3NT = any void, 7-11. 4♣=To play	2NT-3NT=(17)-18-19 bal. 2NT-3x=nat, not min. 2NT-3x-3♥=asks for singleton, 3/4x = singleton, 3NT = start cuebid	1♥-2 m = values in bid m, 3+♥, inv 1♥-2 NT = both minors SWITCH: 1♥ -(1♣/2♣) - transfers
1♠		5	4♦	As above	1NT=NF, 6-11 hcp, 2♥= Nat GF OR 4-7 ♣-supp, 2♣= 8-11, 3♦♣ 3♣= Mini-splinter in one m 3♦= 4+♣, bal inv, 3♥=single, inv, 3♣=pre, 2NT=4+♣, GF, 3NT =void 7-11, 4♣♦=void, 12+	Similar as above.	As above Weak raise reversed if double
1NT			4♦	15-17 vul and 3 <sup>rd</sup> /4 <sup>th</sup> seat (5M/6m/single/5-4) ----- No neg. dbl ----- 8-12 1 <sup>st</sup> , 2 <sup>nd</sup> non vul	<b>After strong NT:</b> 2♣ = Stayman, 2♦/♥/♦= transfers, 3♣/♦ = (5) 6+♣/♦ +4♥, inv 2NT ask 5-card M, 3♥/♦=singleton, 4♣=trf to ♥, 4♦=trf to ♣, 4♥/♦= to play <b>After weak NT:</b> 2♣= Weak Stayman, 2♦=GF Stayman, 2♥/♦= to play, 2NT = inv, 3♣/♦= to play 3M: 6+ cards, very mild distrib.game try, 4NT= quantitative	1NT-2NT-, 3♣= 6 card one m, 3♦ = no 5-card M Break transfer: 2NT=4+max, 3x=Nat HHxx(x), 3+ card support. 1NT-3x-4x=super fit  1NT -2♣-2x, 2/3M=5 card suit, inv 1NT -2♦-2x-2NT=asks for distribution	<b>Contested auctions</b> If natural interference: Bid=NF, t/o dbl If art. int., dbl = inv+  If natural interference: dbl = penalty, if dbl: xx = to play, 2NT = art. If artificial interference: dbl = inv+ x/xx=0-3hcp, pass = 4+ (semi) bal. 2x = nat 5+ cards, 5+
2♣	X			Strong. Normally 20+ hcp, could be weaker with playing tricks	2♦= weak. 2♥/♦= Nat, 5+ hcp, 2NT=balanced, 7+ hcp, 3m= Nat, at least Hxxxx, 6+hcp, 3M=4M+5+♦, 3NT=solid suit, no outside strength	2♣ - 2♦-2♥/♦-3♣=2 <sup>nd</sup> neg (rele if response 3♣/♦) 2♣-2NT-3♣=ASK 4 card suits, 2♣-2♦-3M=5+♦-4M, 2♣ - 2M-3M-3/4x=single, 3NT=bal slamtry	x/xx=0-3hcp, pass = 4+ (semi) bal. 2x = nat 5+ cards, 5+
2♦	X			Min. 4-4(5 vul) MM. 3-10 hcp, playing strength dep on vul.	2/3/4♥/♦ or NT bid = to play, 3♣=ASK 3♦=3M3M, inv+ 4♣/4♦=slamtry ♥/♦	2♦-3♣-3♦= all minimum hands 2♦-3♣-3♥/♦=5+ cards in bid suit and max. 2♦-3♣ -4♣/♦ = void and min. 5-5.	4 <sup>th</sup> seat: 11-15, 6 <sup>(+)</sup> -card suit
2♥		5		3-10, dep vul. 5 Maj and 4+ ♣/♦	2♣=NF, 2NT = inv+ w/support OR any GF. 3♣=p/c, 3♦=(5)6+♣, inv+, 3♥= to play, jump = splinter	2♥- 2NT-3♣ = any min, 3♦ = max(3♥= ASK), 3♥=5+♣ max, 3♣= 5♦ max	4 <sup>th</sup> seat: 11-15, 6 <sup>(+)</sup> -card suit
2♦		5		As above	As above.	As above	As above
2NT			4♦	20-21 hcp	3♣ = Puppet Stayman (3♥= denies M, 3NT=5♥) 3♦/♥= transfers, 3♣= slamtry m (4+-4+), 4♣ = slamtry with 6+♥, 4♦= slamtry with 6+♣ etc. If interference: dbl=t/o, if art: dbl=strength	<b>High Level Bidding</b>	
3x		6		Preemptive, according to vul	3♣ - 3♦=trf, to play in ♥ or ♣(light inv) or pick a game. New suit FG. After dbl competitive. 3M-4m = cuebid, 4M=To play	RKCB (0314), Exclusion RKCB (all jumps to the 5-level when trump suit is agreed), DOPI/ROPI/DEPO (with interference above trump suit). 5NT in most situations: pick a slam. If trump Q denied, we can switch trump to a previous bid suit.	
3NT				1 <sup>st</sup> /2 <sup>nd</sup> seat: solid m	4♣ = p/c, 4♦=ASK short suit, 4M=To play, 4NT=ASK length	Splinters	
4♣,♦		6		Natural, preemptive	4M = To play	Cuebids, last train cuebids	
4♥,♣		6		Natural. To play	Any bid: Cuebid.	Lightner dbl	
4NT	X			Asks for specific aces	5♣ = none, 5♦♥♣6♣ that specific ace		

## Defensive and Competitive Bidding

### Overcalls (Style; Responses; Reopening)

1-level: Light  
2-level: Sound

**Responses:** 1- and 2-level F1 if next hand pass, 2-level constructive if next hand bids, Cue-bid is a Good raise in overcaller's suit.

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

15-18 hcp 2<sup>nd</sup> seat and 4<sup>th</sup> seat over 1M. 11-14 hcp 4<sup>th</sup> seat over 1m. Same responses as after opening 1NT.

### Jump Overcalls (Style; Responses; Unusual NT)

**1-Suit:** Light jump overcalls, but NOT bad red vs. green

**2-Suit:** 2NT = 2 lowest suits (5+-5+) weak/strong (max 11/15+)

**Reopen:** 12-15 HCP, 6+ card suit

### Direct and Jump Cue Bids (Style; Responses)

**Over m:** Both Majors (5+-5+)

**Over M:** Other Major + ♠ (5+-5+)

**Jump cue-bid:** Asks for stopper

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

**VS weak NT (12-14 or weaker):**

Dbl = takeout, 2 ♠ = both major

2♦ = 5+ in ♥ OR ♦ 6-11p, 2♥/2♠ = 5c+ 12+

2NT = Both minors OR GF with any 2-suiter, 3m = Constructive

### VS strong NT(13-15 or stronger)

2♣ = Both Majors 2♦ = ♥ OR ♦

2♥ = ♥ and a minor (usually longer)

2♠ = ♠ and a minor (usually longer)

2NT = Both minors OR GF with any 2-suiter

**4<sup>th</sup> seat and after initial pass:** DON'T

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

Take out DBL

**Cue-bid:** Ask for stopper

**Jump in m:** That minor + other Major (5+-5+)

**Over 3M:** 4m is natural

### VS. Artificial Strong Openings

**vs. strong 1♣ (and 2♦):** DBL = ♥ and ♦, 1NT = ♦ and ♠

### Over Opponents' take out double

Rdbl: 9+ HCP

## Leads and Signals

### Opening Leads Style

	Lead	In Partner's Suit
Suit	3 <sup>rd</sup> /5 <sup>th</sup>	3 <sup>rd</sup> /5 <sup>th</sup>
NT	3 <sup>rd</sup> /5 <sup>th</sup>	3 <sup>rd</sup> /5 <sup>th</sup>

Subseq Attitude

### Leads

Lead	Vs. Suit	Vs. NT
Ace	AKx(x)	AK(x)
King	AK, KQ(x)	KQ(x), AKQ(x), AKJ10(x)
Queen	QJ(x)	QJ(x), HQJx(x), KQ109(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	Even number	xx, xxx, xxxx, xxxxx

### Signals in order of priority

	Partners lead	Declarer	Discarding
Suit:	Encrg/Disrcg	Count	Encrg/Disrcg
2 <sup>nd</sup>	Count	S/P	Count
3 <sup>rd</sup>	S/P		S/P
NT:	Encrg/Disrcg	Smith	Encrg/Disrcg
2 <sup>nd</sup>	Count	Count	Count
3 <sup>rd</sup>	S/P	S/P	S/P

### Signals (including Trump's):

standard count, upside-down attitude.

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

Smith (NT): Hi-Low likes the lead from both. S/P in trumps

## Doubles

### Takeout Doubles (Style; Responses; Reopening)

Light style, also reopening

### Special, Art and Comp Dbl/Rdbl's

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

1♣ - (1♦) - DBL shows 4+♥, 1m - (1♥) - DBL shows 4+♦,

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

## System Card



EBL

Category: Red

NCBO/team:  
Norway



Event:  
All events

Players: Bodil N. Øigarden

Liv Marit Grude

## System Summary

### General Approach and Style

**Natural**, 5c M. Transfer responses to 1♣  
Light openings, 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

2♦: 0-7 HCP 5/6c M OR 24+NT

2♥: 8-11 HCP, 6 card ♥, 2♣: 8-11 HCP, 6 card ♠

### Special forcing pass sequences

Standard forcing pass sequences.

### Important notes that don't fit

1♣ - 1♦/1♥ = Transfer - 1♣ - 1♦ = ♦ or 6-9NT,

1♣ - 2♦/2♥/2♣ = Natural, weak (0-5 HCP).

After opponents overcall: 1♣-(1♦)-1♥= 4+♣

1m-(1♥)-1♣= denies 4♣

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

Passed hand: 2♦ shows a better INV than 2♣

1st/2nd hand 1M-(p)-2♦= nat or 3-7 w/supp

1M-(x)-1NT->=transfers

## Psychics

Rare

Opening	Art	Min. #	Neg. D. thru	Description	Øigarden-Grude Norway Women	Subsequent Auction	Passed Hand Bidding
					Responses		
1♣		3	4♣	10+ HCP, 3+♣, may open w/ 3-3-4-3	1♦=4+♥, 1♥=4+♦, 1♣-1♠ = 4+♦ or 6-9NT, 1nt: 10.5-12hcp INVERTED m, 2 <sup>nd</sup> level: long suit weak (0-5HCP)	Accepts TRF if 3c. 1♦/♥-2♥/♣: 13-14 bal or 11-12 unbal, 4c sup, 1♣-2♣; 2NT=11-12, 3♣=11-12, 4+♣, no shortage, 3♦♥♣=Shortage, 3NT=13-14	2♣= inverted m
1♦		3	4♣	10+ HCP, 3+♦ Normally good suit if 3-3-4-3	INVERTED m, 2M= 0-5HCP with 6c M, 2NT=inv w/3-3-(3-4), 3♣ = 4+♦ PRE NOT INV vs 18-19NT, 3♦ = 4+♦ 6-9 HCP, 3x=void, 3NT=13-15 w/3-3-(3-4)	Similar as for 1♣	2♦= inverted m
1♥		5	4♣	10-22 HCP, 5+♥	1NT=6-12 HCP NF, 2♣=GF except rebid, 2♦=Weak raise to 2♥ (3-7HCP) OR inv+/GF w ♦, 2♥=8-11 HCP, 2♣= Shortage in a m, INV, 2NT=4+♥ GF, 3♣=4c SUPP without shortage, INV, 3♦= Shortage in ♣, INV, 3♥=PRE, 3♣/4m=void, 3NT=16-18 w/3-3-(3-4)	1♥-2NT, 3♣= nat, values, 3♦= nat, values, 3♥ minimum, ♣= nat, 3NT= 18-19, 4 <sup>th</sup> level: void	2♣ = 3-card raise 2♦ = 4-card raise
1♣		5	4♣	10-22 HCP, 5+♣	2♣=GF except rebid 2♦=Weak raise to 2♣ (3-7HCP) OR inv+/GF w ♦, 2♥=NAT GF 2♣=8-11, 2NT=4+♣ GF, 3♣= Shortage in a m INV, 3♦=4c SUPP without shortage, INV, 3♥=Shortage in ♥, INV, 3♣=PRE, 3NT=void in ♥ , 1♣-4m=void, 4♥= to play	Similar as for 1♥	2♣ = 3-card raise 2♦ = 4-card raise
1 NT			4♣	(14)15-17 HCP (Good 14 to 17) May have 5c M, 6c m, (5-4-2-2) and singleton	2♣=STAY, 2♦/2♥=TRF, 2♣= TRF w. ♣, 2NT= TRF w. ♦ (OR 0-7HCP w. ♣ and ♦), 3♣ = 5+5+ in m. 8+, 3♦ = ask for 5c M. 3M shortness, 4♣/4♦= TRF, 4♥/4♣=To play	1NT-2♣, 2♦-2♥=pick a M; correct to ♣ w/ equal length. 2x-3♣=Asking bid	
2♣	X			Strong, HCP (22+) OR tricks (8,5+)	2♦=Weak OR waiting, 2M=GF 5+, 2NT=6+ w/4-4 minors, 3m=GF 6+, 3M = 4144/1444 6+.	2♣-2♦, 2M=F1, 3m=GF, 2M-3♣= 2 <sup>nd</sup> negative, can stop in 3M.	
2♦	X			0-7 HCP 5/6c M OR 24+NT, always 6c vul, vul=3-7hcp	2♥/2♣=Pass or 2♣/3♥, 2NT= Ask, 3♣/3♦=To play, 3♥=Pass or 3♣, 4♣=Ask for TRF, 4♦= bid your suit	2♦-2NT, 3♣=max 5-7HCP , 3♦=MIN 0-4HCP♥ , 3♥= min 0-4HCP ♣, 3♣= 24-25NT, 3NT=26-28NT	
2♥		6		6c ♥, 8-11 HCP	2♣=F1, 2NT=Ask for strength and distr, 3♣=GF ,3♦: GF, 3♥=Preempt, 3♣/4♣/4♦=Splinter, 4NT=BW	2♥-2NT, 3♣=6-4-X-X, 3♦= 6-3-3-1(m), 3♥=6-3-2-2 min, 3♣ =6-3-3-1(M), 3NT= 10-11 balanced	
2♣		6		6c ♣, 8-11 HCP	Similar as for 2♥	Similar as for 2♥	
2 NT			4♣	20-21 HCP	3♣ = PuppetSTAY, 3♦/3♥ = TRF, 3♣ = 44+m 2NT-4♣/4♦/4♥/4♣=Slam try with ♥/♣/♦/♣	<b>High Level Bidding</b>	
3x		6		PRE, ACC to VUL		0314Blackwood (over ♣♦/♥♣)	
3NT	X			Solid minor, gambling	4♣=p/c, 4♦ =Ask for control	Exclusion RKCB, DOPI/ROPI/PEDO	
4♣		7		Pre		5NT is frequently pick a slam.	
4♦		7		Pre		Splinter bids	
4♥♣		7		Play	4♣=To play 5m=Cuebid	Cue-bids (Italian style)	
4NT	X			Asks for specific aces	5♣=0 Ace, 5NT=2Aces, 5♦/5♥/5♣/6♦= that Ace	Lightner DBL	
2♦				<b>4th seat:</b> 11-13 HCP, 6+♦	2NT=INV		
2M				<b>4th seat:</b> 11-13 HCP, 6+M	As for 1-3 <sup>rd</sup> seat		

Defensive and Competitive Bidding	
Overcalls (Style; Responses; Reopening)	
1 level: light. (1x)-1y-(p)-2x = inv+ with y-support	
2 level: sound	
Cuebids: Good raise with support	
Responses 1-level: F1, 2-level: constructive.	
<b>1 NT overcall (2ND/4TH; Responses; Reopening)</b>	
15-18 hcp, 4 <sup>th</sup> seat: 12-15 hcp over minor openings. 1NT = two unbid suits if passed hand and opps have bid 2 suits	
Jump Overcalls	
WJS, but not vs 1♦/♦, then we use: 2♦ = one M (ca 4-11hcp), 2♥ = 5+-5+M (<12 hcp), 2♠ = 5+-5+M strong (13+ hcp). 2NT = two lowest unbid. Leaping michaels vs weak 2. ( <a href="#">Note 1</a> )	
Direct Cue Bids	
Over 1♣/♦: 2♣ = nat, 2♦ = one M (ca 4-11hcp) Over M = other M + one minor	
VS. NT (vs. Strong/Weak; Reopen: PH)	
VS strong 1NT: X = strong 2♣ = ♥ and ♠ 2♦ = ♥ or ♠ 2♥/♦ = 4(+) card and (normally) longer sidesuit in minor DONT in 4 <sup>th</sup> seat and when passed hand: X = one (unspecified) suit 2♣ = ♣ and one unspecified suit 2♦ = ♦ and one unspecified suit 2♥ = ♥ and ♠ 2♠ = natural (worse hand than X and bid 2♠)	
VS weak 1NT (<12-14NT): X = "balanced" opening or good hand (also against 12-14NT) 2♣ = ♥ and ♠, 2♦ = ♥ or ♠, "weak" 2♥/♦ = natural, constructive	
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)	
T/O dbl Leaping Michaels (5+ - 5+, FG) ( <a href="#">Note 1</a> ) Cuebid: Ask for stopper or michaels	
VS. Artificial Strong Openings	
VS 1♣/2♣: YESLEK ( <a href="#">Note 2</a> )	
Over Opponents' take out double	
Rdbl: (9)10+ HCP, 1-over-1 = F1, 2-over-1 = NF. 2♣ after 1M - (X) = good raise in M.	

Leads and Signals			
Opening Leads Style			
Suit	Lead	In Partner's Suit	
3rd-5th	3rd-5th	3rd-5th	
NT	3rd-5th	3rd-5th	
Subseq	Attitude when opening new suit		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AKx/AKxx(x)	AKx/AKxx(x)	
King	AK/KQ/KQJ(x)/KQTx	AK/KQ/KQJ(x)/KQT(x)	
Queen	AQJ(x)/QJ(x)/QJT(x)	AQJ(x)/QJ(x)/QJT(x)	
Jack	HJT(x)/JT(x)/Jx	HJT(x)/JT(x)/Jx	
10	HT9x/T9x/Tx	HT9x/T9x/Tx	
9	9x	98xx/9x	
X	Hxxx/xxx(x)	Hxxx/xxxx(x)	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Encrg/disrg	(Count)	Encrg/disrg
2 <sup>nd</sup>	(Count)	S/P	(Count)
3 <sup>rd</sup>	S/P		S/P
NT:	Encrg/disrg	Smith Peter	Encrg/disrg
2 <sup>nd</sup>	(Count)	(Count)	(Count)
3 <sup>rd</sup>	S/P	S/P	S/P
<i>Signals (including Trump's): Smith Peter vs NT: Low=likes. Low=odd number or energ, High=Even number or discrg. Count only when we want to. Signals trump: S/P</i>			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Light style, also reopenings			
Special, Art and Comp Dbl/Rdbl's			
Support dbl/rdbl, responsive dbl, neg dbl, comp dbl, lighter dbl 1m - (1♥) - X = 4+ ♠, 1♠ = max 3♠			

	<b>System Card</b>	
	<b>Category:</b> Red, with one BS	
NCBO/team: NORWAY		
Event:		
Players	Torild <u>Heskje</u>	Gunn Tove <u>Vist</u>
System Summary		
General Approach and Style		
5card M, 4card ♦, transfer responses after 1♣ (2+) opening. May have longer ♦ when opening 1♣. <b>2-over-1:</b> GF, 2♣ nat GF or may be good raise in M <b>(14)15-17NT.</b> May have 5 card M, 6 card m, singleton, 5-4		
Special bids that may require defence		
2♦ opening: (17)18/19 balanced, denies 5card M 1♣ - 1♦/1♥ = Transfer, 1♣ - 1♠ = ♦ or 6-10NT 1♣-2♣ = 6+♦, (5)6-9 HCP or 5+-5+ Majors 5-9 HCP 1m-2♦/2♥ = 6+♦/6+♠, (5)6-9 HCP or GF 1♣/1♦-2♠ = inv+ w/support, 1♣-2NT = 5+ support, ca 2-8 hcp 1♣/1♦-3♣ = 4+(5+ if ♣) support, ca 9-11 hcp 1♦-2♣ = nat GF or 5+-5+M (5-9 hcp) (1m) - 2♦ = one M (weak) (1m) - 2♥/♣ = both majors weak (<12 hcp)/strong (13+ hcp)		
Special forcing pass sequences		
Standard negative doubles. Classical forcing pass when GF, in unclear or competitive positions x = extra, pass = pass		
Important notes that don't fit		
X-Y-Z, X-Y-NT.		
Psychics		
Rare		

Opening	Art.	Min. #	Neg. D.	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	4♥	Could open light if distributional, (11)12+ hcp with balanced hands	Transfer responses at one level. 1♠ = ♦ or 6-10NT, 1NT = 11-12hcp. 2♣ diamonds ((5)6-9 hcp) or 5+-5+M (5-9 hcp) 2♦/♥ = 6+ ♥/♠ ((5)6-9 hcp or 13+) 2♠ = inv+ with club support, 2NT = 5+ club support (ca 2-8hcp) 3♣ = ca 9-11hcp, 5+ club support. 3♦/♥/♠ = natural (7+) <7hcp	1♣ - 1♦ - 1♥ = 4♥ 11-12 hcp or 3♥ any hcp 1♣ - 1♦ - 2♥ = 4♥ 13-14 hcp 1♣ - 1♦ - 2NT = 4♥ (14) 15+ hcp XYZ and XYNT ( <a href="#">Note 3</a> )	
1♦		4	4♥	As above	2♣ nat GF or 5+-5+M (5-9 hcp) 2♦/♥ = 6+ ♥/♠ ((5)6-9 hcp or 13+) 2♠ = inv+ with 4+ support, 3♣ = 9-11hcp, 4+ support 3♦ = 4+ support (ca 2-8hcp), 3♥/3♣/4♣ = natural (7+) <7hcp	1♦ - 1♥ - 2NT = 4♥ (14) 15+ hcp XYZ and XYNT ( <a href="#">Note 3</a> )	1♦ - 2♣ = diamond support 6-9hcp or 5+-5+M (5-9 hcp)
1♥		5	4♥	As above	1NT = F1, 2♣ = nat GF or (9)10-12hcp with heart support, 2NT = 4+♥ FG, 2♠ = minisplinter one minor, 3♣ = limit, 3♦ = short ♠, 3♥ = "preempt" (<9hcp), 3♣/4x = void	After 2NT: 3♣ = min, 3♦ = one singl/void, 3♥ = 5422, 3♣ = 6322, 3NT = 18/19, 4♥ = min 5332. XYNT ( <a href="#">Note 3</a> )	1♥ - 2♣ 3card support, inv+ 1♥ - 2♦ 4card support, inv+ 1♥ - 2NT balanced inv
1♣		5	4♥	As above	1NT = F1, 2♣ = nat GF or (9)10-12hcp with spade support, 2NT = 4+♠ FG, 3♣ = minisplinter one minor, 3♦ = limit, 3♥ = minisplinter, 3♣ = "preempt" (<9hcp), 4x = void	After 2NT: 3♣ = min, 3♦ = one singl/void, 3♥ = 5422, 3♣ = 6322, 3NT = 18/19, 4♣ = min 5332.	1♣ - 2♣ 3card support, inv+ 1♣ - 2♦ 4card support, inv+ 1♣ - 2NT balanced inv
1 NT			4♥	(14)15-17hcp (5M/6m/5-4/x)	2♣ = hybrid stayman (inv+), 2♦/♥ = transfer, 2♠ = diff minor hands, 2NT = 4-4M inv, 3♣ = ♦ or 5-5M, 3♦ = 5+/4+M, 3♥/♠ = singleton, 4♣ = ♥, 4♦ = ♠	3♣ = "puppet stayman" after 2♦ answer.	
2♣	X			Strong. 20+ hcp or weaker with playing tricks.	2♦ = waiting bid. Other bid is nat, positive hand. 2NT = 5+-5 m.	Second negative. 2♣-2♦-3M = 4card and longer ♦ 2♣-2♦-4M/5m = 9/10 playing tricks	
2♦	X			(17)18/19 balanced, denies 5card M	2♥ = spade or clubs, 2♠ = transfer to 2NT, 2NT = 5-5M slamtry, 3♣ = 5+/4+M, 3♦ = 4-4M, 3♥/♠ = 4card other M, 3NT = 5-5M no slamtry		
2♥	(5)6			(5)6-10hcp	2NT ask for strength and suit quality. 4♣ ask for keycards. New suit is forcing one round (except 2♠).		
2♣	(5)6			(5)6-10hcp	2NT ask for strength and suit quality. 4♣ ask for keycards. New suit is forcing one round.		
2 NT				20-21hcp	Muppet stayman ( <a href="#">Note 5</a> ), transfers. 4♣ = ♥ slam int, 4♦ = ♠ slam int 4♥ = ♣ slam int, 4♠ = ♦ slam int	<b>Slam Conventions</b>	
3x	6			Preemptive (ca 2-10 hcp)	4♣ after 3♦/♥/♠ and 4♦ after 3♣ opening = ask for keycards	RKCB (1430), 4♣ is RCKB (0314) when clubs agreed. Exclusion RKCB (0314), DOPI/ROPI.	
3NT				1st/2nd seat: running m	4♣/5♣ = p/c, 4♦ = ask for short suit 4NT = ask for length	5 NT in unclear situation: pick a slam. Splinters Cuebids	
4♣,♦				Running ♥/♠, nat 3rd hand	4NT = ask for length when M		
4♥,♣	6			Natural. To play		After BW answer: The suit over ask for trump Q	
4NT	X			Ask for specific aces	5♣ = none, 5♦/♥/♠ = that specific ace, 5NT = ace of clubs, 6♣ = red or black, 6♦ = minor or major, 6♥ = c+h or d+s	After BW answer: 6x ask for 3rd round control	

## Supplementary sheets, Torild Heskje – Gunn Tove Vist

### Note 1 Leaping Michaels

We only use leaping michaels after opponents weak 2-openings.

(2M) - 4m = 5+ bid minor and 5+ other major, GF.

(2♦) - 4♣ = 5+ ♣ og 5+ in one major, GF. After 4♣, 4♦ ask for major.

If 2♦ is Multi: 4♦ is 5+ ♦ og 5+ in one major, GF. After 4♦, 4♥ is pass/correct.

### Note 2 YESLEK

We use YESLEK against 1♣ and 2♣ strong openings.

X = ♦ or ♥ + ♠

♣ = ♦ or ♥ + ♠

♦ = ♥ or ♠ + ♣

♥ = ♠ or ♣ + ♦

♠ = ♣ or ♦ + ♥

NT = ♣ + ♥ or ♦ + ♠

### Note 3 XYZ/XYNT

If we bid 1x-1y, 1z/NT we use:

2♣ ask partner to bid 2♦. Either to play 2♦ or to show any invitational hand.

2♦ is artificial GF.

### Note 4 Hybrid stayman after 1NT-opening

2♣ = «Hybrid Stayman», inv+ (ca. 8+/9+ hcp)

- 2♦ = denies 5-card M and 6-card minor max hand
  - 2♥ = 4-card ♠, inv (denies 4♥), F1.
  - 2♠ = 4-card ♥, inv (denies 4♠), F1.
  - 2NT = inv without 4-card M.
- 3♣ = Puppet Stayman (has at least one M). Opener respond:
  - 3♦ = 4-card in one or both M
    - 3♥ = 4♠
    - 3♠ = 4♥
    - 3NT = 4-4 major, slamtry. Forcing.
    - 4♦ = 4-4 major, no slam interest.
  - 3♥ = 5-card ♣, max hand.
  - 3♠ = 5-card ♦, max hand.
  - 3NT = denies 4-card M

- 3♦ = slamtry with at least one minor
  - 3♥ = 3♥ + 5♠
  - 3♠ = 3♠ + 5♥
  - 3NT = to play
  - 4m = transfer to 4M (4♣ = 6+ ♥ og 4♦ = 6+ ♠) with 4-6/6-4 M
  - 4NT = quantitative
- 
- 2♥ = 5-card ♥, min
  - 2♠ = 5-card ♠, min
  - 3m = good 6-card suit, max hand.
  - 3M = 5-card suit, max hand.

#### **Note 5 Muppet stayman after 2NT**

- 3♣ = Muppett Stayman
  - 3♦ = at least one 4-card M
  - 3♥ = denies 4m or 5M
  - 3♠ = 5-card ♠
  - 3NT = 5-card ♥

## BROWN STICKER OVERCALL ANNOUNCEMENT FORM

**This form is to be completed and sent, by email, to [anna@ecats.co.uk](mailto:anna@ecats.co.uk) in accordance with the Supplemental Conditions of Contest for the event**

**Names:** Torild Heskje – Gunn Tove Vist

**Country:** NORWAY

**Event:** European Championship 2018

**After opponents opening bid of**

1♦/1♦

**showing** at least 0 ♠/0 ♦s

**Our overcall of** 2♦

**at** any vulnerability

**Shows:** one of the majors, weak

**Applies:** All the time

**Detailed Description:**

We use this defence against any 1♦-opening that is not strong (16+).

Normally it shows 6+ cards in one of the majors, can have 5card if nonvul.

Normally between 5 and 9 hcp.

---

### **Responses and Rebids When Responder Passes**

#### **With what hands will advancer pass the overcall?**

She can pass with diamonds.

---

### **Competitive Agreements**

**Responses after opponent's DBL** Pass is diamonds, 2M is pass/correct, redbl. means she has her own major suit she wants to play.

---

### **Proposed Defence**

Dbl is showing a good hand, may be interested in penalty.

Pass and then dbl is takeout.

2M is natural.



