DEFENSIVE AND COMPETITIVE BIDDING

LEADS AND SIGNALS

WBF and EBL
Convention Card

Category:	Green
NCBO:	Hungary
Event:	All
Players:	Brigitta Fischer – Csaba Szabó

OVERCALLS (Style; Responses; 1/2 Level; Reopening)

Aggressive at 1-level, 5+ suit 8+ HCP
Responses: new suit F1; TRFs
Jump cue = about 7-9 4+ supp; fit-jumps, RESP X

Sound on 2-level, (5)6+suit
Responses: new suit / 2NT on lvl 2 NF; rest=F1

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3/5	3/5
NT	Attitude	3/5
Subsequent	T/9=0 or 2 above; Usually 3/5 from remaining count But 2/4th thru DECL	
Other :	K from AK if singleton outside, or against 4X!/5+X	

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx+, Ax	AKx+, Ax
King	KQx+, AK	KQx+, Kx
Queen	QJx+, Qx	QJx+, AQJ+, Qx
Jack	JTx+, Jx	JT+, A/KJT+ Jx
10	T9, KJT9+, Tx	T9x, HHT9x, Tx, HTx
9	9x, HT9, 3rd=even, low=odd	HT9, HH9, top/2nd
Hi-x	Xx, 3rd=even, low=odd	top/2nd
Lo-x	3rd=even, low=odd	top/2nd

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

2nd/4th live: 15-18 sys on

4th : 12-15 wkNT sys on

1N-(2x NAT)-x: TO; 1N-(2x ART)-x: CS (forcing to 2♠)

JUMP OVERCALLS (Style;Responses;Unusual NT)

1-Suit: aggressive, sound 4th seat/reopening (11-15)

2NT = 5-5 2 lowest unbid

Reopen: 2M 6+M 10-13; 2NT 19-21 bal sys on

DIRECT AND JUMP CUE BIDS (Style; Responses)

Direct cue: Michaels (also over 1x-p-1N)

Jump cue: looking for stopper (gambling)

(2M) – 3M = ♣+♦; (2M) – 4m = oM+m

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
Suit:	1st	Low = enc	Low = even	Low=enc
	2nd	Low = even	Suit-pref	Low = even
	3rd	Suit-pref		Suit-pref
NT:	1st	Low = enc	Rev smith	Low=enc
	2nd	Low = even	Suit-pref	Low = even
	3rd	Suit-pref		Suit-pref

Other signals:
Reversed Smith: low = no obvious other shift
Trump echo (hi/low suggests ruff or attention)

VS. NT (vs. Strong/Weak; Reopening; Passed Hand)

Dbl = strength; 2♣ = ♥+♠; 2♦ = 1 suiter M;
2M = 5M 4+m; 2NT = ♣+♦

By PH: dbl=5+m 4M; rest same

VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT-bids)

Dbl = T/O; (2/3M) – 4m = 5-5 m+oM

(3m) – 4♣ = 5-5 om+M; 4♦ = 5-5M

Vs. Multi: X=5+c M, 2M=T/O X of M → LEB, 4m:m+M

VS. ARTIFICIAL STRONG OPENINGS

Vs strong 1♣: dbl / 2♦ = Ms; 1/2 NT = ms; rest = NAT

Vs strong 2♣/♦: dbl = ♥+♠; 2X = nat; 2NT = ♣+♦

OVER OPPONENTS' TAKE-OUT DOUBLE

TRF after 1M – (dbl) starts with 1NT showing 5+suit

Rdbl = strength

DOUBLES

TAKE-OUT DOUBLES (Style; Responses; Reopening)

May be light with good distribution

Dbl is most of the time take-out

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

Support r/dbls, C/S doubles, Equal Level Conversion

(1X)-Dbl-(P)-2M: 5M 5-9HCP, (1X)-Dbl-(P)-3M: INV with 5M

Non-lead directing dbls when **a)** bid the suit naturally **b)** supported the suit

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Generally sound openings, preempts may be (very) light

1♣ = BAL (5♦332 poss) or nat

1♦ = 11+ 4+♦ unbal

1M = 11+ 5+M

1NT = nonvul 1-3: 10-13 / rest 14-16

2♣ = Any GF or BAL 22-24

2♦ = Weak 5+M

2M = Weak 5M 4+m

2NT = 19-21

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

1♣ opening = 2+

2♦ opening = Weak 5+M, 2M opening = Weak 5M 4+m

1♣ - 2♦ = 6+M

1m - 2♥ = 5♠ 4-5♥ WK; 1 m - 2♠ = 5♠ 4♥ INV

1M-(x)-Transfers until 2M-1 (2M: bad raise)

Lebensohl (GUCI), Rubensohl

SPECIAL FORCING PASS SEQUENCES

WK1NT-(Dbl)-Pass: F→ XX except if 4333

In GF situations and after we dbl or rdbl for strength

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Psychics: Rare

Not strict about hcp ranges

3rd hand openings may be light

Often transfers in competition (See examples below);

1♣ (dbl/1♦) 1♦/dbl = 4+♥, 1♥ = 4+♠; 1m (1♥) dbl = 4+♠

1♣ (1♠) 2♣/♦/♥ = 5+♦/♥/♣; 1♦ (1♠) 2♣ = 5+♥; 2♥ = 5+♣

Also after 1♣/1NT (3x)

