DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			ALS	W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENIN	G LEADS STYLE				
New suit: normally 5+, 8+ HCP		Lead		In Partner's Suit	CATEGORY:	
Responses: 1x: 4+, RF; 2x NF; 1NT 6-10 HCP; 2NT 11-12 HCP;	Suit	4 th or attitude, highe	er if doubleton,	same	NCBO: Switzerland	
jump raise is pre-emptive; opponents suit: invite+;		middle from xxx				
Reopen: 4+ card, 8+ HCP	NT	Rule of 11, <u>x</u> xx, hig			PLAYERS: Mariann Vegh – K. Balabanova	
Informative X: until (3Sp) lead or response	Seq	highest (but AKDx)			EVENT	
Responses: NAT; (1NT 7-10 HCP; 2NT 11-13 FP; double jump		gher from doubleton	honours (for A <u>K</u>	-A or K), highest from inner	r la	
preemp	subs.					
Reopen: 7+ HCP	i.e. K <u>J</u> 109) _X				
1NT OVERCALL (2 nd /4 th seat; Responses; Reopening)	LEADS	1		1	SYSTEM SUMMARY	
(1x)-1NT: 15-17, Response: Stayman & transfers	Lead	Vs. Suit		Vs. NT same as Vs. Suit		
(2x)-2NT: 17-19 FP (w stoppers); Response: same as after 2NT bit			except AKx <u>x</u> x	GENERAL APPROACH AND STYLE		
	King	AK, AKDx, KQ, K		Same as vs suit	Standard American	
	Queen	QJ, QJ10, AQJx, QJ9x, Qx		Same as vs suit	5 card major	
	Jack	J10, J109, KJ10x, J		Same except $\underline{J}10x\underline{x}(x)$	1NT: 15-17 HCP (2-7 minor, 2-5 major),	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109, 10x, K/Q109(x	x), 109xx	Same except $109xx(x)$	2NT: 20-22 HCP (2-7 minor, 2-5 major)	
weak 2/3/4, Response: bid in opponent's suit is RF	9	9 9x, 98x, 98xx Same except A		Same except AQ109(x)	2D/2H/2Sp – weak 0-10 HCP, could be 5 card only	
UNUSUAL NT: 5+5+ in lower non bid suits, 0-6/7 losers	SIGNAL	S IN ORDER OF P	RIORITY – UD		1D 4+, 1Cl 2+	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's Lead	Declarer's Lead	d Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Unspec. Michaels 0-6/7 losers, (1M)–2M: 5+5+ otherM& m;	1	attitude, lavinthal on A, count on K	Count	UDCA	- 2Cl: strongest bid, force until 2NT	
Responses: 2NT: asking for m & strength, 3/4/5 Cl: P/C,	Suit 2	Attitude	Count	UDCA	- 3NT: Gambling, min AKDxxxx in minor suit, no outside A or K	
3M: INV+ MM (1m)-2m: 5+-5+ MM; <i>Resp</i> : 3m: INV MM; 2NT: asking for	3	Attitude	Count	UDCA		
shortness & strength,	3	Autude	Count	UDCA		
then 3m short +mid, 3H/3Sp WK/STR	1	Lavinthal	Count	Lavinthal	SPECIAL BIDs (without opponent intervention)	
VS. NT (vs. Strong/Weak; Re-opening; P/C)		Lavinthal	Count	Lavinthal	1. 1M-1NT: forcing for one round, but p-1M-1NT: NF	
*: HCP+ as the 1NT opening;		Lavinthal	Count	Lavinthal	2. 1M-2Cl: 3+ forcing game, 1M-2D: 4+ forcing game	