DEFENSIVE AND COMPETITIVE BIDDING		
<b>OVERCALLS</b> (Style: Responses; 1 / 2 Level; Reopening)		
NAT 5(4)+ 8+HCP (Drury) After overcall of major and 3 <sup>rd</sup> hand negative double > transfers		
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>		
2nd INT 15-17 (system ON after a minor suit opening, revolving Transfers after a major suit opening) 4 <sup>th</sup> 10-15 balanced		
<b>JUMP OVERCALLS</b> (Style; Responses; Unusual NT)		
Constructive 3 vulnerabilities 13-17 nice 6 card suit, white vs red Weak, can be very weak (2-6)		
Reopen: weak (4-8), 2NT=18-21		
<b>DIRECT &amp; JUMP CUE BIDS</b> (Style; Response; Reopen)		
(1♦)-2♦ - 5+5+♥♣ (1♥)-2♥ - 5+♣ 5+min (1♦) - 2♠ - 5+♥ - 5+min		
<b>VS. NT (vs. Strong (14-17)/Weak (&lt;14); Reopening; PH)</b>		
VS strong: x=5m4+M, 2♣=Ms 5+4+, 2D= one M, 2♥/♦=5+/4+m 2NT=minors or strong 5-5 reopen: x=♦ or 2suits no ♦; 2♣=♣+x 4+/4+; 2♦/♥/♦= nat, 2NT=minors or strong 2 suiter at least one major		
VS weak: x=13+/o, other like after 15-17 reopen/after pass: X=10+ t/o		
<b>VS.PREEMPTS</b> (Doubles; Cue-bids; Jumps; NT Bids)		
Jumps are constructive, Leaping Michaels, NT=NAT, X=t/o		
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♦ or 2♦</b>		
VS 1♦16+: X=T/O, 1♦=blacks/reds, 1♥=MMmm; 1♣=destructive one or two suited hand, 1NT=♦♥/♦♣, 2X=nat.		
VS ACOL 2♣: X = majors, 2NT =Minors		
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>		
TRF on level 1 after 1♦/♦♥/♦♣ openings and opp T/O X (NOTE 1) TRF bids after 1♣ - [1♦] - or 1♣ - [1♥] - (See NOTE 2)		
TRF bids after 1♦ - [1♥] (See NOTE 3)		

LEADS AND SIGNALS		
<b>OPENING LEADS STYLE</b>		
	Lead	In Partner's Suit
Suit	2 <sup>nd</sup> /4 <sup>th</sup>	2 <sup>nd</sup> /4 <sup>th</sup>
NT	2 <sup>nd</sup> /4 <sup>th</sup>	2 <sup>nd</sup> /4 <sup>th</sup>
Subseq	2 <sup>nd</sup> /4th	2 <sup>nd</sup> /4th
Other: vs. NT King to unblock Low from doubleton		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AK(x)	AK(x)
King	AK(x), KQ(x)	AKJ10, KQ109
Queen	QJ(x)	QJ(x), KQ(x)
Jack	J10(x), AJ10(x), KJ10(x)	Same
10	10x, H109(x)	Same
9	109(x), same	same
Hi-X	HXX, HxxX, HxxXx, xXx+	same
Lo-X	xX	same
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
1	LOW=ENC	LOW=EVEN
Suit 2	LOW=EVEN	S/P
3	LOW=S/P	LOW=EVEN
1	LOW=ENC	LOW=EVEN
NT 2	LOW=EVEN	S/P
3	S/P	LOW=EVEN
Signals (including Trumps): Rev Smith at NT both hands LOW=ENC		
DOUBLES		
<b>TAKEOUT DOUBLES</b> (Style; Responses; Reopening)		
11+HCP (after passed hand can be weaker (9+))		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
1♣-(1♦)-X=4+♥ 7+HCP      1♦-(1♥)-X=4+♣ 7+HCP 1♣-(1♥)-X=4+♣ 7+HCP      1♣ - (2♥/♣) - transfers		
SUPPORT X		
SOS XX		

W B F CONVENTION CARD		
<b>CATEGORY: RED</b>		
<b>NCBO: Poland</b>		
<b>PLAYERS: Cathy and Sophie Baldysz</b>		
EVENT (Women)		
SYSTEM SUMMARY		
<b>GENERAL APPROACH AND STYLE</b>		
1♣ = 11-14 BAL; nat (4414, 3415/4315 or 15+), 18+ any then 1♦ = 0-6 ANY; 7-11 minor(s); 16+ BAL		
1NT=15-17 bal, poss. 5M or 6m or 5431 (rarely)		
2♣ = 11-14 5+♣ 4M or 6+♣		
2♦ = 6+♥/♣ 5-10		
2♥/♣ = 5-10 5+/5(4)+m		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
See above		
SPECIAL FORCING PASS SEQUENCES		
When we bid game (possible exception spades over hearts)		
IMPORTANT NOTES		
Non vul vs vul pre-empts may be destructive (0-5)		
PSYCHICS: rare		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	Cathy Baldysz + Sophia Baldysz POLAND WOMEN'S TEAM			
				DESCRIPTION	RESPONSES	RESPONSES/SUBSEQUENT ACTION	PASSED HAND BIDDING/other
1♦	X	0	4♥	11-14 BAL or 4441♦ (4315/3415), 15+ 5+♦ or 4414, 18+ ANY	1♦=0-6 ANY, 7-11 minor(s), 16+BAL 1♣-1♦-1♥/♦=NAT 3+ NF; 1♣-1♦-1NT=18-21 1♥/♦=4+♦/♦ 7+HCP, 1NT=7-10 no 4M,	2♣/2♦=5+GF, 2♥=10-11 minors 4+5+, 2♠=transfer to 3NT, 3♣/♦=6+♦/♦ INV, 3♦=solid minor, 4♣/4♦=transfer to 4♥/4♦	1♣-2♣/♦=5+♣ /♦9-11 1♣ -1♦ - 2♦=anyGF, 2-way checkback
	No	4	4♥	(10)11-21PC, 5+♦ or 4♦441 3 <sup>rd/4th</sup> seat 4+♦	1NT = NF; 2♦ =♦ invitational+ F to 3♦, 2♥=7-9 5♣+4♥, 2♣=♣ 9-11, 2NT=INV; 3♣=(0-6) fit ♦ or 14+ fit + SPL 13-16, 3♦=4+ fit 7-9, 3♥/♦=SPL	1♦-2♣: 2/3NT=444-1♦ 11-15or18-21/15-17 1♦-1M: 2NT=BAL GF, 2-way checkback	1♦-2♦=NF, 1♦-3♦= (0-9), 1♦-3♣=fit4+ 7-9
1♥	No	5	3♣	(10)11-18, 5+♦	1NT = NF 6-11; 2NT=5-8PC 4+ fit; 2♣=INV or mini SPL, 3♣/3♦= 6+♦/♦ INV, 3♥=(0-8), 3♣=SPL, 3NT=♦SPL, 4♣=SPL, 4♦=better raise to 4♥, 4♦=preemptive raise (0-9)	1♥-1♣/1NT-2NT= invitational 1♥-1NT-2♣=F1 artificial max opening	DRURY-FIT
	No	5	4♥	(10)11-18, 5+♣	1NT = NF 6-11 w/o supp; 2NT = INV or mini SPL; 3♣=5-9 4+ fit, 3♦/3♥ = nat 6+INV, 3♣ = (0-8); 3NT=♦SPL/4♣/♦=SPL, 4♥=game raise; 4♣=pre 0-9	1♣-1NT-2NT = inv 1♣-1NT-2♣ = any GF or 5+♣4♥/inv/GF, or min (11-14) nat 4+♣	DRURY-FIT
INT	No		3♣	BAL 15-17, can be 5M or 6m	STAYMAN; TRFs, 2♣=TRF to ♣, 3♣=(0-8) minors	1NT-2♣-2♦-2♣=R, 1NT-2♣-2♥-2♣=R asks >	for more info about shape
					3♦ = 55MM, GF+, 3♥/♦ = shortGF (usually 5-4m, 31M), 4♣/4♦=Tr♦/♣; 4♥/♦=to play		
2♣	No	5	-	(10)11-14 5♣ 4♥/♦, or 6+♦	2♦=ASK 8+; 2♥/♦= NF; 3♦/♦/♦=NAT(6+) INV	2♣-2♦: 2♥/♦=NAT (4); 2NT=6+♣ w/o stiff; 3♣=6+♣ and stiff; 3♦/3♥/♦=6♣+4♦/♦/♦ max	
2♦	Yes	0		4-11, 6+♦/♦ or 5+♦/♦ good suit	2M=P/C; 2NT=ASK inv+; 3♦=P/C preempt (3-12), 3♣=inv or GF, 4♣/4♦=asking, 4♥/4♦ to play	2♦-2NT: 3♣=bad hand (5-8) or 5M; 3♦/♦=good (6+♦/♦); 3♣ 2/3 honors, 3NT=solid suit	
2♥	No	5		5+♦ and (4)5+♦/♦, 4-11	2♣=Nat NF, 2NT=ASK; 3♣=PorC, 3♦=INV with ♦ support; 3♥=(0-10), 3♣=INV		
2♣	No	5		5+♣ and (4)5+♣/♦, 4-11	2NT=ASK; 3♣=PorC, 3♦=INV with 6+♦, 3♥=INV with ♦ supp; 3♣=(0-10)		
2NT	Yes			5+♣/♦ (4-11)	3♦=GF relay, 3♣=GF nat, 4♣/♦=inv, 4♥/4♦ to play		
3♣	No	6		PRE (4-9 depends on vul.)	3♦=asks for stiff GF, 3♥/3♣=nat F1		
3♦	No	6		PRE (4-9 depends on vul.)	3♥=nat F1, 4♣=asks for stiff		
3♥	No	6		PRE (4-9 depends on vul.)	3♣=nat F1, 4♣/4♦=Cue		
3♣	No	6		PRE (4-9 depends on vul.)	4♣/4♦=Cue		
3NT	Yes	7		GAMBLING, no stopper	4♦ = ASK		
4♣/♦/♥/ /♦	No	6		PRE (6-12 depends on vul.)			
4NT						HIGH LEVEL BIDDING	
	No	6		PRE (6-12 depends on vul)		1 <sup>st</sup> /2 <sup>nd</sup> class cue bids; HOYT; JOSEPHINE	
	No	6		PRE “		ROMAN KEYCARD BLACKWOOD	
	No	6		PRE “		SPLINTER; AUTOSPLINTER	
	No	6		PRE “			

NOTE 1: T/O X transfers: 1♣ -(X)- 1♦=♦; 1♥=♦; 1♣=NT; 2NT=♣/♦5+5+, all 6+HCP. 1♦-(X)- 2♣=5-8 4+fit; 2NT=0-6 4+fit; 3♦= invite 4+fit. 1♥/1♣-(X) - 1NT=♣; 2♣=♦, 2♦=7-9 raise ♥/♦s 5+; 2♥=0-7/7-9♦; 2♦/3♦=5-8 Fit4

NOTE 2: After opening 1♣ and opponent bids 1♦ or 1♥ transfers: 1♣ - (1♦) - X=♦; 1♥=♦; 1♣=4+♦/4+♣ 6-9HCP or GF; 2♦=6+♦ 4+HCP; 2♥=6+♣ 4+HCP; 2♣=4+♦/5+♣ invite. 1♣-(1♥)-X=♦; 1♣=NT, 2♥=6+♦; 2♣=6+♣

NOTE 3: After opening 1♦ and opponent bids 1♥ transfers: 1♦ - (1♥) - X=♦; 1♣=NT; 2♦=6+♣ 4+HCP; 2♣=♦ fit invitational+

DEFENSIVE AND COMPETITIVE BIDDING			LEADS AND SIGNALS			W B F CONVENTION CARD		
<b>OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)</b>			<b>OPENING LEADS STYLE 2<sup>nd</sup>/4<sup>th</sup></b>			<b>CATEGORY:</b> Red		
NAT 5(4)+ 8+HCP →(Drury)			Suit 2/4 NT 2/4 Subseq 2/4 Other:			<b>NCBO:</b> Poland		
						<b>PLAYERS:</b> Aleksandra Jarosz – Ewa Banaszkiewicz		
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>			<b>LEADS</b>			<b>SYSTEM SUMMARY</b>		
2nd INT: 15-17 BAL 4th INT: 11-15 BAL			Lead Vs. Suit Vs. NT			<b>GENERAL APPROACH AND STYLE</b>		
			Ace AK(+) Same King AK, KD(+); Kx Same and AKJ10(+) Queen QJ(+); Qx Same and KQ109(+) Jack J10(+), AJ10(+), KJ10(+) Same 10 10x, H10x, H109(+) Same 9 H9x, 109(+) Same Hi-X Hxx, Hxxxx(+), xxx+ Same Lo-X xx Same			<b>POLISH CLUB</b>		
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>						1♦ = 1) 11-14 BAL or 4414 2) 15+ 5+♦ or 4414 3) 18+ ANY then 1♦ = 1) 0-6 ANY 2) 7-11 one minor 5+ (if 6+ and 9-11 points then suit not allowing to direct jump to 3♦/♦)		
Weak Leaping Michaels Reopen: constructive						1NT = 15-17BAL (5M, 6m, 5431 poss) 2♣ = 11-14 5+♣ 4M or 6+♣ 2♦ = 6+♥/♦ 5-10 2♥ = 5-10 5+&other 5(4)+ (possible 5♠), 2♠ = 5-10 5+& 5(4)+m 2NT = 5-10 55 minors		
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>			<b>SIGNALS IN ORDER OF PRIORITY</b>			<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>		
(1♦) - 2♦ - 5+5+♥♦ (1♥) - 2♥ - 5+♦ 5+min (1♠) - 2♠ - 5+♥ 5+min			Partner's Lead Declarer's Lead Discarding			As above		
			1 LOW=ENC LOW=EVEN LOW=ENC Suit 2 LOW=EVEN S/P LOW=EVEN 3 S/P 1 LOW=ENC LOW=EVEN S/P NT 2 LOW=EVEN S/P LOW=EVEN 3 S/P					
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>			Signals (including Trumps): S/P in trumps, Smith Echo					
VS strong: x=5m4+M, 2♣=MM 5+4+, 2♦=one (6)M, 2♥/♦=5+&4m; 2NT=minors reopen: x=t/o 11(10)+, 2♣=MM 5+4+, 2♦/♥/♦ = nat.								
VS weak: x=13+t/o, rest: as above reopen/after pass: X=10+ t/o, other as above			<b>DOUBLES</b>					
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>			<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>					
Jumps are constructive, Leaping Michaels, NT=NAT, X=t/o			11+HCP (after P pass, may be weaker with good shape)					
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>			<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			<b>SPECIAL FORCING PASS SEQUENCES</b>		
VS 1♣16+: X=blacks/reds, 1♦=MM/mm, 1♥/♦=nat, 1NT=♦♥/♦♦, 2♣/♦=nat VS 1♣ 2+crds: 2♦=5+4+ MM			1♣-(1♥)-X= without 4♦; 1♣-(1♦)-X=44M SUPP DBL Leightner DBL SOS RDBL			When we bid game in attack		
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>						<b>IMPORTANT NOTES</b>		
XX – 10+ without support in P suit or 13+ with support in P suit						Nonvul. preempts may be destructive		
						<b>PSYCHICS:</b> none		

OPENING	TI CK IF AR TIF ICI AL	MIN. NO. OF CAR DS	NEG. DBL THR U				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	X	0	4S	11-14 BAL or 4441♦, 15+ 5+♣ or 4414, 18+ ANY	1♦=0-6 ANY (without 4M possible 7/8 points), 7-11 minor 5+ (if 6 and 9-11 then suit not allowing for direct jump to 3♣/♦); 1♥/♠=4+♥/♠ 7+HCP; 1NT=8-11 no 4M; 2♣= GF possible 3+♣; 2♦=5+GF; 2♥=9-11 5+4+minors; 2♠=INV+ to 3NT; 3♣/♦/♥=6+♣/♦ INV (2 honors in ♣/♦)	1♣-1♦-1♥/♠=3+ ♥/♠ 1♣-1♦-1NT=18-20 BAL (bidd. like after 1NT opening); 1♣-1♦-2NT=22+BAL (then: puppet stayman, 3NT=5♣&4♥) 1♣-1♥/♠-2♦=18+ 3+M relay (then: 2♥=7-10 & 4♥/♠, 2♠=7-10 & 5♥/♠, 2NT=11+ & 4♥/♠ no side 5, 3♣/♦=10-11&4♥/♠&5♣/♦, 3♥=10+ & 5+♥/♠ and other 4, 3♣=10+ 5♥/♠332, 3NT=10+, 6+♥/♠); Double Checkback; 1♣-1♦/♥/♠-2♣= 5+♣ 15+ 1♣-1♥/♠-2♣-2♦= art GF 1♣-2♥-2♣ = relay (then: 3♣=5♣&4♦; 3♦=5♦&4♣; 3♥/♠=55m with shortness in ♥/♠)	One-way checkback
1♦		4	4S	11-21 5+♦, 4♦441, 11-14 4♦ 5♣	1♥/♠ 4+hcp; 1NT NAT; 2♣=nat GF; 2♦=10+ 4+♦ no 4M, 2♥=5-8, 4♥&5♣; 2♠=4+♦ 7-9-points, 3♣=nat inv; 3♦=blocking, 3♥/♠=shortness	1♦-1♥/♠-2NT=GF; 1♦-1♥- 2♣/3♣=GF (3♣ poss. Only 3♣); 1♦-1♣-2♥=nat, one round F (then 2NT= weak with support in ♦ or strong NT); 1♦-2♣-2NT= 4441(sing. in ♣) 12-14 points or 18+; 1♦-2♣-3NT=4441(sing. in ♣) 15-17	One-way checkback
1♥		5	4S	11-18 5+♥	2♣= GF semi nat; 2♦=nat GF; 2♠=inv with unbalanced hand; 2NT= INV 3+♥ balanced hand; 3♣/♦=NAT INV; 3NT=shortness in ♦; 4♦= 8-10 5(4)+ ♥	Double Checkback	One-way checkback , Drury, suit+supp
1♠		5	4H	11-18 5+♠	2♣= GF semi nat; 2♦= nat GF; 2NT= INV 3+♠; 3♣/♦/♦=nat INV;3NT=shortness in ♥; 4♥=8-10 5(4)+ ♠	1♠-2♥-3♦=15+, 3+♥	Drury, suit+supp
1NT			4H	15-17BAL	2♣=stayman; 2♣/2NT=trf to ♣/♦; 3♥/♠=shortness min 54♣♦; 4♣/♦=trf to ♥/♠, 4♥/♠=to play; 4NT=INV	1NT-2♣-2NT=5♥ (then: 3♦=trans. to 3♥; other forcing) 1NT-2♣-3♣=5♣ (then: 3♥= trans. to 3♣; other forcing) 1NT-2♣-2♦=5+4+♥♦NF 1NT-2♣-2♦-2♣=relay (then: 2NT 4♦333, 3NT 4♣333, 3♣/♦=5+♣/♦, 3♥/♠= 44m with 3♥/♠) 1NT-2♣-2♥-2♣=inv 4♣; 1NT-2♣-2♥-2NT=inv. nat 1NT-2♣-2♥/♣-3♦/♥=GF with ♥/♠supp.	
2♣		5	4H	5+♣ 4M or 6+♣ 11-14	2♦=relay; 2♥/♠=NF; 2NT= INV+55M, INV 6M, shortness in ♥/♠with supp. in ♣ or want to play 3♣; 3♣=inv to 3NT; 3♦/♥/♠ = nat GF;	2♣-2♦-2NT= 6+♣ maximum; 2♣-2♦-3♣= 6+♣ minimum; 2♣-2♦-3♦/♥/♠= 6+♣ max & 4♦/♥/♠	
2♦	X	0		6+♥/♠ 5-10HCP	2♥/♠= P/C; 2NT=relay; 3♣=GF with own suit; 3♥= P/C; 4♣=bid your suit with TRF (then passes are forcing), 4♦= bid your suit directly (passes not forc)	2♦ - 2NT - 3♣ = min; 2♦ - 2NT - 3♣ - 3♥ = P/C; 2♦ - 2NT - 3♣ - 3♦ - 3♦ = 6♣; 2♦ - 2NT - 3♦/♥ - max ♥/♠	
2♥	X	5	Penalty	5+♥ and 5(4)+♣/♦/♠ 5-10	2♣=P/C; 2NT= Relay, 3♦=INV to 4♥;	2♥-2NT-3m-3♥=GF; 2♥-2NT-3m-4m= inv; 2♥-2NT-3♣-3♦=GF, agrees ♣; 2♥-2NT-3♦-4♣=GF, agrees ♦;	
2♠	X	5	Penalty	5+♠ and 5(4)+♣/♦/♠ 5-10	2NT= Relay, 3♦=INV to 4♣	2♣-2NT-3m-4m=inv; 2♣-2NT-3m-3♣=GF; 2♣-2NT-3♣-3♦=GF with ♣supp., 2♣-2NT-3♦-4♣=GF with ♦ supp.	
2NT	X		Penalty	5+♣5+♦, 5-10	3♥=asking for shortness	2NT-3♥-3♣= short. in ♣, 2NT-3♥-3NT= short. in ♥	
3♣		6		7(6)+♣	NAT F1	<b>HIGH LEVEL BIDDING</b>	
3♦		6		7(6)+♦	NAT F1	Blackwood 102 +Qtrumps +K	
3♥/♠		6		7(6)+♥		Excl Blackwood	
3NT	X			Gambling, no side stopper	4♦=asks for shortness		

DEFENSIVE AND COMPETITIVE BIDDING	
<b>OVERCALLS (Style: Responses; 1/2 Level; Reopening)</b>	
Overcalls with 5-cards suit (rarely 4) = 7-16 PC	
New Suit ORF;	
1NT response = NF;	
Drury	
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Responses; Reopening)</b>	
INT overcall: 15-18 HCP	
Reopen 1NT after 1♦ and 1♥: 11(10)-14(15) HCP doesn't promise openings stopper; Reopen 1NT after 1♣: 12-15(16) HCP	
Reopen 2NT: 19-21 HCP	
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	
Preemptive	
Reopen: 2♦/♥/♠ = 10-13(14) PC 6 cards; 3♣/♦ = good suit, inv to 3NT; 3♥/♣ = about 9 tricks	
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>	
Michaels Cue in direct and 1NT resp.	
Opponent's suit jump call = ask for stopper, one very good suit	
<b>vs. strong 1NT</b>	
<b>vs. weak 1NT</b>	
DBL: 5+♣/♦ and 4♥/♣	DBL: points
2♣: 4+♥4+♣	
2♦: 6+♥/♣	
2♥: 5+♥ and 4+♣/♦	
2♠: 5+♠ and 4+♣/♦	
2NT = minors or big hand with 5+M and any	
Reopen: dbl = ♠ or 4+4+ without ♣; Reopen: dbl: points;	
2♣ = 4+♣4+any; 2♦/♥/♣ = nat;	2♣: 4+♥4+♣; 2x: nat
2NT = 5+5+big hand	3♣/♦/♥/♣ = constructive
3♣/♦/♥/♣ = constructive	after pas: the same as after strong 1NT
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>	
DBL.: T/O tru 4♥; 4NT: 2 suiter	
3 level: Cue: stopper ask; 4-level Cue: 2 suiter	
Jumps: Constructive	
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>	
vs strong opening 1♣: dbl = MM 12+; 1♦ = ♦+♥ or ♣+♦;	
1♥ = minors or majors ; 1♣ = either two long suiter or one long suit;	
1NT = ♦+ or ♣+; 2♦/♥/♣ = nat	
After (1♣) - p - (1♦) - ? x = t/o, 1♥ = ♦+♥ or ♣+♦; 1♣ = minors or majors; 1NT = ♦+♣ or ♣+♥	
vs strong opening 2♣: x = majors, 2NT = minors	
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	
New Suit F at 1 level only, transfers after 1M-dbl, 1♣-dbl	

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
Suit	Lead	In Partner's Suit	
Suit	2 <sup>nd</sup> 4 <sup>th</sup>	2 <sup>nd</sup> 4 <sup>th</sup>	
NT	2 <sup>nd</sup> 4 <sup>th</sup>	2 <sup>nd</sup> 4 <sup>th</sup>	
Subseq	same	Same	
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx; Ax	Same	
King	AK; KD(x)	KD; AKJ10x, KD109	
Queen	QJ(x); Qx	AQJx; KQx(x)	
Jack	J10(x); HJ10(x)	Same	
10	10x; H109(x)	Same	
9	109x; H9x	Same	
	Hxx; xxx+	Same	
	xx ; Hxxxx(+)	Same	
SIGNALS IN ORDER OF PRIORITY			
Suit	Partner's Lead	Declarer's Lead	Discarding
1	Low is enc.	Laventhal	Laventhal
2	Count (low=even)	Count	Count
3	Lav: Dummy short		
	1 Low is enc.	Echo-low accepts lead	Laventhal
NT	2 Laventhal	Laventhal	Count
	3 Count	Count	
Signals (including Trumps): Laventhal, Smith Echo (vs. NT), Q and A – small = enc. K – count, vs NT asks for unblocking Reversal count (low-high: even, high-low: odd)			
DOUBLES			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
May be light with classic shape, Responses: Natural; Cue F			
2♦ (Dbl) T/O to ♠			
DBL: 1♦ (Dbl) 1♥/♣ - (DBL): penalty 4+, 7+HCP			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Take out double, lightner, double-inv			
Double/redouble showing support, for example: 1♣ - (pass) - 1♥ - (suit/double) – double/redouble = exactly 3♥			
Double = transfers to ♠ in 1♣/♦ - (1♥) – double = 4+♦			

W B F CONVENTION CARD
CATEGORY: All
NCBO: POLAND
PLAYERS: KAZMUCHA DANUTA & SARNIAK ANNA
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Three-way 1♣ opening: NAT, PREP or STR
1♦ response is ART.: NEG(0-6) or minor(s)(7-11) or 16+bal
1M: 5+card majors, 1NT ORF
1NT: 14-16 HCP, 3 <sup>rd</sup> vul. 15-17, 4 <sup>th</sup> 15-17
2♣ OPENING: 10-14, 5♣ 4M or 6♣
2♦ MULTI: 6 ♥/♣ 6-11 HCP
2♥/♣: 5+♥/♣ and 5+♣/♦ (rare 4) weak
2NT: 20-22 HCP BAL
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣ - (pass) - 1♦ - (pass) - 1♥/♣ = min. 3 cards
1♣ - (pass) - 1♦ - (pass) - 1NT = 17-19 PC, balanced
1♣ - (pass) - 1♥/♣ - (anything) - 2♦ = 18+PC, min. 3 card support
1♣/♦ - (pass) - 1♥/♣ - (pass) - 1♣/NT - (pass) - 2♣ = forcing to 2♦ two way checkback
1♣/♦ - (pass) - 1♥/♣ - (pass) - 1♣/INT - (pass) - 2♦ = art., GF
SPECIAL FORCING PASS SEQUENCES
After Dbl (10+HCP); Rdbl. (10+HCP)
After penalty Pass
After GF
PSYCHICS
rarely

OPENING BID DESCRIPTIONS							
Opening	Art.	Min.	Neg Dble	Description	Responses	Subsequent Action	Passed Hand Bidding
1♣	Yes	0	4♥	BALANCED 2+♦ 11-14; 4+♣ 15+ or 18+any	1♦ = NEG (0-6) or minor(s) (7-11) or 16+bal. no 4M 1♥/♦ = 4+ cards, 7+ HCP; 2♦/♦ = natural 5+ GF; 2♥ = 4+♥5+♦ 6-9 HCP; 2♣ = bal 13-16; 3♣ = transfer to 3NT with one good suit	1♣ - 1♦ - 1♥(1♣) = at least 3 cards 1♣ - 1♦ - 1NT = 17-19 BAL 1♣ - 1♦ - 2♦ = any GF; 1♣-1M-2♦ = art. GF	1♣ - 2♣ = 5+♣ /♦ 9-11 1♣ - 2♦ = 55MM 9-10 1♣ - 2♥ = 5♣4♥ 6-9 1♣ - 2♠ = 6♣4♥ inv
1♦	No	4	4♥	(10)11-18PC, 5+♦ or 1444♦ or 4♦5♣ (11-14)	1NT = NF BAL; 2♦ = 4♦ ORF; 2NT = INV BAL; 2♥ = 4+♥5+♦ 6-9 HCP, 2♣ = inv 6♣, 3♣ = mixed raise	1♦ - 2♣ - 2/3NT = 4441♣ 15-17 or 11-14	
1♥	No	5	3♣	(10)11-17, 5+♥	1NT = F1; 2♣ = GF any; 2♣/2NT = inv, with 4+♥ and shortness/without shortness; 3♣ = inv nat.6+, 3♦ = 5-8 HCP 4♦; 3♥ = PRE; 3♣ = any void (3NT asks); 3NT/4♣/♦ = singletons in ♣/♦/♦	1♥ - 1NT - 2♣ = 5332 or nat 1♥ - 1NT - 2♣ = 5♥4m or 6♥4♣ GF	2♣ = DRURY-FIT 3♣ = nat INV with support 3♦ = 5-8 HCP 4♥
1♣	No	5	4♥	(10)11-17, 5+♣	1NT = F1, 2♣ = GF any; 2NT = INV with 4-card support with shortness; 3♣ = 6+♣ INV; 3♦ = 5-8 4♣; 3♥ = inv with 4-card support without shortness 3♣ = PRE; 3NT = any void (4♣ asks); 4♣/♦/♥ = singletons	1♣ - 1NT - 2♣ = 5332 any or nat	2♣ = DRURY-FIT 3♣ = nat INV with support 3♦ = 5-8 4♣
1NT	No		3♣	1NT: 14-16 HCP, 3 <sup>rd</sup> vul. 15-17, 4 <sup>th</sup> 15-17	2♣ = stayman; 2♦/♥ = transfers; 2♣ = ♣; 2NT = inv; 3♣ = ♦; 3♥/♦ = short, 54 in minors, 4♣/♦ = trf ♥/♦	1NT - 2♣ - 2♦ - 3♦ = ask about 3M 1NT - 2♣ - 2♦ - 3♥/♦ = short	
2♣	No	5	-	10-14, 5♣4M or 6♣	2♦ = ASK; 2NT = sign off ♣ supp. or inv 55; 3♣ = inv. with supp.; 3♦/♥/♦ = 6 cards inv		
2♦	Yes	0		6-11, 6+♥/♦	2M = P/C; 2NT = strong with M supports or any slam hand with m; 3♣ = inv to partner's suit or others GF; 3♦ = inv + with ♥ suit; 3♥ = P/C; 3♣ = inv 6♣ 4♣ = "show your suit with a TRF" 4♦ = "show your suit"	2♦ - 2NT: 3♣ = any weak hand, 3♦/♥ = good hand (6+♥/♦)	
2♥	Yes	5		5+♥ and 5+♣/♦, 5-11	2♣ = nat, NF; 2NT=ASK; 3♣ = p/c; 3♦ = INV with ♥ support; 3♣ = nat. inv		
2♣	Yes	5		5+♣ and 5+♣/♦, 5-11	2NT = ASK; 3♣ = p/c; 3♦ = inv with 6+♥; 3♥ = INV with ♣ support		
2NT	No			20-22 BAL	Pupp staym, 3♦/♥ = trf; 3♣ = minors; 4♣/♦ = nat, at least slam inv.		
3♣	No	6		PRE may be very weak if non-vuln			
3♦	No	6		PRE may be very weak if non-vuln			
3♥	No	6		PRE may be very weak if non-vuln			
3♣	No	6		PRE may be very weak if non-vuln			
3NT	Yes	7		GAMBLING, no stopper			3rd/4th = sign-off
4♣	No	6		PRE			
4♦	No	6		PRE			
4♥	No	6		PRE			
4♣	No	6		PRE			
HIGH LEVEL BIDDING				<p>1 st + 2 nd round control cue bids;</p> <p>ROMAN KEYCARD BLACKWOOD, when we ask on ♥/♦ we show colour kings; EXCLUSION BLACKWOOD</p> <p>HOYT; SPLINTER; AUTOSPLINTER; PEDO</p>			





DEFENSIVE AND COMPETITIVE BIDDING		
<b>OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)</b>		
Natural		
Weak jump shift		
Natural responses		
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>		
(15)16-18		
System on		
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>		
(1X) – 2N = two suiter, low ranking suits		
Jump new suit = Pre, natural responses, cue=INV or more		
Reopen: Jump = opening values		
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>		
Michael Cue-Bid (1♦-2♦ natural)		
1m 3♣=om + ♠ 1M 2M=oM+♣ 1M 3♣=oM+♦		
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>		
Cappelletti		
DBL = strong in 2nd		
DBL = 4M-5+m (reopening)		
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>		
Dbl=T/O; Cue=two suiter; NT=natural		
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♦ or 2♦</b>		
Natural		
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>		
RDBL=10+; New suit=Natural, F1; 2N over 1M opening=10+, 4+c		

LEADS AND SIGNALS		
<b>OPENING LEADS STYLE</b>		
	Lead	In Partner's Suit
Suit	1-3-5	
NT	1-2-4	After fit ATT; w/o »count
Subseq	Att after dummy: Count before dummy	
Other:		
<b>LEADS</b>		
Lead	Vs. Suit	Vs. NT
Ace	AKx..	Same
King	KQ(x..); AK	Same
Queen	QJ(x..)	AQJ(x..)
Jack	JT(x..)	Same
10	109; AJT;KJT	Same
9	9x; H109	109xx
Hi-X		
Lo-X		
<b>SIGNALS IN ORDER OF PRIORITY</b>		
	Partner's Lead	Declarer's Lead
1	Udca	Count normally
		O/E
Suit 2		Laventhal in trump
3		
1	Udca	Count
		O/E
NT 2		
3		
Signals (including Trumps):		
<b>DOUBLES</b>		
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>		
Standard		
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>		
Negative; competitive; Dbl showing strength in competitive auctions		

W B F CONVENTION CARD		
<b>CATEGORY:</b> Green		
<b>NCBO:</b> Portugal		
<b>PLAYERS:</b> Joana Brígido – Isabel Fonseca		
		
<b>SYSTEM SUMMARY</b>		
<b>GENERAL APPROACH AND STYLE</b>		
2/1; 5 card Major		
1N = 15-17		
2N = 20-21		
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>		
2♦ Multicolor		
2♣ FG		
2M = Strong		
3N = Gambling		
Leaping Michaels		
<b>SPECIAL FORCING PASS SEQUENCES</b>		
When opps interfere on FG auctions		
When partner passes after an opp overcall (normally F)		
<b>IMPORTANT NOTES</b>		
<b>PSYCHICS: Rare</b>		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♥	Natural	Walsh ( <b>note 1</b> ) Inverted minors ( <b>note 2</b> )	Checkback after 1N or 2N ( <b>note 3</b> )	
1♦		4	4♥	Natural	Inverted minors	Checkback after 1N or 2N ( <b>note 3</b> )	
1♥		5			1N=F1; Bergen; Jacoby 2N; ( <b>note 4</b> ); Splinter	After 1N, 2♣ is waiting (NF)	Drury
1♠		5			1N=F1; Bergen; Jacoby 2N; Splinter	After 1N, 2♣ is waiting (NF)	Drury
INT			15-17		Stayman; trf; smolen; 2♠=minors; 4♣=Majors no slam interest; 4♦♥=Texas; 4♠=Aces; 4N=INV	Super accepts after transfer	
2♣	X			FG, any distribution	Asks for Italian Controls ( <b>note 5</b> )		
2♦	X			U Major weak or 22-23 Bal	2♥=P/C; 2♠=P/C (maybe INV if H); 2N=asks 3♥=pre, P/C; 3♠=Natural, FG; 4♥=Natural		
2♥		6		Strong, 17+ or 5 losers	Natural		
2♠		6		Strong, 17+ or 5 losers	Natural		
2NT			20-21		Puppet Stayman; trf		
3♣		6		Pre	New suit=F1		
3♦		6		Pre	New suit=F1		
3♥		6		Pre	New suit=F1		
3♠		6		Pre	New suit=F1		
3NT		7		Solid minor, no stopper outside	4♣=P/C; 4♦=asks for shortness		
4♣		7		Pre			
4♦		7		Pre			
4♥		7		Pre			
4♠		7		Pre			
4NT				Strong two minor suits			
5♣		8		Pre		<b>HIGH LEVEL BIDDING</b>	
5♦		8		Pre		Minorwood; Kickback for Hearts	
5♥		8		Pre		RKC	
5♠		8		Pre			

#### NOTE 1

1♣ - 1♦ = normally denies 4 card major except if opening values. NT rebid by opener may have 4 cards M; 1♣ - 1M = may have more diamonds than M;

#### NOTE 2

1m - 3m= Pre; 1m - jump in other m = INV; 1m - 2m=11+

#### NOTE 3

After NT rebid by opener, 2♣ asks for majors and is INV or more. 2♦ after 2♣ = 3 cards in partner M and 4 cards in the other. W/O majors, 2N= minimum hand, 3N=13-14

**NOTE 4**

1M – 3M=pre; 1M-3♦ (7-9, 4c support); 1M-3♦ (10-11, 4c support); 1M-2N (12+, 4c support). After 2N, 3M stronger than 4M; 3x=shortness; 4x=two suiter hand, strong

**NOTE 5**

After 2♣, 2♦=maximum 1 King; 2♥= 2IC, 1A or 2K; 2N= 3+IC, balanced; 3x= 3+IC, 5+ cards in x.

