


DEFENSE AND COMPETITIVE BIDDING
Overcalls
Style: NATURAL
Answers: NATURAL
Support: same as opening
Reveil: NATURAL
1NT Overall
pos. 2: 15-17 , balanced
pos. 4 direct: 15-17 , balanced
pos.4 Reveil: 12-14 , balanced
passing hand: 4th= the others / 2th= 11+ balanced
Jump overcalls
with one color: weak 2 / 3 preemptive
bicolored: NO
reveil same as in direct position
Direct Cue-bid & jump
cue-bid: major=Michaels (the other major+minor)
minor=both majors
answers: natural
Vs. NT (strong/weak;reveil;passing hand)
Weak NT: NATURAL=8+ , DOUBLE=15+
Strong NT: Multi-Landy
reveil: just 2♣ = majors
Passing hand: same as in direct position
Vs. preemptive (dbl, cue-bid, jump, NT)
over 3 level: NATURAL
over 4 level: DBL=takeout up to 4♥
over 2 level:
Vs. Multi: DBL=show ♥
Vs. 2 weak/bicolor: DBL=takeout
Vs. artificials strong:
over 1♣: NATURAL
over 2♣/2♦: NATURAL
Vs. opponents takeout double:
COLOR bid= natural, forcing 1 round
REDOUBLE: support / desire to play

LEADS AND SIGNALS			
INITIAL LEAD STYLE			
	Lead	In partner color	
color	3rd / 5th	number of cards	
	2nd without A/K/Q/J		
NT	4th	number of cards	
	2nd without A/K/Q/J		
Leads			
Lead	Vs. Suit	Vs. NT	
As	AK(x)/ AKQ (x) /A(x)	AK(x)/ AKQ (x) /A(x)	
King	KQ (x)	KQ (x)	
Queen	QJ (x)	QJ (x)	
Jack	J10 (x)	J10 (x)	
10	KJ10(x) / AJ10(x)	KJ10(x) / AJ10(x)	
9	109 /(H)109	109 /(H)109	
Hi - low	EVEN number of cards	EVEN number of cards	
Low - hi	ODD number of cards	ODD number of cards	
Signals (in order of priority) odd like + Lavinthal			
	partner's lead	declarer's lead	discarding
suit	1 preference	1 preference	1 preference
	2 distribution	2 distribution	2 distribution
	3		
NT	1 preference	1 preference	1 preference
	2 distribution	2 distribution	2 distribution
	3		
COUNTING = standard			
DOUBLES			
Takeout doubles (style, answers, reveil)			
style:	at least opening		
answers:	natural		
	cue-bid=forcing 1 round, at least invitation		
reveil:	same as in direct position		
Special doubles / redoubles			
Negative double: up to 3♠			
Support double			
Redouble after partner cue-bid= first round control			

WBF Convention card
Category: GREEN
Players: DARIE SIMONA-FELICIA
ONEA MONICA-PAULA
Basic system: MAJOR 5
Event: Women Team - European Championship, 2024
NCBO: Romania 
SYSTEM SUMMARY
GENERAL APPROACH and STYLE
Double check-back
color change=forcing 1 round (F1)
4th color=F1, usually asking
1NT opening: 15-17, usually balanced
Answers 2/1: NATURAL, F4
Opening with the rule of 22
Special BIDS that may REQUIRE DEFENSE
2♦ = Game forcing (GF)
2♣ = F1, 21-24 / 8,5 tricks
Important notes - not found elsewhere
4♣=GERBER (0,1,2,3)
4NT=asking key cards (1-4, 0-3)
2♣ DRURY - 2♦ negative answer
Splinter
cue-bid over 3NT= asking key cards
cue-bid at level 5= asking key cards EXCLUSIVE
2NT moderator
Lebenshol
RDBL over takeout DBL=points
PSYCHICS= NO
PASS FORCING = NO

