

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
O/C 1 <sup>st</sup> lev -nat, 8+ HCP up to 17HCP, 17+ HCP start with DBL if not bal
O/C 2 <sup>nd</sup> lev -nat, 11+ usually 6 cards minor
1M O/C-ADV -cuebid=11+ with cards fit in M, refuse wth 2M oppsite min -3Cl – fit 4 cards M, 12-13HCP -3D – fit 4cards M, 10-11HCP If ADV is passed hand lower range points , same fit
Reopening – 1 <sup>st</sup> lev 8 to 14 HCP
Reopening - 1NT 11 to 15 HCP
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
NAT, bal hand , 15-17 2nd
Reopening seat 11-15 HCP , 16+ bal -we DBL
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
2 <sup>nd</sup> lev , 3 <sup>rd</sup> lev M - weak 5-10 HCP
2 NT O/C after 1 m = two suited : other minor + H, min 5-5
Reopen: 2 <sup>nd</sup> lev M = 9-14 HCP, 6+ cards, good suit
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(1m) - 2m = 5-5 + major , up to 5 HCP non VUL, 11 + vul not limited
(1m) - 3m = ASK stopper for NT, same for majors
No jump cue in reopening seat
<b>VS. NT (vs. Strong/Weak; Reopening;PH) Note 5.</b>
2 ♣- both M, min 5-4, 2 ♦- one M, 2 ♥/♠- two suited, H/Sp and a minor
2NT=both minors, DBL=pen, same range
Reopening – same , lower range for pen DBL
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
T/O DBL until 4H; after 4H ADV passes with no game
(2M)-4 m = 5-5 m+OM, (3M) -4m = 5-5 m+OM
Reopening seat DBL 2 <sup>nd</sup> lev preempt – 2NT from ADV ASK for 3♣, pass or any 3 is weak, up to 7-8 HCP; any suit at 3 lev = forcing 8+ HCP
Reopening 2NT = natural 15-18
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 or 2♣</b>
After strong club O/C 1 <sup>st</sup> lev = natural : 1♦, 1♥, 1♠, 2♣=both M

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> , 5 <sup>th</sup> , 2 <sup>nd</sup> from lentght without honor	3 <sup>rd</sup> , high from double	
NT	2 <sup>nd</sup> , 4 <sup>th</sup>		
Subseq			
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	ASK count	From AKx	
10	10, 9 or double	10, 9 or double	
9	9, 8 or double	Middle from 3 cards	
Hi-X			
Lo-X			
	Partner's Lead	Declarer's Lead	Discarding
1			
Suit 2			
3			
NT 2			
3			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			

W B F CONVENTION CARD
<b>CATEGORY : GREEN</b>
<b>NCBO:</b>
<b>PLAYERS: BOGDAN MARINA ANDREEA-MAGDALENA</b>
<b>BOBOC</b>
<b>EVENT : MIXED PAIRS</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
<b>SPECIAL FORCING PASS SEQUENCES</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU					
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1♣				2+ cards	1♥/♠ = 4+, nat, if 2NT we transfer 5 cards 2♣ = <b>nat GF</b> , natural continuation; 2♦ = INV hand, 5+ ♣, 9-11 HCP, unbalanced hand 2♥/♠ = inviting hand, 6+ cards; 3♣=preemt, 3♥/♠ = preemt	1.1. Note 1.2 Note		
1♦				4+ cards	1♥/♠ = 4+, nat, 1NT= maximum 11 HCP, NF 2♦ = <b>GF</b> with min 4 cards fit 2♥/♠ = <b>inviting hand, 6+ cards</b> 3♣ = INV hand 5+♦, 9-11 HCP, unbalanced hand 3♦=preemt			
1♥				5+, can be 4 cards in 3 <sup>rd</sup> seat	2M = constructive hand, 3 cards fit, 8 to 10 HCP, 2m ( after 1M) / 2♥ (after 1♠) is <b>natural GF</b> 3♣/3♦ = inviting hand 3 cards fit/4 cards fit (11 -12HCP, weaker if unbal), 3 M = 4+ weak, same after X,4M = 5 cards fit < 10 HCP,4m = splinter 2NT = GF +, 4 cards fit – ASK for single-3X= single 3NT= 4 cards fit, 12-15 HCP, without single	2.1, 2.2, 2.3, 2.4, 2.5		
1♠				5+, can be 4 cards in 3 <sup>rd</sup> seat	After 3 <sup>rd</sup> seat opening 2♣ from responder=3/4 cards fit inviting hand-2M from opener =refuse, weak hand; 2♦ = waiting hand; 2NT ,any 3X=GF			
INT				15-17 bal, may have 5 cards major	Stayman, Lebenschol, Smolen, Transfer 2NT to ♦, T/O DBL 2 nd /3 <sup>rd</sup> lev 3♣/♥/♠ = 6 cards, good suit slam inviting			
2♣				GF, 24 + if balanced	2♦ = waiting hand 2♥/2♠/3♣/3♦ = 5+ cards , decent suit ,8+ HCP 3♥/2♠ = 6+ cards, 8+ HCP			
2♦				Weak ♥/♠ or 22-23 bal	2♥/2♠/3♥/3♠/4♥ = pass or correct , 3♣/♦ = natural forcing 2NT = strong relay - 3♣/♦ = min hand with ♥/♠ 3♥/♠ = maximum hand with ♠/♥			
2♥					5-5 ♥ + m in 1 <sup>st</sup> ,2 <sup>nd</sup> and 4 <sup>th</sup> , can be 5-4 in 3 <sup>rd</sup> Major color must be decent 2♠ = NF, but you can bid the fit 3♣ = pass or correct ,3♦ = game inviting with ♥ fit 2NT = forcing relay	3.1 Note		
2♠					5-5 ♠ + m in 1 <sup>st</sup> ,2 <sup>nd</sup> and 4 <sup>th</sup> , can be 5-4 in 3 <sup>rd</sup> Major color must be decent 3♥ = inviting with ♥			
2NT					Puppet, transfer preemt			
3♣/♦/♥/♠								
3NT					Gambling with/without stop			
4♣/♦					preemt			
4♥/♠					To play			
4NT					Both minors 5-6,6-6			
5♣/♦					To play			
5♥/♠					To play			
							<b>HIGH LEVEL BIDDING</b>	

