

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1/1=8-16 HCP, 5c(4c+if good suit Maj); responses - natural
2/1, 2/2, 10 HCP+
Reopen: 4th: dbl=8+; suit=8+ 5c+; jump suit=12HCP+,6c+;
cue-bid=michaels, 1NT 11-14, 2NT 16-19
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd 3 rd 9-13 HCP 4M+5Om if open is 1m, 4OM + 5m if open is 1M
4 th = 11-14 balanced
JUMP OVERCALLS (Style; Responses; Unusual NT)
1 suit: PRE, Rnew suit=F
2 suits : 1m-2NT=om+any major; 1M-2NT=minors, weak/strong
Jump overcalls of PRE- 5CARD+other suit, almost GF
Reopen: Good suit opening hand, Resp cueb GF, suit natural F
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1m-2m=MM, max10 or 16+; 2nt=relay
1M-2M=OM+ m, max 10 or 16+; 2nt=relay
In reopening seat, cue shows opening HCP
Jump cue M=ask stoper 7+ solid; 1m-3m= PRE
VS. NT (vs. Strong/Weak; Reopening;PH)
VS. Strong: DBL=m5+M4,8+ or M5+m4,16+ or 5M6m,17+
2Cl=5-4 MM ;2D=6M ; 2M=5-4 M+m10-15hcp, Resp 2NT 12+
2NT=5-5 mm
VS. Weak(max 13): - DBL 11+HCP S+any, 2Cl 11+, C+H, 2D
11+, D+H, 2H/S NATURAL, 2NT mm
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL=T/O thru 4H, LEB;
Suit=NAT;
(2DMulti)-pass-(2M) –DBL=T/O, 2NT 16-18, SUIT-NAT
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
After 1C strong : level 1-NAT,1NT=mm; DBL=Cl;
Level 2 like VS. Strong NT
After 2C :DBL=5-4 MM; 2D= 6M; 2H=5-5 H+m;2Sp=5-5 Sp+m
OVER OPPONENTS' TAKEOUT DOUBLE
XX-PEN oriented, new suit, F1
1M-DBL-1NT(C or M fit+good C)/2C(D or M fit +good
D)/2D(constr H if open M=H,wH or fitSp good H if open
M=SP)/2H(wk H if open M=H or constr Sp if open M=SP), 2S-wk S
3C/D:6-8/9-11 4card fit, 2NT –fit, GF

