COMPETITIVE BIDING

OVERCALLS — NAT : 8-16 HCP

Responses : **Raise** = NAT; **NEW** = F1 in LEV1; **NEW with jump** = good 6card + invitational; **fit in LEV3** = PRE; **CUE** = limit+; **JCUE** =4cfit, mixed-; **2N (if M)**=4cfit, limit+

1NT = 8-11 HCP, **2NT** = 11-13 HCP (for minors only)

In reopening position: 1) bid w/o jump=NAT; 2)**1NT**=12-14HCP, 3) **DBL** and then **1NT** = 15-17HCP 4) **DBL** and then 2NT = 18-19HCP 5) **2NT** = 20-22 HCP 6) jump bid = semiforcing, 7) **CUE**= in 1♣/1♦ = Majors; CUE in 1♥/1♠= the Major + 1 minor; 8) **CUE** with jump = asking for stopper

Double take out: NAT

11+ HCP, support of the other suits

In reopening position: 8+HCP

Responses : NAT

1NT overcall

	Responses	Other meaning
2nd seat : 16-18 HCP	Same as in opening (see back page)	

From unpassed hand: 1S – pass – 1S – **1NT** = 16-18 (same responses as in 1NT opening)

JUMP OVERCALLS

	Weak	Intermediate	Strong	2suiter
	ν			

- **Unusual NT** : 2suiter (the lowest or unbid suits); **3♣** : 2suiter (the highest suits, constructive);
- 1S – **CUE** in LEV3 = asking for stopper

DIRECT CUE

CUE in 1♦/1♥/1♠ = Highest and Lowest suit; CUE in 1♣ = Nat (Clubs)

Responses : NAT;

Vs 2suiters overcalls

CUE in lowest = limit+ in our S, **CUE** highest = GF with the other S (4c+)

Vs NT

	Responses
DBL =4Major + 5+minor, **2♣** = Majors (4+ + 4+);	

2♦= 1 Major, **2♥/2♠** = the M + 1 m (5+5). The same in 4th seat

Against miniNT: DBL = TakeOut, Others the same as above

Vs NAT WK2 or any 2suiter WK2

DBL = either 13-16HCP or 19+ any; **LEBENSOHL**

2NT = 16-18HCP balanced; **3NT** = to play; 2♥/♠, 3♣/♦/♥/♠ = NAT overcalls;

4♣/♦ = ♣/♦ + M (5-5+) strong;

CUE = strong; **jump to the other M** = semiforcing

Vs PRE

NAT; **CUE** = a strong 2suiter

Vs strong conventional openings

Vs STR 1♣: **DBL** = ♥ + ♠; **1NT** = ♣ + ♦; **2NT** = strong 2suiter

After 1♣-1♦ = Same as above

Vs OPPs take out double

RDBL : suggests PEN, **NEW** in LEV1 = F1, **NEW** in LEV2 = NF;

fit in LEV2/3 = WK, **2NT**= limit+ 4+fit.

Vs conventional opening 2♦ (WK for major)

DBL = either balanced 13-15HCP, or 19+HCP any distribution, or any that doesn't fit elsewhere

2NT = balanced 16-18HCP; opening is ignored; STAY, TRF

3NT = to play, 2♥, 2♠, 3♣, 3♦ = NAT overcalls, 3♥, 3♠ = semiforcing

*2♦-DBL-2♥ or 2♠ - DBL {PEN}; 2♦ - P - 2♥/♠ - P - P/2♠/3♥ - DBL = T/O, follows **LEBENSOHL**

LEADS & SIGNALS

Lead	Vs. suit	4th
	Vs. NT	4th
		(A,Q,10 : Dbloc ή CT),(K,J: ATT)

Leads that follow:

				Same lead when a suit is bidden by us	
Leads in NT are marked in red					
Leads in a suit are underlined				**YES**	NO
AK	KQ	QJ	J10		
AKx	KQx	QJx	J10x		
AKJx	KQxx	QJ109	J1098		
AKJ10x	KQJx	KQ10x	KJ109	10x	xx
AQJx	KJ10x	KQ109x	K1098	109x	xxx
AJxx	Kxx	Qxx	Jxx	98x	xxxx
KJxxx	Kxxx	Qxxx	Jxxx	10xxx	xxxxx
Kxxxxx	Kxxxx	Q109x	Jxxxx	10xxxx	xxxxxx

Signals in order of priority

		Partner's lead	Declarer's play	Discarding
Suit	1	Lo= ENCRG	CT	Hi=DISCG
	2	Hi = odd / Lo = even		CT if necessary
	3	Hi =S/P (odd =LoS)		
NT	1	Hi = DCRG		Lo= ENCRG
	2	Hi = odd	CT if necessary	CT if necessary