**In competition**

After 1M for partner and overcall from opps, 2N is always 4c support and 10+. The same if opp open and partner overcalls in M.

Mixed raises (7-9, with 4c support) for fit bid after overcall. Normally in 3♦ if jump possible or the cheapest jump bid.

1x – (P) – any – (overcall)

Dbl = 15+, any distribution, normally 2+ cards in opp suit or a balanced hand w/o stopper, 18-19

1x – (P) – any – (overcall)

P – (any) – Dbl = 10+, normally 2+ cards in opp suit



DEFENSIVE AND COMETITIVE BIDDING			LEADS AND SIGNALS			 <b>EBL Convention Card</b> 	
OVERCALLS(Style; Responses; 1/2level; Reopening)			OPENING LEADS STYLE				
Natural style		Lead	in Partner's Suit				
Natural responses	Suit	1st, 3rd, 5th, internal sequence	1st, 3rd, 5th, internal sequence				
Cue=12+ with fit or any FG	NT	1st, 2nd, 4th	1st, 3rd, 5th				
Jump cue=fit, 4+cards support, splinter	Subseq	Usually attitude					
New suit=NF	Other:						
INT OVERCALL (2nd/4th Live; Responses; Reopening)			LEADS				
15-18, system on	Lead	Vs.Suit	Vs. NT				
10-14 on reopening if 1m opening, system on	Ace	Asks for attitude	Asks for attitude			2 over 1	
10-16 on reopening if 1M opening, system on	King	Asks for attitude	Asks for unblock or count			2♣: strong > 22-23 if bal, 17+ with long and solid suit	
	Queen	Asks for attitude	Asks for attitude			2♦: FG, any distribution	
	Jack	Asks for attitude	Asks for attitude			2♥/♠: weak, 6/7 cards, limited 11HCP	
JUMP OVERCALLS(Style; Responses; Unusual NT)			SYSTEM SUMMARY				
1♣-2st=♦+♥; 1♣-3♣=♦+♣; 1♣-2♦=Majors; 1♦-2st=♣+♥; 1♦-3♦=Majors; 1♦-2st=minors; 1♥-2st=minors; 1♥-2♦=♣+♦; 1♥-3♦=♦+♣; 1♣-2st=minors; 1♣-2♦=♣+♦; 1♣-3♦=♦+♦	10	1st or 3rd card	GENERAL APPROACH AND STYLE				
	9	1st or 3rd card	Promising (H109 or HJ10)				
			1NT Openings: 1NT: 15-17; 2NT: 20-21; 3NT: gambling				
			2 OVER 1 Responses: GF except rebid				
Reopening: constructive hands			SIGNALS IN ORDER OF PRIORITY				
DIRECT and JUMP CUE BIDS ( Style; Responses; Reopening)			SPECIAL BIDS THAT MAY REQUIRE DEFENCE				
			Inverted minors				
			Invitational and FG checkback				
			Modified Bergen supports				
			Ghestem				
			Kickback blackwood. Exclusion blackwood				
			Walsh over 1♣				
			Rubensohl				
VS. NT(vs. Strong/Weak; Reopening;PH)							
Over strong NT: Multilandy > 2♣ = Majors; 2♦ = one Major; 2♥/♠ = ♥/♦ + ♠/♦	2nd						
2st=minors; X= 16+	3rd						
Over weak NT: Multilandy; X=14+			Signals (including Trumps):				
Reopening: 2♣ = Majors; 2st=minors; others=natural; X= 13+							
VS.PREEMPTS( Doubles; Cue-bids; Jumps; NT bids)			TAKEOUT DOUBLES(Style;Responses;Reopening)				
X=takeout							
VS. ARTIFICIAL STRONG OPENINGS			Natural TO with standard distribution for normal hands or any 18+HCP				
1♣ strong: X=♣; 1X=natural; 1st=Majors or minors; 2♣ = ♣ + ♦ or ♦ + ♥			Reopening TO=8+HCP				
2♦ = ♦ + ♦ or ♦ + ♠							
2♣ strong: X=♣; 2X=natural; 2st=Majors or minors; 3♣ = ♣ + ♦ or ♦ + ♥							
3♦ = ♦ + ♦ or ♦ + ♠							
OVER OPPONENTS' TAKE OUT DOUBLE							
1M-X-2♣ = 3cards support, 8-10pts; direct raise=weak							
1x-X-2st=4+cards, 11+pts							
new suit=F1							

OPEN	TIC K IF ART	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	11-20 HCP	walsh, inverted minors	1♣-1♥-1NT=may have 4♠	
						2way checkback over 1NT ( <a href="#">note1</a> )	
						Checkback over 2NT ( <a href="#">note 2</a> )	
1♦		3		11-20 HCP	inverted minors ( <a href="#">note3</a> )	1♦-1♥-1NT=may have 4♠	
						2way checkback over 1NT	
						Checkback over 2NT	
						relay after 2 level M fit ( <a href="#">note4</a> )	
1♥/♠		5		11-20 HCP	Gazzilli ( <a href="#">note5</a> )		Drury
					Short and long trials ( <a href="#">note6</a> )		
					2NT=15+ 2+cards ♥ / ♠ ( <a href="#">note7</a> )		
					Modified Bergen Support		
1NT				15-17	stayman ( <a href="#">note8</a> ), transfers, 2♣=stayman for minors...smolen. 4♣=Majors 4♦/♥=transfers w/o slam interest, 4♠=blackwood		Rubensohl after overcall over 1NT ( <a href="#">note9</a> )
2♣	ü			Undefined strong hand. If bal = 22-23; one suit hand = 4/5 losers	2♦=waiting bid; other suit=5+cards with minimum 2 honours	After 2NT > system on	
2♦	ü			Game forcing, any distribution	2♥=maximum 1king; 2♣=2IC (1 ace or 2 kinas); 2NT=3+IC balanced; 3X=3+IC, 5+cards	After 2NT > system on	
2♥/♠	6(5)			5-11 HCP	2NT=Relay; 3x = nat, 3♣/4x = splinter		
2NT				20-21, may have 5M	Stayman; transfers; 3♣=minor asking; 4m=blackwood		
3♣/♦ /♥/♠	7(6)			preemptive	New suit=F1;		
						<b>High Level Bidding</b>	
3NT	ü			7 solid minor	4/5♣=pass or correct;	Kickback blackwood; Exclusion Blackwood;	
4♣/♦ /♥/♠	8(7)			preemptive		anti-controls when p denies a previous control=control on suit deny by p, no control on suit named Opp overcall after BW: DBL=0or3, pass=1or4, next step=2 w/o the Q, 2nd step=2 with O	
4NT	ü			Minor 2 suits			
5♣/♦ /♥/♠	8 <sup>+</sup>			preemptive			

<b>NOTE 1</b>	1m - 1M 1NT - 2♣ = asks for 2♦. May be sign off in ♦ or any invitational hand
<b>TWO WAY CHECKBACK</b>	1m - 1M 1NT - 2♦ = FG, asks attitude for majors. Other minor=3-4 in majors 1m - 1M 1NT - 2NT = asks for 3♣. Sign off in ♣ or FG with a shortness
<b>NOTE 2</b> <b>CHECKBACK OVER 2NT</b>	1m - 1M 2NT - 3♣ 3♦ =3-4 in majors
<b>NOTE 3</b> <b>INVERTED MINORS</b>	1m - 2m = not FG, invitational or more 1m - o/m jump = 8-10 1m - 3m = preemptive, limited to 7HCP
<b>NOTE 4</b> <b>RELAY AFTER 2 LEVEL MAJOR FIT</b>	1m - 1♥ 2♥ - 2♣ = asks for distribution and strength 2NT=min. Bal; 3NT=max. Bal; others=max. Control; 3♦ =minimum unbal. 1m - 1♣ 2♣ - 2NT = asks for distribution and strength 3♣ =min bal or max and ♣ control; 3NT=max bal; others=max control; 3♠ =minimum unbal.
<b>NOTE 5</b> <b>GAZZILLI</b>	Any strong hand (16+) by opener After 1NT, 2♣ : May be a natural bid, any balanced hand or any strong hand. After 2♣, 2♦ by responder=8+HCP
<b>NOTE 6</b> <b>SHORT AND LONG TRIALS</b>	1♥ - 2♥ 2♣=any shortness - 2NT=asks 1♣ - 2♣ 2NT=any shortness - 3♣=asks Other new suit over support = long trial (1♥-2♥-2NT (long trial in ♣))
<b>NOTE 7</b> <b>1M - 2NT</b>	15+HCP balanced. May have 2cards in opener suit Opener may bid shortness with 6+ cards
<b>NOTE 8</b> <b>STAYMAN AND TRANSFERS AFTER 1NT OPENING</b>	<b>Stayman</b> After 1NT-2♣-2♦ - 3♣ : asks for minors and 3M - 3♦ : shows a major shortness - 3M: smolen After 1NT-2♣-2M - 3♣ : asks for minors - 3♦ : shows major fit and asks controls  <b>Transfer for majors</b> 1NT - 2♦ 2♥ - 2♣=5-5 major, slam try 1NT - 2♥ 2♣ - 3♥=5-5 major, invitational 1NT - 4♣=5-5 major, no slam interest 1NT - 4♦/♥=transfer to ♥/♣, no slam interest 1NT - 4♣=blackwood  <b>Transfer for minors</b> 1NT - 2♣=asks for 4 card minor 1NT - 2NT=asks for 3♣, maybe sign off in ♣ or FG with one minor suit and any shortness 1NT - 3♣ =sign off in ♦ or slam try in ♦ 1NT - 3♦ =slam try in ♥ 1NT - 3♥ =slam try in ♠ 1NT - 3♣ =slam try in ♣
<b>NOTE 9</b> <b>RUBENSOHL AFTER OVERCALL OVER 1NT</b>	1NT - (2X) - until 2♣ natural non-forcing 1NT - (2X) - 2NT=transfer to ♣ 1NT - (2X) - 3♣ =transfer to ♦ 1NT - (2X) - 3♦=transfer to ♥ 1NT - (2X) - 3♥=transfer to ♠ 1NT - (2X) - 3♣ =help 1NT - (2X) - 3Y=transfer to X=stayman



## DEFENSIVE AND COMPETITIVE BIDDING

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

Natural style, if M maybe 4+ cards at 1 level  
 Natural responses  
 Cue=12+ with fit or any FG  
 Jump cue=fit, 4+cards support, Splinter  
 New suit= NF

### 1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)

15-18, system on  
 12-16 on reopening. System on

### JUMP OVERCALLS (Style; Responses; Unusual NT)

1M-3♣ = other M+♦; 1♦-3♣ = ♣+♠ not strong; 1♦-3♦ = ♣+♠ strong; 1♣-3♣ = Natural; 1♣-2♣ = ♦+♣

Other jumps=pre

**Reopen:** constructive hands

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

Jump cue in response after overcall=fit, Splinter

(1♣)-2♣ = ♦+♣, (1♣)-2♦ = ♥+♣, (1♣)-2NT = ♥+♦

(1♦)-2♦ = ♥+♣, (1♦)-2NT = ♣+♥, (1♦)-3♣ = ♣+♠ NF, (1♦) 3♦ = ♣+♠ strong not GF

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

Multilandy » 2♣=Majors; 2♦=one undefined major; 2♥/♣= ♥/♣+minor; 2NT=minors or Major+minor strong; Dbl=5+ m+4M

Landy on reopening » 2♣=Majors; others=natural; Dbl=5+ m+4M

**Over weak NT:** Dbl=14+ bal or any strong and; 2♣=majors

Others=transfer;

**Reopening vs weak NT:** Dbl and 2♣ remains the same;

Others=natural

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

Natural style

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

Over 1♣ » Dbl=♣; 1 level suit=natural; 1NT=Majors or minors;

2♣=♣/♠ or ♦/♥; 2♦=♣=♣=♥ or ♦/♣

**Over 2♣ »** the same one level up

### OVER OPPONENTS TAKEOUT DOUBLE

1M-DBL-suit under opening= constructive support, 8+HCP

## LEADS AND SIGNALS

### OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	1,3,5	1,3,5
NT	1,2,4 with att	1,3,5. If agreed suit » attitude
Subseq	Normally attitude	

### LEADS

Lead	Vs. Suit	Vs. NT
Ace	A, Ax, AKx	A, Ax AKx ask for att
King	AK, K, Kx, KQx	AKJT, KQT9, KQJx power leas
Queen	Q, Qx, QJx	KQx, Q, Qx, QJx
Jack	J, Jx, JTx	J, Jx, JTx
10	HJT, T, Tx	HJT, HT9
9	HT9, 9, 9x	T9xx, 9, 9x, 9xx
Hi-X	Xx or xxxx	Xx or xxx
Lo-X	Xxx or xxxxx	Hxxx

### SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
SUIT*	UDCA	Reverse count	O/E
NT**	UDCA	Reverse count	O/E
	* Lavinthal when a singleton in dummy		
**	Appel Smith		

Signals (including Trumps):

## DOUBLES

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

Natural TO with standard distribution for normal hands or any for 18+HCP

Standard responses (1M-DBL-1NT = Lebensohl style, asks for 2♣)

Reopening TO = 8+HCP

### SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Negative and competitive doubles until 4♥

Support doubles and redoubles

1NT (if strong) – DBL = 5+ in a minor and 4 in a major

## W B F CONVENTION CARD

### CATEGORY: GREEN



PORTUGAL

### PLAYERS



Ana M Pereira

### SYSTEM SUMMARY

#### GENERAL APPROACH AND STYLE

2 OVER 1

2♣ - FG » 24+ if bal; or long and solid suit (4 losers)

2♦ - Multi; 3-10 with 1M or 17-21 with 1M or 21-23 bal

2♥/♣ - Two suiter, ♥+other/♣+minor

1NT » 15-17; 2NT » 18-20

3NT » Gambling

### SPECIAL BIDS THAT MAY REQUIRE DEFENSE

Inverted minors, forcing until 2NT

Strong and limited Splinters

Two way Checkback

Modified Bergen supports

Modified Michael cue-bid

Kickback Blackwood. Exclusion Blackwood, 6 cards Blackwood when declared double fit

Walsh over 1♣

### SPECIAL FORCING PASS SEQUENCES

After suit overcall by opps

Pass in competition when opps interfere on FG actions

### IMPORTANT NOTES

1M-DBL-2NT= fit. 11+, 4 cards support

New suit=F1

#### **PSYCHICS:**Very rare

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#### NOTE 1 – TWO WAY CHECKBACK

**1m 1M**  
1NT 2♣ = asks for 2♦. May be sign off in diamonds or any invitational hand

**1m 1M**  
1NT 2♦ = FG, asks attitude for majors. Other minor » 3-4 in majors

**1m 1M**  
1NT 2NT= asks for 3♣. Sign off in clubs or FG with shortness

#### NOTE 2 – CHECKBACK OVER 2NT

**1m 1M**  
2NT 3♣ » 3♦= 3-4 in majors

#### NOTE 3 – INVERTED MINORS

**1m 2m** = not GF, invitational or more  
**1m o/m jump** = 8-10  
**1m 3m** = pre, limited to 7HCP

#### NOTE 4 – RELAY AFTER 2 LEVEL MAJOR FIT

**1m 1♥**  
**2♥ 2♠** = asks for distribution and strength  
2NT= minimum bal; 3NT=maximum bal; others=maximum control; 3♥=minimum

**1m 1♠**  
**2♠ 2NT** = asks for distribution and strength  
3♣= minimum bal or maximum ♣ control; 3NT=maximum bal; others=maximum control; 3♠=minimum

#### NOTE 5 – LIMITED AND STRONG SPLINTERS

**1♥ 3♠**=strong any shortness - 3NT= asks  
**1♥ 3NT/4♣/4♦** = ♠/♦4♦ shortness, limited  
  
**1♠ 3NT**= strong any shortness - 4♣= asks (gradino)  
**1♠ 3♥/4m**=limited shortness

#### NOTE 6 – SHORT AND LONG TRIALS

**1♥ 2♥**  
2♠= any shortness – 2NT asks » gradino

**1♠ 2♠**  
2NT= any shortness - 3♣ asks » gradino

Other new suit over support = long trial

#### NOTE 7 – GAZZILLI

Any strong hand (17+) by opener, except 15-17 bal with 5M; after 1NT forcing, bids 2♣. Maybe a natural bid, any balanced hand or any strong hand.  
After 2♣, 2♦ by responder=8+HCP,

#### NOTE 8 – 1M -2NT

15+HCP balanced. May have 2 to 4 cards in opener suit.  
Opener may bid shortness with 6+ cards.

#### NOTE 9 – STAYMAN AND TRANSFERS AFTER 1NT

##### STAYMAN

After 2♦ » 3♣ asks for minors and 3M = Smolen

After 2♦ » 3♦ shows a major shortness

After 2M » 3♣ asks for minors and 3♦ shows major fit and asks for controls

##### TRANSFER FOR MAJORS

1NT 2♦  
2♥ 2♠= 5-5 major, slam try

1NT 2♥  
2♠ 3♥= 5-5 major, invitational

1NT 4♣= 5-5 major no slam interest  
1NT 4♦/♥=transfer to ♥/♦, no slam interest  
1NT 4♠=Blackwood

##### TRANSFER FOR MINORS

1NT 2♠=asks for 4 card minor

1NT 2NT=asks for 3♣, maybe sign off in ♣ or FG with one minor suit any shortness

1NT 3♣=sign off in ♦ or slam try in ♦

1NT 3♦=slam try in hearts  
3♥=slam try in spades  
3♠=slam try in clubs

#### NOTE 10 – AFTER MULTI 2♦

2♦-2♥ = P/C; 2♦-3♥ = pre, P/C; 2♦-2♠=P if ♠ or INV if ♥; 2♦-3♣/♦/♠=Nat, F1; 2NT=Relay; 2♦-4♣=Bid your suit in transfer; 2♦-4♦=Bid your suit; 2♦- any-2/3NT=21-23bal, system on; 2♦-weak answer – 3♥/♠ after 2♥ or 3♠4♥ after 2♠=strong hand (ACOL style)

#### SPECIAL AUCTIONS ON COMPETITION

After partner overcall in suit, jump level in 3♣, when possible or in a suit under overcall is support with strength below direct cuebid.

Over strong NT » double=5+ m4M

Over weak NT » transfers overcalls

**GOOD-BAD** in competitive auctions by opener » 2NT=zone 2+ opening bid, Direct suit just for competition.

**Rubensohl** after overcall over 1NT

2NT Scrambling**Lebensohl** in competition.



## DEFENSIVE AND UNUSUAL BIDDING

### Overcalls in level:

Style: STANDARD

Responses: NATURAL – DIRECT CUE BIDS

REOPENING: NOT OBLIGED

In 4° position ! 8/11 HCP or 16+ - bid = 12/15

### INT Overcall (2<sup>nd</sup> / 4<sup>th</sup> Live; Responses; Reopening):

NATURAL OVER 1 minor  
TAKE-OUT DOUBLE without other MAJOR OVER 1 Major

HONOUR

WEEK Jump (minor)  
Jump Medium (major)

WEEK Jump (minor)

Jump Medium (major)

### Jump Overcalls (Style; Responses; Unusual INT):

WEEK Jump (minor)

Jump Medium (major)

### Direct and Jump Cue Bids (Style; Reopen; Responses):

Two suits

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

! = 16+ HCP Bal. or 6 Tricks

2 ♣ = 9+ cards major

2 ♦ / 2 ♥ / 2 ♠ = LANDY

2 NT = 5 / 5 Minor

In 4° pos.: 2 ♣ for major - others natural

! 9/11 HCP or 16+ HCP

On weak NT:

Same lowest range

### VS. PREEMPTS (Doubles; Cue bids; Jump; NT bids):

! = Standard

NT = not minimum

### Vs. Strong Opening:

Jump weak

### Over Opponents Takeout Double:

!! = 9+ HCP interest to penalise  
New Suit = natural Not Forcing

LEADS AND SIGNALS	
Owner Suit	In Partner's Suit
In Suit: Smallest with Honour	In Suit: Smallest with Honour or Lead with Honour

In Suit: Smallest with Honour

EUROPEAN TEAMS CHAMPIONSHIPS



In NT: Smallest with Honour or Lead with Honour



SYSTEM SUMMARY	
General Approach and Style:	
1 ♣ STRONG	
1 ♦ PREPARATORY	
MAJORS 5°	
LONG-SHORT	
1 NT Opening: 15/17 HCP BAL.	
2 OVER 1 Response: Forcing or two suits limit	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
2 ♦ = or weak in a major or 3 suits 16/19 HCP or BAL 23/24 HCP	
2 NT = 8/11 HCP 5+♣ e 5+♦	
3 NT = 7 CARDS IN A MINOR as AKQxxx	

System Category: BLUE

NCBO: REPUBBLICA DI SAN MARINO

Players: GORRA BEATRICE – MALDINI DANIELA

Signal in Order of Priority		
Partner's Lead	Declarer's Lead	Discarding
1 Count	Encouraging	Odd
Suit 2	Count	Hi/Lo = Even
3 Suit Preference	Suit Preference	
1 Encouraging	Encouraging	Odd
NT 2 Count	Count	Lo/Hi = Even
3 Suit Preference	Suit Preference	
Signal (including Trumps): Suit Trumps Lo/Hi = Odd	Trump	

### Takeout Double (Style; Responses; Reopening):

STANDARD

FOLLOWED FROM SUIT (FREE) = STRONG

On RKCB overcall: ! = Even Aces  
On competition: ! = Two losing in opponent's suit

On Cue!: !! = 1° Round Control  
Pass = 2° Round Control  
Others = No Control

### Special, Artificial and Competitive Double/Redoubles:

On RKCB overcall: ! = Even Aces

On competition: ! = Two losing in opponent's suit

On Cue!: !! = 1° Round Control  
Pass = 2° Round Control  
Others = No Control

### Important Notes That Don't Fit Elsewhere:

Jump weak

Over Opponents Takeout Double:

!! = 9+ HCP interest to penalise  
New Suit = natural Not Forcing

Psyches: NO

<u>Opening</u>	* Art.	Min. No. of cards	Neg. DBL THRU	Description	Responses	<u>Subsequent Auction</u>
1 ♣	*	0	Description done	16 + HCP any distribution	1♦ 0/7 HCP - 1♥ / 1♠ / 2♣ / 2♦ 8 + HCP Nat. 5+ cards 1 NT 8+ balanced - 2♥ / 2♠- 2-5 HCP 6 cards 3♣ / 11 HCP Black single - 3♦ 8/11 HCP Red single Overcalls DBL = Pass 0/4 HCP - ! 5/7 HCP Balanced - 1♦ 5/7 HCP Unbalanced	1♣ - 1♦ - 1 NT 18/20 bal. continuation Baron 1♣ - 1♦ - 2 NT 21/22 bal. continuation Baron 1♣ - 1♦ - 2♠ Nat. whit 3 losing 1♣ - 1♦ - 2♥ or Nat. 1♣ - 1♥ / ♠ - 1 NT 18/32 Bal.
1 ♦	*	0	4 ♦	11/15 HCP Preparatory NO 5° cards in Major possible 6♦+ 5♥ / ♣	Overcalls in a Suit = Pass 0/4 HCP or penalty - ! 5/7 HCP or 8+ balanced No Stop - Suit 8+ HCP Natural - NT 8+ HCP whit Stop NATURAL: subsequent jump in a minor means that 1° colour was longest and is forcing - jump limit - 2♥ / 2♣ = 11+HCP 6 cards F.G. - 2 NT = 10/11 balanced	
1 ♥		5	4 ♦	11/15 HCP	1 NT Not Forcing - 2♣ / 2♦ forcing game 2♦ 5/8 P.O. 3 cards support - 2NT 9+P.O. with support 3♣ / 3♦ 6 cards limit - 3♥ 5/8 P.O. 4 cards support 3♣/4♣ / 4♦ Cue-Bid	On 2 NT: 3♣ -min. with single 3♦ relays / 3♦ -max. without single / 3♥ - no single / 3♣-max with single + cue-bid 3NT relays / 4♥-min with distribution AS ABOVE
1 ♣		5	4 ♦	11/15 HCP	1 NT Not Forcing - 2♣ / 2♦ / 2♥ forcing game 2♦ 5/8 P.O. 3 cards support - 2NT 9+P.O. with support 3♣ / 3♦ 6 cards limit - 3♣ 5/8 P.O. 4 cards support 4♣ / 4♦ Cue-Bid	
1 NT				15/17 HCP possible 5 cards in a minor	2♣ BARON forcing thru 2 NT - 2♦ Texas for ♥ - 2♥ Texas for ♣ - 2♣ Transfer for ♣ weak or strong 2 NT Transfer for ♦ weak or strong 4♣ Big Texas for ♥ - 4♦ Big Texas for ♣ 2♦ Relays - 2/2♣ Nat. 8+ forcing 1 round 2 NT forcing whit ♦ - 3♣ support - 3♦/3♥/3♣ limit	On 2♣ opener bids 4° economic 2NT 2 Honours and max. 3 support 4° no 2 Honours
2 ♣		5	Description done	11/15 HCP 5/6♣ 2 Honours may be an other suit	2♦ to play or correct - 2♣ can play 3 or more ♥ 2 NT Asks forcing	On 2 NT = 3♣ = 3 suits black singleton - 3♦ suits red singleton - 3♥/♣ week - 3NT a major as AKQxxx
2 ♦	*	0	3 ♣	Week in a Major Or 3 Suits 16/19 HCP Or 23/24 BAL (No 4 Card Maj)	2 NT Asks other suit - Others Nat. Forcing	
2 ♥		4		8/11 HCP 5+♥ e 5+♣/♦ or 23/24 BAL with 4 ♥	2 NT Asks other suit - Others Nat. Forcing	
2 ♣		4		8/11 HCP 5+♦ 5+♣/♦ or 23/24 BAL with 4 ♣	2 NT Asks other suit - Others Nat. Forcing	
2 NT				8/11 HCP 5+♣ 5+♦	-	
3 ♣	6/7		PREEMPT	New suit forcing 1 round	SPLINTER	
3 ♦	6/7		PREEMPT	New suit forcing 1 round	RKCB	
3 ♥	6/7		PREEMPT	New suit forcing 1 round	CUE BIDS DI 1° or 2° ROUND	
3 ♣	6/7		PREEMPT	New suit forcing 1 round	QUANTITATIVE BID	
3 NT	*			7° minor as AKQxxxx	When Weak 4♣ obliged - 4♦ game in your colour - Others Cue o naturals	JOSEPHINE
4 ♣	0			Transfer for ♥	High Level Bidding:	
4 ♦	0			Transfer for ♣		
4 ♥	7			To Play (No 2 Aces)		
4 ♣	7			To Play (No 2 Aces)		

## DEFENSIVE AND COMPETITIVE BIDDING

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

-AGGRESSIVE STYLE AT 1-LEVEL, SOUND AT 2-LEVEL

CUE-DIB OF ADVANCER ASK FOR FORCE

ADVANCER JUMP = LIMIT

WEAK RAISE AT ANY LEVEL

ADVANCER 1NT = NF, GOOD HAND, 2NT = FIT

BALANCING DOUBLE = 8+ hcp in balanced hand or 9-11 unbalanced

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

(15) 16-18 WITH STOP (ALSO IN 4^ SEAT IF NOT BALANCING)

ADVANCER: CUE-BID F1, OTHER NF

BALANCING: 15-17 hcp

JUMP OVERCALLS (Style; Responses; Unusual NT)

1-Suit: WEAK JUMP

2-Suit: MICHAEL CUE BID (2♦ over 1♣) continuously shape

UNUSUAL NT = mimors

Reopen: NO CHANGE

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

DIRECT: MICHAEL CUE-BID

JUMP CUE-BID ASK FOR STOP

BALANCING ANY 18+ UNBALANCED

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

DOUBLE: MINOR 1-SUIT - 2♦ = LANDY - 2♦ = MULTI - 2♥/♦ = ♥/♦ + ♦/♦

BALANCING = 2♦/♥/♦ NAT, DOUBLE TAKE-OUT, OTHER NO CHANGE

OVERWEAK NT: NO CHANGE

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

AT 2-LEVEL: 2NT = UNUSUAL

AT 3-LEVEL: 3NT = TO PLAY

OTHER NAT

VS. ARTIFICIAL STRONG OPENINGS

NAT

OVER OPPONENTS' TAKEOUT DOUBLE

RDBL = 10+ P.O.

