

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1-level=8-17p, 5c+
2-level=10-17p, 5c+
3-level=12-17p, 5c+
NT without jump are natural balanced hands, see note #19
R/O: same
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18p, stop in opp suit
Responses as INT opening
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak 5-10p, 6c+, note #5
Unusual 2NT: note #10
R/O: medium strength in suit
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
notes #9,10
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Cappelletti over 1NT, note #12
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DBL at level 2 pre-empt is Lebensohl, note #3
DBL above 2, below game=T/O
NT at game level=T/O
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
REDBL=10p+
New suit=F at 1-level only and 4card at same levels
Suit raise is competitive, use REDBL & cuebid for invitation+

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup> Small from H Top of high/inter. sequence		
NT	4 <sup>th</sup> Top of high/inter. sequence	Highest	
Subseq			
Other: High-low is doubleton, lo/hi lead to trump indicates lo/hi entry suit			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK+, A(x)	AK+	
King	AK, KQ+	KQ+	
Queen	KQ, Q(x), QJ+, AQJ+	QJT+, AQJ+	
Jack	QJ, J(x), J10+, HJ10+	J109+, HJ10+	
10	10(x), 109+, H109+	1098+, H109+	
9	9(x), 98+, H98+	987+, H98+	
Hi-X	Sx	Sx	
Lo-X	HxxS+, xxS+	HxxS+, xxS+	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT-U/D		Revolving, note #6
Suit 2			
3			
1	ATT-U/D		Revolving, note #6
NT 2			
3			
Signals (including Trumps):			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
DBL=12p+, weaker with good distribution			
DBL then new bid =18p+, 5c+, support not promised in other suits			
3-Suit support can even be 2c minor or 3c Major			
R/O: DBL=9p+			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLs/REDBLs</b>			
Negative DBL, a minor can be 3c			
Support DBL/REDBL			
Responsive DBL, note #17			
Lead preference in 1/2NT artificial answers and Bergen raises 3C/D			
Escape 1NT doubled REDBL=Transfer clubs, note #1			
Maximal overcall			

