

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1/2 Level; Reopening)</b>
1 level: can be GOOD 4-card suit, 6+ - -18; 2 level can be stronger
RESPONSES: 1/3NT bids = nat; 1-1 or 2-2 = RF, 2-1 = Constr, NF;
After 1 level: Q = 95% fit or any GF; Jump Q=4+ fit, 6+ - -9, mixed
After 2 level: Q = 3Fit over ♥/♠, ? stop over ♣/♦; 2NT = 4+ ♥/♠ fit.
JUMPS in a new suit under game = suit + fit, RF Unless 2♥/♠
BALANCING: natural, Jump suit = 12+ - -17, 6+ suit; Q = Michaels
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
(1♣/♦)-INT=15+ - 18, Syon. (1♥/♠)-1NT-(P)-? TRF, Q = Stay
(1x)-P-(1y)-INT=16+ -19 2 level=nat; 3x = Stay; bPH = other suits
BALANCING: 1NT = 10+ - 14(15), X + NT = 15-17, 2NT=18- -20
(1x)-P-(P)-1NT=10+ -14(15) as direct. If Xed: XX=1suiter, 2x=Dont
(2♥/♠)-P-(P)-2NT = 14 - 16. 3♣/♦=TRF ♦/OM, Q = Stayman
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Aggressive in M, ART 3♣, NF responses, Q = invitational to game
(1M)-2NT=5♣+5♦; (1M)-3♣=5♦+5OM; <b>Over (1M)-3♣= no ♣</b>
(1♦)-3♣=5♣+5♠; (1♣)-2♦=5♦+5♠, NF, 4Q/NT=1430 Rkcb m/M
(non)leaping Michaels: (2♦/♥/♠/3♥/♠) - 4♣/♦ = 5+♣/♦+5M, RF
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(1♣/♦)-2♣/♦ = 5♥+5♠. 3♣/♦ = INV with ♥/♠. 2/3/4♥/♠ = to play.
(1♥/♠) - 2♥/♠ = 5♠/♥ + 5♣. ♣/OM = to play, 3♦ = INV with OM
(1x) - 3x = ? stop 3NT. (1♣/♦)-P-(1NT)-Multilandy (X=4M+5 <sup>m</sup> )
<b>(1♣/♦)-P-(1♥/♠)-INT/2ANY = NATURAL; 2NT = unbid suits.</b>
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
vs. STR(14+): X = 4M+5 <sup>m</sup> (2♣=P/C, 2♦=bid your M+2♠=inv)
2♣=♥+♠(3♣/♦=inv ♥/♠), 2♦=6+♥/♠, 2♥/♠=5♥/♠+4 <sup>m</sup> (2NT=?)
vs. WK(<14): X=14+us =; as above(2♣=♥+♠, 2♦=6+M, etc)
(1NT)-X-(P/XX) - ? : P = 6+ our hand; 2♣+ as if we opened 1NT
(1NT)-P-(2x)- X = 14+, says nothing about x suit. Rest NATURAL.
(1NT)-P-(2♦/♥)-2♥/♠=5♠/♥+5minor+2NT = asks minor
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) 3♠=minors</b>
2♦ <sub>Multi</sub> : 2♥/♠=Nat (2NT=NF), X/2NT=13-15/16-18; 3♥=5♠+5 <sup>m</sup>
2♥/♠ wk: X = TO(Rubensohl); 2NT=16-18; 4♣/♦ = 5+♣/♦+5♠/♥
vs. ART Pre: X=13-15,=; Q = TO; vs. Nat Pre: X=TO; Q=majors
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
vs.STR 1♣: 1♦/♥/♠=TRF to ♥/♠/♣; 1NT=♥+♠; 2♣=♣+♦; nat
(1♣)-P-(1♦)-X/1♥/♠ = TRF to ♥/♠/♣; 1NT = ♥+♠; 2♦+ nat
vs. STR 2♣/♦: X=suit; 2♥/♠ = Natural; 2NT=minors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1♣-(X)-Syon; 1♦-(X)-1♥/♠=RF, Fitjumps; 2NT=weak/GF raise
1♥/♠-(X)-2♥/♠ = 0-6, 3-fit; 1♥/♠-(X)-2♦/♥=7+, 3♥/♠ unlim
XX = always ≤ 2-cards in ♥/♠; 2NT = limit+ with 4+ fit; fitjumps.

