

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1 level: can be GOOD 4-card suit, 6+ - -18; 2 level can be stronger
RESPONSES: All 1/3NT bids = nat; 1-1 RF; TRF from Q.
Jump Q=4+ fit, 6+ - -9, mixed
JUMPS in a new suits = minors are natural + fit for partner
M are NAT and NF
BALANCING: natural, Jump suit = 12+ - -17, 6+ suit; Q = Michaels
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
(1x)-INT=15+-18, Syson/m, TRF/M. If Xed: XX=1suiter, 2x=dont.
(1x)-P(1y)-INT=good hand, 16+ - 19; ALL NAT. bPH = other suits
BALANCING: 1NT = 10+ - 14(15), X + NT = 15-17, 2NT=18- -20
(1x)-P(P) - 1NT = 10+ - 14(15); Q = stayman, natural, jumps = inv
(2♥/♠)-P(P) - 2NT = 14 - 16. 3x = TRF, Q = Stayman
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Aggressive in M, ART 3♣, NF responses, Q = invitational to game
(1M)-2NT=5♣+5♦; (1M)-3♣=5♦+5OM; <b>Over (1M)-3♣= no ♣</b>
(1♦)-3♣=5♣+5♠; (1♠)-2♦=5♦+5♠, NF, <b>4Q/NT=1430 Rkcb m/M</b>
Leaping Michaels: (2♦/♥/♠) - 4♣/♦ = 5+♣/♦ + 5-card major, RF
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(1♣/♦) - 2♦ = majors, <11 or 16+. Q = invit; ♥/♠ bids = to play.
(1♥/♠) - 2♥/♠ = 5♠/♥ + 5♣. Any ♣ or OM = to play, 2NT = invit
(1x) - 3x = ? stop to play 3NT. (1m) - P - (1NT) - 2♣/♦ = ♥+♠/6+M
(1♣/♦) - P - (1♥/♠) - 2♥/♠ = NATURAL; 1♣/♦/2NT = unbid suits
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
vs. STR(14+): X=4M+5+m, 2♣=♠+♥; 2♦=6+M; 2♥/♠=5♥/♠+4+m
(INT) - X/2♣ - (P/2x) - 2NT = gametry
vs. WK(<14): X=14+, us =; 2♣=♥+♠; 2♦ = TRF
(INT)-X-(P/XX)-?: P = 6+ our hand; 2♣ = 0-6, no 5-c; 2x=0-6, 5+
(INT)-P-(2x)- X = 14+, says nothing about x suit. Rest NATURAL.
(INT)-P-(P)-?: SYSON + rule of borrowed king.
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
vs.2♦ Multi:2♥/♠ = Exclusion TO (lebensohl); X/2NT=13-15/16-18
vs.2♥/♠ wk: X = TO(lebensohl); 2NT=16-18; 4♣/♦ = 5+♣/♦+5♠/♥
vs. ART Pre: X=13-15,=; Q = TO; vs. Nat Pre: X=TO; Q=majors
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
vs.STR 1♣: X+= Suction Trf or 2 next; Any NT=♥+♣ or ♦+♠;
(1♣) - P - (1♦) - Same
vs. STR 2♣/♦: Same
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1♣-(X)-SYSON; 1♦-(X)-XX+ = Trf; 2NT = weak raise
1♥/♠-(X)-2♥/♠ = 0-6, 3-card fit; 1♥/♠-(X)-2♦/♥=7+, 3♥/♠unlim
XX = always at most 2-cards in partners suit.

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> / 5 <sup>th</sup>	3 <sup>rd</sup> / 5 <sup>th</sup>	
NT	4 <sup>th</sup> from Honor	Count	
Subseq	Attitude	Count	
Other: Against Slams Count			
No rules if partner rates to have very little			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx+	Asks for ATTITUDE	
King	AK, KQx+, Kx	Asks UNBLOCK / COUNT	
Queen	QJx+, Qx	KQx+, QJ9+	
Jack	J10x+, (A)KJ10+	J10x+, A / KJ10+	
10	(A) / K / Q 109+ or highest	A / K / Q 109+ or highest	
9	98+, 9x	9xx	
Hi-X	Usually doubleton	2 <sup>nd</sup> best from xxxx(x)	
Lo-X	xxX, xxXx, xxxX	from Hxxx+	
<b>SIGNALS IN ORDER OF PRIORITY - STD count and attitude</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Hig = E	STD count	STD
Suit 2	Count	Logic	Logic
3	Suit preference		
1	Low = E	STD count	STD
NT 2	Count	Logic	Logic
3	Suit preference		
Count in some cases: 1)vs. NT a) hold-up; b) cant beat dummy card; c) K			
2) vs. Preempts and 5+ level; 3) In Cash-out situations; 4) Attitude is clear			
5) vs. Suit on Ace lead a) for a ruff; b) Qxx+ in dummy; 6) K/Q - (J/K) - A			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
From 9+ hcp if perfect shape OR 18+ with a suit. TO of M implies 4OM.			