## LEADS AND SIGNALS

### OPENING LEADS STYLE

	Lead	In Partner's suit
Suit	ODD = ATTITUDE	NO CHANGE
NT	IDEM	NO CHANGE
Subseq	COUNT	COUNT

### LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(+)	NO CHANGE
King	AK, KQ Kdx(+), Kx	HEAD OK SEQUENCE
Queen	QJx(+), Qx	HEAD OF SEQUENCE
Jack	J10, J10xx(+), Jx, H-J10x(+)	HEAD OF SEQUENCE
10	109, 109x(+), H109x(+),	STD
9	STD	STD
Hi-x	Doub, 4-cards	USUALLY
Lo-x	3-cards, 5-cards	USUALLY
	3-cards, 5-cards	USUALLY

### SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit	1 COUNT	COUNT	ATT
	2 ATT	LAVINTHAL	LAVINTHAL
	3 ATT	ATT	COUNT
NT	1 ATT	COUNT	ATT
	2 COUNT	LAVINTHAL	COUNT
	3 LAVINTHAL	ATT	LAVINTHAL

Signals (including trumps): DIRECT COUNT

ODD = ATT

## DOUBLES

### TAKEOUT DOUBLES (Style; Response; Reopening)

Promise 43+Ms, May be light (9+) with classic shape

RESP DBL: 8+HCP

### SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES

## WBF Convention Card



Category: OPEN

NCBO: \_\_\_\_\_ EVENT: 55/ND EUROPEAN CHAMPIONSHIPS

PLAYERS: PECCI ANTONIA  
RITIANI MAURIZIA

## SYSTEM SUMMARY

### GENERAL APPROACH AND STYLE

5 CARDS MAJOR

4 CARDS DIAMOND

4-D + 4-C OPEN 1 DIAMOND

SOUND OPENING

1NT Openings: 15-17 hop - NO 5 cards MAJ

2 OVER 1 Responses FG also after opp overcall

### SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2♣ OPENING FG

2♦ = MULTI = WEAK WITH A MAJ - STRONG WITH A MIN - STRONG 3-SUIT

2♥ = 2 SUIT WEAK 5 ♥ - 5 MINOR OR ONE SUIT ♥ STRONG

2♠ = 2 SUIT WEAK 5♠ - 5 OTHER OR ONE SUIT ♠ STRONG

MICHAELS

UNUSUAL 2NT OVER 1♥-1♠

### SPECIAL FORCING PASS SEQUENCES

NO

### IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

PSYCHICS: NOT USUALLY

OPENING	T I C K  T I F	A R T  I F	M I N O  C A R D S	O F  N O  R D S	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	✓	2				11-21 P.O.	NAT, 2♠= FG, 1 NT NO FORCING 2♥ = 5♦/4♥ 5-8 hcp, 2♠ = 5♦/4♥ 9-11 hcp.	NAT	NO CHANGE
1♦		4				11-21 hcp Possible 4♦ + 4♣	NAT, 2♠= FG, 1 NT NO FORCING 2♥ = 5♦/4♥ 5-8 hcp, 2♠ = 5♦/4♥ 9-11 hcp	NAT	NO CHANGE
1♥		5				11-21 hcp	2♦= FG, 2♦ = FG WITH 5 CARDSS or =WEAK 3-CARDS FIT 2♥ =WEAK 3-CARDS FIT, 2NT = FIT LIMIT 4 CARDS 3♦ = WEAK, 4 CARDS FIT	NAT	NO CHANGE
1♠		5				11-21 hcp	LIKE ABOVE	NAT	NO CHANGE
1 NT						15-17 hcp NO 5-CARD MAJ	2♦= FORCING STAYMAN 2♦/1♥/1♦/NT = TRANSFER	PENALTY DOUBLE 2SA ASK AFTER OPP OVERCALL	NO CHANGE
2♣	✓	0				FORCING GAME	2♦ = WAIT, OTHER NAT, GOOD HAND	NAT	NO CHANGE
2♦	✓	0				MULTI	2♥ = WEAK, 2♠ =12+ hcp, 2NT 16+	PENALTY DOUBLE	NO CHANGE
2♥		5				WEAK 2-SUIT OR STRONG 1-SUIT	2NT = RELAIS	PENALTY DOUBLE	NO CHANGE
2♠		5				WEAK 2-SUIT OR STRONG 1-SUIT	2NT = RELAIS	PENALTY DOUBLE	NO CHANGE
2 NT						21-23 hcp YES 5 -CARD MAJ	3♦= PUPPET, 3♦/♥ = TRANFER	PENALTY DOUBLE	NO CHANGE
3 bids		7				BARRAGES	NEW SUIT FORCING		
3NT									
4♣		8				BARRAGES	NEW SUIT FORCING	PENALTY DOUBLE	NO CHANGE
4♦		8				BARRAGES	NEW SUIT FORCING	PENALTY DOUBLE	NO CHANGE
								HIGH LEVEL BIDDING	
								ITALIAN CUE-BID 4NT= RKCB, AVARELLI ANSWERS	

## DEFENSIVE AND COMPETITIVE BIDDING

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

At 1 level also weak: cue bid asks, new suit F1

At 2 level opening hand

Over 1 opening GHESTEM

### JUMP OVERCALLS (Style; Responses; Unusual NT)

Weak at level 2 with 6 cards Majors

at level 3 with 6/7 cards any suits; at level 4 with 8+

### Reopen:

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)			
1 count	Partner's Lead	Declarer's Lead	Discarding
Suit 2	IDEM	IDEM	IDEM
3			
1 count	IDEM	IDEM	IDEM
NT 2			
3			
Signals (including Trumps): When needed odd ENC even DISC			

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

TAKEN OUT DOUBLES (Style; Responses; Reopening)			
Distributional or strong	1M-2M=CONST(3cards)	1M-2NT=INV(4cards)	
Opener's double shows good hand unbalanced but not when reopens			

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDL'S			
NEG DBL after 1♦ op. and 1♦ overcall denies 4 cards M and the same after	1M-2♦(FG)→2♦=no MIN; 2M=MIN; any other STR		
1♦(1♥) DBL no 4♦ because we bid 4 cards suit at 1 level	1M-2♦=weak raise(3 cards) or NAT		

### OVER OPPONENTS' TAKEOUT DOUBLE

RDBL from 7/8 p. to FG and then new suit not forcing

IMPORTANT NOTES			
New suit not F			

## LEADS AND SIGNALS

### OPENING LEADS STYLE

	Lead	Vs. Suit	Vs. NT
Suit	Count HL even	Ax or AKx	AKx
NT	IDEM	KQJx or KQTx	KQJx or KQTx
Subseq.		QJx or Qx	QJx or Qx
Other:		JTx or Jx or KJTx	JTx or Jx or KJTx

### SYSTEM SUMMARY

#### GENERAL APPROACH AND STYLE

##### 5 CARDS MAJORS

DIAMONDS 4 CARDS+ / 4♦+4♣ opening 1♦

INT=15/17 NO 5 MAJORS

2 OVER 1 responses FG also after OPPT overcall

### SIGNALS IN ORDER OF PRIORITY

#### SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♣ opening=18/19 or 24+ BAL or any FG

2♦ opening=6 cards M weak or 3 SUITS STR or 22/23 BAL

2♥ opening=5+1♦/5+1♠ weak

2♠ opening=5+1♦/5+1♠ weak

3NT opening=7+minor solid suit

1♦ or 1♦→2♦=weak major

1♣ or 1♦→2♥=4/5♦/5♣ 5-7p.

1♦ or 1♦→2♦=4/5♦/5♣ 8-10p.

1♦→2NT=weak raise

1♦→3♦=invitational raise with stop club

1♦→3♦=invitational no stop club

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

1M→2M=CONST(3cards)

1M-3M=PRE

1M-2♦(FG)→2♦=no MIN; 2M=MIN; any other STR

1M-2♦=weak raise(3 cards) or NAT

### SPECIAL FORCING PASS SEQUENCES

PSYCHICS:

		DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♦	✓ 2	BAL 11/14 UNBAL 10+	NAT at 1 level; 2♦=4+; FG; 2♦=weak in a M but NAT FG after overcall	1♦-1♦-1♥-1♠=F1; 1♦-1♥ or 1♦ or INT; 2♦=checkback F to 2NT	
1♦	4	BAL 11/14 UNBAL 10+	2♥=5/7p; 4+♥/5♦; 2♦=8/10p; 4+♥/5♦ 2NT=INV; 3♦=weak	1♦-1x-2NT= strong 1 suit	
1♥	5	4♦	UNBAL 10+ BAL (5-3-3-2 or 5-4-2-2) 11/17	NAT at 1 level; 2♦=4+; FG; 2♦=weak in a M also after overcall	1♦-1♥ or 1♦-1♦ or INT-2♦= checkback F to 2NT;
1♦	5	4♦	UNBAL 10+ BAL (5-3-3-2 or 5-4-2-2) 11/17	2♥=5/7p; 4+♥/5♦; 2♦=8/10p; 4+♥/5♦; 2NT=Weak raise; 3♦=INV raise +♦; 3♦=INV no♦	1♦-1x-2NT=strong 1 suit
1♦	5	4♦	UNBAL 10+ BAL (5-3-3-2 or 5-4-2-2) 11/17	INT=not F; 2♦=FG any hand; 2♦=NAT or weak raise 3 cards; 2♦=8/10p. 3 cards; 2NT=INV raise 4 cards; 3♦=weak raise 4+cards	after 1♥-1♦ or INT-2♦=NAT or any strong hand; 2NT=strong 6+♦/4 cards suit; 3♦=6+good suit or 6+15/16p.; 3♦ or 3♦=strong with 5+♦ or ♦
1♦	5	4♦	UNBAL 10+ BAL (5-3-3-2 or 5-4-2-2) 11/17	4♦ or 4♦=splinter	after 1♦ resp. 2♦=not min.; 2♦=min.; any other strong after 2♦ resp. 2♦=if min. pass; 2♦=if min. FG
INT			15/17 no 5M	INT=not F; 2♦=FG any hand; 2♦=NAT or weak raise 3 cards; 2♦=8/10p. 3 cards; 2NT=INV raise 4 cards; 3♦=weak raise 4+cards	after 1NT-2♦=NAT or any strong hand
2♦	✓	18/19 or 24+BAL(possible 5M) Or any FG	2♦=ask; 2♥/2♦=weak 4♥/♦ + another 4 cards suit; 2NT=4+4+ minors weak	2NT=strong 6+♦/4 cards suit; 3♦=6+good suit or 6+15/16p.; 3♦ or 3♦=strong with 5+♦ or ♦	2NT=strong 6+♦/4 cards suit; 3♦=6+good suit or 6+15/16p.; 3♦ or 3♦=strong with 5+♦ or ♦
2♦	✓	6 cards M weak or 3 SUITS STR or 22/23 BAL	2♦=PC; 2♦=ask	after 2♦ resp. 2♦=if min. pass; 2♦=if min. FG	after 2♦ resp. 2♦=if min. pass; 2♦=if min. FG
2♦	✓	5+♦/5+m weak	3♦=PC; 2NT=ask	after 2♦-2♦=no M min.; 2NT=no M max; 2♦=4♦ no 4♦; 2♦=4♦	after 2♦-2♦=no M min.; 2NT=no M max; 2♦=4♦ no 4♦; 2♦=4♦
2♦	✓	5+♦/5+m weak	3♦=PC; 2NT=ask	3♦=4-4M+3♦ max	3♦=4-4M+3♦ max
2NT		20/21 BAL (possible 5M)	3♦=ask; 3♦/3♥/3♦ TRSF ♥/♦/NT; 3NT=5♦/4♦; 4♦/4♦=weak minor 1 suit; 4♦=minor 2 suit SGL ♥ 4♦=minor 2 suit SGL ♦ New suit F1	after 2♦-2♦=NAT or relay-2♦ 2NT=24+; 2NT=18/19; any other NAT FG	after 2♦-2♦=NAT or relay-2♦ 2NT=24+; 2NT=18/19; any other NAT FG
3♦/3♦/3♦/3♦	6	PRE		after 2♦-PASS or 2♦=6 cards weak;	after 2♦-PASS or 2♦=6 cards weak;
3NT	✓ 7	7+minor solid suit		2NT=22/23 BAL; 3♦/3♦/3♦=3 suits STR (18/20) with short ♥/♦/♦/♦/♦; 3NT(4♦/4♦/4♦=3 suits STR(21+) FG with short ♦/♦/♦/♦/♦	2NT=22/23 BAL; 3♦/3♦/3♦=3 suits STR (18/20) with short ♥/♦/♦/♦/♦; 3NT(4♦/4♦/4♦=3 suits STR(21+) FG with short ♦/♦/♦/♦/♦
4♦/4♦/4♦/4♦	7	PRE		after 2NT-3♦=bad 5♦/5♦/3♦=bad 5♦/5♦; 3NT=good 5♦/5♦	after 2NT-3♦=bad 5♦/5♦/3♦=bad 5♦/5♦; 3NT=good 5♦/5♦
5♦/5♦	8	PRE	RKCB:4NT for ♦/4♦ for ♥; raise ♦ or ♦ at level 4	Mixed cue bids; when cue is DBL: pass=2 <sup>nd</sup> round CTRL; RDBL=1 <sup>st</sup> round CTRL	HIGH LEVEL BIDDING
			1 <sup>st</sup> step 1/4/0/3-2/5 without Q-2/5 with Q-Even+void		

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

1 level lead directing, seldom 4 card suit.

2 level very sound, very rare 5 card suit.

Michels cuebid 1♣-2♣= majors

1♣ strong o 2 cards → 2♦ majors

M

**1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)**

16-18, in 2°

reopening 10-12 (10-14 over 1]/[)

(1x)-pass-(1♦ y)-1NT shows the other 2 suits.

**JUMP OVERCALLS (Style; Responses; Unusual NT)**

1-Suit: Free style

2-Suit: Sound, according to vulnerability

Reopen: limit

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

Michaels cuebid (unknown minor)

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

Strong NT: BROZEL

Double= any monocolor

2♣ = ♣+♥      2♦ = ♦+♥

2♥ = ♠+♥ , 2♠ = ♠+1m

2NT = minors

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

Leaping Michaels, sound doubles, direct cuebid over 2]/[ = minors

2NT= 16-18 (all transfer responses) (

2♦♥♠-X-(pass)-2NT = lebenshol

**VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣****OVER OPPONENTS' TAKEOUT DOUBLE**

Redouble = 10+ penalty interest (creates a forcing pass)

pass then double shows 4333 10-11

**LEADS AND SIGNALS****OPENING LEADS STYLE**

	Lead	In Partner's Suit
Suit	3rd / 5th	3rd / 5th
NT	2/ 4th	3rd / 5th
Subseq	attitude 3/5	attitude 3/5
Other:		

**LEADS**

Lead	Vs. Suit	Vs. NT
Ace	AK; AKxx	AK
King	KQ KQxxx	AKJ, KQJ, KQ10, asks for unblock
Queen	QJx,	QJ10, QJ9, KQ
Jack	KJ10 J10X	J109, J108
10	109X	HJ10, H109
9	98	109, 98
Hi-X	xx or xxxx	5+ card suit or no honnor
Lo-X	xxx or xxxxx	promises a honnor

**SIGNALS IN ORDER OF PRIORITY**

	Partner's Lead	Declarer's Lead	Discarding
1	Low=Enc	Low=Even	Low=Enc
Suit 2	Low=Odd	Suit Preference	Low=Odd
3	Suit Preference		Suit Preference
1	Low=Enc		Low=Enc
NT 2	Low=Odd	Low=Even	Low=Odd
3	Suit Preference	Suit Preference	Suit Preference

Signals (including Trumps): Low Encouraging

Low is odd when we lead the suit, Low is Even when declarer

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

Classic Shape and Strength

**SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS**

Support double and redouble

Transfer double at the 1 level 1x-(1y)-double shows y+1-

**W B F CONVENTION CARD****CATEGORY:** Green**PLAYERS:** Laura CASTELLS,  
Angeles CASTELLS  
Marina CASTELLS**55 European bridge Championships****SYSTEM SUMMARY****GENERAL APPROACH AND STYLE**

5-card M 1♦=4+ 1♣=2+

1 NT opening 15-17, 14+

2♦ multicolor

2♣ opening strong

1NT response = forcing

2ST 20-22 19+

**SPECIAL BIDS THAT MAY REQUIRE DEFENSE**

Transfer Walsh after 1♣ opening

2♦ opening Multicolor

2♥ opening weak 5♥ + 5 cards ♠/♦/♣

2♠ opening weak 5♠ + 5 ♣/♦

Michels Cue-bid

Negative doubles old levels

Jacoby

Lebenshol

Trialbids

Check-Back

XYZ

**SPECIAL FORCING PASS SEQUENCES****IMPORTANT NOTES**

Lebensohl,

Rubensohl

**PSYCHICS:**

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♠	11...	1♦=♥, 1♥=♠, 1♠= diamonds or balanced,	accepting transfer shows 3 cards any distribution, XYZ, 2NT	Same
					mini-multi, 2♦ limit . Inverted minors 3♥♦♠ Preempt		
1♦		5/ 4+	4♠	11...5 cards o 4 with 4-4-4-1	nat, 1♦-2♣ F1R only, 2♥♠ weak inverted minors. ♥♠ Preempt	XYZ, 1♦-2♣-2♦ weak, maybe 4432, 2NT weak after reverse Lebens	Same
1♥		5	4♠	11...	2NT jaboby (limit or more),		
1♠		5		11...	2NT jacyb (limit or more),		
INT				Bal or semi bal 15-17	2♣ stayman, 2♦♥♠ =Trans SMOLEN	2♦ negative, rest nat	
					3♥♠=Nat 4♦=5♥+5♠	2♣-2♦-2♥=3 suiter, 2♣-2♦-2♠ = 8.9	
2♣	0	No	Forcing	2♦ 5p.....waiting 2♥♠ = nat 5o negative 0-4 2NT= 4♥+♠ 0/7p. 3♣/♦ = nat 6o 0-4			
2♦	0	No	Multicolor weak ♥♠; or ...	2NT strong relay, 2♥=P/C negative	2NT-3♣= weak 5♥; 2NT-3♦= weak 5♠		
			strong ♣♦ or balance 25...	2♣=semipositive	2NT-3♣= weak 5♥; 2NT-♦= weak 5♠		
2♥	5/5	No	Weak 5♥+5 ♣♦♠	F1R, 2NT asks for featur			
2♠	5/5	No	Weak 5♠+5 ♣ or ♦	F1R, 2NT asks for featur			
2NT			20-22 Balanced	3♣ = puppet 3♦♥ = transfer,			
3♣	7/6	No	preemptive	F1R			
3♦	7/6	No	preemptive	F1R			
3♥	7	No	preemptive	F1R			
3♠	7/6	No	preemptive				
3NT	7	No	gambling 1 minor	4♣= to pass or correct. 4♦.= ask for singleton 4♥/♠= to play.			
4♣		No	NAMYATS				
4♦		No	NAMYATS				
4♥		No	preemptive				
4♠		No	preemptive				
4NT							
5♣					HIGH LEVEL BIDDING		
5♦					Blackwood 30-14 then first bid asks about trump queen. 5NT shows all keycards		
5♥					RKCB		
5♠					Esclusion blackwood		

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening) Natural:level 1 5 cards 9-15p Level 2 10+p minor 6 cards-major can be 5 good c. Responses:jump preem, supp constructive, cue Bid forcing one round
INT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening) 2 <sup>nd</sup> 15-17 with stop suit opp, responses as 1nt opening if opp not disturb, if disturb natural 4 <sup>th</sup> 9-12 with stop suit opps.response only 2C stayman
iJUMP OVERCALLS (Style; Responses; Unusual NT) 2H/S= weak 6 cards- 3 any suit 7+ cards preem
On 1C/1D: 2NT:2 lowest unbid Reopen: Natural
DIRECT & JUMP CUE BIDS (Style; Response; Reopen) Michael's Cue:1C/D:2C/D= both MM. 1S/H:2S/H other major with a minor
VS. NT (vs. Strong/Weak; Reopening; PH) Vs Strong NT Multilandy:X monocolor minor-2C both MM-2D monocolor one Major-2S/H= S/H with minor-2nt=both minors
Vs Weak NT:X 14+balanced, other bid same strong nt
Reopening only 2C= both MM, other bid natural
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) X takeout 15+p. cuebid-takeout, jumps natural. NT 16-18 Defance Vs 2S/H weak: X takeout-2S suit 5-6cards 13+p-2NT=16.18-3C/D suit 6 c 13+3NT suit semiclosed with stop in the major.Cue= minors - 4C or 4D= bicoth M with this minor Defance Vs 2D multi:X takeout short S-.2H take out short H .2S suit 13+p.2NT balan 16-18
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♦ or 2♦ Vs Stron C:X any monocolor-1D= both MM-1S=S+m-1H=H+minor-1nt= both mm
OVER OPPONENTS' TAKEOUT DOUBLE XX 10+rare with support. 1over1 F one round2/1 not forcing Jump support weak.

LEADS AND SIGNALS
OPENING LEADS STYLE NATURAL Suit HI-Lo interesting on lead's P Nt count in case or negative discard low
LEADS Rusinow with AK-RD-QJ-J10 doubleton always second
Ace                   AKxx AKxxxx                   Odd number cards
King                  AKx AKxxx                   Even number cards
Queen                KQx (+) KQJ KQ10
J                     QJ10(+) QJ9 AKJ10
10                    J109 J10 x Jx
Hi-X                ENCRG
Lo-X                DISCRG
SIGNALS IN ORDER OF PRIORITY
Partner's Lead            Declarer's Lead           Discarding
1 Hi energ               Number cards            Hi energ
Suit 2 S/P               S/P                   S/P
3 Hi energ               Number c               Hi energ
1 Hi energ               Number c               Negative signal
NT 2 S/P               S/P                   S/P
3 Hi energ               Number c               Negative signals
Signals (including Trumps):
not signals in NT
Direct count when needed
DOUBLES
TAKEOUT DOUBLES (Style; Responses; Reopening)
Style points
Responses points
Reopening take out
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS
One opp, doubled one cue-XX show the Ace DOPI= 0.2 Aces ROPI=1-3
X directing lead
Support X and XX
Responding X
Negative X.level 3S

EBL CONVENTION CARD
M <sup>a</sup> Eugenia Hernandez Montserrat Mestres SPAIN WOMAN
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Sayc
5 cards Major
2C FG if unbalanced hand with balanced hand 24+
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2 D multi
Namyats
3nt Gambling (solid minor)
Jaccoby
Lebenshol
Michaels
Drury
Roudi
SPECIAL FORCING PASS SEQUENCES
Standard negative doubles. Classic forcing pass, to punish
IMPORTANT NOTES
PSYCHICS:no



## ADDITIONAL NOTES

Defense against multi 2D

2D-X----short SP or strong hand, no balanced 17+

2D-2H—short H

2D-2SP-natural con SP

2D-2NT---16-18 balanced

2D-3D/3C—palo 6 12-16

2D-3H/3SP---palo 6 12-16

2D-3ST long minor and stop 2mayors

2D-4C/4D—strong hand wth minor and H 5-5

2D-4H/4SP—to play

2D-4NT strong 5/5 minors

Defense against with the intervention to 1ST

1ST -2C/2D/2H/2SP

Lebenshol---to level of 2 to play, at level 3 forcing,

Cuebid: stayman with stop

2NT—forces 3 C, the 3-level stick is for playing, the cuebid is stayman without stopping

Defense against the weak 2:

Lebenshol: at level 2 they are weak hands to play, at level 3 they are positive 8-top.

2NT forces 3C, the level 3 stick is for playing, the cuebid is stayman without stopping.

## Outputs and signals

Roman outputs: output of An even number of cards AK, AK++

output of K odd number of cards, AKx

Q output with KQx, or QJ

J output with QJx, or J10

10 output with J10x, or 109

to NT the same, but with AJ109, KJ109, we left the

with A109, K109, Q109 we left the 10

We left 3/5 to stick, 2/4 to NT, from the 2nd trick we left high without interest and low with interest.

At the exit of the high, positive and low pn without interest

On the suit played by the declarant, high is an even number of cards, low odd.

In discard, high, positive, low, negative

## Notes on the Stayman :

With 5/4 to older we always do Stayman, with weak hand too.

We do Stayman, no majors with 8-9p, to redecorate 2NT

Special development of bicolors;

1NT 4C---5/5 D-C invita a slam

4D—I accept slam a D

4H/4SP—I accept slam to C

4NT to play

5C/5D to play

1ST -5C—5-5 C/D without slam interest

Notes to the opening of 2C—monocolor or bicolor with 4 losers,  
balanced hand 24 or more

Answers: 2D—o-8p

2H/2SP/3D/3C—stick with length with honors 8+points

2ST -balanced 9p+

3H/3SP—palo semicorrido 6-7

Redeclaration of the opener on 2D—his stick.

2NT balanced, the auction continues as if it had opened 2ST,  
transfer, pupet-stayman, etc ...

3NT 26p or + 4T will be asked by seniors(Baron)



## DEFENSIVE AND COMPETITIVE BIDDING

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

1 level lead directing, seldom 4 card suit.

2 level very sound, very rare 5 card suit.

Michels cuebid 1♣-2♣= majors

1♦ strong o 2 cards → 2♦ majors

### 1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)

16-18, in 2<sup>o</sup>

reopening 10-12 (10-14 over 1]/[)

(1x)-pass-(1♦ y)-1NT shows the other 2 suits.

### JUMP OVERCALLS (Style; Responses; Unusual NT)

1-Suit: Free style

2-Suit: Sound, according to vulnerability

Reopen: limit

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

Michaels cuebid (unknown minor)

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

Strong NT:

Double= ♠ y other

2♣ = ♣+♥      2♦ = ♦+♥

2♥ = ♥ , 2♠ = ♠3

2NT = minors

3♣ o ♦ Natural

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

Leaping Michaels, sound doubles, direct cuebid over 2]/[ = minors

2NT= 16-18 (all transfer responses) (

2♦♥♣-X-(pass)-2NT = lebenshol

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

### OVER OPPONENTS' TAKEOUT DOUBLE

Redouble = 10+ penalty interest (creates a forcing pass)

pass then double shows 4333 10-11

## LEADS AND SIGNALS

### OPENING LEADS STYLE

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

Other:

### LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK; AKxx	AK
King	KQ KQxxx	AKJ, KQJ, KQ10, asks for unblock
Queen	QJx,	QJ10, QJ9, KQ
Jack	KJ10 J10X	J109, J108
10	109X	HJ10, H109
9	98	109, 98
Hi-X	xx or xxxx	5+ card suit or no honnor
Lo-X	xxx or xxxxx	promises a honnor

### SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Low=Enc	Low=Even	Low=Enc
Suit 2	Low=Odd	Suit Preference	Low=Odd
3	Suit Preference		Suit Preference
1	Low=Enc		Low=Enc
NT 2	Low=Odd	Low=Even	Low=Odd
3	Suit Preference	Suit Preference	Suit Preference

Signals (including Trumps): Low Encouraging

Low is odd when we lead the suit, Low is Even when declarer

### DOUBLES

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

Classic Shape and Strength

### SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Support double and redouble

Transfer double at the 1 level 1x-(1y)-double shows y+1-

## W B F CONVENTION CARD

CATEGORY: Green

PLAYERS:

Miryam GUTIERREZ-HERRERO  
Marina CASTELLS

55 European bridge Championships

### SYSTEM SUMMARY

#### GENERAL APPROACH AND STYLE

5-card M    1♦=3    1♣=3

1 NT opening 15-17. 14+

2♦♥♣weak

2♣ opening strong

1NT response = forcing

2ST 20-22 19+

4♣♦ NAMYATS

### SPECIAL BIDS THAT MAY REQUIRE DEFENSE

1<sup>ST</sup> Forcing

2♦ opening Multicolor

2♥ opening weak

2♣ opening weak

2/1 Forcing. game

Michels Cue-bid

Negative doubles old levels

Jacoby

Lebenshol

Trialbids

Check-Back

2♣ Roudy

### SPECIAL FORCING PASS SEQUENCES

### IMPORTANT NOTES

Lebenshol,

Rubenshol

PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	11...	2♣ 6-10 HD 2ST natural 3♣ 10-12	No inverted minors	Same
					same		
1♦		3	4♥		nat, 1♦-2♣ F1R only, 2♥♠weak		Same
						weak after reverse	Lebens
1♥		5		11...	2NT jaboby (limit or more), 1 <sup>ST</sup> Forcing 2/1 FG	3x singleton 4x 2 colors. 3♥♠ slam	
					3♣/3♦ Bergen		
1♠		5	4♠	11...	1 <sup>ST</sup> Forcing. 2/1 Forcing game		
INT				Bal or semi bal 15-17	2♣ stayman, 2♦♥♠ =Trans SMOLEN	2♦ negative, rest nat	
					3♥♠=Nat 4♦=5♥+5♠	2♣-2♦-2♥=3 suiter, 2♣-2♦-2♠ = 8.9	
2♣	0	No	Forcing		2♦ relais. 2♥♠ = nat 50.. 3♣/♦ = nat 60		
2♦	6°	No	weak	2NT strong relay,			
2♥	6°	No	Weak	F1R, 2NT asks for featur			
2♠	6°	No	Weak	F1R, 2NT asks for featur			
2NT				20-22 Balanced	3♣ = puppet 3♦♥ = transfer,		
3♣	7/6	No	preemptive		F1R		
3♦	7/6	No	preemptive		F1R		
3♥	7	No	preemptive		F1R		
3♠	7/6	No	preemptive				
3NT	7	No	gambling 1 minor	4♣= to pass or correct.4♦.= ask for singleton 4♥/♠= to play.			
4♣		No	NAMYATS				
4♦		No	NAMYATS				
4♥		No	preemptive				
4♠		No	preemptive				
4NT							
5♣					<b>HIGH LEVEL BIDDING</b>		
5♦					Blackwood 41-30 then first bid asks about trump queen. 5NT shows all keycards		
5♥					RKCB		
5♠					Esclusion blackwood		

DEFENSIVE AND COMPETITIVE BIDDING		
<b>OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)</b>		
1 level: 8-16, (4)5+ suit. 2 level: sound, (10)11-16(17), good suit. 2m most often not balanced		
Responses: New suit: F1, cue bid: good raise		
Jump overcall: PRE		
2NT: NAT INV (4+ supp after 1M-overcall)		
Reopening: NAT. 2NT: 19-21NT		
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>		
2 <sup>nd</sup> : 15-18 with stopper		
Responses: Sys on		
Reopening: 4 <sup>th</sup> : 11-14		
Responses: Sys on		
(1x)-P-(1y)-1NT: 15-18		
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>		
4-10 HCP with 6-card suit (wide range with passed partner)		
(1♣ (0-2+) – 2♦: 55+ Ms		
2NT: 2 lowest unbid		
Reopen: NAT, constructive		
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>		
2m (if 1m 3+): 55+ both M		
2M: 55+ highest + 1 (2NT asks for other suit)		
Double cue asks for stopper and normally a solid suit		
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>		
X: Upper opening strength/stronger		
2♣: Both majors, 4-4+		
2♦: Weak/strong 6c M		
2M: NAT constructive		
2NT: 5-5+ both m		
3m: NAT		
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>		
2NT: 15-18, sys on		
X: Takeout, continuation: Lebensohl		
VS. Multi: X: 13-15 BAL/17+, 3M: 6+ 16+, 4m: m+H		
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>		
X: both M, 1NT: both m		
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>		
New suit on 2 <sup>nd</sup> level: non forcing, XX: 10+.		