Opening	Artificial *	Nr. cards	Description	Special answers	Subsequent bids	Bid of a passing hand
1♣		3+	11-19, best minor	1♦ / 1♥ / 1♠ / 1NT=natural 2♣*=GF, usually 5♣ ; 2♦*=inviting, 5+♣ 2NT=natural => 3♣*=RELAY minors => 3♦=only 4♦, 3♥/3♠=only 4♣+values; 3NT=4-4 minor 2♥/2♠=weak, 6 cards; 3♣=preempt; 4♥/4♠=to play if opps DBL: REDBL=points, other=system on ; if opps bid: natural F1; cue-bid=min.inv fit	(only after 1♥ / 1♠) 3♦*=18-19, balan., fit 4 2NT=18-19 balanced; 3NT=to play	2♦=9-11, 6 cards, monocolor 2♥/2♠=9-11, 5 cards, monocolor
1♦		3+	11-19, best minor	1♥ / 1♠ / 1NT=natural 2♦*=GF, usually 5♦ 2♣=natural ; 2♥/2♠=weak, 6 cards ; 2NT=natural => same as 1♣ opening 3♣*=inviting, 5+♦ ; 3♦=preempt ; 4♥/4♠=to play if opps DBL: REDBL=points, other=system on ; if opps bid: natural F1; cue-bid=min. inv, fit	2♣*=Gazzilli (pag. 6,7) 3♣=5-5, zone 1/2 (can be with 6♣) 2NT=18-19 balanced; 3NT=to play	2♣=9-11, 6 cards, monocolor 2♥/2♠=9-11, 5 cards, monocolor
1♥		5+	11-19	1♠ / 1NT=natural => specialities: 2♣*=Gazzilli (pag. 4,5); 2NT=18-19, only with 5-3-3-2 2♣=natural; 2♥=constructive; 3♥/4♥=preempt; 2♠=weak, 6 cards 2NT*=GF, 4+♥ 3♣*=at least inv. 3♥ ; 3♦*=inviting, 4+♥ if opps DBL: REDBL=points, other=system on ; if opps bid: natural F1; cue-bid=min. inv, fit ; jump 2NT*=GF 4+fit	pag. 3 3♥ / 4♥=to play	2♣*=Drury 2♦/2♠=9-11, 6/5 cards, monocolor
1♠		5+	11-19	1NT=natural => specialities: 2♣*=Gazzilli (pag. 4,5); 2NT=18-19, only with 5-3-3-2 2♣ / 2♦ / 2♥=natural; 2♠=constructive; 3♠ / 4♠=preemptive 2NT*=GF, 4+♠ 3♣*=at least inv. 3♠ ; 3♦*=inviting, 4+♠ if opps DBL: REDBL=points, other=system on ; if opps bid: natural F1; cue-bid=min. inv, fit ; jump 2NT*=GF 4+fit	pag. 3 3♠ / 4♠=to play	2♣*=Drury 2♦/2♥=9-11, 6/5 cards, monocolor
1NT			15-17 usually balanced, can have 5M/6m if opps DBL with points: RDBL=SOS, other=system on if opps DBL conv.: system on if opps bid: Lebenshol (pag. 5)	2♦*, 2♥*=major transfer 2♠*=♣ transfer 2NT*=♦ transfer 2♣*=STAYMAN, no major promises + modified SMOLEN (pag. 3) if opps DBL: RDBL=good ♣; pass=no major 3♣*/3♦*=5-5 major inviting/slam try => 3♥*/3♠*=5-4 minor, singleton	2NT*=support 3, maximal 2NT*=super-accept 3♣*=super-accept 2NT*=no major in 4, maximal 3♣*=4-4 major, minimal => 3♦*, 3♥*=transfer again ♥, ♠ 3♦*=4-4 major, maximal => 3♥*, 3♠*=transfer again ♥, ♠ 2♦*=no major in 4, minimal => 3♥*/3♠*=5-4 m, void 2♥=only ♥ => 3♠*=slam try ; 2♠=only ♠ => 3♥*=slam try (only for slam try) => 4♣*=slam accept ♥, 4♦*=slam accept ♠	
2♣	*		20-23 / 8,5 tricks (jump bid)	2♦*(NO monocolor) & (non balan. with 8-10) 2NT=balanced 8-10; 2M=weak, 3 level=9+, decent suit	2NT=22-24, balanced => 3♣*=BARON	
2♦	*		GF	2♥*=0-7 without Aces ; 2♠*=0-7, with 1 Ace 2NT*=8+ without Aces / 2 Kings ; 3♣*=8+ with 1 Ace / 1 Ace + 1 King	2NT=25-26, balanced => 3♣*=BARON	if subsequent bidding of the opening is 4NT= asking Kings (0, 1, 2)
2 major		6	6-10	2NT*=OGUST	3♣*=weak hand, weak suit; 3♦*=weak hand, good suit ; 3♥*=good hand, weak suit 3♠*=good hand, good suit ; 3FA*=AKQ in the bid suit	
2 NT			20-21, balanced can have 5M/6m	3♣*=PUPPET 3♦*, 3♥*=transfer	3♦*=at least one major in 4 => 3♥*=♠ transfer ; 3♠*=♥ transfer 3♥=5♥ ; 3♠=5♠ 3NT=with fit of 3 cards => 4♦*=♥ transfer again ; 4♥*=♠ transfer again	
3♣ / 3♦ / 3♥ / 3♠ / 4♣ / 4♦		7+	preempt, decent suit	color change = F1		
3 NT	*		gambling ,AKQJxxx minor			
4♥ / 4♠		8+	to play			

