

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
If not lead-directing quite solid
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
Direct: 15-17, system on;
4 <sup>th</sup> : 11-14 vs minor, system on; 11-16 vs Ms, 2C is stayman but also
Asks for strength
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
(1M)-2N=ms; (1m)-2N = om+M; 1X-3X asks for stop
Reopen: like a 4 <sup>th</sup> seat opening; 1m-p-p-2n si 18-20 bal
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
2 level= the most majors; 3-level asks for stop
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
X= 4M+(5+)m; 2C=Ms(5-4 either), 2D=one M, 2M=M+m, 2N=ms
On 1NT that can't have 14 HCP, X is penalty-oriented
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Vs 1C: under 2N every bid has the suit above (exclusive) OR the
ones below; 1S/2S are rounded or pointed
Vs 2C=natural
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1M-(X)_ - transfers from 1N through 2M; 1m-(X)-natural

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 <sup>nd</sup> /4 <sup>th</sup> except seq head and Hx	count	
NT	2 <sup>nd</sup> /4 <sup>th</sup> except seq head and Hx	count	
Subseq	count	count	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(xxx), Ax	AK(xxx), Ax	
King	AK(xxx),KQ(xxx), Kx	AK(xxx),KQ(xxx), Kx	
Queen	QJ(xxx),KQT(xxx), Qx	QJ(xxx),KQT(xxx), Qx	
Jack	As for Q	As for Q	
10	As for Q	As for Q	
9	Hx, 9	Hx, 9	
Hi-X	2 <sup>nd</sup>	2 <sup>nd</sup>	
Lo-X	2 <sup>nd</sup> /4 <sup>th</sup>	2 <sup>nd</sup> /4 <sup>th</sup>	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	count	count	Odd/even
Suit 2	attitude		
3			
1	attitude	count	lavinthal
NT 2	count		
3			
Signals (including Trumps):			
lavinthal			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Light if shapely			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support double and redouble			
If we don't have space X is invitational			

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: ROMANIA</b>
<b>PLAYERS: Anca TOMA-Rainer RETZLER</b>
EVENT European Youth Teams
All system notes and details can be found at
<a href="https://github.com/rainer13/sistemeJunior/tree/master/juniori%202017/anca-rainer">https://github.com/rainer13/sistemeJunior/tree/master/juniori%202017/anca-rainer</a>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Natural, 2/1; 1S-2H NF
Multi, Muideberg openings
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1S-2H NF
2D weak 2 in M or 22-23 bal
1M-(X)-trsf from 1N to 2(M-1)
(1X)-1M-(X)-trsf from 1N to 2(M-1)
(1X)-1M-(P)-trsf 2X to 2(M-1)
2M = 5M+(4+)m
Some bids(new colors) on weak openings are constructive but
Not fcing
<b>SPECIAL FORCING PASS SEQUENCES</b>
When we invited on power; when it's (almost) clear they sacked
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: rare but light 3<sup>rd</sup> seat openings</b>

OPENING	ARTIFICIAL TICK IF	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	x	2	4H	Natural or “primary” clubs in 11-14/18-19 bal	1D/H=trsf; 1S=no major; 1N=5-5Ms, weak or GF; 2C/D/H/N=trsf; 2S=inv+ clubs; 2N=inv+ minors	1C-1X-1Y=> 2C ask for 2D, to pass or invite; 2D=GF; 2N ask for 3C, to pass or GF	No more XYZ
1♦		4	4H	Natural or “primary” diamonds in 11-14/18-19 bal	Natural, 2C is F1, 2D is F1; 2M is non-forcing, not even constructive	1C-1X-1Y=> 2C ask for 2D, to pass or invite; 2D=GF; 2N ask for 3C, to pass or GF; Hydra, see supplimentary sheet	No more XYZ
1♥	5		4D	nat	2C/D=GF, 2S=weak; descending Bergen and Jacoby; 3N =5 card raise with some values		2C/D/N are good hands with 3 / 4 /4 card fit
1♠	5		4H	nat	1S-2H=NF: see 1H		
INT			4H	15-17 (semi)balanced	2D/H=trsf; 2C=Stayman; 2S=clubs or range-ask 2N=D; 3C/D=minors; 3M=singleton	See supplimentary sheet	
2♣			4H	strong	2H weak; 2D is not weak and sets GF; 2N = hearts	2C-2D/H-3M=4M+6D	
						2C-2D/H-3C-3D is asking for 4cM	
2♦				Weak 2 in a major or 22-23 (semi)balanced	2H/2S/3H= P/C; 4C ask for trsf; 4D ask for suite 2N strong relay; 3S =invite; 3m=NF	After 2D-2N we show both strength and suite After 2M-2N we show strength with 5-5	
2♥	x	5		Weak with 5H+(4+)m	3C and 2N are relays; 2S = NF; 3D=NF	Also we show excentric distributions	
				Weak with 5S+(4+)m	3C and 2N are relays; 3D/H=NF	See 2H opening	
2♠	x	5					
				20-21 bal/semi-bal	3C=Puppet; 3D/H/S/N and 4C are trsf; 4M is short	Can superaccept trsf	
2NT			4H		With minors		
3♣				Preemptive	4D is ace-ask	4H=0-1; 4S=1+Q; 4N=2; 5C=2+Q	
3♦				Preemptive	4C is ace-ask	4D=0-1; 4H=1+Q; 4S=2; 4N=2+Q	
3♥				Preemptive	4C is ace-ask	4D=0-1; 4H=1+Q; 4S=2; 4N=2+Q	
3♠				Preemptive	4C is ace-ask	4D=0-1; 4H=1+Q; 4S=2; 4N=2+Q	
3NT	x			Gambling; solid 7 card minor	4M to play; 4/5/6/7 clubs=pass/corect; 4D=ask shorness		
4♣				Preemptive	RKCB and anti-q-bids 4M is to play		
4♦				preemptive	RKCB and anti-q-bid; 4M is to play		
4♥				preemptive	RKCB and anti-q-bid		
4♠				preemptive	RKCB and anti-q-bid		
4NT				minors			
5♣				preemptive		HIGH LEVEL BIDDING	
5♦				preemptive		5M and 5N are Josephne for small/grand slam. 4N or sometimes 4m are RKCB	
5♥				Ask for A/K in H	Pass, 6H, 7H	Responding: 0/3;1/4;2;2+Q; asking for trump Q and kings afterwords;	
5♠				Ask for A/K in S	Pass, 6S, 7S	Voidwood with the same structure; on intervention after ace-ask:	
						5-level: DOPI/ROPI; 6-level: DEPO/REPO	