Signals (including trumps) — Other signals

- When partner leads and dummy has an honour **then: ATT**
- When partner leads and dummy does not have an honour **then: CT**

Special, artificial and competitive DBL/RDBL

negative, responsive, reopening, competitive, support, Lightner

- 1♣ - DBL - P - P - **RDBL** = SOS
- 1S (or 1NT) – 2NT* (a known 2suiter) - **DBL** = penalizes at least 1 of the suits
- 1NT-P-3NT-**DBL** asks for ♠ lead
- If there is no intervention from our side, **DBL** asks to lead the 1st S of dummy
- When we have both bid, **DBL** asks from p to lead his suit
- In NT, when we have bid a S, **DBL** asks **NOT** to lead that S.

Special forcing pass sequences

- After OP 2♣, if LHO DBL or bids: **pass** = WK; **DBL** = T/O (5HCP+)
- In high level competition: **pass** = F when it has been proved that we have supremacy in HCP

HELLENIC BRIDGE FEDERATION CONVENTION CARD

PLAKIDA IRO | **SALEM NANTIA**

PLAYER'S NAME | PLAYER'S NAME

SYSTEM SUMMARY

5card Major, best of minor, 2/1GF (unless rebid of suit), 1NT F1, inv min, check-back STAY, 4sf, BERGEN, rev Drury, Ghestem, UDCA, mud and std leads

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

Opening	Description
2♣	22+HCP balanced or 10+tricks or semiforcing for a Major
2♦	Weak for M, 6cards, 5-8HCP, see sup. notes
2♥	Any 6+c♥, 9-12HCP, see sup. notes
2♠	Any 6+c♠, 9-12HCP, see sup. notes
3NT	Gambling (no outside value)

Special competitive biding

Opening	Description
1	**1NT** – DBL – system on, RDBL = 5+minor
2	**1NT** – 2♣(notMs) – system on, DBL = Stayman
3	DBL, RDBL support for M (for overcalls) <=2♥

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

- **1NT**-2S-**2NT** = TRF to 3♣ LEBENSOHL ("fast arrival" denies stopper, "late arrival" promises stopper)
- Over opp's OP 2♥/♠ (WK), **DBL** then LEBENSOHL. e.g. 2♥ - **DBL** – P – 2NT = **TRF** to ♣
- after RHO O/C 1♦: **DBL** = both M, 1M = min 4card
- over RHO O/C 1♥: **1♠** = min 5card
- **1m** – 1NT - **2♣** = STAY for M, 2♦/♥ = Xfer
- 1x – P – 1NT (or fit) -2NT = a 2 suiter
- Wolff sign off

PSYCHICS:

Seldom, in 3rd seat or after OPPs DBL

ABBREVIATIONS

1S:	open. bid 1 in a suit	**DEF**:	defensive	**Hi**:	high card or suit	**OP**:	opening bid	**S/OS**:	suit/other suit	**STR**:	strong
any:	any suit	**DISCG**:	Discouraging	**Inv**:	inverted	**OS**:	other suit	**Singl**:	singleton	**T/O**:	take out
ATT:	attitude	**ENCRG**:	Encouraging	**lev**:	trick	**M**:	Major	**PEN**:	penalty	**S/P**:	suit preference	**TRF**:	transfer
CT:	count	**F**:	forcing	**LEV**:	level	**NAT**:	natural	**PRE**:	preemptive	**SPL**:	splinter	**w/o**:	without
CUE:	Cue-bid	**F1**:	forcing 1 round	**LHO**:	Left hand OPP	**NEW**:	New Suit	**R/O**:	reopening	**STAY**:	stayman	**Vs**:	versus
Dbloc:	deblocking	**HCP**:	High Card Points	**Lo**:	low card or suit	**O/C**:	overcall	**RHO**:	right hand opponent	**STP**:	stopper	**WK**:	weak