LEADS AND SIGNALS		
<b>OPENING LEADS STYLE</b>		
Suit	3 <sup>rd</sup> from even, low from odd	3 <sup>rd</sup> from even, low from odd
NT	3 <sup>rd</sup> from even, low from odd	3 <sup>rd</sup> from even, low from odd
Subseq	3 <sup>rd</sup> from even, low from odd	3 <sup>rd</sup> from even, low from odd
Other:	Attitude through dummy and declarer	
We may lead 4 <sup>th</sup> if we think that the 3 <sup>rd</sup> may cost		
<b>LEADS</b>		
Lead	Vs. Suit	Vs. NT
Ace	AKx(x), Ax	AK(x), Ax
King	AK, KQ(x), Kx	AKJ10(x), KQ(x), Kx
Queen	QJ(x), Qx	KQ109(x), QJ(x), Qx
Jack	J10(x), Jx	QJ98(x), J10(x), Jx, AQJ(x)
10	KJ10(x), 10x	109(x), 10x, AQ10(x), HJ10(x)
9	KJ9(x), 9x, H109(x)	H109(x), HH9(x), 9x
Hi-X	3 <sup>rd</sup> from even, low from odd	3 <sup>rd</sup> from even, low from odd
Lo-X	3 <sup>rd</sup> from even, low from odd	3 <sup>rd</sup> from even, low from odd
<b>SIGNALS IN ORDER OF PRIORITY</b>		
	Partner's Lead	Declarer's Lead
1	Attitude	Count
Suit 2	Count	Suit preference
3	Suit preference	
1	Attitude	Count
NT 2	Count	
3	Suit preference	Suit preference
Signals: Low-High: Encouraging/even, High-Low: Discouraging/odd. In trumps Low-High: neutral/suit preference. High-Low: suit preference		
<b>DOUBLES</b>		
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>		
a) 3 cards in unbid suits (10-11)12+ depending on distribution b) 17+		
Responses: Cue bid: forcing		
3rd hand balancing dbl requires less (7+ HCP)		
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>		
Neg DBL		

W B F CONVENTION CARD		
<b>CATEGORY:</b> Green		
<b>NCBO:</b> Sweden		
<b>PLAYERS:</b> Sanna CLEMENTSSON – Sara Asplund Sivelind		
EVENT		
<b>SYSTEM SUMMARY</b>		
<b>GENERAL APPROACH AND STYLE</b>		
1♣: 12-14 BAL/18-19 BAL/ NAT.		
1♦: 4+♦ UNBAL		
1M: 5+, 11+		
15-17 NT Can contain 5card M, can be semibalanced		
2♣: 20-21 NT/GF		
2♦: 6c weak M/GF ♦		
2M: 6c suit, 10-13		
2NT: 22-24		
2/1: GF		
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>		
1♣: 2+		
2♦: weak 6cM/strong ♦		
<b>SPECIAL FORCING PASS SEQUENCES</b>		
<b>IMPORTANT NOTES</b>		
3 <sup>rd</sup> hand openings may be light		
New suit on 2-level after opponents overcall on partners opening bid is not forcing (example 1♠ - (2♣) - 2♥		
<b>PSYCHICS:</b> Unusual		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	Sanna CLEMENTSSON – Sara ASPLUND SIVELIND			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2		12-14 BAL 18-19 BAL 11-23 NAT	1♦: 3+(only 3 if 3334) 1♥/♠: Nat 4+, 1NT: 8-11HCP 4+♣ (denies 4cM) 2♣: GF 5+♣ 2♦/♥/♠: 3-7 6+cards 2NT: both m weak 3♦/♥/♠ Void 6+♣	1♣-1X-1NT=12-14bal. 1♣-1♥- 2♠: 4+♥ Unbal 16+, 3♦: 4+♥18-19bal., 3♥4+♥ Unbal 11-15, 3♠/4♦= void	1♣ – (1M) – 2M: GF 5+oM
1♦		4		4+♦ UNBAL (only 4 if 4441) 11-23	1♥/♠: Nat 4+ 1NT: 6-11, 2♣: GF 4(3)+♣, 2♦: 6-10 4(3)+♦, 2M: 4-7 6M,+ 2NT: NAT INV, 3♣: GT+ 4+♦, 3♦: PRE, 3M/4♣: void 4+♦	1♦ – 1M – 1NT : 4+♦-4+♣; 2♣: 6+♦, 1♦ – 1♥ 2♦: 4351/4360 11-15 1♦ – 1NT – 2♣ : F1 1♦ – 1NT – 3♣ : NF	
1M		5		11-23	1♠: Nat 4+ 1NT: 6-11/5-7 w 3+supp. 2♣: GF 3+(2)♣, 2♦: GF 4+♦, 2M: 8-11 3+support, 2♠: 4-7 6+♠. 2NT: 4+ sup INV+. 3m: 6+m GT 3M: PRE 3♠/3NT: 12-14 some void 3NT/4m: void 8-11 or 16+ support	1M-1NT; 2♣: NAT minimum or forcing. 1M-2NT	Passed hand: 2♣: 3(+)supp 9-11
1NT				15-17, can contain 5cM, may be semibalanced	2♣: asking for M, 2♦/♥: TRF to ♥/♠, 2♠/NT: 6+♣/♦. 3♣: GF 55+ ms. 3♦: GT one 6cM, 3M: GF SHO M, 3*oM. 4♣: TRF ♥ 4♦: TRF ♠ 4M: to play. 4NT Quantitative	1NT-2♣, 2♦-2♥: pick a M; pass with equal length. 1NT-2♣, 2x-3♦/: NAT GF	Dbl: negative, 2x: weak NAT
2♣	*			20-21 NT/GF	2♦: waiting, 2M/3m to play against 20-21NT, 2NT both ms GF	2♣-2♦; 3♦: GF 4(+♦) 5+♣	
2♦	*			~4-9 6cM/GF ♦	2/3M: P/C, 2NT: GT+ asking, 3m: NAT F1, 4♣: asks OP to transfer to M. 4♦: asks OP to bid M	2♦-2♥- 2NT: GF ♦, 3x: NAT GF ♦ 2♦-2♠-2NT: weak ♥ 2♦-2NT- 3♣: ♥ min, 3♦: ♠ min, 3M oM max	Dbl: penalty
2M		6		10-13	New suit forcing. Raise PRE. 2NT art forcing, asking	2M-2NT: 3♣ min, 3♦ max no SHO, 3♥ extras SHO ♣, 3♠ extras SHO ♦, 3NT extras SHO oM	Dbl: penalty
2NT				22-24	3♣: Asking for 4+M. 3♦/♥: TRF. 3♠: GF 54+m. 4♣: TRF ♥. 4♦: TRF ♠ 4♥: ST 6+♣. 4♠: ST 6+♦. 4NT= Quant	2NT-3♣; 3♦: No 4+M, 3M: 4-5M 2NT-3♣; 3♦-3M: GF 4*M 5+oM	
3m	6			PRE, 3-9	4om: ST sets m. 4M: to play: 4NT: RKCB		
3M	6			PRE, 3-9	3M: nat F1 3NT: to play 4♣: sets M. 4♦: NAT GF. 4M: to play. 4NT: RKCB	3M-4♣	
3NT	*			7+ solid M	4♣: asking for SHO, 4♦: asking length. 4M: P/C	3NT-4♦; 4♥/♠/NT: 7/8/9	
4m	(6)7			PRE	4NT: asking for aces		
4M	(6)7			NAT	4NT: asking for aces		
4NT	*			Asking for specific aces	5♣: 0, 5♦: ♦A, 5♥: ♥A, 5♠: ♠A, 5NT: ♣A, 6♣: 2	<b>HIGH LEVEL BIDDING</b>	
5m				NAT		Cue bid showing 1 <sup>st</sup> or 2 <sup>nd</sup> round controls, RKCB 1430	

## DEFENSE AGAINST 2♦ MULTI

(2♦)	
Dbl	13-15 BAL or 17+
2M	NAT
2NT	16-18 BAL (2NT-sys)
3m	NAT
3M	6+M 16+
3NT	To play, often a solid suit
4m	55+ ♥+m
4NT	55+ ms

(2♦) Pass (2♥ = P/C)

Dbl	T/O of ♥
2NT	16-18 BAL
3m/♥	NAT
3♠	6+♠ 16+
3NT	To play, often a solid suit
4m	55+ ♠+m

(2♦) Pass (2♠ = P/C)

Dbl	T/O of ♠
2NT	16-18 BAL
3x	NAT
3NT	To play, often a solid suit
4m	55+ ♥+m

(2♦) pass (2M = P/C) Pass (pass/2S)

Dbl	T/O of the latest bid M
2NT	Competitive 2 suits
4m	55+ ♠+m (if P by OP)

(2♦) Pass (2M = P/C) Dbl; (Pass)

2♠	T/P
2NT	Puppet to 3♣, either weak with a lower suit or FG with 4c oM
3lower	T/P
3(M)	FG with 4* oM, no stopper in (M)
3♠ FG with 5+♠	
3NT FG with 4* oM and stopper in (M)	
3lower	Constructive (INV)
3cue	Asking for a stopper, denies 4c oM
3♠	INV with ♠

(2♦) Pass (2♥ = P/C) Dbl; (2♠)

Dbl	Penalty
2NT	Puppet to 3♣, either weak with a lower suit or FG with 4c oM (cont as above)
3m/♥	Constructive NAT
3♠	Asking for stopper

(2♦) Dbl (Pass/Rdbl = bid your M)

Pass	Neutral
2M	NAT, T/P vs 13-15 BAL
2NT	INV+ with 5+♣ (3♦ accepts) or weak competitive hand with ♦
3♦/♥	INV+ 5+♥/♠
3♠	Both m
3NT	T/P
4m	S/T 6+m
4M	T/P

(2♦) Dbl (Pass/Rdbl = bid your M) Pass; (2M) Pass (Pass)

Dbl	T/O
2NT	Competitive with two lower suits
New suit	Competitive
Cue	Asks for stopper

(2♦) Dbl (Pass/Rdbl = ♦)

Pass	Penalty in ♦
2M	T/P
2NT	Puppet to 3♣, either weak with a lower suit or FG with a 4cM (→3♦) or 5cM (→3M)
3♣/3M	Constructive (INV)
3♦	Asking for stopper

(2♦) Dbl (2M = P/C)

Dbl	T/O of M
2M	NAT, T/P vs 13-15 BAL
2NT	INV+ with 5+♣ (3♦ accepts) or weak competitive with a lower suit
3♦/♥	INV+ 5+♥/♠
3♠	Both m
3NT	T/P
4m	S/T 6+m
4M	T/P

(2♦) 2M (Pass)

2/3oM	Good raise
2NT	NAT NF
New suit	NAT F1

(2♦) 3♣ (Pass)

3♦	Good raise
3M	NAT GF
4♦	Sets ♣
4M	To play

(2♦) 3♦ (pass)

3M	NAT GF
4♣	S/T in ♦
4M/5♣	To play

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

8-16, 5-card-suit, sound overcalls on the two-level

Responses: Nat, new suit F1, openers suit=good raise, jump in openers suit=mixed raise, fit-jumps

**INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)**

15-18, continuation as after opening

Reopening:11-14(16)

**JUMP OVERCALLS (Style; Responses; Unusual NT)**

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

Jump overcall weak

Reopen:

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

(1m nat)-2m = 5-5 Ms, (1M)-2M = 5-5 oM+m (1M)-2NT=5-5 m

(1m 0-2\*) - 2m = nat

(1C 0-2\*) - 2D = MM (1m 0-2\*) - 2NT = two lowest unbid

(1D 0-2\*) - 2H = 5-5 M non F + (1D 0-2\*)-3D =5-5 M forcing

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

Dbl = strong

2♣ = asking for M usually at least 4+♥ &amp; 4+♠

2♦ = weak M overcall

2M= NAT constructive

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

Dbl = T/O, 2NT = 15-18

(2/3M)-4m = 5-5 oM+m

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

Against strong 1♣:D=M, 1NT = m

**OVER OPPONENTS' TAKEOUT DOUBLE**

Rdbl = 10+ interested in penalizing

**LEADS AND SIGNALS****OPENING LEADS STYLE**

	Lead	In Partner's Suit
Suit	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>
NT	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>
Subseq	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>
Other: K asks for count against 5 level and higher		

**LEADS**

Lead	Vs. Suit	Vs. NT
Ace	AKQ+, AKJ+, AKx+	AKQ+, AKJ+, AKx+
King	KQ+,	KQ+,
Queen	QJ+	QJ+
Jack	JT+, Jx	JT+, Jx
10	HJT+, Tx	HJT+, Tx
9	KT9x, QT9x, KJ9x, 9x	KT9x, QT9x, KJ9x, 9x
Hi-X		
Lo-X		

**SIGNALS IN ORDER OF PRIORITY**

	Partner's Lead	Declarer's Lead	Discarding
1	Lo=ENC	Lo=E	Lo=ENC
Suit 2	Lo=E	(suit preference)	Lo=E
3	(suit preference)		(suit preference)
1	Lo=ENC	Lo=E	Lo=E
NT 2	Lo=E	(suit preference)	(suit preference)
3			

Signals (including Trumps):

Leads through declarer 2/4, in other suits than partner's

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

Offshape OK if (16)17+

lebensohl

Support doubles and re-doubles

**SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS****W B F CONVENTION CARD****CATEGORY:** Green**NCBO:** Sweden**PLAYERS:** Louise Hallqvist and Ylva Johansson

EVENT Women

**SYSTEM SUMMARY****GENERAL APPROACH AND STYLE**

Natural system with 5 card MM openings. C opening can be 2-card suit, D opening always semi or unbal

2♦ multi with weak M or strong D

2♥/♠ 6-card suit 10-12

**SPECIAL BIDS THAT MAY REQUIRE DEFENSE**

2♦ = a) 6-card M, 6-9 hcp b) FG with 5+♦

**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♣	✓	2	4♥	a) (11)12-14/18-19 bal w/o 5M b) Natural unbal with 4+♣	1 NT=8-11, 2♣=5+♣ 6-9, 2♦ = invite with 5+♣, 2♥/♠=6+ 4-8, 2NT=invite		
1♦		4	4♥	Natural unbal with 4+♦	1 NT=6-11, 2♣=4+♣ FG, 2♦ = invite with 4+♦, 2♥/♠=6+ 4-8, 2NT=invite	1♦ - 1♥/♠; 1NT = 5♦+4♣, 2♣ = 6+♦; 2♦ = Min 5♦+4♥	
1♥		5	4♦	11-23	1 NT=6-11, 2♥=3+♥ 8-11, 2NT= invite with 4+♥ 2♣/♦=4+♣/♦ FG, 2♠=6+ 4-8, 3♣/♦=6+ invite		
1♠		5	4♥	11-23	1 NT=6-11, 2♠=3+♠ 8-11, 2NT= invite with 4+♠ 2♣/♦=3+♣/4+♦ FG, 3♣/♦=6+ invite		
INT				(14)15-17 NT (semi)bal	2♣=Stayman, 2♦/♥=Trf to ♥/♠, 2♠= Trf to ♣ or FG with ♣/♦, 2NT=invite, 3♣= FG asking for 4 and 5 card M, 3♦= FG 3 suits with short m, 3♥/♠ FG 3 suits with short other M		
2♣	✓			a) (19)20-21 NT (semi)bal b) Any FG (not ♦)	2♦= Waiting, 2♥/2♠/3♣/♦ =5+ 0-4		
2♦	✓			a) 6-card M, 6-9 b) FG with 5+♦	2/3♥/♠=Pass or correct, 2NT=INV+ ask, 3m=Nat FG, 4♣=Trf to your suit, 4♦=Bid your suit	2♦ - 2NT; 3♣ = Any max, 3♦ = Min 6♥, 3♥ = Min 6♠	
2♥		6		10-12	2NT=ask		
2♠		6		10-12	2NT=ask		
2NT				(21)22-24 NT (semi)bal	3♣ asking M, 3♦/♥=transfer		
3♣		6		Preemptive			
3♦		6		Preemptive			
3♥		6		Preemptive			
3♠		6		Preemptive			
3NT				Solid 7-card minor			
4♣		7		Preemptive			
4♦		7		Preemptive			
4♥♥		7		To play			
4♠		7		To play			
4NT				Asking for specific aces	5♣=no ace, 5♦/♥/♠/NT=1 ace, in bid suit, 6♣=2+ aces		
5♣						<b>HIGH LEVEL BIDDING</b>	
5♦						RKC 1430	
5♥						1st and 2nd round controls up the line	
5♠						Splinters, Non-serious, Last Train	





DEFENSIVE AND COMPETITIVE BIDDING		
<b>OVERCALLS (Style; Responses; 1 / 2 Level; Reopening)</b>		
8-16, 5-card-suit, sound overcalls on the two-level, new suit forcing one round		
Fit-jumps on 1 / 2 M overcalls		
Cuebids show good raise in partners suit		
1NT shows 9-13 on partners overcall		
2NT is Jacoby over 1M overcalls		
(1M) pass (1NT) 2m= minor + oM		
Against (1m) pass (1NT) we play our NT-defence		
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>		
15-18, continuation as after opening		
Reopening: 11-14 or 11-16 (2♣ on 11-16 asks for M+strength)		
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>		
2NT = 55+ both lowest unbid, constructive (Reopen: 19-21 bal).		
Jump overcall weak		
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>		
1♦-2 ♣= 55+ ♠+♦		
2♦ = 55+M over 1♦/♦		
1M -2M = constructive, oM + one		
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>		
Dbl = strong		
2♣ = asking for M usually at least 4+♥ & 4+♠		
2♦ = MULTI (weak M, weaker than 2M directly) or strong 5-5 (Mm) or strong onesuiter M		
2M= NAT constructive		
2NT = minors		
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>		
(2M) 3M 5+5+m, 4m 5+m 5+OM		
(2/3m) 4m 5+5+M		
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♦ or 2♣</b>		
Against strong 1♦: Dbl = M, 1NT = m, 2NT=♦/♥♣, 2x=x or two next		
Against strong 2♣: Dbl = M		
OVER OPPONENTS' TAKEOUT DOUBLE		
Rdbl = 10+ usually wo supp		

LEADS AND SIGNALS		
<b>OPENING LEADS STYLE</b>		
	Lead	In Partner's Suit
Suit	1/3/5*	1/3/5
NT	1/3/5*	1/3/5
Subseq	1/3/5 (2/4 through declarer)	1/3/5
Other: *3 <sup>rd</sup> from 6-c, 5 <sup>th</sup> from 7-c		
K on 5-level or higher asks for length		
<b>LEADS</b>		
Lead	Vs. Suit	Vs. NT
King	Kx,AK, KQ(+)	Kx, AKJT(x), KDx(x)
Queen	Qx, QJ(x)	Qx, KQT9, QJ(x)
Jack	JT(+), Jx	Jx, JT(x), AQJ(x)
10	Tx, HJT(+) (T98)	Tx, HJT(+), T9x(x)
9	9x	9x, HT9x
Hi-X	xx, xxxx, xxxxxx	xx, xxxx, xxxxxx
Lo-X	xxx, xxxx	xxx, xxxx
<b>SIGNALS IN ORDER OF PRIORITY</b>		
	Partner's Lead	Declarer's Lead
1	low= enc.	low= even
Suit 2	low= even	(suit preference)
3	(suit preference)	(suit preference)
1	low= enc.	low= even
NT 2	low= even	(suit preference)
3	(suit preference)	(suit preference)
Signals (including Trumps):		
Smith (high enc from both hands)		
<b>DOUBLES</b>		
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>		
10+. May be light with classic shape. 17+ offshape		
Responses: Cue bid: forcing		
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDBLS</b>		
Lightner Dbl, Responsive Dbl, support Dbl and Rdbl		
Invitational Dbl ( only when there is no other inv bid)		

W B F CONVENTION CARD		
CATEGORY: Green		
NCBO: SWEDEN		
PLAYERS: Kathrine Bertheau, Jessica Larsson		
<b>SYSTEM SUMMARY</b>		
Natural, 5-c M		
1♣ 12-14 NT or ♦		
1♣ - 1M frequently bypass diamonds		
1♣ -1x - 1nt could be 4cM		
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>		
2♦ a) 5+ cM 0-7 b) 22-24 NT c) GF with ♦		
<b>SPECIAL FORCING PASS SEQUENCES</b>		
<b>IMPORTANT NOTES</b>		
<b>PSYCHICS:</b> Rare, 3 <sup>rd</sup> seat openings can be light		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	Sweden women Kathrine Bertheau Jessica Larsson			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2		a) 12-14 NT (not 5-c M) b) 10-22 4+♣	1♦ could be 3-c (3-3-3-4), 1NT 6-10, 2♦ 6-c M 3-7, 2♥ 5♥/4♠ NF, 2♠ GF with ♣, 2NT Nat. 11-12 3m nat inv, 3M preemptive	1♣ - 1♦; 1NT 12-14 NT can include 4-c M 1♣ - 1♥; 1NT 12-14 NT can include 4-c ♠	
1♦		4		10-22 promise unbalanced in 1/2 <sup>nd</sup> seat	2M 6-c 3-7, 2NT GF w supp 3♣ G/T w supp, 3♦ preemptive	1♦ - 1M; 1NT 5+♦/4+♣ 1♦ - 1M; 2♣ 5/6+♦	
1♥		5		10-22	1NT, 3-11 can include weak raise in ♥, 2♥ 8-11 2NT=4c supp inv+, 3♣ inv 6+♦, 3♦ 4c supp pre-empt, 3♥ mixed raise	1M – 2NT; 3♣=minimum, 3♦=extra no shortness, 3♥♦NT = Shortness 4x=void	
1♠		5		10-22	1NT, 3-11 can include weak raise in ♠, 2♠ 8-11 2NT=4c supp inv+, 3♣ inv 6+♦, 3♦ inv 6+♥, 3♥ 4c supp pre-empt, 3♠ mixed raise		
INT				(14) 15-17NT may have 5M/6m	2♣=stayman, 2♦♥=trf., 2♠♣ or bal inv 2NT=♦, 3♣=puppet stayman, 3♦=55m GF 3♥♣=splinter, 4♣♦ = transfer		
2♣				a) 18-19 NT b) Any GF (not ♦)	2♦ 5+♥, 2♥ 5+♠, 2♠ transfer to 2NT, 2NT (5)6+♣, 3♣ (5)6+♦	2♣ - 2♠; 2NT 18-19 NT other bids shows GF	
2♦				a) 5+ cM 0-7 b) 22-24 NT c) GF with ♦	2/3/4M pass/correct, 2NT art. forcing, 3m nat F, 4♣=transfer to your suit, 4♦=bid your suit	2♦-2NT; 3♣=any max, 3♦=min ♥, 3♥=min ♠ 3NT=22-24nt, 4x=GF with ♦	
2♥		6		7-10 6cM	2♠ Nat NF, 2NT art. Forcing, 3x nat Forcing, 3M not invitational		
2♠		6		7-10 6cM	2NT art. Forcing, 3x nat Forcing, 3M not invitational		
2NT				20-21 NT	3♣ asking M, 3♦/♥ transfers, 3♠=54+m	Opener accept transfer with support	
3♣		6		Preemtive	4♦=asking for aces		
3♦		6		Preemtive	4♣=asking for aces		
3♥		6		Preemtive	4♣=asking for aces		
3♠		6		Preemtive	4♣=asking for aces		
3NT							
4♣		7		Preemtive			
4♦		7		Preemtive			
4♥		7		Preemtive			
4♠		7		Preemtive			
4NT							
5♣						HIGH LEVEL BIDDING	
5♦						RKCB 1430	
5♥							
5♠							

## Against 2♦ multi (with any additional strong meaning)

Dbl	13-15 bal. or 17+ hcp
2M	Natural
2NT	16-18 hcp, balanced
3m	Natural
3♥	5♥ - 5♣
3♠	5♥ - 5♦
3NT	22-24 bal*
4♣	55+ in ♣ and ♠
4♦	55+ in ♦ and ♠
4NT	55+ in both ms

(2♦) - Pass - (2♥ = p/c)

Dbl	T/O of ♥
2♠	Natural
2NT	16-18 hcp, balanced
3m/♥	Natural
3♠	4♣ and 6+m, good suits
3NT	22-24 bal*
4♣	55+ in ♣ and one M (->4♦ asks M, 4M cue bid with ♣)
4♦	55+ in ♦ and one M (->4M p/c, 4NT slam try in ♦, 5♣ slam try in M)
4NT	55+ in both ms

(2♦) - Pass - (2♠ = p/c)

Dbl	T/O of ♠
Rest are the same as (2♦) - Pass - (2♥).	

(2♦) - Pass - (2M = p/c) - Pass; (Pass/2♠)

Dbl	T/O of the latest bid M
2NT	Competitive with two suits
3M	Both minors (better than 2NT)

(2♦) - Pass - (2M = p/c) - Dbl; (Pass)

2♠	To play
2NT	Puppet to 3♣, either weak with a lower suit or FG with 4c oM → 3♣
3lower	3lower
3cue	3(M)
3♠	3♣
3NT	3NT
Constructive (INV)	To play
Asking for a stopper, denies 4-card oM	FG with 4c oM, no stopper in (M)
Inv. with spades	FG with 5+♦
	FG with 4c oM and a stopper in (M)

(2♦) - Pass - (2♥ = p/c) - Dbl; (2♠)

Dbl	Penalty
2NT	Competitive with one minor
3m	Natural and invitational
3♥	Both minors
3♠	Asking for stopper

(2♦) - Dbl - (Pass/Rdbl = bid your M)

Pass	Neutral, may have a good hand, but wants to know opener's major
2M	Natural to play vs 13-15 bal
2NT	Inv+ with 5+♣, partner's 3♦ accepts invite, likely not stopper in both Ms
3♣	Inv+ with 5+♦, partner's 3M shows values, not necessarily a real suit
3♦	Inv+ with 5+♥
3♥	Inv+ with 5+♠
3♠	Both minors
3NT	To play
4m	Slam try, 6+m
4♥♠	To play

(2♦) - Dbl - (Pass/Rdbl = bid your M) - Pass; (2M) - Pass - (Pass)

Dbl	T/O of M
2NT	Competitive with two lower suits
New suit	Competitive
Cue	Asks for stopper

(2♦) - Dbl - (Pass/Rdbl = ♦)

Pass	Penalty in ♦
2M	Natural, to play vs 13-15 bal
2NT	Weak with ♣ or forcing with a 4-card M (→ 3♦) or 5-card M (→ 3M).
3♣	Natural and invitational
3♦	Asking for ♦-stopper
3M	5+M, invitational

(2♦) - Dbl - (2M = p/c)

Dbl	T/O of M
2♠	Nat. to play vs 13-15 bal.
2NT	a) Competitive with one minor (→ Pass/3♦) b) Want to ask for stopper in one M (→ 3M) c) Want to show 4M and stopper in oM (→ 3NT) d) Both minors, FG (→ 4♣)
3♣	Inv+ with 5+♦, partner's 3M shows values, not necessarily a real suit
3♦	Inv+ with 5+♥
3♥	Inv+ with 5+♠
3♠	4-card M, no stopper in oM
3NT	To play
4m	Slam try, 6+m
4♥♠	To play

(2♦) - Dbl - (2M = p/c) - Pass; (Pass/2♠)

Dbl	17+ hcp, T/O
2NT	19-21 bal.
3m/oM	17+, natural
3cue	Asks for stopper

(2♦) - Dbl - (2♥ = p/c) - Dbl; (Pass)

2♠	4-card suit, 13-15 bal
2NT	13-15 bal with a stopper
3m	4+suit, 13-15 bal
3♥	17+, forcing
3♠	17+, 5+suit

(2♦) - Dbl - (2♥ = p/c) - Dbl; (2♠)

Pass	F1, usually 13-15 bal
Dbl	Penalty
2NT	13-15 bal, but not maximum (NF)
3m	17+, natural forcing
3♥	17+, natural forcing
3♠	17+ asking for stopper

(2♦) - 2M - (Pass)

2♠	Forcing, usually a good raise in ♥
2NT	Natural and invitational
3m	Natural and forcing
3♥	Forcing, usually a good raise in ♠
3M	Normal raise
3♠/4♥	Splinter
4m	Fitjump

(2♦) - 3m - (Pass)

3♦ Forcing, no good bid (likely wants to play in 3NT, but lacking a M-stopper)  
→ 3M = Values, not necessarily a real suit  
3M Natural Forcing

#### \*3NT

4♣- Asks for suits from below to 4NT

If we find a suit we answer 1430 on the 5 level

4♦ - Forcing 4♥

4♣ To play

4NT minimum 54 in minors choice of game

5♣- To play

5♦- To play

4♥/♣- Natural and forcing

4NT- no support

5x- support and answer as 1430

4NT- Quantitative

5m- Natural SI

5NT- Grand slam INV

(2♦) - 3♥ - (Pass)

3♠	S/T ♥
3NT	to play
4♣	weak
4♦	S/T ♣
4♥	to play
4♠	to play

(2♦) - 3♠ - (Pass)

3NT	to play
4♣	S/T ♥
4♦	weak
4♥	to play
4♠	to play
4NT	rkcb ♦
5♣	S/T ♦

(2♦) - 4♣ - (Pass)

4♦	S/T ♠
4♥	S/T ♣
4♠	to play
4NT	rkcb ♣
5♣	to play

(2♦) - 4♦ - (Pass)

4♥	S/T ♠
4♠	to play
4NT	rkcb ♦
5♣	rkcb ♦
5♦	to play

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
1♣		3	4♦	10-21 HCP	1NT: 6- 10 HCP Inverted Minor : 2♣ = 8-11      3♣ = 4 - 7	after 1MAJ and 1 NT Rebid: (Roudi) 2♣ at least inv hand, asking for 3 card major support and min/max of rebid.	Cue Bid = Limit Bid (10-11) or better
1♦		3	4♦	10-21 HCP	1NT: 6-10 HCP Inverted Minor : 2♦ = 8-11      3♦ = 4 - 7	after 1MAJ and 1 NT Rebid: (Roudi) 2♦ at least inv hand, asking for 3 card major support and min/max of rebid.	
1♥		5	4♦	10-21 HCP	Inverted Bergen Raises (without intervention OP), Splinters, Jacoby	After 2NT: Opener shows Shortness on 3 Level. Opener shows 2nd suit on 4th level, 3NT = bal. hand 14+ 3♥ = 15HCP+, 4♥ = min. hand, no single	Cue Bid = Limit bid or better 2♣ Drury; Truscott
1♠		5	4♦	10-21 HCP	Inverted Bergen Raises (without intervention OP), Splinters, Jacoby	After 2NT: Opener shows Shortness on 3 Level. Opener shows 2nd suit on 4th level, 3NT = bal. hand, 14+ 3♠ = 15HCP+, 4♠ = min. hand, no single	Jump in new suit weak
1NT				15-17 HCP 5 Card MAJ 6 Card min possible	2♣ Stayman (does not promise 4 card Major and points) 2♦ / ♥: Transfers 2♠ Transf for ♣ and 2 NT Transf for ♦ 3 Level = Slaminvite	On stayman: 3♣ = 5card maj / smolen (Lebensohl on intervention), direct q denies	
2♣	✓			FG or 23+ HCP BAL	2♦: Italian controls 0-1	after 2 NT Rebid: Puppet Stayman / Transfer	
2♦	✓		2♣	Weak 4+ ♥ + 4+ ♠ 5-10 HCP	2♥ / 3♥ / 4♥ to pass      3♦ inv. Game 15+ 2♠ / 3♠ / 4♠ to pass      3♣ to play 3 NT to play	after 2 NT: 3♣ minimum 3♦ 5/5 Majors 3♥ = 5 ♥ + 4 ♠      3♠ = 4 ♥ + 5 ♠ 3 NT = 4 ♥ + 4 ♠	.
2♥		6		6 ♥ 5-10 HCP	2NT: forcing,	after 2NT: OGUST: Feature	
2♠		6		6 ♠ 5-10 HCP	2NT: forcing, OGUST		
2NT				20-22 HCP BAL 5 Card Maj. possible	3♣ = Puppet Staym 3♦ / 3 ♥ = Transfers 3♠ = Transfer 3 -nt 3 NT= 5 ♠ + 4 ♥	Puppet: after 3 opener: ♦ 4♣ = both majors slam invite 4♦ = both majors choose game	
3any		6+		Preemptive	new suit = F1	<b>SLAM APPROACH AND CONVENTIONS (including all slam-interest bids)</b>	
3NT	✓			Gambling, no side A/K	4♣: pass or correct;	CUEs, after 4NT 1st round controls), ROPI-DOPI,	
4♣		7		PRE (tactical)		Minorwood Control asking bid (CAP)	
4♦		7		PRE (tactical)			
4♥♦		7		PRE (tactical)			

## DEFENSIVE AND COMPETITIVE BIDDING

**OVERCALLS** - General Style aggressive 7-16 P on 1-level,

Responses: *constructive, but n.f. Cue Bid 10 + with Fit*

Jump Raises Preemptive

IN BAL. POS.