RESPONSES: (1♦/♠)-cheap=wk, jump=inv, 1NT=7-10; Q = F until 2xSuit			
After cheap response: Suit = 17+ - 20, NF; Q = 20+ us 3-card fit (return=wk)			
(1♥/♠) - Pass - (3♣/♦ Bergen) - X = TO vs. ♥/♠;			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support X and XX			
1♥/♠ - (P) - 1NT - (2x) - X = TO, extra, tricks			
(1x) - 1y - (Suit/Raise/1NT) - X = other suit(s)+tolerance for partner's suit			
Responsive doubles up to 3♠; (1NT) - X = 4♥/♠+5♣/♦			
(1♥/♠)-P-(1NT)-X=TO. If opener bids again X = penalty.			
X of dying 1NT auction =Opening+RHO suit. (1m)-P-(1NT)-X=4♥/♠+5om			

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: Switzerland</b>
<b>PLAYERS: Fernando Piedra</b>
<b>Bachar Abouchanab</b>
<b>Ostende 06.2010</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5-card majors, 1♦=4+, 1♠=2+, 1NT = 14+ - 17 VUL
2♣ = Any Acoll 2 or BAL 20 - 21, 2♦ = GF, 2♥/♠ = WK
2NT = 22-23, light preempts. Rule of 19 1 <sup>st</sup> /2 <sup>nd</sup> , aggr in 3 <sup>rd</sup>
1 level responses to 1♣ are TRF with possibly 0 points
2-over-1 = GF by uPH, 1♥/♠-3♣/♦ = natural, invit
COMPETITIVE: 1x = 6+ - -18, can be 4 cards; 2x = solid
Aggr TO X, WJO in ♥/♠, precise Michaels, 2NT = 2 lowest
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1♠-(P/X/1♦)-1♦/♥ = 4+ ♥/♠; 1♠ = no 4M or ♦
2♦ = GF or 24+ =
Unusual vs. unusual: 1♥/♠-(2NT)-3♣(♦) = RF ♥(♠); 3M=to play
(1♣/♦)-2♦=majors;(1♥/♠)-2♥/♠=5♠/♥+5♣;If Xed: P=no pref
(1♥/♠)-3♣ = no ♣ that is 5♦+5♠/♥
In contested 2NT = Good bad, Lebenshol or Scrambling
After 1x overcall: 1-1 = RF, From Q on = TRF; Jump Q = mixed
All suit jumps in competition in m are in fit, in M NAT and NF
(1♣/♦)-1♥/♠-(P/X)- 3♣/♦ = mixed raise, 4+ fit, 6+ - -9
1♥/♠ - (2Suit) - 2NT / Q = 4+ fit / =3 fit, invit+; New = RF
1♥/♠ - (1NT) - 2♣/♦ = DONT 5+♣/♦ + 5 in a higher suit
Lebensohl slow shows applies after: 1) 1NT-(2♦+) 2) (2♥/♠)-X
3) (2♦) Multi - 2♥/♠ = Exclusion; 4) (2♦)-P-(2♥/♠) - X
2NT - 3♠ = TRF to 3NT; 2NT - 3NT = 5♠/4♥
<b>SPECIAL FORCING PASS SEQUENCES</b>
Anytime partnership showed invitational+ values, PASS is F
1suit / NT - (X) - XX ; 1x - (1NT) - X = Forcing to 2NT or X
<b>IMPORTANT NOTES</b>
1♣ - 1♦/♥/♠ - 1♥/♠/NT: 2♣ = wk in ♦ or INV; 2♦ = GF
2NT = TRF to 3♣; 3 level jumps = GF with good suit(s)
<b>PSYCHICS:</b> We open very light in 3 <sup>rd</sup> position

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	4♥	10+–22, most balanced hands	1♦/♥=4+♥/♠; 1♠=no M; 2♣=NAT NF	1♣-Trf-Accept:2♣=wk in ♦ or inv; 2♦=GF	2♥/♠ = natural + fit, constructive
				1♣-TRF-Accept= min 3M	1NT=Invit,=; 2♦/♥/♠ = TRFs	2NT = TRF ♣; 3any = nat, GF, good suits	4 <sup>th</sup> suit = RF; 2♣ = to play