OPENING	TICK IF ARTIFICIAL	Min N$_0$ of cards	Negative double through	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDING
1♣		2	4♥	11HCP+ & 2 DEF tricks, *Exception: with 1-4-4-4 (singl. ♠)* *open 1♦*	**1NT**=6-10HCP & no M; **2♣**= 5cards & 10+HCP - **2NT** = 10-12HCP (4cards ♦ is possible); **3♣**= PRE; **3♦,3♥,3♠**=nat (same as opening 3♦,3♥,3♠); **3NT**=13-15HCP; **M in LEV2** = WK (3-5HCP)	**1♣ - 2♣ - 3♦/♥/♠** = SPL; **1♣ - 2♣ - 2♥/♠ - 4♦** = SPL; 1♣ - 2♣ - 2NT is passable; Inv min off in competition **OPP's overcall**: (1) 1♣/♦-(1♥/♠)-(a) 3♣/♦=weak, (b) CUE=F up to 4♣/♦; (2) 1♣/♦-(1XA)-(a) 2♣=STAY, (b) 3♣/♦=to play	**P-1♣-2♣** = fit + max **P-1♣-3♣** = PRE.
1♦		5 (4 if 1♣/♠)	4♥	-»-	**3♣**= 9-11HCP; **others same as above**		
1♥/1♠		5 (1st - 2nd) 4 (3rd -4th seat)	4♥	11HCP+ & 2 DEF tricks,	**1NT[(1)]** = F1; **2NT[(2)]**=12+HCP & 4cards fit ; BERGEN (**3♣** = 6-9HCP, **3♦**=10-11HCP always 4 card fit); **3NT**= 13-16 HCP & exactly 3card fit; **Fit in LEV2** = can except game try **Fit in LEV3** = PRE **SPL bids** (1♥-3♠ or 1♠-4♥)	1♥-1♠/1NT - 2♣ and 1♠-1NT- 2♣= Gazzilli 1M-2M-3m = game try; 3+ cards; after 2NT[(2)]: any S in LEV3 =singl.; Suit rebid in LEV3 = strong; Suit rebid in LEV4 = WK; **3NT** = 17-19 HCP balanced; 4any= 5+ S **OPPs overcalls**: (1) 1♥ - (1♠)- (a) 3♥ = PRE. (b) 2N = 4+fit, limit+ (c) 2♠ = 3fit, limit+ (2) 1♠ - (2♥) – same as above (3) 1♥ - (2NT*) – (a) 3♣ = 3+fit, limit+ (b) 3♦ = 10+ 5card ♠, (c) 3♥/♠ = to play,	**2♣** = Rev. Drury fit (3card[s]) 3rd and 4th Responses: **2♦** = full opening, **suit rebid** = WK BERGEN; Drury **is not applicable** after overcall or dbl **1M - 2NT** = 6card♣, 9-11 HCP
1NT				15-17HCP & balanced may have 5card M or 6card m	**2♣** = NF STAY/ **2♦, 2♥, 2♠*, 2NT*, 4♣, 4♥** = TRF, *with super acceptance. Examples: see next column **3♣** = asking 5M, **3♦** = 5/5+ minors (strong) **3♥/3♠** = singl in that M, 3 cards in other M, 5-4 the minors (strong)	**LEBENSOHL, GERBER, 4NT** from responder always quantitative except after TEXAS (if accepted responses as after RCKB) **1NT-2♣- 2NT - 3♦/♥/♠** = values; **1NT – 2NT - 3♣ - 3♥/♠** = values/ 1NT – 2♥ - 2♠ - 3♥ = 5-5 majors F **1NT-2♠/2NT-3♣/♦-3NT**=1 suiter with ♣/♦ + no singl. **1NT-2♣-2♦-3M**= 5card the other M 4card the M bidden (smolen) **1NT-2♣-2M-3oM**=fit + sl.try; **1NT-2♣-2M-4Suit**=Splinter	
2♣	v			FG any distribution or 22+ HCP balanced, or 9+ tricks + 3+ quick tricks or semiforcing for a M	2♥, 2♠ = 5+card S & 7+HCP 3♣, 3♦ = 6+card S & 2/3 Honours 2NT=55+ minors (**3♣**=2nd negative)	After **2♣ - 2♦- 2NT/3NT** follows STAY, TRF After **2♣ - 2♦- 3♥/♠** = semiforcing to M **2♣ - 2♦- 2NT** = 23-24 HCP **2♣ - 2♦- 2♥-2♠ : asking**. Next a) -3♥ or 3S : Nat, b) 2N: Balanced, 25+	
2♦	v	6		WK in a M (4-8HCP)	2♥ = P/C; 2♠ = P/C; 2NT* = asking; 3♣/♦ = forcing nat; 3♥/♠ = P/C 4♣ = 'bid your M with transfer'; 4♦ = 'bid your M';4♥/♠ = natural to play 2NT* Responses: 3m=max, 3M=min, 3NT=AKxxxxx	If responder bids **4♣** asks from opener to bid his suit with TRF If responder bids **4♦** asks from opener to bid his suit **2♦ - DBL – pass** = I have ♦;	
2♥/2♠		6		6+ in M, any, (9-12HCP)	**2NT*** = relay; fit in LEV3 or 4+ = tactical bids; **3NT** = to play; Ns-F, nat	**2M-2NT-3NEW: A or K** Others:Nat	
2NT				20-22HCP semibalanced may have 5card M or 6card m	TRF for M, **3♠**= slam try with one or both m	**HIGH LEVEL BIDING** • Blackwood: 41/30 RCKB/ **5♥**=2 aces but no the Q of trumps /**5♠**=2 aces with the Q of trumps/ 5NT = odd aces + a void **6 in a S Lo from the agreed** = 2/4 aces & void in the suit/ **6 in the agreed S** = 2/4 aces & void in a higher suit	
3♣/3♦		6		PRE	**NEW**=F1	• **DOPI/ROPI**: 30/41 p.g. 1♠ -(pass) -4XA (5♣) – ⟹ dbl = 03 και pass = 41	
3♥/3♠		7		PRE	**NEW**=F1	• **DEPO**: after 1♥ - (P) – 4NT – (5♠) ⟹ a) dbl = ζυγός αριθμός άσσων b) pass = μονός αριθμός άσσων	
3NT	v	7		PRE, compact minor no o/s value	directly or after DBL, **4/5♣** = relay (pass or correct);	• **LIGHTNER SLAM DBL**: usually asks to lead the 1st suit bidden by dummy or the longest S • **5NT with jump**: asks to bid 7 in the agreed S if responder has 2/3 high honours • **5 in the agreed M**: asks to bid 6 in the S if responder has 2/3 high honours.	
4♥/4♠		8		PRE	**NEW** = CUE	• **CUE** shows 1st or 2nd round control / **RDBL** after **CUE** of partner shows 1st round control	

