

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
5-17hcp, aggressive at 1 <sup>st</sup> level
Responses: new suit F1, cuebid F1 - usually support
(1m)-1M-pass-2M = 5-9hcp supp, 2NT = inv+ 4+c supp
(1m)-1M-pass-3m = mixed raise, 7-9 4+c supp
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18hcp, system off
Reopen: 10-14hcp for minors, 11-16 for majors, system off
After double, rdbl is one suit; 2X = X+higher
1m-(1NT)-2♣ = majors; 2♦ = 1 Major
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
3-10hcp (5)6+ card suit
2NT = two lower suits, 5-5
3NT = for play, 4NT = twosuit
Reopen: 2M = 6+M 10-13hcp
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(1M)-2M = 5-5 oM+ ♣, (1M)-3M = asking for stopper
(1m)-2♦ = 5-5 MM, (1m)-3♣ = S+om, (1M)-3♣ = oM+♦
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Against strong NT: Dbl = 5+m4M
2♦ = 1M, 2M = 5M 4+m, 2NT = mm, 2♣ = MM
Against weak NT: Dbl = 13+hcp, 2♣ = MM, 2♦ = 1M
2M = 5M 4+m, 2NT = 6m4♥, 3m = 6m4♣
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Dbl: Opening values in at least two playable suits
<b>VS. STRONG CLUB - i.e. 1♣ (or 2♣)</b>
Dbl = ♣+♥, 1♦ = ♦+♥, 1♥ = ♥+♣, 1♠ = ♠+♣, 2♣ = ♣+♦, 1NT = ♦+♣; 2♦+ = nat, suit
(1♠)-p-(1♦)-> Dbl = ♦+♣, 1♥ = ♥+♣, 1♠ = ♠+♣
2♣ = ♣+♦, 2♦ = ♦+♥, 1NT = ♣+♥
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Rdbl: (8)9+hcp, penalty oriented, new suit is 4+ cards F1
(1x)-1y-(dbl)-rdbl = 8+ points, likely doubleton in partner's suit

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3rd/low	3 <sup>rd</sup> best or att if supported	
NT	attitude	3 <sup>rd</sup> best or att if supported	
Subseq	same	3 <sup>rd</sup> best or att if supported	
Other: K power lead against NT – asks count or ublock; standard Smith Ten may be considered high card, usually from length			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx+, Ax, AKJ+	Ax, AKx+	
King	AK, Kx, KQ+	AKJxx, Kx	
Queen	Qx,QJ+	KQ+, QJ+, Qx, AQJ+, KQJx	
Jack	Jx, JT+, HJT+	Jx, JT+, HJT+	
10	Tx, T9+, HT9+	Tx, T9+, HT9+	
9	9x, 98x	9x, H98+	
Hi-X	Xx, xxXxxx, xxXx	Xx, XXx(x), HxXX	
Lo-X	xxX, xxxX	HxX	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	high = enc	high = even	high = higher suit
Suit 2	high = even	S/P	middle = enc
3	S/P		
1	high = enc	S/P	high = higher suit
NT 2	S/P	high = even	middle = enc
3	high = even		
Signal: S/P with trumps, std present count, att w/ count through declarer			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Doubles are mostly take-out but after we redoubled or doubled twosuit			
doubles tend to be penalty or points based			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support doubles and redoubles up to 2 of our major			
1m-(1♥)-dbl = 4-5 spades, 2♥/2♠ = transfers, 1♣ - (1♦) = transfers			
2♠/2♥/2♣ = transfers, 1♠ in both cases is no majors			

W B F CONVENTION CARD
<b>CATEGORY:</b> GREEN
<b>NCBO:</b> Serbia
<b>PLAYERS:</b> <u>Altman</u> Boris and <u>Pepić</u> Selena
<b>EVENT:</b> (Mixed/Open)
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
2/1 GF, 5533 opening bids
1NT = (14)15-17hcp
2♣ = (23)24+ balanced or GF
2♥/2♠ = weak twos
2NT = 21-22(23)hcp including w/ 5M
2♦ = 18-20hcp w/o 5M
4m = Namyats - strong 4M opening
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Two way check-back
1M-2♣ = relay
Walsh, Lebensohl, non-serious 3NT, inverted minors not GF
<b>SPECIAL FORCING PASS SEQUENCES</b>
After 2/1 bid
<b>IMPORTANT NOTES</b>
1NT can't include 5M4m or singleton H in the 1st and 2nd seat
Not strict about hcp ranges
<b>PSYCHICS:</b> occasionally