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> and lowest	High from Xxx if raised	
NT	4 <sup>th</sup> from Honor or 5+ suit	Count (xxXx from 4)	
Subseq	Attitude (Xxx if not cash)	Count	
Other: Count if high cards can be reasonably placed.			
No rules if partner rates to have very little			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx+, Ax	Asks ATTITUDE, AKx(x)	
King	AK, KQx+, Kx, KQ	Asks COUNT/UNBLOCK	
Queen	QJx+, Qx, AKQ+	KQJx+, KQx(x), QJ9+	
Jack	Highest or KJ10+	Highest or A/KJ10+	
10	Highest or K/Q 109+	Highest or A/K/Q 109+	
9	Usually highest	Highest usually 9xx	
Hi-X	Usually doubleton	2 <sup>nd</sup> best from J/10 xxx, Xxx	
Lo-X	xxX, xxXX, xxxX	from HxxX+, xxxXx+, xXxx	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	High = Positive	High = even (if nes)	High = positive
Suit 2	Count (high=even)	Suit preference	
3	Suit preference		
1	High = Positive	High = even (if nes)	High = positive
NT 2	Count (high=even)	Suit preference	
3			
Count in some cases: 1) vs. NT a) hold-up; b) can't beat J or lower; c) K			
2) vs. Preempts and 5+ level; 3) In Cash-out situations; 4) Attitude is clear			
5) vs. Suit on K/Q lead a) for a ruff; b) Qxx+ in dummy; 6) K/Q-(J/K)			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
From 9+ hcp if perfect shape OR 17+ with a suit. TO of M implies 4OM.			
RESPONSES: cheap=wk, jump=inv, 1NT=7-10; Q = F until suit is bid twice			
After cheap response: Suit = 17- 20, NF; Q = 20+, 3-card fit ( <b>return/♥=wk</b> )			
Suit jump = RF; (1♥/♠) - Pass - (3♣/♦ Bergen) - X = TO vs. ♥/♠			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
1♣/♦/♥-(Any)-1♦/♥/♠-(X/Bid) - XX/X = 3-fit in partner suit up to 2M			
1♥/♠-(P) - 1NT - (2x) - X = TO, extra, tricks; (1NT <sub>14+</sub> )-X=4♥/♠+5♣/♦			
(1x) - 1y - (Suit/Raise/INT) - X = other suit(s)+tolerance for partner's suit			
Responsive X up to 3♠; (1♥/♠)-X-(2♥/♠)-X=4♠/♥; 2/3♠ or 3♥=5+ cards.			
(1M)-P-(1NT)-X=TO. Opener bids X =Pen. (1NT <sub>14+</sub> )-P-(2♦/♥)-X=TO ♥/♠			
X of dying 1NT = Opening + RHO suit. (1♣/♦)-P-(1NT)-X=4♥/♠+5♦/♣			

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: Switzerland</b>
<b>PLAYERS: Andrea Haidorfer</b>
<b>                  Dima Nikolenkov</b>
2024
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5-card ♥/♠, 1♦=4+, 1♣=2+ (weak responses), 1NT = 14+ - 17, =
2♣ = 20-21, = or GF, 2♦ = (5)6+♥/♠, 4-10 or 22-23, = or ♦GF
2♥=5♥+5(4)♣/♦, 4-10, 2♠=5♠+5(4)♣/♦, 4-10