				BAL 18 - 19	1♣-3♠=TRF to 3NT	1♣-1Red-2♣/NT=GF/4-card fit us 18-19;	P-(P)-1♣/♦-(X)-2♥/♠ = Nat+fit
1♦		4	4♥	10+–22	1♥/♠=nat, RF; 1NT=6-10,=; 2♣=GF; 2♠=♣ inv	1♦-1♥/♠-1♠/NT 2♣=wk in ♦ or inv; 2♦=GF	
					1♣/♦-2♦/♥=3-7 or STR with ♥/♠; 1♦-3♥/♠=wk		
1♥		5	4♦	10 – 22, 1 <sup>st</sup> and 2 <sup>nd</sup> 5+ ♥	1♠=nat, RF; 1NT=RF; 2♣/♦=GF; 2♥=8-10 + 3♥	In 2-1 2M=catchcall; Jump to 3NT=15-17	2♣/♦/♥=Max P / 7-9 / 0-6, 3+ fit
				3 <sup>rd</sup> seat can be 4-card suit	2NT= inv ♥, 1M-3New=nat, inv, 3♠ any SPL	1♥/♠-1♠/NT-2NT=GF,3♣=? 3♦=6+m(♠=♦)	Cheap jump shift = MiniSPLinter
1♠		5	4♦	As above	1♠-3NT any SPL, 4♣/♦/♥ Void	1♥/♠-R-3New=5-5, GF(4m=1430 RKCB)	<b>ALL new suit bids are in fit.</b>
INT			3♠	14+–17 may have 5M/6m	2♣=Stayman; 2♦/♥/♠/NT=TRF	2♣:+2♥=majors, NF; +2♠=4♠+longer m, NF	1NT – (X/2♣) – ? : SYSON, X=St
					3x = Sam try, 4♣=M's, 4♦/♥ = TRF to 4♥/♠	2♣:+3♣/♦=nat, slamtry; 3♥/♠ = Smolen	TRF:+New=GF; +Jump=SPL
2♣		4		Any Acoll 2 or BAL 20 - 21	2♦=Relay, 2♥/♠=WK, NF; 2NT=minors		TRF+4NT=Quant
					3♦=5♥+5♠; 3♥/♠=6+, GF		
2♦	√			GF or 24+ =	2♥ = (R); 2♠ = A in M; 2NT = 8+,or 2K; 3m = A 3♥/♠=KQxxxx in ♠/♥, 3NT = 2A		DOPI / ROPI
2♥		(5) 6		WK	2NT = asks, jumps = askings		
2♠		(5) 6		WK	2NT = asks, jumps = askings		
2NT				22–23, = can have 5♥/♠	3♣ = St.; 3♦/♥/♠=TRF ♥/♠/NT; 4♣=M's	2NT - 3♦/♥ -3♥/♠ = fit 3♠ + 4♣=6+♦; 4♦=6+♣; 4♥/♠=5♣/♦+4♦/♣	
3♣/♦		(6) 7		Preempt, wide range in 3 <sup>rd</sup>	4♣ = Keycard asking in preempt suit, 3New = RF	3x-4♣: 4♦=0; 4♥=1; 4♠=2; 4NT=2+Q	Lead directing bids
3♥/♠		(6) 7		As above	<b>Jump New=Asking bid(1=no,NT=Kx+,2=x, 3=A)</b>		
3NT	√			Gambling, solid ♣/♦, no void	4♣ = P/C; 4♦ = ? shortness; 4♥/♠ = to play		
4♣/♦	√	0		Namyats	4♥/♠ = to play; 4NT = 1430 RKCB		
4♥/♠		(6) 7+		Preempt, in 3 <sup>rd</sup> /4 <sup>th</sup> = to play	4NT = 1430 RKCB; 4♠/5New = Asking bid		
4NT	√			11+ cards in minors	5♥/♠ = bid 7♣/♦ with 1 <sup>st</sup> round control.		
5♣/♦		8		Preempt, us 9 tricks		<b>HIGH LEVEL BIDDING</b>	
5♥/♠		8		11 tricks hand.		4NT = RKCB 14/30/2 without Q/2+Q; 5NT = odd + useful void; 6x = even + void 1 <sup>st</sup> or 2 <sup>nd</sup> round control thru 4♠, 5 level tends to be 1 <sup>st</sup> round. Q in own suit = HHx+	
						3NT is serious if nonjump and major suit fit is KNOWN. 3 x minor = 1430 RKCB	
						4♣/♦ bid in 1) forcing situation 2) as jump support 3) after 1♣/♦ + NT or jump rebid is 1430 RKCB in ♣/♦. If followed by 4NT = to play.	
						If opps interfere over RKCB & we can play in 5 of our suit = DOPI(X=0, P=1); If we cant play in 5 of our suit = DEPO (X = even, P = odd); ROPI	