Responses

**TAKE-OUT DOUBLE** – General Style MAJs 10+ or 17+ any

Responses new suit 0-7, 1NT:7-10, CUE 12+ or both MAJ,

jump MAJ: 4 cards 8-10,

IN BAL. POS. x= opening/1NT 9-12,

Responses

1NT OVERCALL	Responses		Other Meanings	
2nd pos. 14-18	System on			
4th pos. 9-12	System on			
JUMP OVERCALL	(WEAK)	INTERM	STRONG	2 SUITER
OTHERS	4-10			
in BAL. POS:	10-12			
Responses				

**UNUSUAL NT** vs. 2-suiter(CRODO)

Responses

**DIRECT CUE-BID** 2-suiter, CRODO

on Min: Ms on Maj.: Other M and 1 m

Responses :

**VS. NT X** : all in transfer

vs. weaker NT- x = Opening+, 2 ♣ Stayman

Vs strong NT: Landy mod, 2 ♣ M, X 1 m suit Trfs, etc.

In 4<sup>th</sup> pos. x= ♣, 2 ♣ = Ms, rest natural

**VS. PREEMPTS**

X = T/O,

vs. weak twos: X= other Major, 2NT 17-19

**VS. ARTIFICIAL STRONG 1♣/♦ or 2♣ OPENINGS**

X= Majors, NT = minors, new suit 10+

VS.

**OVER OPPONENTS' TAKE-OUT DOUBLE**

XX: 10+ HCP, 3-card-fit after MAJ opening possible, 1NT: 7-10 (11)

new suit: 1-level 6+, F1, 2-level 6-9, NF, jumps: NF

## LEADS AND SIGNALS

Opening Leads	SUIT	<i>Attitude, ie small positive</i>			
	N.T.	<i>Attitude, ie small positive, 9/10 = 0 or 2 higher</i>			
		OTHERS : 2 <sup>nd</sup> highest (after raise Attitude)			

### SUBSEQUENT LEADS

#### Attitude, MUD

Circle opening leads vs. no-trumps  
Underline leads against suit contracts if different

(A) K	(K) Q	(Q) J	(J) 10	YES	NO
(A) K x	<u>K(Q) x</u>	(Q) J x	(J) 10 x	(10) x	(x) x
(A) K J x	<u>K Q x (x)</u>	(Q) J 10 x	(J) 10 9 x	(10) 9	(x)x <u>x</u>
A (K) 10 x	(K) Q J x	<u>(K) Q 10 x</u>	K (J) 10 x	(10) 9 x	x(x)x <u>x</u>
A (Q) J x	K (J) 10 x	<u>K (Q) 10 9 x</u>	K 10 8 (x)	(9) 8 x	x(x)x (x) x
A x (x)	K x (x)	Q x (x)	J x (x)	<u>10 x (x)</u>	x(x)x (x) x x
A x x (x) x	K x x (x) x	Q x x (x) x	J x x (x)	10 (x) x (x)	K x x (x) x x
A x x (x) x	K x x (x) x	Q (10) 9 x	J x x (x) x		

#### SIGNAL WHEN FOLLOW SUIT OR DISCARDING

USE 1 = ODD No. OF CARDS, 2 = EVEN No. OF CARDS

D = DISCOURAGING, E = ENCOURAGING, S = SUIT PREFERENCE

BRACKET THE SIGNALING SYMBOL WHEN RARELY USED

	CARDS	HIGH	LOW	ODD	EVEN
SUIT	On partners lead	<b>D</b>	<b>E</b>		
	On declarers lead	<b>D</b>	<b>E</b>		
	Discarding	<b>D</b>	<b>E</b>		
N.T.	On partners lead	<b>D(1)</b>	<b>E(1)</b>		
	On declarers lead	<b>D(1)</b>	<b>E(1)</b>		
	Discarding	<b>D</b>	<b>E</b>		

#### SIGNALS IN TRUMP SUIT

#### OTHER SIGNALS

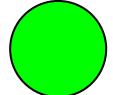
Preference, if required

## SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES

Responsive and negative doubles through 4 ♦

SUPPORT-X,XX (on 3Level with Extras)

## SPECIAL FORCING PASS SEQUENCES



**E. Cheng**

**V. Wälti**

NCBO

NAME OF PLAYER NAME OF PLAYER

## SYSTEM SUMMARY

### GENERAL APPROACH AND STYLE 2/1

**5 cards majors**, better minor

1 NT : 15 -17 HCP

Inv m, RKC 4130

RESPONSES: 1M/1NT F1 2 OVER 1 GameF, (1+♣)

ARTIFICIAL STRONG 1♣ NO

Response Style

CANAPE:	OPENING	ALL	STRONG	SPECIAL	3
					3

### SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENCE

#### OPENINGS

#### DESCRIPTION

OP.2 2♣ FG or SF and NT 23 +HCP

OP.2 2♦ Weak 4+ ♥ + 4+ ♠ 5-10 HCP

OP.3 2♥ weak 6♥

OP.4 2♠ Weak 6♠

OP.5 3NT Gambling

OP.6

OP.7

### SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE

CB.1 Weak Jump Shifts after Intervention

CB. 1 ♣ – 2 ♣ = CRODO 5 ♥ + 5 ♦

CB. 1 ♦ – 2 ♦ = weak 6 ♦

CB. 1 ♦ – 2 ♠ = CRODO 5 ♠ + 5 ♣

CB.5 1 ♥ – 2 ♥ = CRODO 5 ♠ and 5 ♣

CB 6 1 ♠ – 2 ♠ = CRODO 5 ♥ and 5 ♦

### IMPORTANT NOTES THAT DONT FIT ELSEWHERE

Splinter .Jacoby, Roudy. 2way Drury

Rev Bergen

PSYCHIC OPENINGS rare OTHER

## DEFENSIVE AND COMPETITIVE BIDDING

### OVERCALLS

Style: Aggressive (3+H if favorable vulnerability and distr.).

Resp: New suit= F1; jump raise = preempt (3-9/10H);

jump suit = fit bid. Cue-bid = forcing.

Reopening: D=14+H or 9+H tricolor

Opp. overcalls over 1♥/♠ opening: jumpraise = pre-empt 4 cards, new suit with jump = fit bid, cue-bid = fit, new suit F1.

Opp. overcalls over 1♦/♦ opening : 3♦/♦ (3-9/10H), new suit F1, cue-bid: inv+, interrogative

### INT OVERCALL

2nd seat: 15-18H - Answers : same than after 1NT opening

Reopening: 11-14H (2NT = 17 - 19H) - Answers: same than after 1NT opening.

(1♣) - pass - (1♥) 1NT- = 6♦/4♣, 2♣ = 6 cards, 2♥ = 6 cards

### JUMP OVERCALLS

Pre-empt (3-9/10H) 6 cards

(1X) - 2NT = 2-suiter (see special bids)

Reopening: good 6 cards suit, 12-14H; 2NT = bal, 17-19H

### DIRECT and JUMP CUE BIDS

2-suiter - see special bids

(1x) - 3X : asking for stopper in X to play 3NT

Reopening: 2-suiter; over 1♦/♦: ♥+♦, over 1♥/♠: ♦+♥ + minor

### VS. NT

2♣ = both majors; 2♦/♥/♠ = natural

2NT = both minors

D = minor/major 2suiter (at least 5-4)

Same vs. Weak NT except D = penalty, 2NT = ♣

Reopening: same / Passed hand : same

### VS.PREEMPTS

Negative dbl up to 3♣; (2♥/♦) - 4m = bicolore ♠♥ + m

(2M) - 3M = asking for a stopper; 4m = m + OM GF

(2M) - 2SA = 16-18H → 3♣ = Stayman + Transfers

Vs. 2♦ Multi: D = 13-16H bal. Or 17+H, 2♥/♦ = nat.,

3m = nat. 12+H

Passed hand: D = negative, 2NT = minors, 3X = 9-12H

### VS. ARTIFICIAL STRONG OPENINGS

### OVER OPPONENTS' TAKE OUT DOUBLE

Over 1M: Transfer advances Fit = 3-7S; 2M-1= 8-10S,

2NT = 4-card fit, 11+S, jump suit = fit bid

Over 1m: Truscott, 1x = F1, 2x = NF, jump suit = fit bid

## LEADS AND SIGNALS

### OPENING LEADS STYLE

	Lead	in Partner's Suit
Suit	3rd/5th, A from A/K	When raised : top of nothing/a
NT	4th, A/Q: att, K:unbl/count	3rd/5th
Subseq	Attitude	3rd/low
Other:	3rd from 6 cards vs trump contract	

### LEADS

	Vs.Suit	Vs. NT
Ace	AKx(+)	AKxx(+), attitude
King	AK, KQx(+)	Unblock / count
Queen	KQ, QJx(+)	KQ(10/9)x, QJ(10/9)x
Jack	Jx, J10(+), KJ10(+)	J10(9/8)(+), (A/K)J10(+)
10	10(x), 109(+),(K/Q)109(+)	(A/K/Q)109(+), 1098(+)
9	9x	
Hi-x	Xx	xXx, xXxx
Lo-x	(H/x)xX(+), (H/x)xxxX	HxxX(+), xxxXx(+), HxX

### SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit: 1st	Attitude (Low=positive)	Low=even	Lavinthal (see signals below)
2nd	Low=even		Low = positive
3rd			
NT: 1st	Attitude (Low=positive)	Reverse smith	Lavinthal (see signals below)
2nd	Low=even	(see signals below)	Low = positive
3rd			

### SIGNALS (including Trumps):

UDCA. Lavinthal = low shows preference for cheapest external suit

Trump: Lavinthal. Reverse Smith : low encouraging by both.

## DOUBLES

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

Style: solid

Answers: 1NT= 8-11H, Jump= 8-10H, DblJump=8-10H, 5 cards

Cue-bid: only forcing bid, not auto-forcing

### SPECIAL,ARTIFICIAL & COMPET. DOUBLES/REDOUBLES

Support double and redouble, max. Overcall double.

Responsive double up to 3♣; generalized spoutnik up to 4♦;

(1M) - D - (2/3M) - D : Denies 4 cards in OM

1m - (1♥) - D = 4 cards in ♦; 1♣ = 5 cards in ♦;

1♣ - (1♦) - D = 4♥ + 4♦

(1X) - 1/2Y - (2/3X) - D = Negative

(1X) - 1/2Y - (2/3Z) - D = Negative

## Convention Card

### Category Green

Players: Elianna Meyerson (9694) - Laurence Duc (5256)  
Country: Switzerland  
Date: May 19, 2022

## SYSTEM SUMMARY

### GENERAL APPROACH AND STYLE

5-card major, better minor

1NT semi-forcing (up to 11H) over 1♥ and 1♣

Double raise over 1 major is invitational (10-11support)

1♥♦ - 2NT : 4 card fit, unlimited

Drury fit in 3rd and 4th seat.

4th suit forcing

1NT Openings: 15-17H (5-card major possible)

2 OVER 1 Responses: Game Forcing

Unusual vs. Unusual

2NT over 1NT is transfer to Diamonds

### SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2♣ forcing, and semi-forcing / 2♦ multi

2♥♦: weak (6-9/10H), 5 cards an (4)5 in a minor

Splinters

Lebensohl "slow"

Michael's cue-bids:

1♣ - 2♣ = ♥/♦, 2NT = ♦/♥

1♦ - 2♦ = ♥/♣, 2NT = ♣/♥

1♥ - 2♥ = ♦+ minor, 2NT = ♣/♦

1♣ - 2♣ = ♥+minor, 2NT = ♣/♦

AFTER 1NT - (D) : system on

INT - (2♣) - D = Stayman

Transfer advances after 1M - (X)

psycho suction non vuln. against strong openings

### SPECIAL FORCING PASS SEQUENCES

### IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

M = Major, m = minor, OM = other major, om = other minor

F1 = Forcing 1 round, NF = Non Forcing, GF = Game Forcing

HC = High Card, S = support

### PSYCHICS

Rare

Convention Card : Laurence DUC and Elianna MEYERSON (Switzerland)

OPEN	TICK IF ART.	MIN NO. OF DBL. CARD S	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1♦	3	3♦	11-22H	2♦ = (4)5+♦, 11+, no 4-card major 3♦ = 5+♦, 6-10, no 4-card major 3X = preempt (Max. 10H) 2M = 6 cards 12+ GF	1♦ - 1♥/♦ - 4♦ = 6♦ and 4♥/♦, ~14-16H 1♦ - 2♦ - 3x = splinter; 1♦ - 1♥/♦ - 1NT - 2NT = transfer for 3♦ 1♦ - 1♥/♦ - 1NT - 2♦/♦ = 2way checkback 1♦ - 1♥ - 2NT = denies 4 spades; 1m - 1♥/♦ - 2NT - 3om = checkback 1♦ - 2♦ - 2♦ = minimum (12-13)	after D: jump = fit-bid min. raise = 5-7, jump raise = pre-empt cue = invite or better (11S+)	
1♦	3	3♦	11-22H	2♦ = (4)5+♦, 11+, no 4-card major 3♦ = 5+♦, 6-10S	Same as above		Same as above
				2M = 6 cards, 12+ GF; 3X = preempt (max. 10H)			
1♥/♦	5	3♦/♥	11-22H	1NT = semi forcing, 6-12H; 2 over 1 = GF; 2♥/♦ = 3♥/♦, 6-10S 3♦/♦ = 6 cards, 10-11H, no fit 3♥/♦ = 3♥/♦, 11-12S; 4♥/♦ = preempt 2NT = 4-card fit, GF, unlimited, no shortness 3♦/4♦/4♦ = splinters 3NT = 3-card, balanced proposal to play	1♥ - 1♦ - INT - 2♦/♦ = 2way checkback (Invitational/GF) 1♥/♦ - 1NT - 2♦/♦ = 3+cards (4522 : 2♦) 1♥/♦ - 2♦/♦ - 2NT = General trial bid 1♥ - 2♦ - 2♦/♦ = trial bid / asking for complement 1♦ - 2♦ - 3♦/♦/♥ = trial bid / asking for complement 1♥ - 2♦ - 3♦/♦/♦ = splinter 1♦ - 2♦ - 4♦/♦/♥ = splinter	2♦ = Drury fit - 8+-11H (→ 2♦/♦ minimum) after D, transfer advances : - 1♦ over 1♥ - (D) is natural - Transfers up to 2M-1 - 2M-1 is a positive raise with 3 card, 8H+ - 2M is min. raise, 4-7H - Jumps are fit bids - Jumps are fit bids cue = invite or better (11S+)	
1 NT				15-17H balanced 5-card major possible 4♦= 5/5 Majors, no slam interest 4♦/♥ = Transfers, no slam interest 3X = 6 cards, slam interest 4♦ = minors, no slam interest 4NT = Quantitative	2♦ = Stayman (3 responses) 2♦/♥/NT = Transfers (0+H) 2♦ = 1 range asking 2) transfer ♦ 3) GF both minors INT - 2♦ - 2NT/3♦ = min (15H)/max (16-17H) INT - 2♦ - 2♦ - 3♦/♦/♦ = strength INT - 2♦/♥ - 3♦/♦/♦ = 4 card support and 16-17H INT - (D) - RD = 1 minor	After overall, Lebenshol "slow": 3NT = no stopper / 2NT - 3♦ - 3NT = stopper (2X)-X-~8H; (3X)-X = neg. INT - (D) - RD = 1 minor	
2♦	✓			Semi-forcing or Game forcing 22H +	2♦ relay 2♦/♥ = 5 cards (2HC) GF	2♦ - 2♦ - 2NT = 22-24H (See 2NT); 2♦ - 2♦ - 2♦ = 25H+ bal or GF in ♥ 2♦ - 2♦ - 4♥/♦ : 8.5/9 top tricks	
2♦	✓			Multi (only weak) 6-9/10H with a 6-card major	2♥ up to 3♦ = pass or correct 2NT=relay 4♦/4♦ = transfer/name your major Other= natural non forcing	2♦ - 2NT - 3♦ = min. with hearts, 3♦ = min. with spades, 3=♥ max with spades, 3♦ = max with hearts	
2♥/♦	5			6-10H non vul, 8-11H vul. 5 cards in ♥/♦ with a (4)5 card minor 5-5 if vulnerable.	2NT = relay; 3♥/♦ = preempt (Max. 12H) 3♦ = pass or correct Other= natural forcing	2♥/♦ - 2NT - 3m (shows the minor) 2♦ - 2NT - 4 ♦/♦/♥ = max., single ♦/♦/♦ 2♦ - 2NT - 4♦/♦/♥ = max., single ♦/♦/♦	4th seat: nice suit, 12-14H
2 NT				20-21H balanced	3♦ = stayman (can hide a 6-card minor) 3♦/♥= Transfers, GF , 3♦ = minors SI 3NT = to play 4♦= 5/5 Majors, no slam interest 4♦/♥ = Transfers 4♦ = minors, no slam interest 4/5 NT = Quantitative	Smolen : 2NT - 3♦ - 3♦ (no 4-card major) - 3♦/♦/♦ = 4 cards in named major 5 cards in the other	
3m	6			Preempt Max 10H; must have 2HC in 1st and 2nd	new suit = natural or cue, F1	<b>High Level Bidding</b>	
3M	6			Preempt; Max. 10H	new suit = natural or cue, F1	RKCB: 5♦ = 1/4 5♦ = 0/3, 5♥ = 2 w/o Q of trump, 5♣ = 2 w/ Q of trump, 5NT = 2 w/ a void, 6X = 1 w/ a void in X;	
3NT	✓			Solid 7-card minor (led by AKQ), no other HC	4♦ = pass or correct	After 5/: cheapest bid (except trump) = asks for Q of trump (→cheapest trump contract = negative).	
4m	7			Preempt; Max. 10H	4♦ = asking for single (4NT = single ♦)	5NT after RKCB = invitational for 7/ asks for kings (naming the 1st king possible)	
4M	(7)8			Preempt (Max 10 H) or gambling	4M = natural, NF new suit = cue	4th suit forcing; cue-bids; DOPI, ROPI; splinters	
4NT	✓			Both minors 6-5 or 6-6			

DEFENSIVE AND COMPETITIVE BIDDING		
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>		
<b>New suit:</b> normally 5+, 8+ HCP		
<b>Responses:</b> 1x: 4+, RF; 2x NF; 1NT 6-10 HCP; 2NT 11-12 HCP; jump raise is pre-emptive; opponents suit: invite+;		
<b>Reopen:</b> 4+ card, 8+ HCP		
<b>Informative X:</b> until (3Sp) lead or response		
<b>Responses:</b> NAT; (1NT 7-10 HCP; 2NT 11-13 FP; double jump preemp		
<b>Reopen:</b> 7+ HCP		
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> seat; Responses; Reopening)</b>		
(1x)-1NT: 15-17, <i>Response:</i> Stayman & transfers		
(2x)-2NT: 17-19 FP (w stoppers); <i>Response:</i> same as after 2NT bid b		
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>		
weak 2/3/4, <i>Response:</i> bid in opponent's suit is RF		
UNUSUAL NT: 5+5+ in lower non bid suits, 0-6/7 losers		
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>		
Unspec. Michaels 0-6/7 losers, (1M)-2M: 5+5+ otherM& m;		
<b>Responses:</b> 2NT: asking for m & strength, 3/4/5 Cl: P/C, 3M: INV+ MM		
(1m)-2m: 5+-5 MM; <i>Resp:</i> 3m: INV MM; 2NT: asking for shortness & strength,		
then 3m short +mid, 3H/3Sp WK/STR		
<b>VS. NT (vs. Strong/Weak; Re-opening; P/C)</b>		
*: HCP+ as the INT opening;		
2Cl: 5-4 MM, 2D: a 6+ M, 2H/Sp: 5M+4m, 2NT: 5+-5 mm		
Over 1NT - X - system on, if they bid we play Lebensonohl		
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>		
(2D: EKREN/Multi): X - 13-16 HCP, BAL; 2H/2Sp info double?		
(2/3M: NAT): nat		
(3m): 4D: 5+5+ majors; 4Cl: 5+om & 5+M, 4D: relay		
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♦ or 2♦</b>		
TIMBUKTU: 1x: one rank higher long suit OR two-suited next suits		
1/2NT: Cl+H or D+Sp ?		
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>		
**: 8-10+HCP, doubleton OR 3 card trump INV; new suit RF; raise: preempt		
1M-(*) - 1NT: NAT 8-10 + NF; 2M+1: 4+trump 10-12, singleton		
1M-(*)-3m/3NT(□): 4+ trump, 7-9 HCP, singleton ?		
1M-(*)-2m: 5+, RF OR 3+ and 4 trump, BAL INV		

LEADS AND SIGNALS		
<b>OPENING LEADS STYLE</b>		
Suit	Lead 4 <sup>th</sup> or attitude, <b>higher</b> if doubleton, middle from xxx	In Partner's Suit same
NT	Rule of 11, <b>xxx</b> , <b>higher</b> if doubleton	same
Seq	<b>highest</b> (but AKDx) (if x then AKx)	
Other: Higher from doubleton honours (for AK – A or K), highest from inner subs. i.e. KJ109x		
LEADS		
Lead	Vs. Suit	Vs. NT same as Vs. Suit
Ace	AKx, AKxx, AKQx, Ax	except AK <b>xxx</b>
King	AK, AKDx, KQ, KQx, KQJx, Kx	Same as vs suit
Queen	QJ, QJ10, AQJx, QJ9x, Qx	Same as vs suit
Jack	J10, J109, KJ10x, Jx, J10xx	Same except J10xx(x)
10	109, 10x, K/Q109(x), 109xx	Same except 109xx(x)
9	9x, 98x, 98xx	Same except AQ109(x)
SIGNALS IN ORDER OF PRIORITY – UDCA		
1	Partner's Lead attitude, lavinthal on A, count on K	Declarer's Lead Count
Suit 2	Attitude	UDCA
3	Attitude	Count
1	Lavinthal	UDCA
NT 2	Lavinthal	Count
3	Lavinthal	Lavinthal
Signals (including Trumps): UDCA		
1/ if to be ruffed: Lavinthal 2/other obvious shifts: Lavinthal		
DOUBLES		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
Negative * up to 3Sp even after 1NT- (3X) and 2NT - (3X)		
Takeout * up to 3Sp; Supportive * up to 2Sp		
Support **: 1m-(P/4y)-1M-(*1-2x) - ** = 3 card M support up to 3Sp		
Lightner *: against slam, forbids to lead trump or own suit		
SOS: 1NT-(*)-**:		
(1M)-P-(3Cl/3D) - *: informative vs M		

W B F CONVENTION CARD		
CATEGORY:	NCBO:	
PLAYERS:	Mariann Végh – K. Balabanova	
EVENT:		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
Standard American		
5 card major		
1NT: 15-17 HCP (2-7 minor, 2-5 major),		
2NT: 20-22 HCP (2-7 minor, 2-5 major)		
2D/2H/2Sp – weak 0-10 HCP, could be 5 card only		
1D 4+, 1Cl 2+		
SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
- 2Cl: strongest bid, force until 2NT		
- 3NT: Gambling, min AKDxxxx in minor suit, no outside A or K		
SPECIAL BIDS (without opponent intervention)		
1. 1M-1NT: forcing for one round, but p-1M-1NT: NF		
2. 1M-2Cl: 3+ forcing game, 1M-2D: 4+ forcing game		
3. 1M-2NT: Jacoby: 12+, 4+ M		
4. 1M-3M weak: 1M-3Cl/3D: Bergen 7-9HCP/10-12HCP		
5. 1x-1y-1NT: BAL 12-14 HCP, afterwards 2 way check back		
6. 1D-2Cl: invite+		
<b>7. 1Sp-1NT-2Cl-2D; 5+ cards</b>		
8. 1Sp-1NT-2Cl-2NT: invite		
9. 1M-1NT <b>4m/3/4</b> : self-Auto Splinter		
10. 1M-1NT-2D: 4+		
11. 1M-1NT-2Cl: 2+		
12. 1M – 4m: Splinter		
SPECIAL FORCING PASS SEQUENCES		
After overcall by opponents during active bidding for game/slam		
PSYCHICS		
almost never		

Commenté [WU1]: What means /3/4 ?

Opening	Artificia l	Distribu tion	Info x	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2+ 0-4M 4+ 0-4M	Until 3Sp	10-22 HCP 1Cl: 2-3, 3-2, 3-3 or 5-4 or 6-5 Cl-D 1D: 4-4 or 5-5 D-Cl	1Cl-1NT: 6-10 HCP, 1D-1NT: 6-10HCP 2NT:11-12HCP, 3NT: 13-15HCP 2m:F2NT, 3m:preempt, 1D-2Cl: invite+, 1D-3Cl: invite	1m-1M-1NT-2Cl/D: check-back inv/forcing, 4 <sup>th</sup> suit forcing Wolff 1D-1NT-3Cl: INV	1m-(*/1x)-2/3m/M: weak 1m-(p*/1x)-1M-(2x/y)-? 2NT:Mouse:INV+; 3m: COM
1♥ 1♦		5+	Until 4D	10-22 HCP, can contain longer minor	INT: F1; 1M-2Cl:3+, forcing game, 1M-2D:4+ forcing game; Bergen: 3Cl:4+ trump, 7-9 HCP, 3D: 10-12HCP 3M: 4+ trump 1-6 HCP, 4M: preempt 1M-3MM & 1Sp-4H: pre-empt, SPL: 1M-4m 2NT: Jacoby forcing game: 4+ trump, 13+ HCP	1H-1Sp-1NT-2Cl/D: check-back inv/forcing, 4 <sup>th</sup> suit forcing Wolff  1M-3Cl-3D & 1M-3D-3M+1: asking single After 1M-2NT: cue bids 1M-2M-2NT – game forcing, 1M-2M-3Cl/3D – slam interest After 2NT game forcing- 3M slam interest, answers 3NT Serious, 4x Q-bid	p-1M-2Cl: Drury 3card M, then 2M WK, 2Sp/3x: singleton p-1M-2D: Drury 4card M
INT		2-6m 2-5M	From 3Cl to 3Sp	15-17 HCP possible: 5m4H22, 5m4m22, 6m322, 7m222	2Cl: Stayman; 2D,2H,2Sp,2NT,3/4D,3/4H: TRF; 3m: 6m forcing game, 3M: 4441M slam invite 3NT/4Sp to play. 4Cl Gerber	2Cl-2D-3M: Smolen 4M-5+OM; 2Cl – 2D – 2Sp: asking for minors slam interest, After 2Sp, 2NT: 3334/43, 3Cl/D: 5+, 3M 4-4 in minors, 3c in M	INT-(2x)- ?: Lebensohl *:PEN, 2H/Sp: NAT 5+WK, 2NT forcing 3Cl
2♣	X			23+ HCP balanced or 18+HCP any with 3-4 losers	2D: negative 0-7 HCP, 2H/Sp: 5+, 8+HCP, 2NT: 8+ HCP, balanced; 3Cl/D: 6+, 8+HCP	GF except: 2Cl-2D-2NT	(*)-**-5-7HCP, 2D: 0-5 HCP
2♦		5-6D		Non-vul –vul: 5-6D, 0-8HCP All vul: 6D, 6-10 HCP	2H relay; 2NT strong relay 2Sp RF, 3Cl: INV, 3M: 6 card INV	After relay: Ogust responses, 2D-2H-2Sp- 3Sp/2D-2Sp-3D-3Sp: 5/6Sp forcing game	
2♥		5-6H		Non-vul –vul: 5-6H, 0-8HCP All vul: 6H, 6-10 HCP	2NT relay 2Sp RF, 3m INV	After 2NT Ogust: 3Cl:WK suit, WK hand, 3D:STG suit,WK hand,3H:WK suit,STGhand	
2♠		5-6Sp		Non-vul –vul: 5-6Sp, 0-8HCP All vul: 6Sp, 6-10 HCP	2NT relay, 3H RF, 3m INV	After relay: Ogust responses	
2NT		2-6m, 2-5M	At level 3	20-21HCP possible: 5m4H22, 5m4m22, 6m322, 7m222, 5M332, 5M4m22	3Cl Stayman, 3,4D/3,4H transfer, 4Cl/D: Cl & D slam invite, 4NT: ace question, 3Sp: slam invite in minors min 4-4	After Stayman: 3M 4-5, 3D no 4 card major, 3M both majors, 3Cl-3x-4Cl: m Stayman, then 4D/H 4+ Cl/D 3Cl-3x-4D: slam invite with 5+ m, then 4H relay, then 4Sp slam invite+ Cl, 4NT/5Cl: D slam invite + 3Cl-3D-4M: 4441M	
3♣/3♦/ 3♥/3♣		6+		5-10HCP, 6-8 losers	New suit under game RF, raise is pre-empt, jump in other suit SPL, 4NT asking aces		
3NT	X	7+		Gambling in Cl or D, min AKDxxxx, no outside A or K	4/5/6/7Cl: pass or correct; 4D: asking shortness, then majors: NAT, 5m: om; 4NT: asking suit length;	Answers after 4NT?	
4♣/4♦ 4♥/4♣		7+		5-10HCP, 5-7 losers	4NT asking aces, other suit Q-bid		
4NT	X			minors	5Cl: P/C, 5D for play, 5H/SpQ-bid	<b>HIGH LEVEL BIDDING</b>	
5♣/5♦		7+		5-10HCP, 4-6 losers, no outsideA	New suit is cuebid	4NT: ace question, responses: 0/3, 1/4 , 2/5, 2/5 & trump Q. After 0/3, 1/4: trump q question, then 5 trump no, otherwise Ks from lowest 5NT: K question, then Ks from lowest possible 4Cl Gerber A question, responses: 0/3, 1/4 , 2. Then 5Cl is K question 3M-4Cl: PRKC, resp: 1, 1+D, 2	

DEFENSIVE AND COMPETITIVE BIDDING		
<b>OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)</b>		
4+ can be 4 card		
New suit 1 round forcing		
Cue-bid support in one level overcall		
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>		
15-17 2 <sup>nd</sup> same as 1nt opening		
10-14 4 <sup>th</sup> 2c asking range		
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>		
Weak 1 suit		
Weak 2 suiter		
Reopen:		
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>		
Micheal's cue-bid :		
Cue-bid forcing others natural		
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>		
Strong : capp 2♣ : majors 2♦ : multi, 2♥+minor, 2♠+minor		
Double : 4 major + longer minor or strong 1 major		
Weak: transfers all seats		
When opponent overcalls 1nt over a Major opening and everyone passes: 1♥-1NT - p - p		
2♣: 4-card ♣, 2♦: 6-card H, 2♥- ♥ and a minor suit, 2♠: 6card ♥ 5 card ♠		
1♠-1NT-p - p		
2♦: 4-card ♥, 2♣: 6-card ♠, 2♥: 55 maj 2♠: ♠ +minor		
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>		
Double : take out		
Cue – bid : 2 suiter		
Nt bids: naturel		
<b>VS.ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>		
Dbl: majors, 1nt: minors, 2♣ natural		
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>		
Redouble:9+		
truscott		

LEADS AND SIGNALS		
<b>OPENING LEADS STYLE</b>		
Suit	Lead	In Partner's Suit
Suit	3-5	3-5
NT	2-4	2-4 sometimes 3- 5
Subseq		
Other:		
<b>LEADS</b>		
Lead	Vs. Suit	Vs. NT
Ace	ARxx	AR10xx
King	RQ,AR	ARJ10x,RD109X
Queen	QJxx	QJ9x,RQ98x
Jack	J10x,RJ10	J10xx,Jx
10	109x,R109,Q109	R109xx,A109xx,Q109
9	9x,9xx	109xx,9X
Hi-X	Even	Even
Lo-X	Odd	Odd
<b>SIGNALS IN ORDER OF PRIORITY</b>		
1	High: encourage	Discarding
Suit 2		
3		
1	High:encourage	same
NT 2		
3		
Signals (including Trumps):		
Smith echo high card from both side		
<b>DOUBLES</b>		
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>		
Opening hand		
Jumps: invitations, cue-bid forcing		
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>		
Take out double		
Optional double		
Maximum overcall double		
Responsive double		
Competitive double		