Bidings at HIGHER LEVELS

2NT Jacoby				
4 cards fit, game forcing (if the bidding is a jump)				
1♥ - 2NT*- 3♣*	3♦*=ask for shortness	3♥*=don't have shortness		
minimal, can have shortness		3♠*=shortness ♣ ;	3NT*=shortness ♦ ;	4♣*= shortness ♠
1♥ - 2NT*- 3♦*	3♥*=ask for shortness	3♠*=shortness ;	3NT*=shortness ♦ ;	4♣*= shortness ♠
maximal, with shortness				
1♥ - 2NT*- 3♥	maximal, without shortness			
1♥ - 2NT*- 3♠	6♥ + 5♠			
1♥ - 2NT*- 3NT	18-19 balanced			
1♥ - 2NT*- 4♥	6+ ♥, nothing special, to play			
1♥ - 2NT*- 4♣ / 4♦	5+5			
1♠ - 2NT*- 3♣*	3♦*=ask for shortness	3♥*=don't have shortness		
minimal, can have shortness		3♠*=shortness ♣ ;	3NT*=shortness ♦ ;	4♣*= shortness ♥
1♠ - 2NT*- 3♦*	3♥*=ask for shortness	3♠*=shortness ♣ ;	3NT*=shortness ♦ ;	4♣*= shortness ♥
maximal, with shortness				
1♠ - 2NT*- 3♠	maximal, 5♠ + 4♥			
1♠ - 2NT*- 3♠	maximal, without shortness			
1♠ - 2NT*- 3NT	18-19 balanced			
1♠ - 2NT*- 4♠	6+ ♠, nothing special, to play			
1♠ - 2NT*- 4♣ / 4♦ / 4♥	5+5			

modified SMOLEN				
1NT - 2♣* - 2♦*	2♥=inviting, 5♥+4♠ ;	2♠=inviting, 5♠+4♥ ;	3♥=slam try, 5♠+4♥ ;	3♠=slam try, 5♥+4♠
1NT - 2♣* - 2♥	3♠*= slam try, 4♥			
1NT - 2♣* - 2♠	3♥*= slam try, 4♠			
1NT - 2♣* - 2NT*	3♥=inviting, 5♠+4♥ ;	3♠=inviting, 5♥+4♠ ;	4♣*=slam try, 5♥+4♠ ;	4♦*=slam try, 5♠+4♥
1NT - 2♣* - 3♣*	4♣*=slam try, 4♥ ;	4♦*=slam try, 4♠		
1NT - 2♣* - 3♦*	4♣*=slam try, 4♥ ;	4♦*=slam try, 4♠		