2NT = 5♣+5♦, 4-10, light PRE. Rule of 19 1 <sup>st</sup> /2 <sup>nd</sup> , aggr in 3 <sup>rd</sup>
Light responses, Trf over 1♣. Wjs over 1♣/♦, Bergen over 1♥/♠
2-over-1 = GF by uPH, 1♣/♦ - 2♦/3♣ = 10-12, no 4♥/♠
COMPETITIVE: 1x = 6+ - -18, can be 4 cards; 2x = solid
Aggr TO X, WJO in ♥/♠, precise Michaels, 2NT = 2 lowest
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1♣-(P/X/1♦)-1♦/♥ = 4+ ♥/♠; 1♠ = 5+, = no 4M or 5♦ wk/GF
2♦ = weak 2♥/♠, 22-23, =, ♦GF; 2♦ - (P/X) - 2/3♥/♠ = P/C
Unusual vs. unusual: 1♥/♠-(2NT)-3♣(♦) = RF ♥(♠); 3M=NF
(1♣/♦)-2♣/♦=majors;(1♥/♠)-2♥/♠=5♠/♥+5♣; If X: P=no pref
(1♣/♦)-2♦(> 2♥=nat, NF)/3♣=5♦/♣+5♠, NF -> Q=inv+
1NT-(P/X <sub>ART</sub> /2♣) - ? = SYSON (3♥/♠=3NT with 4OM)
After 1x overcall: 1-1 = RF, 2-1 = Nat, constr, NF, Q = 95% fit
All suit jumps <b>under game</b> in competition are in fit (2♥/♠=NF)
(1♣/♦)-1♥/♠-(P/X) - 2NT/3♣/♦ = 4+ fit, 10+ / 6+ - -9
(1/2♥/♠)-1/2NT-(P)-Q = Stayman, Rest = TRF (2/3♣/♦=♦/OM)
1♥/♠ - (1♠/2Suit) - 2NT / Q = 4+ fit / =3 fit, invit+; New = RF
1♥/♠ - (1NT) - 2♣/♦ = 5+♣/♦ + 5 in a higher suit, <i>NAT bPH</i>
<b>Rubensohl</b> slow shows after: 1) [1x]-1NT-(2♦+) 2) (2♥/♠)-X
3) 2 level TO vs. their weak opening; 4) (2♦)-P-(2♥/♠) - X
5) 2♣ - (2♥/♠)(X = GF, =); 3♣/♦=5+♦/OM, inv+, Q=Stayman
<b>SPECIAL FORCING PASS SEQUENCES</b>
Anytime partnership showed invitational+ values, PASS is F
1suit / NT - (X) - XX; 1x - (1NT) - X = Forcing to 2NT or X
1♣/♦ - (P) - 2♣/♦ - (2♥/♠) - Pass = forcing
<b>IMPORTANT NOTES - IF LAST BID SHOWS 11+-14, =</b>
1♣/♦/♥ - 1♦/♥/♠ - 1♥/♠/NT: 2♣ = wk in ♦ or INV; 2♦ = GF
2NT = TRF to 3♣; 3 level jumps = GF with good suit(s)
<b>PSYCHICS:</b> We open very light in 3 <sup>rd</sup> position

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	4♥	10+–22, most balanced hands	1♦/♥=4+♥/♠; 1♠=5+, = no M/5+♦wk/GF;2♣=RF	1x-1y-1z/NT-? 2♣=wk in ♦ or inv; 2♦ = GF	2♥/♠ = natural + fit, constructive
				1♣-TRF-Accept=wk NT or 3M	1NT/2 NT=10-12/13-16, =(3♦=?M); 2♦=10-12,6♦	2NT = TRF ♣; 3any = nat, GF, good suits	P-(P)-1♣/♦-(X)-2♥/♠ = Nat+fit
1♦		4	4♥	1♣-TRF M-1NT=18-19, = 2-3M	3♦/♥/♠ = 12+ – 15, 5♦/4♥/4♠ + 5+♣ support, GF	1♣-1♦/♥-1NT=18-19, = + 2♣=St, 2♦/♥=Trf	1♣(X/1♦) – Syson up to 2♣(inv)
				Tends to be ≠ or GOOD ♦	1♥/♠=nat, RF; 1NT=6-10, =; 2♣=GF; 2♦=inv, 9+	1♦-1♥/♠-2♣/♦-2♥/♠ = Constr, 9+ - -12	
1♥		5	4♦	1♣/♦-4♣/♦ = TRF to 4♥/♠	1♣/♦-2♥/♠=3-8; 1♣/♦-3♥/♠=13-15,=4♥/♠+fit	Reverse is AUTOForcing(cheap negatives)	Drury tends to be unbalanced.