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: Cyprus</b>
<b>PLAYERS: Marios <u>Kasapis</u> – Demetris <u>Hadjigeorgiou</u></b>
EVENT: Small Federations Cup 2024
Updated: 12/12/2024
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5-card Majors, 2 over 1, short club opening, strong NT
2C/D/H and 3C/D/H are multi
2S/NT is weak
3S/NT is gambling (solid/broken minor)
4C/D/H/S is weak
Light 3rd seat or R/O
Judgement allowed in all situations
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Multi and Weak openings from 2C to 4D: (also see openings)
2C Weak 5S+5 other, or strong NT, or ~GF suit
2D Weak 6 Major, or strong NT, or GF suit
2H Weak 5H+5 other, or strong Roman
2S C transfer: weak 6C+4 in a Major
NT D transfer: weak 6D+4 in a Major
3C D transfer: weak 7D or strong 5D+5 other
3D H transfer: weak 7H or strong 5H+5 other
3H S transfer: weak 7S or strong 5S+5 other
3S Gambling NT: 7 in a solid minor, no A/Kx+ outside
NT Gambling NT: 7 in a broken minor, no A/Kx+ outside
4C Transfer H: weak 8H, no A outside
4D Transfer S: weak 8S, no A outside
Bergen raises, note #2. Lebensohl, note #3. RKCB, note #14.
Escape from 1NT doubled, note #1
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: very rarely</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	3S	11-21p. Note #11	1D/H=M transfer to 4card+ H/S, 5p+. Note #7	note #18	Doubled: Sys on
					1S=transfer to 1NT (5p+) denies 4card M. Note #7		Doubled: Sys on
					Inverted, note #15. Jump new suit=weak, note #5		
1♦		4	3S	11-21p	2 over 1, note #4. Inverted, note #15. Notes #5,7		
1♥		5	3S	11-21p	2 over 1, note #4. 1NT=6-12p forcing. 2H=8-10p. Notes #5,7		Reverse Drury, note #8
					Jacoby 2NT, note #2. Bergen Raises, note #2		
1♠		5	3H	11-21p	2 over 1, note #4. 1NT=6-12p forcing. 2S=8-10p. Note #5		Reverse Drury, note #8
					Jacoby 2NT, note #2. Bergen Raises, note #2		
INT				(14)15-17p. Balanced: note #19	2C Stayman, incl. Garbage, not promising 4c Major 2D/H/S/NT 0p+ Transfer to 2H/S (5c) or 3C/D (6c)	Smolen note #16 Super accept, note #13,16	Doubled:Sys on. Lebensohl,note #3
					4C/NT Gerber/Quantitative. 4D/H Texas, note #21		
2♣	✓			Weak 5cS+5 other, or strong NT, or ~GF suit. Note #23	2D relay (no info). Note #23		Doubled: Sys on
2♦	✓			Weak 6c Major, or strong NT, or GF suit. Note #24	2H/S/NT:relay/H game invite/forcing asking info. Note #24		Doubled: Sys on
2♥	✓			Weak 5cH+5c minor or strong Roman. Note #5	2S=relay (no info)	2NT/3C=weak, transfer to 5c C/D 3D/H/S/NT=Roman shortness H/S/C/D, 4,5 losers. Then responder transfers to suit/NT.	Doubled: Sys on
2♠	✓			C transfer: weak 6cC+4c Major Note #5	2NT=ask distribution (forcing)	3C=min (responder force asks with 3D) 3H/S: max, transfer to 4cS/H	Doubled: Sys on
					3/4H=both majors	Pass/correct	Doubled: Sys on
2NT	✓			D transfer: weak 6cD+4c Major Note #5	3C=ask distribution (forcing)	3D=min 3H/S: max, transfer to 4cS/H	Doubled: Sys on
					3/4H=both majors	Pass/correct	Doubled: Sys on
3♣	✓			D transfer: weak 7cD or strong 5cD+5c other. Note #5	3D=transfer completed. Other=natural, GF, sys off	Pass=weak 7cD. 3H/S/NT=5cH/S/C, 4,5 losers. 4C=5cC, 3,5 losers.	Doubled: Sys on
3♦	✓			H transfer: weak 7cH or strong 5cH+5c other. Note #5	3H=transfer completed. Other=natural, GF, sys off	Pass=weak 7cH. 3S/NT=5cS/C, 4,5 losers. 4C/D=5cC/D, 3,5 losers	Doubled: Sys on
3♥	✓			S transfer: weak 7cS or strong 5cS+5c other. Note #5	3S=transfer completed. Other=natural, GF, sys off	Pass=weak 7cS. 3NT=5cC, 4,5 losers. 4C/D/H=5cC/D/H, 3,5 losers	Doubled: Sys on
3♠	✓			Gambling, 7c minor. Note #22			Doubled: Sys on
3NT	✓			Gambling, 7c minor. Note #22			Doubled: Sys on
4♣	✓			~Weak 4cH, note #20			
4♦	✓			~Weak 4cS, note #20			
4♥				~Weak 4cH, note #20			
4♠				~Weak 4cS, note #20			
4NT						<b>HIGH LEVEL BIDDING</b> RKCB3014+Voidwood, note #14	
5♣						Exclusion Blackwood 04/1/2/3, asking with suit bid at level 5 to exclude that suit	
5♦						NT then 4NT=quantitative, NT then 5NT=invitation to small/grand slam	
5♥						NT then 4C=Gerber 04/1/2/3	
5♠						Splinter bids (GF jump shift showing S/S and fit)	
						4 <sup>th</sup> suit forcing (4 <sup>th</sup> suit bid at level 2 or 3)	

## SUPPLEMENTARY NOTES FOR WBFCC OF MARIOS KASAPIS & DEMETRIS HADJIGEORGIU (CYPRUS)

---

### NOTE #1: Escape from 1NT doubled

After our 1NT opening (14)15-17hcp, balanced) or overcall (15-18hcp, balanced) is doubled by either opponent, partner transfers by responding:

Pass=TRF to RDBL, which either denies a 5-card suit by escaping to lowest 4-card suit later, or wants to play 1NT RDBL

RDBL=TRF to C

C=TRF to D

D=TRF to H

H=TRF to S

---

### NOTE #2: Bergen raises & Jacoby 2NT

After 1<sup>st</sup> or 2<sup>nd</sup> seat 1H/S opening, without any opponent interference or DBL:

1M-3C=7-9p and a 4card+ fit (usually without S/S)

1M-3D=10-12p and a 4card+ fit (usually without S/S)

1M-3M=4card fit, 0-6hcp

1M-4M=5card+ fit, 0-6hcp (usually with S/S)

1M-2NT=13p+4card+ fit

1M-2NT-3 new suit=S/S

1M-2NT-3M=extra values

1M-2NT-4M=min

---

### NOTE #3: Lebensohl

Lebensohl activated in the following circumstances:

Partner 1NT opening or overcall with direct opponent overcall 2S/H/D (with DBL or 2C, normal 1NT systems are on)

Opponent weak 2 opening with partner DBL

Assigned meanings:

Lebensohl-new suit at level 2=natural and weak, 0-7p

Lebensohl-new suit at level 3=game forcing 5card+ suit with 10p+

Lebensohl-cuebid (opponent suit) at level 3=Stayman, no stop in opponent suit

Lebensohl-2NT=asking transfer to 3C. After 3C, special sequences shown below, but opener can also bid a new suit (~~forcing 1 round~~)

Lebensohl-2NT-3C-new suit at level 3=sign-off if below opponent suit, game invitation 4card+ suit if above opponent suit

Lebensohl-2NT-3C-opponent suit at level 3=Stayman, stop in opponent suit

---

### NOTE #4: 2 over 1

After opener bids at the 1 level on 1<sup>st</sup> or 2<sup>nd</sup> position, without any opponent bid or DBL:

Partner's new suit at level 2 with no jump=GF, 13p+ and 5card+ if H, 4card+ if minors

A responder's jump to a new suit on his first bid shows a weak 6card+ suit with 0-5p, not a 2 over 1 sequence

After a Major opening, responder's 1NT is forcing 1 round and opener can rebid a minor at the 2 level if weak (12-14p), promising a 3card+ minor (even a 2card+ club with 4522 if 1H-1NT-2C)

---

### NOTE #5: Weak hands

Regarding the weak or multi opening bids from 2C to 3H:

Weak hands contain approximately 8-10hcp, mostly located in the weak suit(s)

Systems are on after opening bid is doubled and elsewhere as indicated

Weak overcalls are natural, with approximately 6-9hcp, mostly located in the weak suit. Responder's 2NT asks for values and opener rebids lowest suit with value or same suit without any.

Weak responses, i.e. jump-shift 1<sup>st</sup> bid by responder is weak if natural, i.e. approximately 0-5p and a 6card suit

---

### NOTE #6: Revolving discards

In any contract, a high or low card discard indicates preference for the higher or lower remaining suit respectively, trumps excluded too. S is considered lower than C, C is considered higher than S.

Middle card discard may indicate neutral preference.

---

### NOTE #7: 3 consecutive level-1 bids

After 3 consecutive bids at level 1 without interference/DBL, except for the sequence 1D-1H-1S:

Responder rebid 2C is invitational or weak D, opener weak rebid is D

Responder rebid 2D is game forcing, not promising D

---

**NOTE #8: Reverse Drury**

When Major opener was in 3<sup>rd</sup> or 4<sup>th</sup> position, responder can initiate Drury with 2C=10-12p+fit.

After Drury is initiated, opener responds the following even over an opponent DBL:

1M-2C-2M=opened light, (9)10-11p

1M-2C-2D=opened normally, 12p+

1S-2C-2H=opened light, (9)10-11p+5card S+4cardH

1M-2C-2NT or higher=opened normally, 12p+, bid as per rest of the systems

Opponent interference of Drury 2C with 2D is treated with DBL=Drury 2C (stolen bid)

---

**NOTE #9: Cuebids**

After a fit is found:

If still looking for game, new suit is invitational suit with possible tricks

If already in a game forcing sequence, new suit up to 4S promises 1<sup>st</sup> or 2<sup>nd</sup> round control, new suit above 4S promises 1<sup>st</sup> round control

After only opener has bid and opponent(s) interfere, cuebid (opponent suit) is strong (invitational+) with a fit

After both partners bid (no fit) and opponent(s) interfere, cuebid (opponent suit) shows half a stopper, looking for NT contract

After only opponent(s) bid, cuebid (opponent suit) is Michaels, note #10

---

**NOTE #10: Michaels cuebid**

After only opponent(s) bid, cuebid (opponent suit) without a jump at level 2 or 3 is a Michaels cuebid, with an exception for clubs as below:

Opponent suit is 1C: Michaels cuebid is 2D instead of 2C (e.g. 1C-2C is natural club overcall)

In all other cases, Michaels cuebid is bidding the same suit at the next level.

