

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)</b>
1 level: 8+, usually 5-card suit
Responses NAT, 1/1F1, 2/1 NF, 2/2 F1 ;
Jump CUE=4+ fit, 6+ - 9 hcp
Jumps in a new suit = natural
Balancing: NAT, Jump suit = 12+ -- 15, 6+ suit; CUE = Michaels
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
(1x)-1NT=15-18, System on, TRF/M
(1x) - 1NT - (X) - ? : XX =SOS, 2m/M=NAT
(1x)-P-(1y)-1NT= 16 - 18; BPH = unbid suits
(2♦/♣)-P-(P) - 2NT = 14 - 16. TRF, CUE = Stayman
Reopen: 1NT = 10+ - 14; 1♦ = 9-13, other = 10-13
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(1♣/♦) - 2♦ = majors // 3♣ = ♠+♦; 3♦ = NAT
(1M) - 2M = 5oM + ♣ ; (1M) -3♣ = two others
(1M) - 3M = Asks for stopper
1x) 2NT = two lowest unbid suits
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
vs. STR: X = 4M/5+m; 2♣ = Majors; 2♦ = unspecified major;
2M = 5M+4m
vs. WK: X = top range +; 2♣ = Majors; 2♦/♥ = TRF
(1NT)-X-(P/XX)- ?: P = 6+ our hand; 2♣ = 0-6, no 5-c; 2x=0-6, 5+
(1NT)-P-(2x)- X = 14+, says nothing about x suit.
Other: NATURAL
(1NT)-P-(P)- Same as in direct seatb
<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>
1♣ (X) XX/1♦/♥ = TRF; 1♣ (X) 1♦ = no M; 1SA = NATh

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3rd / 5th	3rd / 5th	
NT	2nd/4th	2nd/4th	
Subseq	Same	Same	
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Ax+, AK+	Ax+, AK+ AKx+, Axx	
King	Kx, KQ(+), AK	AKJx+, KQJX+, KQT9+	
Queen	Qx, QJ(+)	KQ10x, QJ(x), Qx	
Jack	Jx, J10(+)	Jx, J10(+)	
10	10x, 109x or H109x	109x or H109x	
Hi-X	Xx, XXX, xxXx	XXX, xXXX, xXXXX	
Lo-X	HXX, HXx, HXXXX	HXX, HXx, HXXXX	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1	Middle = ENC	UDC	Odd=ENC, Even=S/P
Suit 2	Count		Count
Suit 3			
NT 1	Low = ENC		Odd=ENC, Even=S/P
NT 2	Count	Low = odd	Count
NT 3			
Signals (including Trumps):			
Smith by Leader (High=ENC)			
Reverse Smith by Partner's Leader (Low=ENC)			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
11+ Suitable shape or 16+ good suit			
about 3HCP weaker in balancing seat			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
1♥/♣ - (P) - 1NT - (2x) - X = TO			
(1x) - 1y - (Suit/Raise/1NT) - X = TO + tolerance for partner's suit			
(1♥/♣)-P-(1NT) -X = TO			