DOPI (D = 0-3, P = 1-4, 1st step: 2 w/o Q, 2nd step: 2 with Q)
DEPO (D = Even Aces, P = Odd Aces)

1NT: SupAcc after xfer: next step (shows 4c+16-17)
1NT: 3M after xfer: shows 4333+16-17

SupAcceptance after Checkback (next step)

Quantitive answers after 4th suit

RCKB: 5NT: Odd Aces + void, 6S: Even Aces + voidS

1M-2M-4x Splinter, slam try, 1m-1M-4m: 4c fitM, 17+, long m

Bergen bid (bid suit) or **ask Singleton (step after fit)**
After 1♥-3♣ ή 1♥-3♦:
x♣ / x♦ / 3NT*(♠) : Singleton,
1♥-3(♣/♦)-3♠*: Asks Singleton (3NT: Singleton ♠)
After 1♠-3♣ ή 1♠-3♦:
x♣ / x♦ / x♥ : Singleton,
1♠-3(♣/♦)-3NT: Asks Singleton

After 1NT-(double): rd shows 5c+ minor, other: system on

After 1NT-(2c*): double= Stayman, other = System on   *Not Ms

1s-x-xx-1os-x: Good opening, 2s: min

2N-transfer- super acceptance 3NT: 3card, 4M: 4card;

(2M)-4m: L. Michaels 55oM+m

Wolff Sign Off
1m-1M-2N-3C: Wolff Opener bids 3M if fit, o[w 3d. Responder shows:
   1) Weak hands with 5cM or 5S4H
   2) Strong with 4S4H
1C-1D-2N-3C-3D-3M: Strong with 4D4M

1m-1M-2M: Maybe 3cfit. 2N asks. Responses: 3/4M shows 4cfit

Long Game Tries after fit in a M

1M (1st or 2nd seat)-2M: 8-10 HCP, 3cfit
1M (3rd or 4th seat)-2C: Reverse Drury, 9-11 HCP, 3cfit 2M by opener shows minimum, 2D shows good opening

1x-(1y)-2x -(2y)-double: GT

2C Gazzilli after 1H-1S and 1M-1NT, next 2D: 8+

1m-2H: 5-9, 5+S4+H, next 2S asks

1m/H-2S: Pre 3-7HCP, 6+c

1NT-p-2c-double:
- rd : 4/5C
- Pass = no stopper, 2D/2H/2S = with stopper

After pass:
- rd = re-Stayman:
- 2D = 0-7 (you may pass or I will pass what you bid)
- 2H = 0-7 garbage Stayman
- 2S = 6-7 hcp 5+S

After 1NT – P – 2C - dbl – P –P – rd:
- 2D = 4H, no 4S
- 2H = 4S, no 4H
- 2S = no 4cM
- 2NT= both M, min
- 3C = both M, max

Leads at Level 5+: K asks count, A attitude