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd/5th , 2nd MUD	3rd/5th	
NT	2nd/4th	3rd/5th	
Subseq	ATT	ATT	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+), Ax(+)	Ax(+),AKx(+),AKJx(+)	
King	KQ,KQx,KQJx,AKx(+)	KQ10x,KQJx,AKJ10	
Queen	QJ,QJx(+),Qx(+)	QJx,Qx,QJ10x(+),KQ109x+	
Jack	Jx,J10x(+),HJ(10)x(+)	Jx,J10x,HJ(10),QJ98x(+)	
10	10x,H109x(+)	10x,H109x(+)	
9	9x	98x(+),J9x	
Hi-X	HxS,xSx,xSxx,	HSx,xSx,xSxx,xSxxx	
Lo-X	Sx,HxxxS,HxxxSx	HxxS,xS,HxxSxx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Odd-Enc		italians
Suit 2	H/L=even,L/H=odd	H/L= even,L/H=odd	
3			
1	H lead-small Enc		italians
NT 2	H/L=even,L/H=odd	H/L= even,L/H=odd	
3			
Signals (including Trumps): Standard Smith vs NT Hi-Lo like the lead			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Natural, Balancing 9+, offshape 16+			
Resp X to 3S,			
Neg X to 4H,			
Supp X and XX to 2S			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1NT-X-XX= 5c+ in any (S.O.S.);1NT-X-suit (DONT)			
X ART biddings – L/D or suits, opp splinters X-good save try			
1M- DBL-RDBL 10+ no 3cards maj support, PEN oriented			
XX in opps suit overcalls over our GF auctions shows 1 st round ctrl.			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Romania
PLAYERS: Dan Dobrota –Alexandru Iacob
EVENT: 1st Small Federation Online Open Teams
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE:
2/1 GF,
1m = better minor, 1M 5+c
1NT 11-14 HCP BAL except RED vs GREEN (15-17 HCP)
2C almost GF, 2D=weak Maj 5-10 or 22-24 balanced ; 2H=5-5+
H+ minor ; 2Sp=5-5+ Sp+ minor
3NT gambling
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
3 rd seat openingS might be weak, including 1NT
SPECIAL FORCING PASS SEQUENCES
Fitted GF hands over opps high level overcalls
IMPORTANT NOTES, After STR BAL hand:20-21/22-24
PUPSTY, TRF, 3Sp-CL S/T, 3NT- D S/T,4C-55 MM
3 rd level reverse- 4 card fit, 18-19 HCP
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	N	3		11-21, 3c+Cl	1D/H/S=6+HCP NAT; 1NT=6-10 no 4C major; 2Cl=inverted ;2D/H/Sp=6c, 4-7;2NT=11-12 BAL; 3Cl=5c+ WK; 3D/H/Sp=7c WK;3NT=13-15 BAL	1C-1M-1NT=15-17, 1C-1M-2NT=18-19, 3 rd suit F2NT, 4 th suit GF, after 1C-2C looking for stoppers 1C-1M-1NT-3 rd suit f2NT/3M	
1♦	N	3		11-21, 3c+D	As above	As above	
1♥	N	5		11-21, 5c+H	2H=constructive, 1NT=F(5-12HCP); 2NT=Jacoby; 3Cl/D=Bergen; 3H=4c+, max 6 hcp	1H-1NT-2C/D, 3+ C, 1H-1NT-2C-2H, 5-7 hcp, 2-3 H, 3H 11-12, 3H	
1♠	N	5		11-21, 5c+Sp	As above	Same as above	
INT				11-14 bal	2C Stay, maxinv,2D/H TRF,2SP- min.inv12+ or WK suit 0-7hcp,2NT-2suit max inv or 2 suit maj weak,3C-Staym GF, 3D/H TRF GF,3SP-C S/T, 3NT D S/T,4C-MM GF,4D/H Texas,4Sp-65 minors WK, 4NT QUANT	After 1NT-2Cl-2D, 2H= min.4-4 majors,weak and 2Sp = 5Sp+4H,weak, Smolen	
				15-17(18), only V vs NV	Same as above		
2♣	A			24+bal, 9 tricks or 22+ color	2D= waiting; 2H/Sp/3Cl/D=5c with 2GH; 2NT= 8+ BAL;3H/Sp/4Cl/D=6c+ with 2GH,0-2 k		
2♦	A			5-10 HCP, 6cM or 20-21 bal	2H/Sp=NF;2NT=F1; 3Cl/D/S=Stop; 3H=PRE; 4Cl=bid suit TRF;4D=bid suit NAT	After 2D-2H/S-2NT same as after 2NT opening	
2♥	A			5-10 HCP,5-5 H+any,	2NT=F1;3Cl=P/C;3D=inv with 3 H fit; 3H=PRE; 3S=TO PLAY.	2H-2NT, 3C/D=5C suit,	
2♠	A			5-10 HCP,5-5 S+any	2NT=F1;3Cl=P/C;3D=inv.with S fit; 3H=TO PLAY; 3S=PRE		
2NT				20-21 bal	Puppet stayman, transfers, Tex	3Sp-CL S/T, 3NT- D S/T,4C-55 MM, Pupp	
3♣	N	7		PRE, 6 cards possible	New suit GF	4H/4Sp-Texas,4NT –Quant, Smolen	
3♦	N	7		PRE, 6 cards possible	New suit GF		
3♥	N	7		PRE, 6 cards possible	New suit GF		
3♠	N	7		PRE, 6 cards possible	New suit GF		
3NT	A			Gambling, W/O ext A/K	4Cl = P/C; 4D = ask S/S	4H = H; 4Sp = Sp; 4NT = 7222; 5Cl= om	
4♣	N	7			New suit - CUE		
4♦	N	7			New suit - CUE		
4♥	N	7			New suit - CUE		
4♠	N	7			New suit - CUE		
4NT							
5♣						HIGH LEVEL BIDDING	
5♦						RKCB0314 , Exclusion RKCB, Cue-bids , Splinters, Forcing pass	
5♥							
5♠							

1m openings

After 1m-1M-2M-2NT (ask ADV about fit)

3♣/♦, 3 CARD FIT, min

3♥/♠, 4 CARD FIT, max

3NT, 4333 max

4♣/♦/, splinters

After opener reverse:

Fit in any of ADV's suit is GF 8+,

2NT asks ADV to rebid first suit with minimum. After rebid, fit in any of ADV's suit is invite.