W B F CONVENTION CARD
<b>CATEGORY:</b> Green
<b>NCBO:</b> LITHUANIA
<b>EVENT:</b> 3 <sup>rd</sup> EBL Online
<b>PLAYERS:</b> Dalia PILECKIENĖ – Rita ŠAUKLIENĖ
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5-card majors, Better minor (5533)
2♣ = BAL 22+ or any GF
2♦=6+♥ WK or STR ; 2♥=6+♦, WK or STR; 2♦=5♦+4m WK;
2NT = 20-21
1M - 2♣ ART GF
1NT = 15 – 17 (may have 5M/6m or a singleton)
2/1 FG/1M; 1♦-2♣ F2NT
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1♣ - 1♦/♥/♣ - 1NT = Singleton possible.
1♦ - 1♥/♣ - 1NT = Singleton possible.
1♣-(X/1♦)-XX/1♥ = TRF; 1♣ = no 4♣
2♦ = 6+♥, WK or STR
2♥ = 6+♦, WK or STR
TRF sequences in contested auction
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG,DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♣	NAT 11-21 HCP 3343 and (32)44 possible	1♦ = maybe 2 cards if WK with club SUPP 1♥/♣ = NAT, 6-11, canapé pos; 1NT = 7-10 2♣ = 5+ clubs, 10+ HCP no maj; 2♦ = 5 ♦ 4♣, 6-9 HCP. 2♥=5♣4♥ 5-8; 2♣=6/7♦ INV+ ; 3♣ = 5+ clubs, weak	1♣ - 1x - 1NT = Singleton possible 1♣ - 1x - 2NT = 18-19	
1♦		3	4♣	NAT 11-21 HCP. 3343 and (32)44 possible.	2♣ = NAT, GF 2♦ = 5+ diamonds, 10+ HCP. Jump shift : 6+ cards, INV. 3♣ = 6+ clubs, INV. 3♦ = 5+ diamonds, INV.	1♦ - 1♥/♣ - 1NT = Singleton possible 2NT = 18-19	
1♥ 1♠		5	4♣	NAT, 11-21 HCP 3 <sup>rd</sup> seat can be weak 4-card suit	1NT=NAT; 2♣=GF NAT or BAL or FIT; 2♥=6-10; 2♣= WK; 2NT= fit 3/4 9-14, 3m 6 c, lim, no fit, 3♥ PRE		Drury fit
INT				15-17 HCP BAL Singleton possible without good rebid after a natural one level opening.	2♣=STAY; 2♦/♥=TRF; 2♣=ASK range or TRF ♣; 2NT = PUP; 3♣=TRF ♦ WK or STR 3♦ = GF 5+♥.5+♦; 3M = 9+HCP (13)(5♦4+♣), 4♣ = GF 6.5 minors ; 4♦/♥ = TRF; 4NT = QUANT; 5♣ = 6.5 minors ;	1NT-2♣-2♦-2♥/2♣ = TRF 2t 2k 2p 5p limit	1NT – (X/2♣): System on X=STAY
2♣				BAL 22+ or any GF	2♦= WK, no Ace, 2♥=WK, one ace; 2♣= STR, 1 ace; 2NT= 2 aces;	2♣-2♦-2♥ Kokish (2♣=ask) 2♣-2♦-3M = 4M/5+♦	Pass=0-4; Dbl = 1Ace;
2♦				6♥ WK or STR	2♥=weak; 2♣/3♣/3♦ = to play; 2NT = ask	2♦ - 2NT : 3♣ = WEAK, Minimum 3♦ = WEAK, MAX; other = STR	
2♥				6♣ WK or STR			
2♠				5 + m, WK			
2NT				20-21 BAL/SEMI-BAL	PUPP	3♦ = no M4; 3♥= 4/5 ♥ ; 3♣= 4♣; 3NT=5♣	
3♣	6/7			PRE	3♦ = TRF 3♥♣= 6+cards GF; 3NT=to play;	3♣-3♦ : 3M = to play; 3NT = ask for ♣ ace;	
3♦	6/7						
3♥	6/7						
3♠	6/7						
3NT				AKQxxxx in either minor	4/5♣ = P/C; 4♦ = ask for shortness; 4♥/♣=to play		After (X): System on
4♣	7/8			7/8♥, better than 4♥	4♦ = ask	4♣-4♦ : 4♥= 7 cards; 4♣=8cards+1Ace; 4NT= 8cards+2Aces...	
4♦	7/8			7/8♣, better than 4♣	4♥ = ask	Same as above	
4♥	7/8			PRE		<b>HIGH LEVEL BIDDING</b>	
4♣	7/8			PRE		4NT = RKCB 41/30/2 without Q/2+Q;	
4NT				minors		Cue = 1 <sup>st</sup> or 2 <sup>nd</sup> round control.	
5♣						5NT usually asks to pick a slam	
						if opps interfere over RKCB: DOPI (X=0, P=1), ROPI	