DEFENSIVE AND COMPETITIVE BIDDING

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

Light at 1 level (8+), sound at the 2 level

ADV: new suit= constr., 2♣ Drury and CUE = no fit (over 1M);

Jfit= to play; 2NT (over 1M) = 4+ fit, INV+; Jnew suit= natural+ fit

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

Live:15-17(18) both 2nd and 4th=> system ON;
Reopening: 11-15(16) => system ON.

(1m) -(2m inverted); 2NT= om+M

(1M) -(2M); 2NT= mm

(1x) -(2y); 2NT= the remaining suits

JUMP OVERCALLS (Style; Responses; Unusual NT)

6+ cards pre,aggressive if NV, sound if V

Reopen: 3m= good 6+ suit, good hand; 3M= good hand with 7+cards
2M= 12-15, good 6 cards suit

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

(1M) -2M= 5OM+ 5m, max 6 losers; (1m)-2m= MM, max 6 losers

(1M) -2NT= mm, max 5 losers; (1m)- 2NT= Om+5M, max 5 losers

JCUE= ask for stopper

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

VS str NT: X=5m+4M; 2♣= MM; 2♦= M6+/ strong M5+m5;

2M= 5M+4m; 2NT= mm; 3M= pre; 3m = can be strong.

VS wk NT: X= 13+ HCP, 2♣= MM; 2x= nat.; 2NT = strong 2-suiter

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

Over (3M): X= T/O; 3♠= sound; Jsuit= good suit, to play,
4m=m5+M5, max 4 losers; 4M=mm, 3-4 losers;4NT=mm, 2 losers
Over 3m: X=T/O; 3X= sound; 4M= to play; 4♣=♦+M 4 losers; 4♦= MM 5
losers

(2M)-X-(P)-2NT= art, 9+ HCP.

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

VS str1♣: X= ♦/ MM; 1♦= ♥/♠♣; 1♥= ♠/mm; 1♠= ♣/♦♥; 1NT=♣♥/♦♠
Same on second level with more shape
VS str2♣: X=♣; 2NT= 5-5 undefined; rest= natural

OVER OPPONENTS' TAKEOUT DOUBLE

1M-(X)=> 1NT= good fit; 2M=wk fit; 1♠=nat, F; 2X=nat, 5-8 HCP
XX= 11+ HCP; 2NT= 4+fit, INV+; 1m-(X)-2NT= fit 5+, INV+

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	4th best; HxS; xSx	Same
NT	4th best; HxS, SSx	Same
Subseq	ATT	Same

Other: RUS opening lead in suit contract (except part suit); RUS subseq lead in both suit and NT contract (except when a smaller H then dummy's and except in partner's suit).

LEADS

Lead	Vs. Suit	Vs. NT
Ace	A, Ax, Ax(+); O/E	AK (+); ATT
King	AK (+), K(X); CT/ATT	STR lead; UB/CT
Queen	KQ (+), Q(x); ATT	QJ (+), KQ10/9(+); ATT
Jack	QJ (+), J(X); ATT	J10(+), A/KJ10(+); ATT
10	J10(+), 10(X); ATT	109(+), H109(+); ATT
9	109(+), 9(x); ATT	9(+); ATT
Hi-X	Sx, Sx(+), xS(+)	S(+), xS(+), HxxS(+)
Lo-X	xSx, HxS, HxxS	HxS, HxxS(+), xS(+)

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
	1	ATT	CT (when necessary)	O/E
Suit	2	CT	Lavinthal	CT
	3			
	1	ATT	CT (when necessary)	O/E
NT	2	CT	Lavinthal	CT
	3			

Signals (including Trumps):

CT: Low=ODD; ATT: Low=ENC; Rev Lavinthal

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

11(10) with suitable shape; support for unbid suits (Hx supp for m possible); 8+ with suitable shape in reopening; can be light with both opp bidding; offshape OK if 16+

Responder's CUE is FG except((1m)-X-(P)- 2m (can be 4-4 majors, inv.) Supp X with decent opening; Resp X up to 4 level

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Lightner, negative X (generally showing points), support X (see above), responsive X (see above)

W B F CONVENTION CARD

CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker: Green

NCBO: ROMANIA

PLAYERS: GETA MIHAI & RADU MIHAI

EVENT (WC): MIXT

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5 cards M; better m; 15-17 NT; 2/1 GF over 1M; 1♣-2♣,1♦ -2m F1; 1NT F over 1M; rule 18.

Preempts: sound (2 poz.; 1poz V); possible distructive(1poz NV); possible nonstandard (3 poz)

2NT to 3♥ opening bids: TRF (pre OR 6-5 twosuiter, trf suit+any, max 4 losers)

2♦= " Multy"; 2M= 5M+4m WK

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2NT to 3♥ opening bids: see above

3♠, 3NT= good 7+ ♠/♥ suit, 3-4 losers.

1m – 2NT = constr. fit (5+ cards)

(1m) => 3NT/4m = good hand with H/S; 4M= pre

(1♥) => 4♥ = good hand with ♠; 4♠ = pre.

(1♠) => 3NT = good hand with ♥; 4♥ = pre.