2♦ Multi = any M PRE or 22-23, HCP, BAL

Responds: - 2♥! = P/C

- 2♠! = Good ♥ fit, short spades

- 2NT! = RELAY, INV+

- 3♣/♦! = PUPP FOR 3!, allow responder to bid his own M

- 3M! = PRE, P/C

- 4♣! = TRF your suit!

- 4♦! = Bid your M!

- 4M = TO PLAY

2♦! - 2NT!

3♣! = Good M PRE

3♦! = MIN ♥

3♥! = MIN ♠

3FA! = ANY M AKQxxx

2♦! - 2NT!

3♣! - 3♦! = RELAY

3♥! = MAX ♠

3♠! = MAX ♥

2M = 5-10 HCP, 5/5+, M+m

Resp : - 2♠! = NF, 6+ good ♠, over 2♥

- 2NT! = RELAY, INV +, asks for m

- 3♣! = P/C, in m

- 3♦! = INV in M

- 3M/4M = PRE

- 3OM = NAT, 6+ cărți, INV

- 4OM = TO PLAY

After opp overcalled 1NT:

1NT - (DBL) - RDBL! = WK, any 5+ cards suit. TRF to 2♣!

- 2♣! = DONT (4 ♣+ 4 other)

- 2♦! = DONT (4 ♦+ 4 M)

- 2♥! = DONT (4 MM) ask about opening

- 2♠! = ask about opening

1NT overcalls (direct position)=8-13 HCP, 5+m and 4M

(over 1m: 5+om and 4M, over 1M: 5+m and 4OM)

1m-1NT-p

-2om =to play

- 2 m = M preference
- 2♥! = 6 cards
- 2♠! = 6 cards
- 2NT! = strong relay
- 3om = PRE

1M-1NT-p

- 2♣ = m preference, P/C
- 2♦! = 6 cards
- 2oM = to play
- 2M = good raise other M, f1, minim inv
- 2NT! = strong relay
- 3m = PRE in m

1NT openings, 11-14 (15-17 vuln vs nonvuln)

- 1NT - 2♣! = STAYMAN, max invite
- 2♦/♥! = ♥/♠ TRF
- 2♠! = asks p to bid 2NT if min, 3♣ if max
After 2NT-pass-minimum
3♣/♦/♥/♠ to play
3NT to play
- 2NT! = 55 mm, WEAK OR STRONG
- 3♣! = STAYMAN, GF
- 3♦/♥! = ♥/♠ TRF, GF, 3cards ACCEPT TRF, no 3 CARDS-3NT
- 3♠! = GF, ♣ ST
- 3NT! = GF, ♦ ST
- 4♣! = Min 5-5 MM, game only!!
- 4♦! = TEXAS for ♥!!, 6+ ♥, game only!!
- 4♥! = TEXAS for ♠!!, 6+ ♠, game only!!
- 4♠! = QUANT, 4-4 mm (BAL)
- 4NT! = QUANT

2NT, 2♣/2♦/(X-ed opp opening) followed by 2NT:

- 2NT - 3♣! = PUPP STAYMAN
- 3♦/♥! = ♥/♠ TRF
- 3♠! = any minor
- 3NT! = to play
- 4♣! = Min 5-5 MM, game only!!
- 4♦! = TEXAS for ♥!!, 6+ ♥, game only!!
- 4♥! = TEXAS for ♠!!, 6+ ♠, game only!!
- 4♠! = QUANT, 4-4 mm (BAL)
- 4FA! = QUANT

2NT! - 3♣!

- 3♦! = no 5 M, have at least one 4 M
- 3♥! = 5 cards
- 3♠! = 5 cards
- 3NT! = no 4/5M

2NT! - 3♣!