				10 – 22, 1 <sup>st</sup> and 2 <sup>nd</sup> 5+ ♥	1♠=nat, RF; 1NT=RF; 2♣/♦=GF; 2♥=8-10 + 3♥	In 2-1 2♥=catchcall; 1M-2NT = Jacoby	2♣=10+, 3+♥/♠; 2♦/♥=7-9, FIT
1♠		5	4♦	3 <sup>rd</sup> seat can be 4-card suit	2NT/3♣/♦/♥ = 4+♥ GF/9+ - 12/ 6+ - 9/ 0-6	1♥/♠-3♣/♦-Any but 3♥/♠ = GF;	Cheap jump shift = MiniSplinter
				As above	1♥/♠-3♠/♥ =Undef SPL; 1♥/♠-3NT = 13-15, 4333	1♠-1NT-2♣-Relay(+2level=wk,3level=Str)	<b>ALL new suit bids are in fit.</b>
INT			3♠	14+ – 17, = can have 5♥/♠ /6m	2♣=St;2♦/♥/3♣=trf; 2NT=5♣+5♦; 3♦=5♥+5♠	2♣:+2♥=majors, NF; +2♠=4♠+longer m, NF	1NT – (X/2♣) – ? : SYSON, X=St
				1NT-2♠=1)=inv no 4M 2)6+♣	3♥/♠ = 8+ - 15, 4♠/♥; 4♣/♦ = TRF to 4♥/♠	2♣:+3♣/♦=nat, SI+short; 3♥/♠=Smolen	TRF:+New=GF; +Jump=SPL
2♣	√		3♠	1) 20-21, = (Accept TRF)	2♦=relay(+2♠) or 5+♥, 2♥=5+♠,2NT=5♣+5♦,8+	2♣-2♦-2♥-2♠-2NT=20-21, =; NATURAL.	2♣-(X/2♦) – P=wk, X/XX=5+, =gf
				2) GF (bid your suit/ 2NT=24+)	2♠/3x = HHxxxx in the next suit (♠=♣);	2♣-2♦-3♥/♠ = nat. GF asks control	2♣-(2♥/♠)-X=GF(=), transfers
2♦	√			4-10, 6(5) ♥/♠ or 22–23=, ♦GF	2♥/♠ 3♥/♠ = P/C; 2NT = 15+,RF; Game=to play	2♦-2NT-?: 3♣/♦=min♥/♠; 3♥/♠=Max ♠/♥	2♦-(X)-XX=TRF ♥ OWN suit
				<b>Disciplined 2<sup>nd</sup> Vul</b>	3♣/♦ = Nat, NF; 4♣/♦ = TRF / Bid your suit.	2♦-2NT-Any-4♣ = 1430 Keycards in major	2♦-(X)-2♥/♠=P/C
2♥		5		5♥+4♣/♦, 4+ -10	2♠=NF; 2NT=? wk or GF; 3♣=inv no ♥ fit	2♥-2NT-3m-3♠ asks stopper in 4 <sup>th</sup> suit	2♦-(2♥/♠)-3♣/♦ = natural, NF
				2♥/♠-3♣/♦=INV no fit/fit M	3♦=invit to 4♥,3♥=to play, 3♠ = nat/inv, 4m=spl	2♥-2NT-3♣-3♦ = nat, GF; 4♣/♦ = 1430 RK	2♦/♥/♠-(3♣)-X = PENALTY
2♠		5		5♠+4♣/♦, 4+ - 10	As above, 3♦ = invit to 4♠, 3♥ = invit, NF	2♥/♠-2NT-3♣/♦-3♥/♠=SLAMTRY ? Q	2♦-(3♦)-X = gametry in ♥/♠.