A Michaels cuebid promises a 2-suited hand with 8-11p or 18p+, 5card+ and (4)5card+

If opponent(s) only bid minor(s), suits promised are both Majors

If opponent(s) only bid one of the Majors, suits promised are the remaining Major and a minor. Responder can ask for the minor with a 2NT bid.

If opponent(s) bid 2 suits, suits promised are the remaining 2

Strong hands 18p+ can be shown by bidding the second suit, after responder chooses one.

Michaels at higher levels is based on expected tricks, not points.

---

**NOTE #10: Unusual 2NT**

After only opponent(s) bid, a 2NT jump is an Unusual 2NT bid

An Unusual 2NT bid promises a 2-suited hand with 8-11p or 18p+, 5card+ and (4)5card+

Suits promised are the two lowest unbid suits (e.g. 1D-2NT promises clubs and hearts)

Strong hands 18p+ can be shown by bidding the second suit, after responder chooses one

---

**NOTE #11: Short club response points denying 4c Major**

5-7p 1C-1S-1NT-Pass

8-10p 1C-1NT

11-12p 1C-1S-1NT-2C

13-14p 1C-1S-1NT-2D

15-16p 1C-1S-1NT-2NT

17p+ 1C-2NT

13-15p+bal 1C-3NT

---

**NOTE #12: Cappelletti**

After a strong or weak 1NT by the opponents, the following interference at both positions is ~Cappelletti  
 1NT-2C=9-15p with any 6card+ suit. Responder can bid 2D as a relay  
 1NT-2D=9-15p with both Majors, i.e. 5card+ and 4card+  
 1NT-2H/S=9-15p with H/S and a minor, i.e. 5card+ and 4card+. Responder can ask minor with 2NT  
 1NT-2NT=9-15p with both minors, i.e. 5card+ and 4card+  
 1NT-DBL=16p+. Responder can pass to turn it to a penalty DBL, or bid his best suit

Being vulnerable or not directly over strong opponent requires a slightly better hand.

**NOTE #13: Super accept by 1NT opener (including 1NT overcall):**

Transfer to C  
 1NT-2S-2NT=max with 3-card+ fit (then responder can bid 3C to sign-off)

Transfer to D  
 1NT-2NT-3C=max with 3-card+ fit (then responder can bid 3D to sign-off)

Transfer to H  
 1NT-2D-2NT=max with 3-card fit (then responder re-transfers with 3D)  
 1NT-2D-3H=max with 4-card+

Transfer to S  
 1NT-2H-2NT=max with 3-card fit (then responder re-transfers with 3H)  
 1NT-2H-3S=max with 4-card+

**NOTE #14: RKCB and Voidwood**

RKCB (Roman Keycards) can be initiated with 4NT on a specific suit, after a fit or assuming the suit last bid

Asking count for the keycards=4 Aces and the trump K, answers are as follows:

4NT-5C=0 or 3 keycards

4NT-5D=1 or 4 keycards

4NT-5H=2 or 5 keycards, without the trump Q

4NT-5S=2 or 5 keycards, with the trump Q

4NT-5NT=a void and an even number of Aces

4NT-suit at level 6=a void suit and an odd number of Aces. Void is in the suit bid if below trump suit, otherwise the trump suit can be bid at level 6

RKCB initiator can then:

Ask for trump Q with the next bid (skip trumps, answer is next bid if negative, small slam if positive)

Ask count for the remaining 3 Kings with 5NT (answer is 6C/D/H/S=0/1/2/3 Kings)

**NOTE #15: Inverted minors**

After a 1 of a minor opening, without any interference/DBL, responder supporting bids at the 2/3 level are inverted with the following meaning:

1C-2C=5card+ C, ~11p. Opener can pass if minimum.