2Cl: 5-4 MM, 2D: a 6+ M, 2H/Sp: 5M+4m, 2NT: 5+-5+ mm		ncluding Trumps): U		Lavinulai	3. 1M-2NT: Jacoby: 12+, 4+ M	
Over $1NT - X$ – system on, if they bid we play Lebensohl				fta, Lavinthal	5. 1M-2N1: Jacoby: 12+, 4+ M 4. 1M–3M weak; 1M-3Cl/3D: Bergen 7-9HCP/10-12HCP	
Over $1NI - X - system on, it mey bld we play Lebenson$	1/ if to be ruffed: Lavinthal 2/other obvious shifts: Lavinthal				5. 1x-1y-1NT: BAL 12-14 HCP, afterwards 2 way check back	
			DOUBLES		6. 1D-2Cl: invite+	
			DOUBLES		7. 1Sp-1NT-2Cl-2D: 5+ cards	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	SPECIAL	L, ARTIFICIAL &	COMPETITIV	8. 1Sp-1NT-2Cl-2DT: invite		
(2D: EKREN/Multi): X - 13-16 HCP, BAL; 2H/2Sp info double?		* up to 3Sp even afte			9. 1M–1NT–4m: Auto Splinter	
(2/3M: NAT): nat	regarive	up to 55p even alle	$\frac{1111}{3}$ (371) and	(J21)1 - (J21)	9. 1M–1N1–4m: Auto Spinter 10. 1M–1NT–2D: 4+	
(3m): 4D: 5+ 5+ majors; 4Cl: 5+om & 5+M, 4D: relay	Takeout *	up to 3Sp; Supportiv	ve * up to 2Sp		10. 1M-1N1-2D. 4+ 11. 1M-1NT-2Cl: 2+	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24		· · · · ·	<u> </u>	3 card M support up to 3Sp	12.1M - 4m: Splinter	
					12. 11v1 – 4111. Spiniter	
TIMBUKTU: 1x: one rank higher long suit OR two-suited next suits		*: against slam, forbi	us to lead trump	or own suit	┥┟─────┤	
1/2NT: Cl+H or D+Sp ?	SOS: 1N	I-(*')-**;				
OVER OPPONENTS' TAKEOUT DOUBLE						
**: 8-10+HCP, doubleton OR 3 card trump INV; new suit RF; raise: preempt						
1M-(*) - 1NT: NAT 8-10 + NF; 2M+1: 4+trump 10-12, singleton	(1M)-P-((3Cl/3D) - *: informa	ative vs M			
$1M-(*)-3m/3\square/2NT(\square): 4+ trump, 7-9 HCP, singleton ?$	<u> </u>				SPECIAL FORCING PASS SEQUENCES	
1M–(*)–2m: 5+, RF OR 3+ and 4 trump, BAL INV					After overcall by opponents during active biding for game/slam	
					PSYCHICS: almost never	

Opening	Artificia I	Distribu tion	Info x	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1 ♣ 1♦		2+ 0-4M 4+ 0-4M	Until 3Sp	10-22 HCP 1Cl: 2-3, 3-2, 3-3 or 5-4 or 6-5 Cl-D 1D: 4-4 or 5-5 D-Cl	1Cl-1NT: 6-10 HCP,1D-1NT: 6-10HCP 2NT:11-12HCP, 3NT: 13-15HCP 2m:F2NT, 3m:preempt, 1D-2Cl: invite+, 1D-3Cl: invite	1m-1M-1NT-2Cl/D: check-back inv/forcing, 4 th suit forcing Wolff 1D-1NT-3Cl: INV	1m-(*/1x)-2/3m/M: weak 1m-(p/*/1x)-1M-(2x/y)-to play 2NT:Mouse:INV+; 3m: COM
