

COMPETITIVE BIDDING			
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			
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	
2 nd 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
	v		
<ul style="list-style-type: none"> Unusual NT : 2suiter (the lowest or unbid suits); 3♣ : 2suiter (the highest suits); 1S – CUE in LEV3 = asking for stopper 			
DIRECT CUE			
CUE in 1♣/♥/1♠ = Highest and Lowest suit; CUE in 1♣ = Nat (Clubs)			
Responses : NAT;			
Vs 2suitsers 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 4 th seat Against miniNT: DBL = TakeOut, Others the same as above			
Vs NAT WK2 or any 2suiter WK2			
DBL = either 13-16HCP or 19+ any; LEBENSÖHL 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♣ : 1♦ = ♥ + ♠; 1NT = ♣ + ♦; DBL = a 2suiter M + m; 1♥/1♠/2♣/2♦ = NAT overcalls			
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 LEBENSÖHL			

LEADS & SIGNALS			
Lead	Vs. suit	4 th	
	Vs. NT	4 th	
(A,Q,10 : Dbloc ♠ CT),(K,J : ATT)			
Leads that follow:			
Leads in NT are marked in red			Same lead when a suit is bidden by us YES NO
Leads in a suit are underlined>			
A <u>K</u>	K <u>Q</u>	Q <u>J</u>	J <u>10</u>
A <u>K</u> x	K <u>Q</u> x	Q <u>J</u> x	J <u>10</u> x
A <u>K</u> Jx	K <u>Q</u> xx	Q <u>J</u> 109	J <u>10</u> 98
A <u>K</u> J10x	K <u>Q</u> Jx	K <u>Q</u> 10x	K <u>J</u> 109 10x <u>xx</u>
A <u>Q</u> Jx	K <u>J</u> 10x	K <u>Q</u> 109x	K <u>10</u> 98 109x <u>xx</u>
A <u>J</u> xx	K <u>x</u> x	Q <u>x</u> x	J <u>x</u> x 98x <u>xx</u> xx
K <u>J</u> xx	K <u>x</u> xx	Q <u>x</u> xx	J <u>x</u> xx 10xx <u>xx</u> xx
K <u>x</u> xxx	K <u>x</u> xx	Q <u>10</u> 9x	J <u>x</u> xxx 10xxx <u>xx</u> xxx
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	
<ul style="list-style-type: none"> When partner leads and dummy has an honour then: ATT When partner leads and dummy does not have an honour then: CT When partner leads and dummy has singl. then: Hi = shift to Hi suit, Lo = shift to Lo suit 			
Special, artificial and competitive DBL/RDBL			
negative, responsive, reopening, competitive, support, Lightner			
<ul style="list-style-type: none"> 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			
<ul style="list-style-type: none"> 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, 6-10HCP
2♥	2suiter (5cards ♥+ 5+ cards minor)
2♠	2suiter (5cards ♠+ 5+ cards minor)
3NT	Gambling (no outside value)
Special competitive bidding	
Opening	Description
1	1NT-DBL – all TRF (p not obligatory for rdbl)
2	1S-1 or 2OS-CUE = limit+, may have fit
3	DBL , RDBL support for M
4	
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
<ul style="list-style-type: none"> 1NT-2S-2NT = TRF to 3♣ LEBENSÖHL ("fast arrival" denies stopper, "late arrival" promises stopper) Over opp's OP 2♥/♠ (WK), DBL then LEBENSÖHL. 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 1x-P-1NT (or fit) -2NT = a 2 suiter Wolff sign off 	
PSYCHICS:	
Seldom, in 3 rd seat or after OPPs DBL	

FOOTNOTE: All bids marked in **BOLD** or with red colour are made by our side (Those with red colour are conventional) / those underlined are made by OPPs