W B F CONVENTION CARD		
<b>CATEGORY: TURKEY</b>		
NCBO:		
PLAYERS:Yasemin Erengil-Sevil Nuhoglu		
<b>SYSTEM SUMMARY</b>		
<b>GENERAL APPROACH AND STYLE</b>		
2/1 5 card major		
1 nt : (14)15-17 5M-6m possible		
1M – 3cl,3d,3h(on sp opening): natural, invite, (same when overcall comes)		
1M-1nt: semiforcing		
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>		
2♣ : strong any hand		
2♦ : weak		
2♥:weak		
2♠:weak		
4♣: pre-emptive		
4♦:pre-emptive		
<b>SPECIAL FORCING PASS SEQUENCES</b>		
When we bid game in vulnerable then opps bid		
<b>IMPORTANT NOTES</b>		
1M-dbl-3x: 4cards in partner's maj, values in bid suit		
1M-dbl-2x:to play		
<b>PSYCHICS: rare</b>		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4♥	11-21	Inverted minor , check back stayman,2nt:11-12, 3nt:13-15 2♦,2♥,2♠ : weak 6 cards	Check back over 1♠:2nt:3cards ♠+4 cards ♥ max. 3♣:3 cards ♠+4 cards ♥ min.	
1♦		3	4♥	11-21	Same as 1♣ opening 3cl:inv with cl	Same as above after opener's rebid 2nt:3cl check-back stymn	
					2♥ good 2h 2♠ strong: strong good suit		
1♥		5	4♦	11-21	1nt: forcing 2nt : inv. with 4 cards		Drury: always 2♣
					3♦: any sng. 10-12, 3nt, 4♣,4♦:sng.13-15 2♣: forcing 2+card	After 3♦ 3nt asking singleton	2nt: support with singleton
1♠		5	4♥	11-21	1sp – 3cl-3d-3h invite in bid suit	After 3 nt 4♣ asking singleton, others same as above	Same as 1♥
					Stayman, jacoby, texas. gerber	After 2♣ 2nt : good support	
INT			4♦	(14) 15 -17	2♦:transfer to ♣,3♣: transfer to ♦ 3♦: 5-5 minors strong	2♦ after 2 ♦:5-5 majors, passable	
					3♥:short heart, minors 54 or 64 3♦:short spade minors 54 or 64	3♥ after 2♥:5-5 strong majors	
2♣	✓	0	4+	19+ unbalanced	2♦:waiting bid 2 ♥,2♠,2nt,3♣,3♦: positive	2♣ ---2♦	
					(22)23+ balanced	3♥,3♦:6 card good suit	
2♦	✓	0		6-10 6(7) cards	2♥,2♠ : forcing	After 2 nt 3♦:weak outhers show stoper	
					2nt asking		
2♥		6		6-10 6(7) cards	2 nt asking	After 2nt:3♥:weak, others good	
					2♠:forcing 3♣,3♦:inv.		
2♠				6-10 6(7) cards	2 nt asking	After 2nt:3♠:weak, others good	
					3♥:forcing 3♣,3♦:inv.		
2NT		4♦		20-22 can be 5 cards major	3♣:puppet stayman 3♦,3♥,3♠: transfers	3nt: 4 card ♠+5card ♥,weak hand	
3bids		7		6-10	New suit one round forcing	4 level bids :asking control	
3NT		7		Solid minor.max. Q outside	4♣:pass or correct		
					4♦:inquiry	4♥,4♦,5♣: sing. 4 nt :7-2-2-2	
4♣		7		Pre-emptive	naturel	4♥,4♦: to play	
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 Blackwood: 14-03	
5♦		7		Pre-emptive	5nt :asking key card	Gerber: 0,1,2,3, DOPI, ROPI	5nt: Grand slam try Splinters

DEFENSIVE AND COMPETITIVE BIDDING			LEADS AND SIGNALS			WBF CONVENTION CARD	
OVERCALLS (Style; Responses; 1/2level; Reopening)			OPENING LEADS STYLE				
General Style:Level 1:6+HCP 4+cards	R/O : 8+HCP, Responses: CUE=GF, JumpCUE= 3rd level NAT with 4 card fit, 4th level SPL. NewSuit=F1, JumpNewSuit=G/T, JumpRaise=PRE - CUE=F1, 1NT=11-14 BAL , 2NT=18-19 1NT OVERCALL(2nd/4th Live; Responses; Reopening) 2nd: VS. m :15-17 HCP; VS. M :15-18 HCP Response: Same As Opening 4th: 11-14 HCP Response: 2♦=ASK Range 2♦/♥/♦/2NT=TRANSFER, 3♦/♦/♥/♦=NAT INV JUMP OVERCALLS (Style;Responses;Unusual NT)	Suit	Lead	in Partner's Suit		Category	NAT / GREEN
Level 2:10+HCP 5+cards	Suit	3rd / 5th	3rd		Country	TURKEY	
Responses: CUE=GF, JumpCUE= 3rd level NAT with 4 card fit, 4th level SPL. NewSuit=F1, JumpNewSuit=G/T, JumpRaise=PRE - CUE=F1, 1NT=11-14 BAL , 2NT=18-19	NT	4th-2nd	3rd		Event	WOMEN	
1NT OVERCALL(2nd/4th Live; Responses; Reopening)	Subseq	ATT	ATT		Players	Hatice OZGUR Irem OZBAY	
2nd: VS. m :15-17 HCP; VS. M :15-18 HCP	Other	KANTAR			SYSTEM SUMMARY		
Response: Same As Opening	LEADS				GENERAL APPROACH AND STYLE		
4th: 11-14 HCP	Lead	Vs.Suit	Vs. NT		5 card major		
Response: 2♦=ASK Range	Ace	AKx,Ax,AKJx,AKxx	AK,AKx,AKJx		BEST MINOR (1♦ IF 3-3) (1♦ IF 4-4)		
2♦/♥/♦/2NT=TRANSFER, 3♦/♦/♥/♦=NAT INV	King	KQ,KQxx,KQTx,Kx,AK	AKJT,AKJxx,KQJxx		Forc. NT over 1M opening.		
JUMP OVERCALLS (Style;Responses;Unusual NT)	Queen	QJT,QJx,Qx	AQVx,KQx,KQTx,KQJx,QJTx		2 / 1 Responses : GF - 1NT Openings:VUL. 15-17 HCP		
1-Suit: WJO	Jack	AJTx,KJTx,JT9x	JT9x,Jx,		SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
2-Suit: (1M)-3♦=OM+♦, (1M)-2M = OM+♦ , (1♦)-2♦=MM	10	KT9,AT9,QT9	KT9,AT9,QT9		OPENINGS:		
(1any)-2NT=LOWEST SUITS, (1m)-3om/3M= NAT,WK	9	109x,109xx,1098	KT9,AT9,QT9.109x,109xx,1098		3NT = SOL m, NO O/S ACE or KING		
(1any)-3any=ASK Stopper	Hi-x	COUNT	COUNT		MULTI 2♦ = 3-10 HCP WEAK any M or 18-19 HCP		
Reopening:INTERMEDIATE, (1m) - Pass - (Pass) - 2NT=18-19 HCP	Lo-x	COUNT	COUNT		2♦ = WK ♦ + ANY m		
DIRECT and JUMP CUE BIDS (Style;Responses;Reopening)	SIGNALS IN ORDER OF PRIORITY				2♦ = WK ♠+ ANY m		
1♦/♦ - 2♦ =MAJORS, 1♦-2♦ = NAT. CLUBS		Partner's Lead	Declarer's Lead	Discarding	RESPONSES:		
Response:CUE=F1, 2NT=ASK LIMIT	Suit:1st	High=Encrg	HI=EVEN	Small=Discrg.	1♦-2♦ ; 1♦-3♦ : LIMIT RAISE with SUPP		
VS. NT(vs. Strong/Weak; Reopening; PH)	2nd	Count	HI=S/P	EVEN=S/P	DRURY [15]		
VS STR:DBL=M+m (OR any GF hand) , or ♦[20] 2♦=MM, 2♦=MULTI, 2♥=♦+m, 2♦=♦+m, 2NT=mm, 3♦/♦/3♦/♦=NAT WK,	3rd	HI=S/P			1♦/♦ - 2♦ = 4+♦, 5+♦ (3-8 HCP)		
R/O: X/MM, ANYSUIT= NAT VS WK NT [5]	NT: 1st	SAME			1♦/♦ - 2♦ = 4+♦, 5+♦ (9-10HCP)		
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT bids) [19]	2nd				1♥-2♠ = ♥ fit with 4+ card♦(12+HCP) ♥		
VS.MULTI, DBL= T/O, 2NT=15-18HCP ; 3♦=mm STR, 3♦=♦+m, 2♦/2♣/3♦/♦=NAT,4♦=♦+♦, 4♦=♦+♦, 4♦/♦=to play	3rd				1M-1NT : No 3 cards SUPP		
VS.2♦(if NAT); 3♦=♦+♦;3♦=♦+♦,4♦=MM,STR;4♦=MM,WK	Signals (including Trumps):				COMP:		
2♦/2♣/3♦=NAT,18- HCP, 2NT=15-18 HCP	REVERSE TRUMP COUNT SHOWS RUFFING VALUES				After OPP BID 2 SUITS [18]		
VS.2♦/(if NAT);CUE=mm STR ; 4♦=♦+oM ; 4♦=♦+oM,2NT=15-18HCP	DOUBLES				TRF After 1M-(DBL) [17]		
3♦/♦/oM=NAT(18-HCP)	TAKEOUT DOUBLES(Style;Responses;Reopening)				After 1m-(1NT)= MULTI LANDY [4]		
VS.3♦/3♦/3NT: 4♦=MM,STR ; 4♦=MM, TO PLAY	Style: MIGHT BE LIGHT				COMPETITIVE 2NT=LIMIT RAISE		
VS.3♦/3♦: 4♦=♦+oM (STR) ; 4♦=♦+ oM, STR; CUE=mm STR	Response: CUE:F1,				LEB Variations.		
VS. ARTIFICIAL STRONG OPENINGS	R/O: 8+HCP with S/S				Psychics: NEVER		
VS.2♦, 2NT=mm, DBL=MM, Others:NAT	SPECIAL,ARTIFICIAL AND COMP DOUBLES/REDOUBLES						
VS.1♦, 1♦/♥/♦=NAT,DBL=MM, 1NT=mm	RDBL						
OVER OPPONENT'S TAKE OUT DOUBLE	SPECIAL FORCING PASS SEQUENCES						
RDBL : 9+ HCP , ALL SYSTEM IS TRANSFER	2♦ - (any bid) - PASS = 5 + HCP, DBL = 0-4 HCP						
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE (1M)-4♦=5cardsOM+6cards♦, (1M)-4♦=5cardsM+6 cards♦							





NOTE 1	1♦ 1♥ 1♣ 1♦	1NT : a) 15-17 HCP / 5422 b) 18-19 HCP /5422 c) 15-17 HCP Unbalanced 4 card SUPP	2NT : a) 15-17 HCP 4225 b) 18-19 HCP 4225 c) 15-17 HCP Unbalanced 4 card SUPP	NOTE 6	2NT : 4 card M 3♦ : 5 Card ♥ 3♦ : 5 Card ♦ 3NT : No M	3♦(PUP STAY) 3♦ : S/T (♥) 3NT : To Play 4♦ : NAT 4♦ : NAT 4♦ : S/T (♦) 4♦ : To Play
	1♦ 1♥ 1♦ 1♦	1NT : a) 15-17 HCP 2452 b) 18-19 HCP 2452 c) 15-17 HCP Unbalanced 4 card SUPP	2NT : a) 15-17 HCP 4252 b) 18-19 HCP 4252 c) 15-17 HCP Unbalanced 4 card SUPP		2♦ 2♦/♦ (P/C) 2NT : 18-19 HCP BAL. ? = system ON	3♦ 3♦ : P/C 3♦ : WK 6 card ♥ 3♦ : WK 6 card ♦
	1♦/1♦ 1♦/1♦	2NT : 3♦ : Relay 3♦ : 5+m. + 4M (partner suit) + oM S/S 15-17 HCP 3♦ : 5+m. + 4M (partner suit) + om S/S 15-17 HCP 3♦ : 5m + 4M (partner suit) + Other suits 2/2 15-17 HCP 3NT : 5m+ 4M (partner suit) + Other suits 2/2 18-19 HCP	1♦/1♦ 1♦/1♦		2♦ 2♦ : Pass or Correct Pas : WK 6 card ♥ 2♦ : WK 6 card ♦	2♦ 2♦ : Weak 6 card ♦ 2NT : 18-19 HCP BAL. 3♦ : Weak 6 card ♥
	1♦/1♦ 1♦/1♦	1NT : 2♦ = 2way CB- PUP to 2♦ 2♦ Pass = to play 3♦ : 5♦ INV 2♦ : 5+ card INV 3♦ : 6+ card INV 2NT : Natural INV	1♦/1♦ 1♦/1♦		2♦ 2♦ : 6 card ♥ 4♦ : 6 card ♦ 4♦ : 6 card ♦ 4NT : 18-19 HCP BAL.	2♦ 2♦ : ASK (If any bid up does not come up to 3♦) 4♦ : 6 card ♥ 4♦ : 6 card ♦ 4NT : 18-19 HCP BAL.
	1♦/1♦ 1♦/1♦	2NT : 2♦ = 2way CB -PUP to 2♦ 2♦ Pass = to play 3♦ : 5+♦ INV 2♦ : 5+ card INV 3♦ : 6+ card INV 2NT : NAT, INV.	1♦/1♦ 1♦/1♦		2♦ 2♦ : Forcing Relay 3♦ : 6 card ♥ Bad Hand 3♦ : 6 card ♦ Bad Hand 3♦ : 6 card ♥ Good Hand 3♦ : 6 card ♦ Good Hand 3NT : 18-19 HCP BAL.	2♦ 2♦ : ASK (If any bid up does not come up to 3♦) 4♦ : 6 card ♥ 4♦ : 6 card ♦ 4NT : 18-19 HCP BAL.
	1♦/1♦ 1♦/1♦	2♦ : 5+♦ + 4+♦ (3-8 HCP)	1♦/1♦ 1♦/1♦		2♦ : 5+♦ + 4+♦ (9-11 HCP)	2♦ 2♦ : ASK suit 2♦ : NAT To Play 3♦/♦ : 2NT : Relay (Respondent's System is ON)
	2NT : Relay	3♦ : 5+♦ + 4+♦ MIN 3♦ : 5+♦ + 4+♦ MAX 3♦ : 5+♦ + 5♦ MIN 3♦ : 5+♦ + 5♦ MAX	2NT : Relay		3♦ : 5+♦ + 4+♦ Minimum 3♦ : 5+♦ + 4+♦ Maximum 3♦ : 5+♦ + 5♦ Minimum 3♦ : 5+♦ + 5♦ Maximum 3NT : 5+♦ + 5♦ Maximum and short ♦	3♦ : 6 card ♥ Bad Hand 3♦ : 6 card ♦ Bad Hand 3♦ : 6 card ♥ Good Hand 3♦ : 6 card ♦ Good Hand 3NT : 18-19 HCP BAL.
	2NT( Relay)	3♦ : 5+♦ + 4+♦ MIN 3♦ : 5413 and short ♦ 3♦ : 5431 and short ♦ 3NT : 5422	2NT(ASK,S/S)		3♦(5+♦ + 4+♦ MAX) 3♦ : 5422 3NT : 5413 and short ♦ 4♦ : 5431 and short ♦	2♦ (X) XX : ASK suit 2♦ : NAT To Play 3♦/♦ : 2NT : Relay (Respondent's System is ON) 3♦/♦ : P/C 4♦ : ASK 4♦ : ASK 4♦ : NAT To Play 4♦ : NAT To Play
	1♦/1♦ ( 1 NT ) X	: PENALTY 2♦ : MAJORS 2♦ : MULTI ( 6 card ♥ or ♦ ) 2♦ : ♥ + m (your opening) 2♦ : ♦ + m (your opening)	1♦/1♦		2♦ : 5+♦ + 4+♦ (3-8 HCP)	2♦ (2♦/♦) X : Penalty 3♦/♦ : Natural To Play 2NT : Relay (System ON) 3♦/♦ : PRE, P/C 4♦ : ASK 4♦ : ASK 4♦ : NAT To Play 4♦ : NAT To Play 4♦ : Transfer your major 4♦ : Blok 4♦ : If Opp bids 3♦ - 4♦ : Natural 4♦ : Asks for suit 4♦ : Natural To Play 4♦ : Natural To Play
	( 1 NT ) IF WEAK X	: PEN (13+HP) 2♦ : MM 2♦ : TRF to ♥ 2♦ : TRF to ♦ 2♦ : TRF to m 2NT : STR 2 Suits 3♦/♦ : NAT with 5+ cards 4♦ : 6+6 MM	( 1 NT ) IF WEAK 2NT (Pass) 3♦=ASK for the suits		3♦ = ♦ + M 3♦ = ♥ + ♣ 3♦ = ♦ + ♣	2♦ (3♦/♦) X : Penalty 3♦/♦ : Natural To Play 2NT : Relay (System ON) 3♦/♦ : PRE, P/C 4♦ : ASK 4♦ : ASK 4♦ : NAT To Play 4♦ : NAT To Play 4♦ : Transfer your major 4♦ : Blok 4♦ : If Opp bids 3♦ - 4♦ : Natural 4♦ : Asks for suit 4♦ : Natural To Play 4♦ : Natural To Play
NOTE 2	1♦/1♦ 1♦/1♦	1NT : 2♦ = 2way CB- PUP to 2♦ 2♦ Pass = to play 3♦ : 5+♦ INV 2♦ : 5+ card INV 3♦ : 6+ card INV 2NT : Natural INV	1♦/1♦ 1♦/1♦		2♦ 2♦ : 6 card ♥ 4♦ : 6 card ♦ 4♦ : 6 card ♦ 4NT : 18-19 HCP BAL.	2♦ 2♦ : ASK (If any bid up does not come up to 3♦) 4♦ : 6 card ♥ 4♦ : 6 card ♦ 4NT : 18-19 HCP BAL.
NOTE 3	1♦/1♦ 1♦/1♦	2♦ : 5+♦ + 4+♦ ( 3-8 HCP )	1♦/1♦ 1♦/1♦		2♦ 2♦ : Forcing Relay 3♦ : 6 card ♥ Bad Hand 3♦ : 6 card ♦ Bad Hand 3♦ : 6 card ♥ Good Hand 3♦ : 6 card ♦ Good Hand 3NT : 18-19 HCP BAL.	2♦ 2♦ : ASK suit 2♦ : NAT To Play 3♦/♦ : 2NT : Relay (Respondent's System is ON) 3♦/♦ : P/C 4♦ : ASK 4♦ : ASK 4♦ : NAT To Play 4♦ : NAT To Play
NOTE 4	1♦/1♦ ( 1 NT ) X	: PENALTY 2♦ : MAJORS 2♦ : MULTI ( 6 card ♥ or ♦ ) 2♦ : ♥ + m (your opening) 2♦ : ♦ + m (your opening)	1♦/1♦		2♦ : 5+♦ + 4+♦ ( 3-8 HCP )	2♦ (2♦/♦) X : Penalty 3♦/♦ : Natural To Play 2NT : Relay (System ON) 3♦/♦ : PRE, P/C 4♦ : ASK 4♦ : ASK 4♦ : NAT To Play 4♦ : NAT To Play 4♦ : Transfer your major 4♦ : Blok 4♦ : If Opp bids 3♦ - 4♦ : Natural 4♦ : Asks for suit 4♦ : Natural To Play 4♦ : Natural To Play
NOTE 5	( 1 NT ) IF WEAK X	: PEN (13+HP) 2♦ : MM 2♦ : TRF to ♥ 2♦ : TRF to ♦ 2♦ : TRF to m 2NT : STR 2 Suits 3♦/♦ : NAT with 5+ cards 4♦ : 6+6 MM	( 1 NT ) IF WEAK 2NT (Pass) 3♦=ASK for the suits		3♦ = ♦ + M 3♦ = ♥ + ♣ 3♦ = ♦ + ♣	2♦ (2♦/♦) X : Penalty 3♦/♦ : Natural To Play 2NT : Relay (System ON) 3♦/♦ : PRE, P/C 4♦ : ASK 4♦ : ASK 4♦ : NAT To Play 4♦ : NAT To Play 4♦ : Transfer your major 4♦ : Blok 4♦ : If Opp bids 3♦ - 4♦ : Natural 4♦ : Asks for suit 4♦ : Natural To Play 4♦ : Natural To Play

SUPPLEMENTARY SHEETS		— TURKEY WOMEN — Irem OZBAY - Hatice OZBAY — IMPORTANT NOTE : ALL BIDS ARE THE OPPONENTS ARE IN BRACKETS										Page 2
NOTE 10	1♦ 2♦ 3♦ Cards fit 4+ cards 2NT : Relay	1♦ 3♦ : Asking 3♦ : SS 3♦ : TO PLAY 3♦ : 4 Cards SUPP 10-12 HCP 3♦ : 54 MMS FG 54 = NAT - GF	3NT : Relay	4♦ : S/S ♦ 4♦ : S/S ♦ 4♦ : S/S ♦ 4♦ : S/S ♦	X	(1♦)	1♦ : NEG No 3 Card SUPP 1NT : 9-11 HCP No 3 Card ♦ 2♦/♦ : NAT 5+ card / 9+ HCP 2♦ : 6-10 HCP 3+ Card ♦ INV 2♦ : 11+ HCP 3+ Card ♦ GF 2NT : 11-12 HCP 3+ Card ♦ 3♦/3♦ : NAT 5+card and 4 card SUPP 3♦ : PRE 4+card ♦ 3♦/4♦/♦ : SPL 10-12 HCP 4+ card ♦ 3NT : GAMBLING with Def. Tricks 4+ card Supp. 4♦ : GAMBLING					
NOTE 11	1♦ : Asking 3♦ : Asking 3♦ : SS 3♦ : TO PLAY 3♦ : 4 Cards SUPP 10-12 HCP 3♦ : 54 MMS FG 54 = NAT - GF	3♦ : 3 Cards SUPP 10-12 HCP 3♦ : 4 Cards SUPP 6-9 HCP 3♦ : 4 Cards SUPP 10-12 HCP 3 NT : SS ♦ 3♦ : SS 1NT : (STAY)	3♦ : Asking 3♦ : SS 3♦ : 4 Cards SUPP 6-9 HCP 3♦ : 4 Cards SUPP 10-12 HCP 3 NT : SS ♦ 3♦ : SS	3♦ : 3 Cards SUPP 10-12 HCP 3♦ : 4 Cards SUPP 6-9 HCP 3♦ : 4 Cards SUPP 10-12 HCP 3 NT : SS ♦ 3♦ : SS	INT	(1♦)	1♦ : NEG No 3 Card Supp 1NT : 9-11 HCP No 3 Card ♦ 2♦/♦ : NAT 5+ card / 9+ HCP 2♦ : 6-10 HCP 3+ Card ♦ INV 2♦ : 11+ HCP 3+ Card ♦ GF 2NT : 11-12 HCP 3+ Card ♦ 3♦/3♦ : NAT 5+card and 4 card SUPP 3♦ : PRE 4+card ♦ 3♦/4♦/♦ : SPL 10-12 HCP 4+ card ♦ 3NT : GAMBLING with Def. Tricks 4+ card Supp. 4♦ : GAMBLING					
NOTE 12a	2♦ : NO 4 card major 2♦ : 4+ Card ♦ 2♦ : 4+ Card ♦ ♦ 2NT : INV	2♦/♦ : 4+ Card ♦, 4 card ♦ TO PLAY 2♦/♦ : 5 card ♦, 5 card ♦ INV	INT	2♦ : 4+ Card ♦ 2♦ : 5 card ♦, 5 card ♦ INV	2♦/♦ : INV 3NT = To Play 4♦ : BAL, ASK KC 4♦ : BAL, S/T 30m = Any S/S, S/T 4M : To Play	X	(2♦)	1♦ : NEG No 3 Card Supp 1NT : 9-11 HCP No 3 Card ♦ 2♦/♦ : NAT 5+ card / 9+ HCP 2♦ : 6-10 HCP 3+ Card ♦ INV 2NT : 10-12 HCP 3+ Card ♦ Balanced Inv. 3♦ : 12+ HCP 3+ Card ♦ 3♦ : NAT 5+card and 4 card SUPP 3♦ : PRE 4+card ♦ 3♦/4♦/♦ : SPL 10-12 HCP 4+ card ♦ 3NT : GAMBLING with Def. Tricks 4+ card Supp. 4♦ : GAMBLING				
NOTE 12b	1NT : 2♦ 2♦ : 4 card ♦, 4 card ♦ TO PLAY 2♦ : 5 card ♦, 5 card ♦ INV 3♦ : AS 3♦ : 1NT FG 3♦ : 5 card ♦, 4 card ♦ FG 3♦ : 5 card ♦, 4 card ♦ FG	1NT : 2♦ 2♦ : 4 card ♦, 4 card ♦ TO PLAY 2♦ : 5 card ♦, 5 card ♦ INV 3♦ : AS 3♦ : 1NT FG 3♦ : 5 card ♦, 4 card ♦ FG 3♦ : 5 card ♦, 4 card ♦ FG	INT	2♦ : 4+ Card ♦ 2♦ : 5 card ♦, 5 card ♦ INV	2♦ : 4+ Card ♦ 2♦ : 5 card ♦, 5 card ♦ INV	= no 5 cards m	X	(2♦)	1♦ : NEG No 3 Card Supp 1NT : 9-11 HCP No 3 Card ♦ 2♦/♦ : NAT 5+ card / 11+ HCP 2♦ : 6-10 HCP 3+ Card ♦ INV 2NT : 10-12 HCP 3+ Card ♦ Balanced Inv. 3♦ : 12+ HCP 3+ Card ♦ 3♦ : NAT 5+card and 4 card SUPP 3♦ : PRE 4+card ♦ 3♦/4♦/♦ : SPL 10-12 HCP 4+ card ♦ 3NT : GAMBLING with Def. Tricks 4+ card Supp. 4♦ : GAMBLING			
NOTE 12c	1NT : 2♦ 2NT : 4 cards SUPP, MAX 3♦/4♦/♦ = 4 cards SUPP, MIN	1NT : 2♦ 2NT : 4 cards SUPP, MAX 3♦/4♦/♦ = 4 cards SUPP, MIN	INT	2♦ : TRANS to ♦ 2NT : TRANS to ♦	2♦ : RE-TRF Others: CUE, S/T	X	(2♦)	1♦ : NEG No 3 Card Supp 1NT : 9-11 HCP No 3 Card ♦ 2♦/♦ : NAT 5+ card / 11+ HCP 2♦ : 6-10 HCP 3+ Card ♦ INV 2NT : 10-12 HCP 3+ Card ♦ Balanced Inv. 3♦ : 12+ HCP 3+ Card ♦ 3♦ : NAT 5+card and 4 card SUPP 3♦ : PRE 4+card ♦ 3♦/4♦/♦ : SPL 10-12 HCP 4+ card ♦ 3NT : GAMBLING with Def. Tricks 4+ card Supp. 4♦ : GAMBLING				
NOTE 12d	1NT : 2♦= TRANS to ♦ 2NT= SUPP and MAX 3♦= no SUPP	1NT : 2♦= TRANS to ♦ 2NT= SUPP and MAX 3♦= no SUPP	INT	2♦ : TRANS to ♦ 2NT : TRANS to ♦	2♦ : RE-TRF Others: CUE, S/T	X	(2♦)	1♦ : NEG No 3 Card Supp 1NT : 9-11 HCP No 3 Card ♦ 2♦/♦ : NAT 5+ card / 9+ HCP 2♦ : 6-10 HCP 3+ Card ♦ 2NT : 10-12 HCP 3+ Card ♦ INV 3♦ : 12+ HCP 3+ Card ♦ 3♦ : NAT 6+card Pre-emptive 3♦ : PRE 4+card ♦ 3NT : GAMBLING with Def. Tricks 4+ card Supp. 4♦/♦/♦ : 4+ card ♦ SPL				
NOTE 12d-a	1NT : 4NT (QUANT) 5♦/5♦/5♦/5♦ = 4 cards, to play 5NT = 44 mm MAX 6♦/6♦/6♦/6♦ = 5 cards to play 6NT = to play, MAX	1NT : 4NT (QUANT) 5♦/5♦/5♦/5♦ = 4 cards, to play 5NT = 44 mm MAX 6♦/6♦/6♦/6♦ = 5 cards to play 6NT = to play, MAX	INT	(DBL If : Penalty)	PAS : To Play XX : TRF to 2♦ (5+card any suit ) 2♦ : 4+4-+4 card other suit 2♦ : 4+4-+4 card other suit 2♦ : 4+4 MM	X	(2♦)	1♦ : NEG No 3 Card Supp 1NT : 9-11 HCP No 3 Card ♦ 2♦/♦ : NAT 5+ card / 9+ HCP 2♦ : 6-10 HCP 3+ Card ♦ 2NT : 10-12 HCP 3+ Card ♦ INV 3♦ : 12+ HCP 3+ Card ♦ 3♦ : NAT 6+card Pre-emptive 3♦ : PRE 4+card ♦ 3NT : GAMBLING with Def. Tricks 4+ card Supp. 4♦/♦/♦ : 4+ card ♦ SPL				
NOTE 13	1NT : (DBL If : Conventional)	1NT : (DBL If : Conventional)	PAS	1NT : To Play XX : 8+HCP Others : System ON	X	(2♦)	1♦ : NEG No 3 Card Supp 1NT : 9-11 HCP No 3 Card ♦ 2♦/♦ : NAT 5+ card / 9+ HCP 2♦ : 6-10 HCP 3+ Card ♦ 2NT : 10-12 HCP 3+ Card ♦ INV 3♦ : 12+ HCP 3+ Card ♦ 3♦ : NAT 6+card Pre-emptive 3♦ : PRE 4+card ♦ 3NT : GAMBLING with Def. Tricks 4+ card Supp. 4♦/♦/♦ : 4+ card ♦ SPL					
NOTE 14	1♦/1♦ : (1 NT ) IF 15-17	1♦/1♦ : (1 NT ) IF 15-17	X	: PEN : NAT, S/O : INV with fit and S/S 3♦/3♦ : INV with 5+ card ♦, ♦ and 4 card SUPP 3♦/3♦ : PRE 4+card	1♦ : NEG 8+HCP 2X : To Play 8+HCP 3X : FG LEB Transfer and system is 4 ON	X	(2♦)	1♦ : NEG No 3 Card Supp 1NT : 9-11 HCP 3 Card SUPP 2♦ : 6-10 HCP 3+ Card ♦ 2NT : 10-12 HCP 3+ Card ♦ INV 3♦/3♦ : NAT 5+ card / 11+ HCP 3♦ : 12+ HCP 3+ Card ♦ 3♦ : PRE 4+card ♦ 3NT : GAMBLING with Def. Tricks 4+ card Supp. 4♦/♦/♦ : 4+ card ♦ SPL				
NOTE 15	Pass : (Pass) ? : (Pass)	1♦/♦ : (Pass)	?	2♦ : 9-11 HCP 3 Card SUPP 2♦ : 9-11 HCP NAT No fit 2NT : 9-11 HCP 4 Card SUPP any S/S		X	(2♦)	1♦ : NEG No 3 Card Supp 1NT : 9-11 HCP No 3 Card ♦ 2♦/♦ : NAT 5+ card / 9+ HCP 2♦ : 6-10 HCP 3+ Card ♦ 2NT : 10-12 HCP 3+ Card ♦ INV 3♦/3♦ : NAT 5+ card / 11+ HCP 3♦ : 12+ HCP 3+ Card ♦ 3♦ : PRE 4+card ♦ 3NT : GAMBLING with Def. Tricks 4+ card Supp. 4♦/♦/♦ : 4+ card ♦ SPL				