2M-2N=> 3C=clubs, 3D=diamonds; 3H=c5lubs, maximum hand; 3S=5 diamonds, maximum hand; 3N=6H, 5m; 4=5H-6m

2M-2N-3m-3oM= natural invite

(2D-2M-)2N=> 3C=puppet Stayman; 3D/H/S/N and 4C are trsf; 4D=5-5Ms, exactly game; minor game invites go through 2N-3S-3N-3m; with 5=4=x=y we bid Puppet Stayman and on 3H(no 4 or 5 card major) we bind 3N

after opener makes an inverted bid, 2N is sort of a relay, either to stop at the 3 level for search slam without a fit. Opener bids first 2 card suite. If opener bids above his first suite, he sets a GF

1C-1S-3D is something like 15-17 with 6C-4D

1C-1D-3D=18-19 bal with 4H

1C-1H-3H=18-19 bal with 4S

1D-1S-3H=18-19 bal with 4S

1D-1H-2S is 3 way:

a.) natural invert

b.) 18-19 bal with 4H

c.) 6D and 3H, 17+ HCP

with 6D and 1-2 H we rebid 2N. With something along Akxxxx AKQx, he'd bid 4D

3C is a sighn-off in S, 3D is sign-off but opener bids 3H with b.) type, 3H is 6H GF, 3S is 6H and 4S, GF, 4D is GF

2N is a relay and 3C is a.) type, 3D is c.) type, 3H is b.) type, 3S and 3N show 6D+4S and the appropriate shortness; on this 4C sets S and 4D sets D

1M-2M=8-10, f3

1S-2H=NF

1M-4M to play with f5

1M-3N= f5, better hand

1M-4x and 1H-3S are splinters, 11-14

1H-2N is GF; see sist dudu

1H-3C is a.) 9-11 f4 or b.) 10-11 f3

1H-3C-3D is relay and than: 3H=f3; 3N f4 no shortness; anything else is f4 and shows shortness

1H-3C-3H is stop

1H-3C-3S shows short suit 3N is mandatory and 4C,4D,4H are short C/D/S

if slamish 4S shows short spades (like 1H-2H-2S-2N-3H/S)

1H-3C-3N is 5332 CoG

1H-3C-4m is 55 strong

1H-3C-4H is to play

1H-3C-4S is SI with 6H and 5S

1H-3D is mixed raise

1H-3D-3H is sign-off

1H-3D-3S is like 1H-3C-3S

1H-3D-3N/4C/4D is second suite of S/C/D; with high heart honor and cover card we bid slam. With an A and a cover card we q-bid the A

1S-3C is like 1H-3C

1S-3C-3D is asking: 3S is f3, 3N is (4333)/(4432); 4x is short ; 3H shows void, on which 3N asks and 4C/4D/4H show

1S-3C-3H asks 3S, either to pass or show shortness

1S-3C-3S asks q-bids

1S-3C-3N is bal, CoG

1S-3C-4x is second suit, strong hand, 5-5

1S-3D is like 1H-3D

1S-3D-3S is sign-off

1S-3D-4x is second suite

1S-3D-4S is to play

1S-3D-3N is CoG

1S-3D-3H shortness; 3S is releu; 3N is void=>4C relay=>4D/H/S is D/H/C void

1S-3D-3H-3S-4x shows singleton

after 1M-3M any new suit shows a leadable suit and sets forcing-pass