OPENING BID DESCRIPTIONS — Brigitta Fischer & Csaba Szabó

Op.	Art.	Min.	X	Description	Responses	Subsequent Auction
1♣	X	2	4♠	a) 11-13 / 14-16 bal b) 17-18 bal c) 11-23 4+♣	1♦ = Walsh, 1M = 4+M; 1NT = 8-11 BAL no 4M 2/3 ♣ = inverted m; 2♦ = 6+ M; 2♥/♠ = rev Flan; 2NT = 12-15 BAL 4M(s) poss; 3/4X = NAT PREE	1♣-1♦: 1M = Nat unbal F1; 1NT = 12-14/14-16 bal; 2♥ = 6+♥ 18+; 2♠ = 4+♦ 18+ 1♣-1♥: 1♠ = F1,Nat (unbal, WK NT) 1NT = 12-14/14-16 bal; 2♠ = 16+ 4♥ unbal; 3♦ = 4♥ 18-19 bal; 1♣-1♠: 3♦ = 16+ 4♠ unbal; 3♥ = 4♠ 18-19 bal
1♦		4	4♠	a) 5+♦ 11-23 (not 5♦(332)) b) 4♦(441) 11-22	1M = 4+M F1; Nat; 2♣ = GF 3+♣; 2/3♦ = inverted m 2♥/♠ = rev Flan; 2NT = 12-15 BAL 4M(s) poss; 3/4X = NAT PREE	1♦-1♥: 1♠ = 4+♠ F1; 1NT = 'nat'; 2♥ = 3♥ or bad 4♥; 2♠ = 16+ 4♥; 2NT = 6+♦ 16+; 3♣ = Nat FG; 3♦ = 6+♦ 3♥ 15-17; 3♥ = 4♥ good minimum 1♦-1♠: 1NT = 'nat'; 2♠ = 3♠ or bad 4♠; 2NT = 16+ 6+♦; 3♣ = Nat FG; 3♦ = 6+♦ 3♠ 15-17; 3♥ = 16+ 4♠; 3♠ = 4♠ good minimum
1♥		5	4♠	5+♥ (10)11-23	1♠ = 4+♠ F1; 1NT = Nat SF; 2♣ = FG bal or ♣; 2♦ = FG 5+♦; 2♠ = 6+♠ weak; 2NT = 4+♥ INV+; 3♣ = 4+ M 7-9 / 12(13); 3♦ = 4+M 9-11 3♥ = 4+♥ weak; 3♠ = void splinter	1M-1X: 2♠ = 4+♠ 11-14 or 15+ any; 2NT = 64 GF 3X = 5/5 14-16; 3M=6+M mild invite 1M-2NT: 3♣ = min; 3M = STR GBAL; 3x: sing; 4x: void 1M-2M: 2M+1: ask long suit; rest: short suit trial; 4x: NAT
1♠		5	4♥	Same as above	Same as above; 2♥ = 5+♥ FG; 3♥ = 6+♥ WK; 3NT: void spl	Same as above
1NT			4♠	Nonvul 1-3: 11-13 Rest: 14-16	2♣ = Stayman; 2♦/2♥: 5+♥/♠; 2♠/2NT: 6+♣/♦; 3♣ = both m's weak; 3♦ = 5/5 m's FG; 3♥/♠ = 31/13(54); 4♣/♦ = TRF to 4♥/♠; 4M = T/P	StrNT: 1NT-2♣: 2♦ = no 4M; 2M = 4+M → 3♣ = GF relay 1NT-2♠/2NT: Relay = likes ♣/♦
2♣	X	0		a) 22+ bal b) Any FG	2♦: 0-1 C; 2♥: 2 C; 2♠: A+K; 2NT:3K; 3♣: 4+ C	2♣-2♦: 2♥ = 5+♥ or 24+ bal; 2♠ = 5+♠; 2NT = 22-23 bal
2♦		5		5+ M 0-8/4-10/6-10	2/3M = P/C; 2NT = INV+ asking; 3♦ = ask about oM; 4♣ = TRF your M; 4♦ = bid your major	2♦-2NT: 3♣ = good hand → R → 3♥:♠; 3♠: ♥ 3♦ = ♥ TRF; 3♥ = ♠ TRF
2♥		5		5 ♥ + 4+ m, WK	2♠ = NAT F1; 2NT = INV+ asking; 3♣ = P/C; 3X = F1	2M-2NT: 3♣ = ♣ + min; 3♦ = ♦ + min; 3♥ = ♣ + max; 3♠ = ♦ + max
2♠		5		5 ♠ + 4+ m, WK		
2NT			4♠	19-21 bal	3♣: stayman; 3♦/♥: TRF; 3♠: ♣+♦; 4♣ = ♣ ORKC; 4♦/♥ = trf ♥/♠; 4 ♠: ♦ ORKC	2NT-3♣-3x-4♣/♦: minor stayman / 5 m SINV+
3X		(5)6		Preempt, v light NV vs V	New suit = forcing; 4♣ = ORKC (4♦ RKC in case of 3♣) 3♣-3♦ = M stopper ask	
3NT	X			Gambling, no K outside	4♦ = shortness ask	**HIGH LEVEL BIDDING**
4♣		6		Preemptive	4♦ = RKC; 4M = to play; 4NT = to play	1430 S1 after 2+Q = even + void, above = odd + void), Spiral
4♦		6		Preemptive	4M = to play; 4NT = RKC	Serious 3♠/3NT, last train, voidwood 1430, DOPI, DEPO
4♥		6		Preemptive	4♠ = to play; 4NT = RKC; 5m = Danish	Cue bids up the line 1st or 2nd, ROPI , Lackwood, PNS-ROBI
4♠		6		Preemptive	4NT = RKC; 5m = Danish	ORKC (1st step: min), PNS RIB2
4NT				Minors		