1C-3C=5card+ C, 2-6p

1D-2D=4card+ D, ~11p. Opener can pass if minimum

1D-3D=5card+ D, 2-6p

**NOTE #16: Smolen vs 1NT Transfer+rebid**

Smolen always promises exactly 4 cards in one Major, and a 2<sup>nd</sup> Major after a 1NT transfer promises both Majors 5card+ as follows:

1NT-2C-2D-2H=Smolen, 8-9p, 5card S, exactly 4card H

1NT-2C-2D-2S=Smolen, 8-9p, 5 card H, exactly 4card S

1NT-2D(5card+ heart transfer)-2H-2S=8-9p, both Majors 5card+

1NT-2H(5card+ spades transfer)-2S-3H=10p+, both Majors 5card+

**NOTE #17: Responsive DBL**

After opener's T/O DBL to an opponent suit(s), followed by an opponent response, REDBL shows 4-4 in Majors if unbid, or 4 in every unbid suit, allowing opener to choose.

---

**NOTE #18: Short club transfer to Major**

After a 1C opening by partner, responder can transfer to Majors with 4card+ and 5p+. Opener can answer as follows:

1C-1D/H-1H/S=Accept: 3-4cards H/S, 12-19p, no S/S

1C-1D/H-2H/S=Accept: 4cards H/S, 12-14p, S/S any

1C-1D/H-3H/S=Accept: 4cards H/S, 15-17p, S/S any

1C-1D/H-splinter D/OM=Accept: 4cards H/S, 18p+, S/S D/OM

When S/S is undefined, responder 2NT asks opener about the S/S, and opener rebid shows:

1C-1D/H-2H/S-2NT-3C/D=S/S in D/OM

1C-1D/H-3H/S-3NT-4C/D=S/S in D/OM

When S/S is defined, responder 3NT asks opener to bid the agreed Major

---

**NOTE #19: Balanced**

NT hands opened directly/as overcall/using the 2C/D multi system, can have:

-a 5card Major

-a 6card minor

-rarely a singleton A

-rarely 2 good doubletons

---

**NOTE #20: 4-level openings**

4-level openings are weak 8cM below/near opening hand, as follows

4C=H transfer, no outside A

4D=weak 8cS transfer, no outside A

4H=weak 8cH transfer, outside A

4S=weak 8cS transfer, outside A

---

**NOTE #21: Texas transfer**

After a 1NT opening/overcall, a 4D/H response is a transfer to 4H/S with 6card+ and no slam interest

---

**NOTE #22: Gambling**

A 3S opening bid is Gambling: solid 7c minor, no A/Kx+ outside

A 3NT opening bid is similar: broken 7c minor, no A/Kx+ outside, where broken=suit missing only 1 of K/Q/J

Responses:

4NT=Slam invitation, asking for extra trick

4C/D=no game/game forcing, responder expected to pass/correct

---

**NOTE #23: Multi 2C opening**

2C=Weak 5cS+5c other or strong NT or almost GF suit (~9 tricks). Note #5

Responder bids 2D as a relay

Opener's rebid reveals the specific hand as follows:

-2H=weak 5cS, other 5c is H

-2S=weak 5cS, other 5c is a minor

-2/3/4/5NT=20-21/25-26/29-30/33-34p, balanced: see note #19

-3C/D/H/S=almost game-forcing suit (~9 tricks)

In case of overcall before opener's rebid:

-Pass if weak

-NT bid same, if available, can DBL if stolen

---

**NOTE #24: Multi 2D opening**

2D=Weak 6 Major or strong NT or GF suit (~10+ tricks). Note #5

Responder bids as follows:

-2H=relay (no game interest)

-2S=H game interest

-2NT=ask distribution (forcing)

Opener's rebid after responder's 2H/S:

-Pass/correct=weak (2S response 3/4H if min/max)

-2/3/4/5NT=22-24/27-28/31-32/35-36p, balanced: see note #19

-3C/D/H/S=strong suit (game-forcing)

Opener's rebid after responder's 2NT:

-Weak: 3C/D=minimum with 6cH/S

-Strong: Same responses as after responder's 2H/S but +1 level

In case of overcall before opener's rebid:

-Pass if weak

-NT bid same, if available, can DBL if stolen

---