# Supplementary Notes System Marina B-Boboc A.

## 1. Supp to 1♣/♦ openings

### 1.1. 1♣/♦ Opening – 1M

2NT (after 1M) - 3♣=5+ ♦

- 3♦=5+♥, if the opener transfers the M shows fit

- 3♥=5+♠, if the opener transfers the M shows fit

- 3♠=5+♣, with clubs 10+HCP

### 1.2

1♣-2♣ or 1♦-2♦

2M after 2♣/♦ = values, may show weakness in other M for NT or unbal hand;

2NT bal hand with good stopper 11-12,13-14,18-19, waiting hand

## 2. Supp to 1♥/1♠ opening

### 2.1 1♥/1♠ opening

If <7 HCP with fit than 1NT

If overcall than 2M fit shows 6-10 HCP

If DBL than 1NT= 3 cards fit, 8-10 HCP and 2M = 5-7 HCP

### 2.2 .After O/C

-2NT=minimum inviting hand with fit

-new suit =10+ F1

- cuebid = GF with fit

- X = T/O 8+ without fit

- cuebid after X ASK for stopper

### 2.3 2NT O/C after 1M - 3♣ = ♥, weak or GF

- 3♦ = ♠, weak or GF

- 3♥/♠ = limit bid

- 4♣/♦ = splinter

- 3NT = 4 cards + fit, SI

## 2.4

1M – 2m – 2 M doesn't promise 6 cards, limited to 15 HCP, repeating M shows weakness

1M – 2m – 2NT = 15+ bal

1M – 2m – 3X show extra value

## 2.5

3♣ = inviting hand 3 cards fit in M (11-12 HCP, weaker if unbal), same after DBL

3♦ = inviting hand 4 cards fit (11-12 HCP, weaker if unbal), same after dbl

3M = 4+, 3-7 HCP, non-inviting hand, same after DBL

4M = 5 cards fit, < 10 HCP

4m = single, 4 cards fit, 11-12 HCP

2NT = GF +, 4 cards fit – ASK for single-3X = single, 3M = no single, not minimum hand, 4M = 6 cards with AR or AQJ without other top honors, no single, 3NT = no single, weak hand

3NT = 4 cards fit, 12-15 HCP, without single

## 3. 2M opening

### 3.1

5-5 ♥ + m in 1<sup>st</sup>, 2<sup>nd</sup> and 4<sup>th</sup>, can be 5-4 in 3<sup>rd</sup>

Major color must be decent

2♠ = NF, but you can bid the fit

3♣ = pass or correct

3♦ = game inviting with ♥ fit

2NT = forcing relay-3♣ /♦ = min hand with ♣ /♦, , 3M after 3m = GF, slam interest

3♥/♠ = max hand with ♣ /♦

2NT is GF, but still 3♣ /♦ can be passed with a weak hand

#### 4. O/C NT

VS. NT (vs. Strong/Weak; Reopening;PH)

2 ♣- both majors, min 5-4 , weak if non VUL

2 ♦- one major , ADV response like after multi, if X than pass from Adv show ♦

2 ♥ - two suited, hearts and a minor

2 ♠ - two suited, spades and a minor, 2NT = both minors

DBL=pen, same range

Reopening – same , lower range for pen DBL