

DEFENSIVE AND COMPETITIVE BIDDING				
Overcalls	Style	1 & 2 level	Reopening	
5 cards sound suit wide range. 1X may be 4 cards suit				
1NT overcall	2nd	4th	Responses	Reopening
15½-18½ balanced. All responses as for 1NT opening after a minor opening, transfers after a major opening.				
JUMP Overcalls	Style	Response	Unusual NT	
Weak (intermed v-nv). Cue=55 2NT=55 lowest				
Reopen: Jump or <i>michael's cue bid</i> both intermediate				
DIRECT and JUMP cue bids				
Cue= 5-5 Jump cue = solid suit, invites 3NT with stop				
versus 1NT opening				
Double : 1 minor 5+ 1 Major 4 2♣ = majors 2 any = natural				
In 4 th seat : Same				
versus Preempts				
3any-x takeout. 2any-x takeout Multi-2♦ x = we hear a 2♠ opening, 3♠ = ♣ + ♦, 4♣♦ = 5♥ and 5 in the minor				
versus 1♣ strong				
X = majors, 1 NT = minors				

LEADS and SIGNALS			
Opening Lead Style 3 rd and 5 th , 4 th best versus NT			
	Lead	Partners suit	
Suit	3/ 5th	HI LO	
NT	4th	HI LO	
Subsequ.			
Other			
Honour Leads			
	Suit	No Trump	
Ace	A or Ax	High encourages	
King	Kx or KQ	Asks unblock/count	
queen	Qx or QJ	High encourages	
jack	Jx or J10	J10	
10	10x or 109x(x) or 109	H109x, 109x	
9	9x	Weak	
high	even		
low	odd		
SIGNALS in order of priority			
	Partners	Declarers	Discard
1	Count Hi Low = even	Count Hi Low = even	Count Hi Low = even
Suit 2 3	Suit pref	suit pref	suit pref
1	Count Hi Low = even	Count Hi Low = even	Count Hi Low = even
NT 2 3	Suit pref	Suit pref	Suit pref
Signals (including trumps) Hi-lo trumps = 3 .. ability to ruff Hi for higher other suit, Low for lower (Lavinthal)			
DOUBLES			
Takeout doubles			
All general doubles takeout to 4♥ level unless we have a fit Openers double semi-automatic if overcall passed			
Other doubles			
X 1NT (weak) = penalty X 1NT = m + M x slam for unusual lead (<i>Lightner</i>) x 3NT = lead my (first) suit/or dummy's or spades			

FR
Category

European Bridge League (WBF) Convention Card

A.BITRAN F. STRETZ

SYSTEM SUMMARY
General Approach and style
5 cards majors 1♣/♦ may be 3 2♣ = Strong 2♦ = Game forcing 2♥/♠ = Weak 6 cards (5 possible NV)
Strong NT Most doubles for takeout - may convert to penalty Preemptive raises and fit jumps. Splinters
Splinters on major opening Transfer at level 1 on opponent overcall
Special bids that may require defences
Penalty double versus weak NT opening
Special Forcing pass sequences
Important notes that don't fit elsewhere
Psychics
No policy: very rare

Bid	Artificial ✓	Length	neg x up to	Description	Responses	Subsequent Auction	Passed hand bidding
1♣		3+	4♦	nat or any 4333	1NT=7-10 without major	2M 6 cards 6-9 NF	same
1♦		3+	4♣	nat	1NT=7-10 without major	2M 6 cards 6-9 NF	
1♥		5+	4♦	Natural	2NT =(10 11) + fit	3 ♥/♠ NF, any other suit = GF semi-natural	2♣ : Drury asking for strength
1♠		5+	4♥		3♣ 13 15 FIT 4 3♦ 13 15 FIT 3		2 NT = 4 trumps + singleton 3♦ = ♦ + fit 3♣ = ♣ + fit
If you overcall: x=takeout/strong, , cue=fit, , Jump always fit with a passed hand							
1 NT			3♠	15 – 17 balanced	Stayman, Transfers, 2 NT = invitational, 3♦ = nat NF 3♥/♠ =5♦4♣ splinter	Second bid after transfer , 4♣/♦ = splinter	
2♣	✓	0	all	Strong any	2♦ relay		
2♦	✓	0	No	Game Forcing	2♥ : 0 ace, 2♠ = 1 ace , 2NT = 2 Aces 3♣ =1 ace+1K 3♦ : 1 ace + 2K 3♥/♠, 3 NT good suit (KQJ 6 th in majors or 7 th in minors) On overcall : X = 1ace		
2♥/♠		6		Weak	2 NT is forcing asking for extra values other bids are not	After 2 NT : 3 any are forcing	
2NT			4♥	20-21 balanced	Stayman and transfers, rectification denies fit		
3 any		7		Pre-empts weaker 3rd/nv	Other suit = forcing		
3NT	✓	7*		Solid minor			
4 any		7+		Standard pre-empt	New suit = cue		
4NT	✓			Blackwood			
5♥/♠				Pre-empts			
						High Level Bidding	
						Cue bids - <u>lowest</u> control AK/x0.	