2NT	√			5♦+5♣, 4+ - 10	3♥/♠ = invitational + with ♣/♦, rest = to play	2♣-2♦/♥-2♥/♠-3♥/♠ =COG (4♥/♠ or 3NT)	2♣-2♦-2♠-3♣(wk or ♣), rest=5+
2♣/♦+2nt				2♣+Cheap accept = 20-21, =	2♦ = waiting(+2♠) or 5+♥(+Any other); 2♥=5+♠	♥/♠ TRF-3♥/♠-3/4OM = Slamt, 4NT=Quant	To ask for aces bid OM+4NT
				2♣/♦+2NT=22-23/24+	3♣=St+Smolen; 3♦/♥/♠=Trf ♥/♠/NT (3M=3+fit)	...2NT-3♣-3M-3/4OM=Slamtry, 4NT=Quant	2NT-3♣-3Red4♣/♦=5+♣/♦+4♠
	2♣-	2♦-2♥-	2♠-2NT	20-21 natural, 3♣/♦=5+♣/♦, si	4♣/♦=1430 RKCB; 3♥/♠-3NT-4♣/♦=nat, SI.	3♠ +4♣=6♦; 4♦=6+♠;4♥/♠=5♣/♦+4♦/♣	22+ 2NT-4♣/♦=5♣/♦+=4♥, ST;
3♣/♦		6		Preempt, wide range in 3 <sup>rd</sup>	4♣ = Keycard asking in preempt suit, 3New = RF	3x-4♣: 1430 RKCB in opener's suit	Lead directing bids
3♥/♠		6		As above	GAME = TO PLAY.	Then 1 <sup>st</sup> nonsuit=? Q: 1 <sup>st</sup> = no; rest=yes+short	
3NT	√			Gambling, solid ♣/♦, no void	4♣ = P/C; 4♦ = ? shortness; 4♥/♠ = to play		1NT-(2♣,♥,♠)-SYSON
4♣/♦		7		Preempt	4♥/♠ = to play; 4NT = 1430 RKCB		Pass + X = TO, X = cards.
4♥/♠		6		Preempt, in 3 <sup>rd</sup> /4 <sup>th</sup> = to play	4NT = 1430 RKCB; 4♠/5x = asks the suit above	1M – 2NT - 3♣/♠ = 15+ /11-14 + shortness;	Relay asks (♥=♣, ♠=♦, NT=OM)
4NT	√			11+ cards in minors	5♥/♠ = bid 7♣/♦ with 1 <sup>st</sup> round control.	1M – 2NT - 3♦ asks doubleton (♥=♣, ♠=♦)	1M – 2NT - 3♥ = not min, = hand
5♣/♦		8		Preempt, us 9 tricks	<b>SPECIALS 1♠/♦/NT: 1♦-1♥-1NT may have 4♠</b>	<b>HIGH LEVEL BIDDING</b>	
5♥/♠		8		11 tricks hand.	1♠-1♠-2♦ = 18-19, =(2♠=Trf 2NT, Rest nat GF)	4NT = RKCB 14/30/2 no Q/2+Q; 5NT = odd + useful void; 6x = even + void in x	
				<b>SPECIALS over 1♥/♠:</b>	1♠-1♦/♥-1 / 2NT = 18-19, = with 2 or 3 / 4♥/♠	1 <sup>st</sup> / 2 <sup>nd</sup> round control thru 4♠, 5 level tends to be 1 <sup>st</sup> round. Q in own suit = HHx+	
				1♥-1NT-2x-2♠ =10+-12,fit/suit	1♠-1♦/♥-1NT-2♣ = Stayman, 2♦/♥ = TRF	3NT is serious if nonjump and major suit fit is KNOWN.	
				1♠-1NT-2♣-2♦ = Relay,	1♣/♦ – 1♥(TRF)/♠ – 2♣/♦ – 2♥ = NF if new suit.	4♣/♦: 1430 RKCB in ♣/♦ if we are in GF and have fit	
				1♠-1NT-2♣-2♥=5+♥+2♠, NF	1♣/♦ – 2♥/♠ – 2NT = ? shortness (3♥/♠ =min/no)		
				1♥/♠-(Suit)-2NT=4 fit, invit+	1♦ – 1♥/♠ – 1NT – 2♦ – 2♠ – 3NT = 5♥/♠332	If opps interfere over RKCB & we can play in 5 of our suit = DOPI(X=0, P=1);	
				1♠-1NT-2♦-2/3♥=5+♥NF/inv	1♣/♦ – 1NT – 2♣/♦ = 15+, RF; 3♣/♦ = 11-14, NF	If we cant play in 5 of our suit = DEPO (X = even, P = odd); ROPI	
				1♥/♠-1NT-3♣/♦-cheap=waitin	1NT-2♣-2♥/♠-3♠/♥ = SI, = in fit; 3NT = to play.	After Exclusion KCB: 1 <sup>st</sup> = 0; 2 <sup>nd</sup> = 1, etc. After RKCB and ? we bid Kings natural.	
				1♥/♠-3♣/♦-3NT = asks short	1NT-2♣-2♥/♠-3♣/♦ = 5+♣/♦, 4♠/♥, SI		