Gazzilli - on the major opening		if the opener rebid the major without jump = zone 1, M+♣ rebidding the opening suit to jump = zone 3 with 6 cards M 2NT bid= 18-19, 5M+4m+2+2		
1♥ - 1♠ - 2♣*	2♦*=8+ (the only positive answer), F1	2H=zone 1, 5H+4CI		
		2Sp=zone 3, 5H+4m+3Sp		
		2NT=18-19 balanced, 5H+4m+2+2 ==> 3CI*=Baron		
		3CI=zone 3, 5H+5CI / 5H+4CI+3D+1Sp		
		3D=zone 3, 5H+5D / 5H+4D+3CI+1Sp		
		3H=zone 3, 6+H ; 3Sp=zone 3 with 5H+4Sp		
	2H=<8 with 2H ; 2Sp=<8 with 5+Sp			
	2NT*=<8, at least 4-4 minors	3CI / 3D =zone 1, 5H+4CI/4D		
	3CI=<8 with 6+CI ; 3D=<8 with 6+D			
1♥ - 1NT - 2♣*	same as above without 2Sp bid	same as above		
1♠ - 1NT - 2♣*	2♦*=8+ (the only positive answer) ;	2H=zone 3, 5Sp+4m+3H		

		$2\text{Sp}=\text{zone 1, } 5\text{Sp}+4\text{Cl}$	
		$2\text{NT}=18-19 \text{ balanced, } 5\text{Sp}+4\text{m}+2+2 \implies 3\text{Cl}^*=\text{Baron}$	
		$3\text{Cl}=\text{zone 3, } 5\text{Sp}+5\text{Cl} / 5\text{Sp} +4\text{Cl}+3\text{D}+1\text{H}$	
		$3\text{D}=\text{zone 3, } 5\text{Sp}+5\text{D} / 5\text{Sp}+4\text{D}+3\text{Cl}+1\text{Sp}$	
		$3\text{H}=\text{zone 3, } 5\text{Sp}+4\text{H} ; 3\text{Sp}=\text{zone 3, } 6+\text{Sp}$	
	$2\text{H} < 8 \text{ with } 5+\text{H} ; 2\text{Sp} < 8 \text{ with } 2\text{Sp}$		
	$2\text{NT}^* < 8, \text{ at least } 4-4 \text{ minors}$	$3\text{Cl} / 3\text{D} = \text{zone 1, } 5\text{Sp}+4\text{Cl}/4\text{D}$	
	$3\text{Cl} < 8 \text{ with } 6+\text{Cl} ; 3\text{D} < 8 \text{ with } 6+\text{D}$		

complement to Gazzilli		
zone 1 - unbalanced with fit 3, zone 1 any fit 4		
1♦ - 1♥ - 2♥	can be with 3♥ ==> 2♠*=to describe, at least inviting ==>	2NT/3♣/3♦ = with 3♥ ; 3♥ / 3NT= with 4♥
		2NT= 5D+4Sp+(3H)+1Cl
		3Cl = 5D+(4+)Cl+(3H)
		3D=6+D+(3H)
		3H = with 4H, minimal
		3NT=with 4H, maximal
1♦ - 1♠ - 2♠	can be with 3♠ ==> 2NT*=to describe, at least inviting ==>	3♣/3♦/3♥ = with 3♠ ; 3♠ / 3NT = with 4♠
		3Cl=5D+4Cl+(3Sp)
		3D=6+D+(3Sp)
		3H=5D+4H+(3Sp)
		3Sp = with 4Sp minimal,
		3NT=with 4Sp maximal