1♥ 1★		5+	Until 4D	10-22 HCP, can contain longer minor	1NT: F1; 1M-2Cl:3+, forcing game, 1M-2D:4+ forcing game; Bergen: 3Cl:4+ trump, 7-9 HCP, 3D: 10-12HCP 3M: 4+ trump 1-6 HCP, 4M: preempt 1M-3MM & 1Sp-4H: pre-empt, SPL: 1M-4m 2NT: Jacoby forcing game: 4+ trump, 13+ HCP	 1H-1Sp-1NT-2Cl/D: check-back inv/forcing, 4th suit forcing Wolff 1M-3Cl-3D & 1M-3D-3M+1: asking single After 1M-2NT: cue bids 1M-2M-2NT – game forcing, 1M-2M-3Cl/3D – slam interest After 2NT game forcing- 3M slam interest, answers 3NT Serious, 4x Q-bid 	p-1M-2Cl: Drury 3card M, then 2M WK, 2Sp/3x: singleton p-1M-2D: Drury 4card M
1NT		2-6m 2-5M	From 3Cl to 3SP	15-17 HCP possible: 5m4H22, 5m4m22, 6m322, 7m222	2Cl: Stayman; 2D,2H,2Sp,2NT,3/4D,3/4H: TRF; 3m: 6m forcing game, 3M: 4441M slam invite 3NT/4Sp to play. 4Cl Gerber	2Cl-2D-3M: Smolen 4M-5+OM; 2Cl – 2D – 2Sp: asking for minors slam interest, After 2Sp, 2NT: 3334/43, 3Cl/D: 5+, 3M 4-4 in minors, 3c in M	1NT-(2x)- ?: Lebensohl *:PEN, 2H/Sp: NAT 5+WK, 2NT forcing 3Cl
2*	Х			23+ HCP balanced or 18+HCP any with 3-4 losers	2D: negative 0-7 HCP, 2H/Sp: 5+, 8+HCP, 2NT: 8+ HCP, balanced; 3Cl/D: 6+, 8+HCP	GF except: 2CI-2D-2NT	(*)-**:5-7HCP, 2D: 0-5 HCP
2♦		5-6D		Non-vul –vul: 5-6D, 0-8HCP All vul: 6D, 6-10 HCP	2H relay; 2NT strong relay 2Sp RF, 3Cl: INV, 3M: 6 card INV	After relay: Ogust responses, 2D-2H-2Sp- 3Sp/2D-2Sp-3D-3Sp: 5/6Sp forcing game	
2♥		5-6H		Non-vul –vul: 5-6H, 0-8HCP All vul: 6H, 6-10 HCP	2NT relay 2Sp RF, 3m INV	After 2NT Ogust: 3Cl:WK suit, WK hand, 3D:STG suit,WK hand,3H:WK suit,STGhand	
2		5-6Sp		Non-vul –vul: 5-6Sp, 0-8HCP All vul: 6Sp, 6-10 HCP	2NT relay, 3H RF, 3m INV	After relay: Ogust responses	
2NT		2-6m, 2-5M	At level 3	20-21HCP possible: 5m4H22, 5m4m22, 6m322, 7m222, 5M332, 5M4m22	3Cl Stayman, 3,4D/3,4H transfer, 4Cl/D: Cl & D slam invite, 4NT: ace question, 3Sp: slam invite in minors min 4-4	After Stayman: 3M 4-5, 3D no 4 card major, 3NT both majors, 3Cl-3x-4Cl: m Stayman, then 4D/H 4+ Cl/D 3Cl-3x-4D: slam invite with 5+ m, then 4H relay, then 4Sp slam invite+ Cl, 4NT/5Cl: D slam invite + 3Cl-3D-4M: 4441M	
3 ♣ /3♦/ 3♥/3♠		6+		5-10HCP, 6-8 losers	New suit under game RF, raise is pre-empt, jump in other suit SPL, 4NT asking aces		
3NT	Х	7+		Gambling in Cl or D, min AKDxxxx, no outside A or K	4/5/6/7Cl: pass or correct; 4D: asking shortness, then majors: NAT, 5m: om; 4NT: asking suit length;	Answers after 4NT?	
4♣/4♦ 4♥/4♠		7+		5-10HCP, 5-7 losers	4NT asking aces, other suit Q-bid		
4 v /4 n 4NT	Х			minors	5Cl: P/C, 5D for play, 5H/SpQ-bid	HIGH LEVEL BIDDING	
5*/5*		7+		5-10HCP, 4-6 losers, no outsideA	New suit is cuebid	4NT: ace question, responses: 0/3, 1/4, 2/5, 2/5 & trump Q. After 0/3, 1/4: trump q question, then 5 trump no, otherwise Ks from lowest 5NT: K question, then Ks from lowest possible 4Cl Gerber A question, responses: 0/3, 1/4, 2. Then 5Cl is K question 3M-4Cl: PRKC, resp: 1, 1+D, 2	