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DB L THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♣	11-21hcp	1 <sup>st</sup> lvl 4+hcp nat, 2♣=5+♣ inv+, 1/2/3NT standard, 2♣=invitational with clubs, 9-11hcp, 2♥=54MM, less than invitational	1♣-1♦-1NT can be bid with both 4cM	no inv minors after overcall, dbl;
					2♦=one M, weak, 3♣=weak supp	1♣-2♣-3X = splinter	after passed hand 9-11hcp
1♦		3	4♣	11-21hcp	similar to above except that 3♣ is constructive raise and 2M is weak	similar	similar
1♥		5	4♣	11-21hcp	1♠=5+hcp nat, 1NT=NF 5-11hcp, new suit on 2 <sup>nd</sup> lvl = GF, 1M-2♣=relay, art	1M-3M-1-3M=asks shortness	After passed hand, Drury is on so 1M-2C is 9-11hcp with support
					2♥=6-9hcp sup, 3♣=mixed, 3♦=any singleton gf, 3♥=0-5hcp 4+♥, 2NT=3+♥ 9-12hcp, 3♠/3NT/4♣=void, 4♦=5+♥ 5-8	1♥-2NT-3♦=game try 1♥-2NT-3♣=GF	Single cue is usually 3+ support and inv+ and 2NT is 4+ supp and inv+
1♠		5	4♥	11-21hcp	similar to above, 1♠-3♣=6+♥ 8-11, 1♠-3♥= any singleton gf	similar	
INT		-	4♣	(14)15-17hcp	2♣=mod. stayman, 2♦/2♥=transfers, 2♠=range ask or clubs, 2NT=diamonds	1NT-2♣->? 2NT=5♥, 3♣=5♠, 3♦=54mm...	Rubensohl, 2NT = Leb, double followed by double is penalty
				5M/6m/5-4/singleton			
2♣	x	0(F)	-	23+hcp or any GF hand	2♦=waiting, 2N =10+hcp, 3♥=5+♦4♣, 3♠=5+♠4♦	2♣-2M-3M=spiral scan	
					3NT=55MM		
2♦	x	2(SF)	-	18-20hcp balanced	2♥=puppet to 2♣, 2♠=puppet to 2NT		
2♥		5	-	weak two, 3-10hcp	2NT=F1, new suit is F1, 3♣=asking shortness	2M-2NT-3m=values	over dbl, transfers start from 2NT
2♠		5	-	weak two, 3-10hcp	similar		
2NT		-	4♣	21-23hcp	3♣=muppet stayman, 3♦/3♥=transfers, 3♠=minor stayman	2NT-3♦-3♥=3 cards,	
				5M/6m/5-4/singleton	4m=deep M transfers, 4M=modified optional key card for minor	2NT-3♣-3♥=no Majors	
3♣		6	-	pre, can be light in non-vul	new suit F1, possibly lead-directing, 3NT=to play, 4♦ is mod. key card	3X-3M-4Y=cue, likely shortness	wide range in 3 <sup>rd</sup> seat
3♦		6	-	pre, can be light in non-vul	new suit F1, possibly lead-directing, 3NT=to play, 4♣ is mod. key card		wide range in 3 <sup>rd</sup> seat
3♥		6	-	pre, can be light in non-vul	similar to above		wide range in 3 <sup>rd</sup> seat
3♠		6	-	pre, can be light in non-vul	similar to above		wide range in 3 <sup>rd</sup> seat
3NT	x	7	-	solid minor	4♣=p/c, 4♦=strong F1, asking for shortness, 4M=to play		
				usually no outside A/K		<b>HIGH LEVEL BIDDING</b>	
4♣/♦	x	0(F)		Namyats showing strong 4♥/4♠	1 <sup>st</sup> step=RKCB	0314 Blackwood, Exclusion Blackwood 0314	
4M	x	7		7	Preemptive	4NT quantitative for 6NT, 5NT pick a slam	
4NT		6/5		6-5 in minors, weak		Cuebids up the line 1 <sup>st</sup> or 2 <sup>nd</sup>	
5X				pre, can be light in non-vul		Spiral scan	