NOTE 17	<p><b>1♥ (X)</b></p> <p>XX : 10+HCP Any</p> <p><b>1♦</b> : NAT 4+ card / 5+ HCP</p> <p><b>1NT</b> : TRF to ♦</p> <p><b>2♦</b> : TRF to ♦</p> <p><b>2♦</b> : 3+card ♥ (8-10 HCP)</p> <p><b>2♥</b> : 3+card ♥ (5-7 HCP)</p> <p><b>2♦</b> : 9-11 HCP any S/S 4 card SUPP.</p> <p><b>2NT</b> : 9-11 HCP 4+ Card ♥ BAL, INV</p> <p><b>3♦</b> : 9-11 HCP 4+card ♥ + CONC ♦</p> <p><b>3♦</b> : 9-11 HCP 4+card ♥ + CONC ♦</p> <p><b>3♥</b> : PRE 4+card ♥</p> <p><b>3♦-4♦/♦</b> : 10+ HCP 4+ card ♥ SPL</p> <p><b>3NT</b> : GAMBLING with Def. Tricks 4+ card Supp.</p> <p><b>4♥</b> : GAMBLING</p> <p><b>5♦/♦</b> : TO PLAY</p>	<p><b>(2♦)</b> (if MM)</p> <p><b>2♥</b> : T/= with mm</p> <p><b>2♦</b> : NAT 5+ cards 18-HCP</p> <p><b>2NT</b> : 15-18 BAL</p> <p><b>3♦</b> : NAT 6+ card 18-HCP</p> <p><b>3♦</b> : NAT 6+ card 18-HCP</p> <p><b>3♥</b> : Single asking for stopper</p> <p><b>3♦</b> : Single asking for Stopper</p>	<p><b>(2♦)</b> (if 2 suited)</p> <p><b>2NT</b> : 15-18 BAL</p> <p><b>3♦</b> : NAT 6+ card 18-HCP</p> <p><b>3♦</b> : NAT 6+ card 18-HCP</p> <p><b>3♥</b> : ASK for stopper</p> <p><b>3♦</b> :</p> <p><b>4♦</b> : ♦+♦ 5+5 card</p> <p><b>2NT</b> : 15-18 BAL</p> <p><b>3♦</b> : NAT 6+ card 18-HCP</p> <p><b>3♦</b> : NAT 6+ card 18-HCP</p> <p><b>3♦</b> : ASK for stopper</p> <p><b>4♦</b> : ♦+♥ 5+5 card</p> <p><b>4♦</b> : ♦+♦ 5+5 card</p>	<p><b>(1 NT)</b> X (M+m or ♦'s)</p> <p><b>(Pass)</b></p> <p><b>2♦</b> =ASK m</p>
NOTE 18	<p><b>(1X) Pas</b></p> <p><b>(1Y)</b></p> <p><b>1NT</b> : 15-18 HCP</p> <p>X : 44 or 54 Other Suits</p> <p>2X : 55 Other Suits WK</p> <p>2Y : NAT</p> <p>2NT : 55 Other Suits CONS</p>	<p><b>(1 NT)</b> : (M+m or ♦'s) or any GF hand</p> <p><b>(Pass)</b></p> <p><b>3♦</b> = 6+4 MIN</p> <p><b>3♦</b> = 6+4 MIN</p> <p><b>3♦</b> = 6-4 MAX</p> <p><b>3♦</b> = 6+4 MAX</p>	<p><b>(1 NT)</b> : (M+m or ♦'s) or any GF hand</p> <p><b>(Pass)</b></p> <p><b>3♦</b> = 6+4 MIN</p> <p><b>3♦</b> = 6+4 MIN</p> <p><b>3♦</b> = 6-4 MAX</p> <p><b>3♦</b> = 6+4 MAX</p>	<p><b>2♦</b> =ASK m</p> <p><b>2♦</b> =Majore P/C</p> <p><b>2♥</b> =NAT</p> <p><b>2♦</b> =NAT</p> <p><b>2NT</b> FG Relay</p>
NOTE 20	<p><b>1♦/♦</b></p> <p><b>1(♥)</b></p>	<p><b>1♦</b> : 3 and less cards ♦s</p> <p><b>DBL</b> : 4+ cards ♦s</p> <p><b>1NT</b> : NAT</p> <p><b>2♦</b> : 6 cards ♦s</p>		



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card			
OVERCALLS (Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE						
<b>General Style:</b> Level 1: 6+HCP 4+cards, <b>Level 2:</b> 10+HCP 5+cards <b>Resp:</b> CUE=F1, JumpCUE=4cards SUPP 7-9, 2NT=4cards SUPP 12+ <b>NewSuit</b> =8-11HCP JumpNewSuit=SOL INV, JumpRaise=PRE <b>R/O</b> : 8+HCP, CUE=F1, 2NT=18-19 BAL	<b>Lead</b> <b>Suit</b> <b>NT</b> <b>Subseq</b> <b>Other</b>	<b>in Partner's Suit</b> 3rd / 5th 2nd / 4th ATT 	<b>Category</b> <b>Country</b> <b>Event</b> <b>Players</b>	<b>GREEN</b> <b>TURKEY</b> <b>WOMEN</b> <b>Dilek YAVAS</b> <b>Serap KURANOĞLU</b>				
				<b>SYSTEM SUMMARY</b>				
				<b>GENERAL APPROACH AND STYLE</b>				
				5 CARDS MAJORS (1♣ may be 2 cards) (1♦ at least 4 cards) SEMI-FORCING NT OVER 1M OPENINGS <b>INT Openings:</b> (14)15-17 HCP				
<b>2nd:</b> 15-17 HCP <b>Response:</b> Same As Opening <b>4th:</b> 10-15 HCP <b>Response:</b> 2♣=ASK Range, Others same as opening <b>JUMP OVERCALLS (Style;Responses;Unusual NT)</b> <b>1-Suit:</b> WJO(Escape;(1♣)- 2♦=MM) <b>2-Suit:</b> (1M)-3♣=oM+♦, (1♣)-3♣ = om+♣, 2♦=MM (1♦)-3♣ = ♣+♣, 3♦= ♣+♣ STR (1x)-2NT=Lowest 2 Unbid Suits <b>Reopening:</b> 2NT=18-19 HCP	<b>LEADS</b> <b>Lead</b> <b>Ace</b> <b>King</b> <b>Queen</b> <b>Jack</b> <b>10</b> <b>9</b> <b>Hi-x</b> <b>Lo-x</b>	<b>Vs.Suit</b> AKx,Ax,AKJx,AKxx KQ,KQxx,KQTx,Kx,AK QJT,QJx,Qx HJTx,JT(X),Jx HT9(X),Tx,T98 9x,987 Xx xxX,xxXx,xxxxX	<b>Vs. NT</b> AK,AKx,AKJx AKJx,AKJxx,KQJxx KQ,KQx,KQTx,KQJx,QJ,AQJx JT9,JT,Jx AT9,AJTx,KJTx,HT98 J98x,T9XX,9x,987,9xx Xx,Xxx,xXXX,xXXXX Hxx,Hxxx,Hxxxx		<b>GENERAL APPROACH AND STYLE</b> 5 CARDS MAJORS (1♣ may be 2 cards) (1♦ at least 4 cards) SEMI-FORCING NT OVER 1M OPENINGS <b>INT Openings:</b> (14)15-17 HCP			
					<b>2 OVER 1 Responses : FG</b>			
					<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>			
					<b>OPENINGS:</b>			
					3NT : SOL m, NO O/S ACE or KING WEAK 2♥/2♦; NAT WK			
<b>DIRECT and JUMP CUE BIDS</b> 1♣-2♣=NAT; (1M)-2M=oM+♣, 2NT-lower suits, 3♣=oM+♦ <b>Response:</b> CUE=F1, 2NT=ASK LIMIT <b>VS. NT(vs. Strong/Weak; Reopening; PH)</b> <b>VS STR:</b> DBL=4M,5+m 2♣=MM, 2♦= ♥or♣ , 2♥/2♣=♥/♣+m, 2NT=mm, R/O:DBL;Majors, Others=NAT <b>VS WK NT:</b> DBL=12+, 2♣=MM, 2♦/♥=TRF to ♥/♣, R/O: 2♣=MM, 2♦/♥/ ♣ NAT	<b>SIGNALS IN ORDER OF PRIORITY</b> <b>Partner's Lead</b> <b>Suit:1st</b> <b>2nd</b> <b>3rd</b> <b>NT: 1st</b> <b>2nd</b> <b>3rd</b> <b>ATT;</b>	<b>Declarer's Lead</b> <b>LOW=EVEN</b> <b>HI=S/P</b> <b>S/P</b> <b>SAME</b> <b>COUNT</b> <b>LOW:ENCRG</b> <b>LOW:ENCRG</b>	<b>Discarding</b> <b>LOW=ENCRG</b> <b>LOW=ENCRG</b> <b>LOW:ENCRG</b> <b>SAME</b> <b>or S/P</b> <b>COUNT: LOW:EVEN</b>		<b>RESPONSES:</b> 1♣-2♦ = SUPP, INV 1♦-3♣ =SUPP, INV TWO WAY DRURY [3] THREE WAY CB [1] 1♣/♦ -2♣ = : 6 ♣/4♥ INV NON SERIOUS S/T <b>COMP:</b> (1♣)- 2♣=NAT, 2♦=MM			
					(1♣)-2♦ = SUPP, INV			
					1♦-3♣ =SUPP, INV			
					TWO WAY DRURY [3]			
					THREE WAY CB [1]			
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)</b> <b>VS.MULTI</b> , DBL=T/O, 2NT=15-18HCP, 3♥=mm, 3♣=♣+m, 4♣=♣+♥, 4♦=♦+♥, 4♥/♣=To PLAY, <b>VS.3♦/♦:</b> CUE=MM <b>VS.2♦(if MM):</b> DBL= Opening Values 2♥=4♦5♣, 2♣=5♦4♦ 3♥=2155, 3♣=1255	<b>Signals (including Trumps):</b> may be preference signal. <b>DOUBLES</b> <b>TAKEOUT DOUBLES(Style;Responses;Reopening)</b> <b>Style:</b> MIGHT BE LIGHT <b>Response:</b> CUE:F1 <b>R/U:</b> 8+HCP with SHORTNESS				(1♣)-Pass-(1 any)- 2♣=MM, 2 any=NAT Pass (1♣)-Pass-(1M)-DBL = T/O, M is longer 1NT = T/O m is longer TRF After 1M-(DBL) MULTILANDY After 1m-(1NT) ESCAPING FROM 1 NT DOUBLED DONT			
					(1♣)-Pass-(1 any)- 2♣=MM, 2 any=NAT			
					Pass (1♣)-Pass-(1M)-DBL = T/O, M is longer			
					1NT = T/O m is longer			
					TRF After 1M-(DBL) MULTILANDY After 1m-(1NT) ESCAPING FROM 1 NT DOUBLED DONT			
<b>VS. ARTIFICIAL STRONG OPENINGS</b> VS.2♣, 2NT=mm, DBL=♣ suit, Others:NAT VS.1♣, 1♦/♥/♣=NAT, DBL=MM 1NT=mm <b>OVER OPPONENT'S TAKE OUT DOUBLE</b> in 3rd-4th seat, TRF after OPPT T/O DBL	<b>SPECIAL,ARTIFICIAL AND COMP DOUBLES/REDOUBLES</b> NEG DBL THRU 4♣ RESP DBL THRU 4♣ MAX, COMP DBL				<b>SPECIAL FORCING PASS SEQUENCES</b> 2♣ - (any bid) - PASS = 0-4 HCP, DBL = 5+HCP <b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b> <b>VS Flannery(2♦);</b> 2♥=T/O, DBL=BAL, 2♣/3♣/♦=NAT, 3♥=mm <b>Psychics:</b> Rare			
					(1♣)-Pass-(1 any)- 2♣=MM, 2 any=NAT			
					Pass (1♣)-Pass-(1M)-DBL = T/O, M is longer			
					1NT = T/O m is longer			
					TRF After 1M-(DBL) MULTILANDY After 1m-(1NT) ESCAPING FROM 1 NT DOUBLED DONT			

Opening	ART	Min. Card	Neg DBL	Description	Responses	Subsequent Auction	Competitive and Passed Hand Bidding
1♣		2	4♦	11-21 HCP	1♣-2♦=SUPP, INV Inverted Minor, 3m=7- HCP UNBAL, 2NT=(10)11-12 2♥ = 5♥+5♣, 3-7 HCP [5] 2♠ = 6♦+4♥ INV  1♦-2♥ = 5♥+5♣, 3-7 HCP [5]	TRF After 1♣/♦-1♥/♣-2NT [2] 1♣-2♣-2♦/2♥/2♠= NAT, STR, UNBAL 2NT=11-14 or 18-19 max 3 cards in ♣, 3 any:S/S 15+HCP 1♦-2♦-2♥/2♣= NAT STR 1♣-1♥-1NT 2♣=INV, 2♦=GF, 2NT=PUP 3♣ 1♣-1♦-1NT=BAL may have 4 cards M 1♣ -1♦/1♥ - 2♣ [10], 1♣ -1♣ -2♦/1♥ - [11],	1♣-(DBL)-2♦:same/♥/♣= weak 1♣/♦-(DBL)-2NT=WK SUPP 1♣/♦-(1NT)-[7] 1♣-(1♦)-DBL=4+♥, 1♥ =+4♦, 1♣=no M, 1NT=6-10HCP 1m-(1♥)-DBL=4+♣, 1♣=noM, 1NT=6-10 HCP P-(P)-1♣-(P)-2♣=NAT P-(P)-1♦-(P)-2♦=NAT 1♦ - (DBL) -3♣=same, 2♣=NAT NF
1♦		4	4♦	11-21 HCP	1♦-2♣=FG [4] 1♦-3♣=SUPP, INV 1♦-2♣=6♦+4♥ INV	1♦ - 2N 1 - 3♣/♦ = 1o Play, 3♥=(xx) 24 GF, 3♣=6+cards ♦ 1♦ - 1♥ -2♣ [8] 1♦ -1♣ -2♥ [9]	P-(P)-1♣-(P)-2♣=NAT P-(P)-1♦-(P)-2♦=NAT 1♦ - (DBL) -3♣=same, 2♣=NAT NF
1♥ 1♣		5	4♦	11-21 HCP	2M: 5-10 HCP 3+ cards SUPP, 3/4M:PRE 1♥=3♣/4♣/4♦:10-12 S/S 3NT:better gambling 1♥-2♣=(R) or NAT FG, 1♥-4♣=NAT 1♥-2♣=3 card♥ 5+ cards ♦ FG 1NT= 4-11 HCP , 2NT=3+SUPP INV [15] 1♣-3♣/3♦/3♥=9-11HCP NAT INV 1♣-4♣/4♦/4♥=10-12 HCP S/S 4+ card SUPP 1♥-3♣/3♦=9-11 HCP NAT INV, 5m=NAT	1♥/♣-1NT-2NT=17-19 HCP 55/64 [14] 1♥-1♣-1NT-2♣=INV, 2♦=FG, 2NT= PUP to 3♣ ToPlay or FG, 3m=55INV 1♥-1♣-1NT-2♣(waiting bid)-2♦=3+cards♦, 3m=5♥5m 1♥-1♣-2♣(relay) [12] 1♥-1♣-2NT[13]  1M-2NT-3♣=S/T, 3♦=ASK G/T, 3M=MIN, 3NT=P/C, 4m=S/S	TWO WAY DRURY [3] 1M-(DBL)-Transfer [16]
1NT		(14)15-17		HCP BAL	NF STAY, 2♣=ASK or ♣ [21] 5♣=GS/T 2NT=ASK M [22] 3♣=TRF, 3♦=mm FG [24] 3♥/♣= S/S in ♥/♣ and 5-4 mm 4♣/♦=TRF, 4/♥/♣=To PLAY, 4NT=QUANT	1NT-2NT(ASK 5 card M) - 3♣=No have 5 card M, 3♥/♣=5 cards 1NT-2♣-2♦-[17], 1NT-2♣-2♥ [18], 1NT-2♣- 2♣[19] 1NT-2♦-2♥=3- cards, 2NT=4 cards♥, MAX , 3♥=4 cards♥ MIN [20] 1NT-2♥-2♣-4♣/♦/♥=SPL, 4♣=BAL S/T	Same from pass hand 1NT-(2x)-2NT/3♣/♦/♥ all TRF 1NT-(DBL,if not PEN)- system on 1NT-(DBL if PEN)-[25]
2♣	ART	4♦		22+HCPBA L 17+UNBAL	2♦= (R), 2♥/♣=NAT 8+ HCP 2NT/3♣/♦/♥=TRF HHxxxx, no O/S Value 4♣/♦= 8 cards,4-HCP no Ace,No King	2♣-2♦-3♥/♣ = 4 cards in ♥/♣ 5+cards in ♦ 2♣-2♦-3♣-3♦ = STAY 2♣-2♦-2♥(R )-2♣(R ) - 2NT=25+, 3♣=5+♥, 3♦/♥/♣ = ♥+♦/♣/♣,	2♣-(any)-PASS = 5 + HCP DBL = 0-4 HCP
2♦				19-21,(4441) or 5 card M	2♥=ASK	2♦-2♥-2NT=BAL, 2♣/3♣/♦/♥=4441♣/♦/♥/♣ S/S 2♦-2♥-2NT-3♣=ASK, 3♦/♥=TRF	
2♥				WK	2NT=ASK, 3♣/♦= NAT 2♣ =NAT F1, 3♣=NAT FG 3/4♥=S/O	2♥-2NT-3♣/♦=feature/3 ♥=MIN,  2♥-2♣-2NT=0,1 card in ♠ MAX, 3♥=0,1 card♦MIN, 3♣=3 cards SUPP no S/S; , 4♣/♦=S/S	2M - (DBL) - RDBL=HCP,othersTRF 2♥ - (2♣) - 2NT = same
2♣				WK	2NT=ASK, 3♣/♦= NAT, 3♣=SUPP FG, 3♥=NAT F1, 4♥=to play	2♣-2NT-3♣/3♦/3♥=feature,3♣=MIN	
2NT				19-21 HCP BAL	3♦/♥=TRF, 4♣=TRF to ♦ S/T 3♣=STAY, 3♣=mm or S/T in ♣ 4♦/♥=TRF	2NT-3♣-3♦- 3♥=4cards♣,3♣=4cards♥, 4♣=4♥4♣ S/T, 4♦=4♥4♦ to play 2NT-3♣-3♦-4♣- 4♦= ♥suit, 4♥=To Play, 4♣=To Play, 4NT/5♣/5♦= KC answers vs ♠ (1-4/0-3/2-5)	
3♣	6			PRE	4♦=SUPP S/T, 3♦/♥/♣=NAT F1	3♣-3♥/♣ -3♣/NT= 0-1 card in ♥/♣, 4♣=2 cards in ♥/♣, 4om/oM=S/S	
3♦					4♣=SUPP S/T, 3♥/♣=NAT F1	3♦-3♥/♣ -3♣/NT= 0-1 card in ♥/♣, 4♦=2 cards in ♥/♣, 4om/oM=S/S	
3♥/3♣	6			PRE	4♣=SUPP S/T		
3NT		7		SOL m	4♣/5♣=P/C, 4♥/♣=To Play, 4♦=ASKS/S	3NT-4♦-4/♥/♣=S/S 3NT-4♦-5m=om S/S, 4NT=no S/S	
4 any				NAT	New Suit = ASK	1st step=No CTRL, 2nd step=2nd round CNTL, 3rd step=1st round CNTL	
						HIGH LEVEL BIDDING ADVANCE CUE, RKCB - 1403, VOIDWOOD, DOPI, ROPI DEPO,REPO,SPL,CONTROL ASKING, SERIOUS S/T with Suits,	

	<b>Three-Way Check back</b>		
NOTE [1]	1♣	1♦	1♥      2♣→3 card SUPP 8-12 HCP
	1NT	2♣→ INV relay or sign-off ♦'s 2♦→ FG relay 2NT→ FG relay or sign-off in 3♣ 3♣→ 5+♦5+♣ INV 3♦→ 6 card ♦ good suit INV	2♦→4 card SUPP 8-12 HCP 2♥→5-8 HCP, 3+ card ♥ 2NT→6-10 HCP mm 3♣/♦→NAT INV(System on after DBL) 3♥→ PRE
	1♣	1♥	1♥      2♣
	1NT	2♣→ INV relay 2♦→ GF relay 2♥→ to play 2NT→ FG relay or sign-off in 3♣ 3♣→ 5♥/5♣ INV 3♦→ 5♥/5♦ INV 3♥→ 6 card ♥ good suit BAL INV 3♣/4♣/4♦→ ♣/♣/♦ S/S , SOL ♥	2♦→relay 2♥→To play 2♣→ S/S 3♣/♦→ S/S 3♣→6♥5♣ 4♣/♦→ NAT, 5+ card
	1♣	1♣	1♥      2♦
	1NT	2♣→ PUP to 2♦, to play in 2♦ or INV 2♦→ FG ASK 2♥→ 5+♣4♥ S/O 2♣→ S/O 2NT→ FG TRF or S/O in 3♣ 3♣→ 5♣ +5♣ 3♦→ 5♣ +5♦ 3♥→ 5♣ +5♥ 3♣→ 6 card ♣ good suit 4♣/4♦/4♥→♣/♦/♥ S/S in ♣/♦/♥	2♣→ S/S 2NT→ Relay 3♣/♦→ S/S ♣/♦ 3♥→ To Play (6 cards) 3♣/4♣/♦→ NAT 5+ cards
	1♦	1♥	1♣      2♣
	1♣	INT	2♦→relay 2♥→NAT 2♣→To play 3♣/♦/♥→ S/S 4♣/♦/♥→NAT 5+ cards
	2♣ 4351, 14 -HCP		
	2♥ 4351, 15+HCP		
NOTE [2]	1m	1M	1♣      2♦
	2NT	?	2♥→NAT
		3♣/♦/♥→ TRF	2♣→To play
		3♣→ S/T, ♣	2NT→Relay
		4M→6+ cards M, S/O	3♣/♦/♥→ SPL 4♣/♦/♥→NAT 5+ cards

NOTE [4]	1♦	1♥
	2♣	2NT→ Relay
	2♦→12-14 HCP may have 4 card M, may not have 5 card ♦	3♦→ NF
	2♥/♠→NAT Reverse	1♦
	2NT→12-14 HCP stoppers in MM or 18-19 HCP	2♦
NOTE [5]	3♣→12+ HCP 4+ card ♣	2NT→ Relay with stopper in 4 <sup>th</sup> suit 8+HCP 3♣→5♦4♣3♣ or 4054
	3NT→15-17 HCP 4441	3♦→ stronger than directly bid 3♦ 3♥→5♦4♣3♥
	1♦	3NT→5♦4♣22
NOTE [6]	2♥	1♦
	2NT→ASK S/S	1♣
	3♣→FG Relay	2♦
	3♦→S/O	2♣→ Relay 5+ card
	1m	2NT→ Relay with stopper in 4 <sup>th</sup> suit
NOTE [7]	2NT	3♣→4SF
	3♣→big suit S/S	3♦→ NF
	3♦→small suit S/S	3♦→ NF
	3♥→6♥5♣	3♦→ 4SF
	3♣→6♦5♥	1♣
NOTE [8]	1m	1♦/♥
	2NT	2♣
	3♣→big suit S/S	2NT→ Relay with stopper in 4th suit
	3♦→small suit S/S	3♣→ NF
	3♥→6♥5♣	3♦→ 4SF
NOTE [9]	3♣→6♦5♥	1♣
	1m	1♣
	2NT	2♦/♥
	3♣/♦→ Big/small suit short	2♣→ Relay 5+ card
	4♣→ ♥ SUPP S/T	2NT→ Relay
NOTE [10]	4♦→ ♣ SUPP S/T	3♣→ NF
	1m	3♦→ 4SF
	2NT	1♣
	3♣/♦→ Big/small suit short	2♦
	4♣→ ♥ SUPP S/T	1♣
NOTE [11]	4♦→ ♣ SUPP S/T	1♣
	1m	1♣
	2NT	2♦/♥
	3♣/♦→ Big/small suit short	2♣→ Relay 5+ card
	4♣→ ♥ SUPP S/T	2NT→ Relay
NOTE [12]	4♦→ ♣ SUPP S/T	3♣→ NF
	1m	3♦→ 4SF
	2NT	1♥
	3♣→big suit short	1♣
	3♦→small suit short	2♣(Gazilli)
NOTE [13]	3♣→big suit short	2♦→8+ hcp
	3♦→small suit short	2♥→11-15 HCP 5♥/4+♣
	3♣→big suit short	2♣→ 16+ HCP 3card ♣
	3♦→small suit short	2NT→16+ BAL
	3♣→big suit short	3♣→4♣ 16+ HCP
NOTE [14]	3♦→small suit short	3♦→4♦ 16+HCP
	3♣→big suit short	3♥→6+♥ 16+ HCP
	3♦→small suit short	1♥
	3♣→big suit short	1♣
	3♦→small suit short	2♣
NOTE [15]	3♣→big suit short	2♦
	3♦→small suit short	2♥
	3♣→big suit short	2♣→F1, 3♣→FG
	3♦→small suit short	3♦→NF
	3♣→big suit short	3♦→4♦ 16+HCP
NOTE [16]	3♦→small suit short	3♦→4♣ 16+ HCP
	3♣→big suit short	3♦→4♦ 16+HCP
	3♦→small suit short	3♥→6+♥ 16+ HCP
	3♣→big suit short	1♥
	3♦→small suit short	1♣
NOTE [17]	3♣→big suit short	2♣
	3♦→small suit short	2♦
	3♣→big suit short	2♥
	3♦→small suit short	2♣→F1, 3♣→FG
	3♣→big suit short	3♦→NF

NOTE [13]	1♥ 2NT 3♦→6-4 3♥→5♦5♦ 3♠→5♦5♣	1♠ 3♣→FG Relay 3♦→4card♦5+ card ♦ 4-5 HCP 0/1 ♥ 3♥→FG 3♣→FG	Note [14]	1♠ 2NT 3♦→6-4 3♥→ASK 3♣→6♦4♦ 3NT→5-5♣	1NT 3♣→ASK Relay 3♦→6-4m 3♥→5-5♥ 3♠→5-5♦ 3NT→5-5♣
	1♥ 2NT 3♦→6-4 3♣→5-5♦ 3NT→5-5♣	1♠ 3♣ 3♥→ASK m 3♣→5-5♦ 3NT→5-5♣		1♠ 2NT 3♦→6-4 3♣→6♦4♦ 3NT→6♦4♣	1NT 3♣→ASK 3♦→ASK 3♣→6-4♦ 3NT→6-4♣
	1♥ 2NT 3♦→6-4 3♣→5-5♦ 3NT→5-5♣	1NT 3♣→FG Relay 3♦→5-♦ S/O 3♥→3 card ♥ 6- HCP but have keycard 4♥→S/O		1♥ 2NT 3♦→5-5♥ 4♣/♦→CUE, ♥ SUPP 4♥→ to play 4♣→ to play	1NT 3♣→ASK Relay 3♦→6-HCP but with have keycard 4♣/♦→CUE, ♥ SUPP 4♥→ to play 4♣→ to play
	1♥ 2NT 3♦→6-4 m 3♥→5-5 card ♥+♦ 3♣→5-5 card ♥+♣	1NT 3♣ (ASK distribution)		1♥ 2NT 3♦→ Trial bid G/T 3♥→ MIN 3♣→S/S 3NT→ P/C 4♣→ SPL 4♦→ SPL	2NT 3♣→ ASK, S/T 3♦→ S/S 3♥→ MIN 3♣→P/C 4♣→ SPL 4♦→ SPL
	1♥ 2NT 3♦ 3♣→♦ 3NT→♣	1NT 3♣ 3♥→Relay (ASK m)		1♥ 2NT 3♦→ to play	1NT 3♣→ to play
	1♣ 2NT 3♦→5-♦ S/O, 3♥→5-♦ S/O 3♣→3 card ♣ 6-hcp but have keycard 4♣→ to play	1NT 3♣→FG Relay 3♦→5-♦ S/O, 3♥→5-♦ S/O 3♣→3 card ♣ 6-hcp but have keycard 4♣→ to play		1♥ 2NT 3♦→CONC 3♥→MAX BAL 3♣→ S/S 8-10 HCP 3NT→ CONC in ♣ 4♣→S/S 8-10 HCP 4♦→ S/S 8-10 HCP 4♥→ to play	2NT 3♣→ CONC 3♦→MAX BAL 3♣→ S/S 8-10 HCP 3NT→ CONC in ♣ 4♣→S/S 8-10 HCP 4♦→ S/S 8-10 HCP 4♥→ to play

	1♥ (DBL) RDBL→10+ HCP no support 1♠→ Natural 4+ ♠ 1NT→TRF to ♣ 2♣→ TRF to ♦ 2♦→ good SUPP or INV with 3 card SUPP 2♥→ 4-7 HCP 3 card ♥ 2♠→ NAT WK 2NT→4 +card SUPP, INV or more 3♣→NAT, WK 3♦→NAT, WK 3♥→PRE 3♠→SPL 4♣/♦→ SPL 3NT→ SUPP 4+, 7-9 HCP 4♥→PRE, 5 card ♥	Note [18b] 1NT 2♣ 2♥ 2♣→ ♥ SUPP, S/T 2NT→ Trump bad , MAX 3♣/3♦/3♠→ CUE, Trump good MAX 3♥→ Trump good MIN 4♥→ to play
NOTE[16]	1INT 2♣ 2♦ Pass 2♥→5♥4♦ INV 2♣→5♣4♥ INV 2NT→INV 3♣→NAT GF 3♦→NAT FG 3♥→5♣4♥ FG 3♠→5♥4♦ FG 3NT→S/O 4♣→6 card ♥ 4 card ♠ 4♦→6 card ♦ 4 card ♥	NOTE [19] 1NT 2♣ 2♣ 2NT→INV 3♣ →4 cards ♥, 4+♣ FG or 5 cards ♣ S/T 3♦→4 cards ♥, 4+♦ FG or 5 cards ♦ S/T 3♥→ BAL S/T 3♠→INV 3NT→to play 4♣/4♦/4♥→S/S, S/T 4NT→QUANT
NOTE [17]	1INT 2♣ 2♦ 3♥ (S/T,STR,BAL) 3♣→ Trump good MIN 3NT→ Trump bad MAX 4♣/4♦/4♥→CUE, Trump good, MAX 4♣→ to play	1NT 2♦ 2♥ 2♣→ 5♥5♣ INV 2NT→5♥ INV 3♣→5+♥4+♣ FG 3♦→5+♥4+♦ FG 3♥→6+♥ INV 3♠→S/S ♠ S/T 3NT→P/C 4♣→ S/S♣ S/T 4♦→ S/S ♦ S/T 4♥→BAL,S/T
NOTE [18a]	1INT 2♣ 2♥ 2♣→ ♥ SUPP, S/T 2NT→INV with 4 card ♠ 3♣→ 4+♣ 4♦ FG 3♦→ 4+♦ 4♣ FG 3♥→INV 3♣→S/S 3NT/ 4♥→S/O, 4♣/4♦→S/S ♠/4♦, S/T (♥) 4NT→QUANT	1NT 2♦ 2NT 3♣→CUE, 3♦→ Re-TRF to ♥ 1NT 2♦ 2NT 3♦ 3♥ 3♣/4♣/4♦→ S/S, 3NT→ BAL, S/T

<b>NOTE [21]</b>	1NT 2NT→ MIN 3♣→ MAX	2♦→♣ Suit or ASK  Pas 3♦→S/S ♦ 3♥→ S/S ♥ 3♠→ S/S ♠ 3NT→ INV, 4♣→ 6 card ♣ S/T, BAL
	3♣	2NT→PUP STAY 3♦→4+ card ♥ 3♥→ 4+ card ♠
<b>NOTE [22]</b>	1NT 3♣	2NT→PUP STAY 3♦→4+ card ♥  3♥→ 3 card ♥ 3NT→ No SUPP 4♥ → 4 card ♥
<b>NOTE [23]</b>	1NT 3♦	3♣→TRF to ♦  Pas 3♥→ S/S ♥ 3♠→ S/S ♠ 3NT→ S/S ♣ 4♣→ S/S ♣ S/T
<b>NOTE [24]</b>	1NT 3♥→ ASK	3♦→mm (55)+ 3♣→ S/S ♠ 3NT→S/S ♥ 4♣→ 6cards ♣ 4♦→ 6cards ♦
<b>NOTE [25]</b>	INT - (DBL,if PEN) 2♣→ Relay 2♦/♥/♠→ NAT 5+ cards	RDBL→Any 5 card suit 2any→ 4 cards and another 4 cards suit above INT - (DBL,if PEN) RDBL- (PASS)