ABBREVIATIONS

IS: open. bid 1 in a suit	DEF: defensive	Hi: high card or suit	m: minor	OP: opening bid	S/OS: suit/other suit	STR: strong
any: any suit	DISCG: Discouraging	Inv: inverted	M: Major	OS: other suit	Singl: singleton	T/O: take out
ATT: attitude	ENCRG: Encouraging	lev: trick	NAT: natural	PEN: penalty	S/P: suit preference	TRF: transfer
CT: count	F: forcing	LEV: level	NEW: New Suit	PRE: preemptive	SPL: splinter	w/o: without
CUE: Cue-bid	F1: forcing 1 round	LHO: Left hand OPP	NF: non forcing	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 _o of cards	Negative double through	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		2	4♥	11HCP+ & 2 DEF tricks, <i>Exception: with 1-4-4-4 (singl. ♠) open 1♦</i>	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 overall: (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 (1 st - 2 nd) 4 (3 rd - 4 th seat)	4♥	11HCP+ & 2 DEF tricks,	1NT ⁽¹⁾ = F1; 2NT ⁽²⁾ =13 ⁺ 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♠-3♥)	1♥-1♠/1NT - 2♣ = nat or strong hand (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 = 17-18 HCP balanced; 4any= 4 ⁺ S; 1M-1NT-2any-3 in M = limit with 3card fit. OPP's overcalls: (1) 1♥ - (1♠)- (a) 3♥ = PRE. (b) 2♣ = limit ⁺ (2) 1♠ - (2♥) - (a) 3♣ = PRE. (b) 3♥ = limit ⁺ (3) 1♥ - (2NT*) - (a) 3♣ = limit ⁺ (b) 3♦ = 10 ⁺ 5card ♠, (c) 3♥/♠ = to play, (4) 1♠ - (2NT) - (a) 3♣ = 10 ⁺ 5card ♥,(b) 3♦ = limit ⁺ ,3♥/♠=to play * =2suiter with minors (c) 3NT =False QB	2♣ = Rev. Drury fit (3card ^s) 3 rd and 4 th seat Responses: 2♦ = full opening, suit rebid = WK BERGEN; Drury is not applicable after overcall or <u>dbl</u> 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♣ = 5/5 minors (strong), 3♦ = 5/5 minors (weak) 3♥/3♠ = singl in that M, 3 cards in other M, 5-4 the minors (strong)	LEBENSOHL, GERBER, 4NT from responder <u>always</u> 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♣=2 nd negative)	After 2♣ - 2♦ - 2NT/3NT follows STAY, TRF After 2♣ - 2♦ - 3♥/♠ = semiforcing to M 2♣ - 2♦ - 2NT = 23-24 HCP, 2♣ - 2♦ - 3NT = 25-27 HCP (follows STAY ,TRF)	
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=AKxxxx	Any moment responder bids 4♣ asks from opener to bid his suit with TRF Any moment responder bids 4♦ asks from opener to bid his suit 2♦ - <u>DBL</u> - pass = I have ♦;	
2♥/2♠	v	5 & 5		6+ in a M (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 for m	HIGH LEVEL BIDDING	
3♣/3♦		6		PRE	NEW=F1	<ul style="list-style-type: none"> <u>Blackwood</u>: 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 <u>DOPI/ROPI</u>: 30/41 p.g. 1♠-(pass)-4XA (5♣) -> dbl = 03 και pass = 41 <u>DEPO</u>: after 1♥ - (P) - 4NT - (5♣) => a) dbl = ζυγός αριθμός άσσων b) pass = μονός αριθμός άσσων <u>LIGHTNER SLAM DBL</u>: usually asks to lead the 1st suit bidden by dummy or the longest S <u>5NT with jump</u>: asks to bid 7 in the agreed S if responder has 2/3 high honours <u>5 in the agreed M</u>: asks to bid 6 in the S if responder has 2/3 high honours. 	
3♥/3♠		7		PRE	NEW=F1		
3NT	v	7		PRE, compact minor no o/s value	directly or after DBL, 4/5♣ = relay (pass or correct);		
4♥/4♠		8		PRE	NEW = CUE	<ul style="list-style-type: none"> CUE shows 1st or 2nd round control / <u>RDBL</u> after CUE of partner shows 1st round control 	