SPECIAL FORCING PASS SEQUENCES

When owner of the hand (Ex: 1X-(X)-XX; OR
(1NT) (WK)- X-(P)-P) => direct X= Pen; P= F

IMPORTANT NOTES

"In comp responder's 2nd bid in a lower suit than his first is NF at 2- or 3-level
Ex: 1♦ -(P)-1♠ -(2♥); P-(P)-3♣ = NF

PSYCHICS: Rarely

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♠	If equal m(3-3 or 4-4) better quality	1m-2m F1; 1m-2NT= const fit 5+ cards; STR JS;	1♣-2♣=> 2♦= min(max 13- HCP), rest= FG	1m-(1X)-2m => fit 4+, const, Jfit = pre
1♦		3	4♠	Rule 18, no 5M			1m-(X)- 2NT = fit 5+, INV+.
1♥		5	4♠	Rule 18	2NT= fit 4+, inv+; 1NT F; 2♣= bal/nat/fit 3, FG; 2♦= 5+, FG; 2♥ over 1♠ = 5+, FG; DblJ= SPL,void 3m= 6+ good cards, inv.	1♥-2NT=> 3♣= min.; 3♦= 15+, no shortness; 3♥/3♠/3NT= 15+, short ♣/♠/♦; 4m= 5-5, max 5 losers, good m.	1M-(X)- 1NT= good fit 2M= WK fit
1♠		5	4♥	Rule 18	As above	As above	As above
INT			4♥	15-17, possible M5, m6, (5422)	2♣ Stay; 2♦/2♥/2NT/3♣= Trf; 2♠= mm; 3♦= short m, 3M= short M'(3 suiters); 4♣= 5-5 MM; 4♦/4♥= trf ♥/♠.	1NT-2♠=> 2NT= no 4m; 3m= 4 cards m. 1NT-4♣=> 4M= fit, good hand; 4♦= WK	1NT-(2X)- X=T/O, 2NT=Leb 1NT-(X)- XX= 8+ HCP, 2X=nat, to play
2♣	√		3♠	FG, 23+ HCP (bal, 1 suiter); 22(21) + HCP (2 suiter); 3 losers with 3+ def tricks OK.	2♦=waiting, max 8 HCP; 2M, 3m, 2NT= 5+ cards, 9+ HCP.	2♣- poz answer=> fit=BWKeyC(from opener) 2♣-2NT=> 3♣= Baron, 3NT=5♠332; 3X=5+	2♣-(2,3X) => X=6+ HCP, T/O; new suit= nat, 6+HCP 2♣-(4X) => P=F(Enc); X=WK
2♦	√			WK 2M ((5)6-10 HCP, 6 cards) OR Semi FG hands bal. or 1 suiters	2♥= P/C; 2♠/3m/3♥= natural, F; 2NT= R; 4♣ = asks M (trf); 4♦= asks M(natural).	2♦-2NT=> 3♣/3♦= WK ♥/♠, min; 3♥/♠= WK ♠/♥, max; 3NT, 4X(nat, 6+) = 20-22 HCP	2♦-2NT-(3X)=> P=WK M min, 3♥/3♠= WK ♠/♥, max; other=nat 20-22 HCP.
2♥		5		5♥+ m4, (5)6-10 HCP	2NT=R; 2♠,3m=nat, NF; 3♣/4♣/4NT= P/C; 3♠/4♦= nat, inv.	2♥-2NT=> 3♣/3♦= nat, min; 3♥/3♠=♣/♦, max 3NT=(0544) max	
2♠		5		5♠+m4, (5)6-10 HCP	2NT=R; 3♦,3♥= nat, NF; 3♣/4♣/4NT= P/C; 4♦= nat, inv		
2NT	√	6♣		Pre ♣ OR 6-5 ♣ + any, max 4 losers.If Pre: sound(poz 2; poz 1V), possible distr.(poz 1 NV), any(poz 3)	3♣= to pass if pre; 3X= nat or CUE, F.	2NT-3♣; P=pre, rest = 2 suiter	2NT-(X) => XX= H♣; 3♣= to play.
3♣	√	6♦		Same as above with ♦	As above	As above	As above
3♦	√	6♥		Same as above with ♥	As above	As above	As above
3♥	√	6♠		Same as above with ♠	As above	As above	As above
3♠		7		FG, good 7+ cards ♠, 3-4 losers	New suit= CUE (weaker than 3NT), 4♠ to play		
3NT	√	7♥		FG, good 7+ cards ♥, 3-4 losers	As above		
4♣		6		Pre, possible distr.NV, sound V			
4♦		6		As above			
4♥		6		As above			
4♠		6		As above			
4NT	√	7m		Pre in 1m			
5♣		7		3 losers, max 2 def ext tricks			

HIGH LEVEL BIDDING
5♦ — 7 — 3 losers, max 2 def ext tricks — CUE: up the line, 1 and 2 round controls
5♥ — 7 — Pre — 4NT= BW 03/14/2 without Q/2 with Q.On ♣ trumps 14/03/2 without Q/2 with Q
5♠ — 7 — Pre — BW Exclusion (J to 5 level/J to 4♠ when H fit); DEPO
Pass F when owner of the hand
When opp bid slam and we have pre suit: X= 1 def trick/Pas=0/2 def tricks.When part to lead: X= Lightner.