3♦! - **3♥!** = **4♠**
3♠! = **4♥**
3NT! = *TO PLAY*,
4♣! = *4/4 MM, slam try*
4♦! = *4/4 M, game only!!*

COMPETITIVE BIDDING:

1♥ - (DBL) - **RDBL!** = *penalty oriented, 10+*
- **1♠!** = *NAT*
- **1NT!** = *5+ HCP, ♣ TRF, 5+cards*
- **2♣!** = *5+ HCP, ♦ TRF 5+cards*
- **2♦!** = *8-10 HCP, 3 ♥ fit, good ♥ supp*
- **2♥!** = *3-7 HCP, 3 ♥ fit, wk ♥ supp*
- **2NT!** = *4+ ♥ FIT, GF*
- **3♣/♦!** = *6-8/9-11 4♥ FIT*
- **3♥!** = *WK ♥ PRE*
- **3♠!** = *Splinter (11-13 PO, 3-4 CTRLS, 4+ ♥) ??*
- **3NT!** = *TO PLAY*
- **4♣/♦!** = *Splinters (11-13 HCP, 3-4 CTRLS, 4+♠ fit)*
- **4♥** = *PRE, 5+ cards fit, max 1 def trick*

1♠ - (DBL) - **RDBL!** = *penalty oriented, 10+*
- **1NT!** = *5+ HCP, ♣ TRF, 5+cards*
- **2♣!** = *5+ HCP, ♦ TRF, 5+cards*
- **2♦!** = *5+ HCP, ♥ TRF, 5+cards*
- **2♥!** = *8-10 HCP, 3 ♥ fit, good ♥ supp*
- **2♠!** = *3-7 HCP, 3 ♠ fit, wk ♠ supp*
- **2NT!** = *4+ ♠ FIT, GF*
- **3♣/♦!** = *6-8/9-11 4♠ FIT*
- **3♠!** = *WK♠ PRE*
- **3FA!** = *TO PLAY*
- **4♣/♦/♥!** = *Splinters (11-13 HCP, 3-4 controls, fit de 4+ ♠ fit)*
- **4♠** = *PRE, 5+ cards fit, max 1 def trick*

Continuation after transfers. Opener accepts TRF with 2+ cards in TRF suit. If no sup, rebids M with 6 cards, or bid another suit.

OVERCALLS

STRONG 1♣ overcalls:

DBL! = ♣
1♦/♥/♠ = *NAT*
1NT! = *mm*
2♣! = *at least 5-4 M (rarely 4-4), 8+ HCP*
2♦! = *6M cards, 8+ HCP*
2♥/♠! = *M + m, 5-5+, 8+ HCP*
2NT! = *mm, at least 6/5*
3♣/♦/♥/♠! = *PRE*
4♣/♦! = *PRE*
4♥/♠! = *M PRE 7/4 or 8+ cards*

Def over opp strong 1NT:

DBL ! = 8+ HCP, 5+ m/4 M or one suit 16+

2♣! = 5-4 MM (rar 4-4), 8+ HCP

2♦! = one M 8+ HCP

2♥/♠! = MM, 5-5+, 8-15 PHCP

2NT! = mm

3♣/♦/♥/♠! = PRE

4♣/♦! = PRE

4♥/♠! = PRE, 7/4 or 8+ cards

(1NT) - 2♦! - (Pas) - 2♥! = P/C in M

2♠! = can play 3♥ (same as 2♦ - Multi)

2FA! = RELAY (same as 2♦ - Multi)

(1NT) - DBL - (Pas) - 2♣! = pick m !

2♦! = pick M !

2♥/♠! = NF, 6+ cards

3♣/♦! = NF, 7+ cards

Def over opp wk 1NT:

DBL ! = 44, ♠+ any/19+

2♣! = 44, ♣+♥

2♦! = 44, ♦+♥

2♥/♠! = nat, 5+ cards

2FA ! = mm

Michaels CUEBID

Either WK (6-10)/STR(16+)

(1m) - 2m! = 5-5 MM

(1m) - 2NT! = 5-5 M + Om

(1M) - 2M! = 5-5 OM + a m

(1M) - 2NT! = 5-5 mm.