

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
Aggressive 1 & 2 level, 5+ cards 8 to 17 HCP.
Jump raise is pre-emptive, Cue shows 3c support not weak, 2NT=limit or better fit, Jump in new suit shows 4c fit and values.
New suit F1 in level, highly invitational in 2 and 3 level.
After 2NT, 3♣ shows a descent overcall and re-bid of the suit a weak overcall
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2nd pos.:15-18 HCP, resp similar to 1NT Opening
4th pos.: 11-14 Vs minor, 12-16 vs major
Responses system on.
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Overcall with jump in 2 level is weak with 6c, in 3 level with 7c.
Gesthem: 2NT=lower suits, 3♣=higher suits, cue=lower+higher suit.
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct cue=lower+higher suit.
Jump cue=asks for stopper.
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Dbl is same strength as opener, 2♣=♦ or M+m, 2♦=♥, 2♥=majors, 2♠=♣, 2NT=♣,3♣=♣+♦, 3♦=majors almost game forcing, other bids natural
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit			
NT			
Subseq			
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Akx(+), Ax(+)	AQJT, AKJT, AKT9+	
King	KQ+, AK	KQ+, AKx(x)	
Queen	QJ+, QJ, Qx	KQT9+, AQJx(+)	
Jack	JT+, Jx, KJT+	JT9x(+), QJT+, JTx(+)	
10	HT9+, Tx	KJT(+), AJT(+), AT9xx(+), KT9xx(+)	
9	9x, T9x(+)	T9+, 9x, AT9x, KT9x	
Hi-X	Sx, xSxx(+)	Sx, xSxx(+), Sxx	
Lo-X	HxS, HxxS, HxxSx(+)	HxS, HxxS, HxxSx(+)	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	SP	SP	SP
Suit 2	A (high=d, low=e)	A (high=d, low=e)	SP
3	count (hi-low=odd)	count (hi-low=odd)	
1	SP	SP	A
NT 2	A (high=d, low=e)	A (high=d, low=e)	SP
3	count (hi-low=odd)	count (hi-low=odd)	
Signals (including Trumps):			
S/P signals: small=low suit, high=high suit.			
In trumps: Hi-Lo=ability to ruff.			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
after 2 suits bid by opps, X is near opening strength,			
NT overcall is weak T/O, X shows other major, minors may be short			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
COMPETITIVE DBL, LEAD DIRECTING, RESPONSIVE thru 3♥,			
MAXIMAL OVERCALL, LIGHTNER, NEG DBL thru 4♥,			
SUPPORT X AND XX thru 2♥			

W B F CONVENTION CARD
<b>CATEGORY:</b>
<b>NCBO:</b>
<b>PLAYERS: Petros Angelopoulos Tasos Koukouselis</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5 card majors with 3-3 open 1♣, with 4-4 open 1♦
2/1 is forcing game
open very light if unbalanced
1NT response to 1M opening is forcing and is unlimited
Gazzilli after 1M opening
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♦ weak in either major
2♥=5-11 HCP 5♥ and 4+ minor
2♠=5-11 HCP 5♠ and 4+ minor
We play capelletti responses after dbl of our major overcall. (1NT: trf for ♣, ♠:trf for♥)
<b>SPECIAL FORCING PASS SEQUENCES</b>
When we have bid a suit and the opponents bid this suit: double means that we don't want lead in this suit (usually denies A,K,Q) and pass asks for lead in this suit.
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: very rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3+	4♥	10-22hcp	1♦=nat; 1♥/♠:may have longer ♦;1NT=6-10HCP;2♣=forcing 4+c fit,no M; 3♣=weak 2NT=nat. inv,3(4)card fit; 2♦/♥/♠=strong,6(5)cards, 3♦/♥/♠= shortness with 8-10hcp; 3NT=4 card + 13-15 hcp.	After 1♣-1M-1NT-2♣=CBStay: Quant Responses (priority in fit M) After reverse:2NT or 4 <sup>th</sup> suit are the weakest responses, 1♣-2♣:3♦/♥/♠=Spl. After 1♣-(1X)-2NT=limit or better.	3rd position openings: may be very light 2♥/♠=weak.
1♦		3+	4♥	10-22hcp	1♦-2♦-4♣=Spl	As after 1♣ opening	
					Others similar to 1♣ opening		
1♥		5+	4♦	10-22hcp	1NT=F,2♥=8-10HCP, 3c fit (and 3-4-3-3),2/1=FG, 2NT:Jacoby, 3♣:4c fit 7(6)-9hcp,3♦:4c fit 10-11hcp 3♣=splinter; 3NT=15-17HCP,3c fit no singl.; 4♣/♦=splinter	1♥-1NT-3♥=12-15+HCP,strong suit. 1♥-2♣/♦-3♣=fit in ♣/♦	2♣=Drury with fit Strong 4c M may be opened
1♠		5+	4♦	10-22hcp	4♥=splinter; others similar to 1♥ opening	Similar to 1♥ opening	As after 1♥ opening
INT				15(14)-17 BAL	Stayman ;Trfs ;Texas for M's.	1NT-2♣-2M-4♣/4♦=splinter.	3rd/4th pos.=14-17 HCP.
				May have 5card M or 6c m.	1NT-2♣-2♦-2♥=both Ms, weak.	1NT-2♣=trf for clubs, 1NT-2NT= trf for ♦, 3♣=5-5 in minors weak, 3♦=5-5 in minors frc game, 3♥=3c, 5-4 in minors, 3♠3c, 5-4 in minors	
2♣	X	0	4♠	22+HCP or strong with outside values GF	2♦: F, waiting, 2♥/♠,3♣/♦:5c+2 high honours		
2♦	X	0		weak in major	2♥=p/c. 2♠=relatively weak with G poss in ♥.2NT=R for the M. 3♣=any one suit hand forc, 3♦=limit in either major	After 2♦-2NT:3♣=♥;3♦=♠;3♥=♥ good weak with outside K; 3♠=♣ good weak with outside K	4 <sup>th</sup> pos=6c 11-13hcp
2♥		5+4 at least m		2♠=no forcing. 2NT=F asks for shape. 3♥=PRE	after 2♥-2NT-3m-3♣=fit in m, cue-bid	4th pos=9-11HCP	
					3/4♣/♦=p/c, 3♠=F,3NT=fit in M asks for cue,5♣/♦=p/c		
2♠		5+4 at least m		4-10HCP, 5c+m	Similar as 2♥, 3♥=invitational	after 2♠-2NT-3m-3♥=F	4th pos=9-11HCP
2NT			4♠	20(19)-22 BAL. or semi BAL.	Puppet stayman		
3♣/♦/♠		6+		Pre-emptive	NS=F1;After 3♥/♠:4♣/♦=cue,slam try		
3NT				Good pre-emptive in minor			
4♣				Strong one-suited with hearts	4♦=I don't want to play the suit		
4♦				Strong one-suited with spades	4♥: I don't want to play the suit		
4♥		7(6)+					
4♠		7(6)+					
4NT							
5♣		7+					
5♦		7+					
5♥							
5♠							
<b>HIGH LEVEL BIDDING</b>							
						GSF, Josephine, RKC 1/4-0/3-2noQ-2+Q (5NT=2+any void, 6 any=1or 3+any void after minor fit has been established 4 of the minor is RKC 1/4-0/3-2noQ-2+Q-5m=1A+void, 5level=2A+void	
						DOPI/ROPI, exclusion Blackwood, GERBER after NT opening	