Lebenshol	
after a suit bid by opponents, over 1NT opening	
1NT - opps bid - 2 level	nonforcing
1NT - opps bid - 3 level	GF
1NT - opps bid - DBL	if opps. <u>are</u> vulnerable=penalty
	if opps. are not vulnerable= Stayman with keeping
1NT - opps bid - 2NT*	♣ transfer 3♦*=nonforcing ; cue-bid= Stayman without keeping
1NT - opps bid - cue-bid*	only if we are vulnerable and opps. are not = Stayman with keeping

Gazzilli - on opening of 1♦ - 1M ♦ with ♣ any zone / zone 3 with 6+♦ / zone 3, with 4 fit in the respondent major	if the opener's 3rd bid is ♣= zone 1, ♦+♣ rebidding the opening suit = zone 3, 6+♦ 2NT bid= 18-19 balanced, 4 cards fit	
1♦ - 1♥ - 2♣*	2♠*=8+ (the only positive answer); 2NT*=moderator (weak, clubs)	
	2D=<8, 2+D	3CI=D+CI, zone 3
		3D=6+D, zone 3
		3H=18-19 with 4H
		3Sp=D+CI+3H, zone 3
	2♥*=<8, 5+ H	3CI=D+CI, zone 1 (maximum 2H)
		3D=6+D, zone 3
		3H=18-19 with 4H
		3Sp=D+CI+3H, zone 3
	2♠*=8+, RELAY	2NT=D+CI, zone 2, at least singleton
		3CI=D+CI, zone 1 (maximum 2H)
		3D=6+D, zone 3
		3H=18-19 with 4H
		3Sp=D+CI+3H, zone 3
	2NT*=moderator (weak, clubs)	3CI=D+CI, zone 1 (maximum 2H)
1♦ - 1♠ - 2♣*	2♥*=8+ (the only positive answer); 2NT*=moderator (weak, clubs)	
	2D=<8, 2+D	3CI=D+CI, zone 3
		3D=6+D, zone 3
		3H=D+CI+3Sp, zone 3
		3Sp=18-19 with 4Sp
	2♥*=8+, RELAY	2♠=zone 2, with 3Sp
		2NT=D+CI, zone 2, at least singleton
		3CI=D+CI, zone 1 (maximum 2H)
		3D=6+D, zone 3
		3H=D+CI+3Sp, zone 3
		3Sp=18-19 with 4Sp
	2♠=<8, 5+ Sp	2NT=D+CI, nonforcing, maximum 1Sp
		3CI=D+CI, zone 3
		3D=6+D, zone 3
		3H=18-19 with 4Sp
		3Sp=D+CI+3Sp, zone 3
	2NT*=moderator (weak, clubs)	3CI=D+CI, zone 1 (maximum 2H)

Gazzilli - on opening of 1♦ - 1NT ♦ with ♣ any zone / zone 3 with 6+♦	if the opener's 3rd bid is ♣= zone 1, ♦+♣ rebidding the opening suit = zone 3, 6+♦ 2NT bid= zone 3, ♦+♣	
1♦ - 1NT - 2♣*	2♥ / 2♠=8+, values ; 3♣ / 3♦=8+, with ♣ / ♦; 2NT*=moderator (weak, clubs)	
	2D=<8, 2+D	3CI=D+C, zone 3
		3D=6+D, zone 3
	2H=8+, RELAY+values	2NT=D+CI, zone 3
		3CI=D+C, zone 1
		3D=6+D, zone 3
	2♠=8+, RELAY+values	2NT=D+CI, zone 3
		3CI=D+C, zone 1
		3D=6+D, zone 3
	3♣ / 3♦=8+, with § / ♦	3H/3Sp=ESSAY
	2NT*=moderator (weak, clubs)	3CI=D+C, zone 1 (maximum 2H)