

DEFENSIVE AND COMPETITIVE BIDDING		
<b>OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)</b>		
Aggressive overcalls non-VUL, 4 card possible but rare		
(1M)-2m 9+ points then 2NT = 11-13 pts		
2NT response to 1M overcalls = 4 card support, CB = 3 card supp		
Jump shift bids are fit showing 5/4		
Direct jump raise is weak		
Jump cuebid is splinter and 4 card support		
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>		
(1x) – 1NT 15-18 can be semi BAL, systems ON		
Protective 1NT = 10-13		
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>		
Jump overcalls are weak, 2NT is asking, new suit is forcing 1 round		
Unusual NT = 2 lowest suits		
Reopen: 2lvl M= good hand, 2NT = 17-19		
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>		
(1M)-2M = OM and m		
(1♣/♦)-2♦ = majors		
(1♦) - 2♣ = Natural		
Reopening cue = 2 suiter		
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>		
Vs strong NT, 2♣ = majors, 2NT minors,		
VS weak NT, X = penalty oriented, 14+, 2♣ majors, 2NT = minors		
All other bids natural		
VS 1NT Overcall, X = PEN, 2♣= majors, 2♦/♥=Transfers		
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>		
Leaping and non-leaping Michaels, CB asks for stop		
(2x)-X-(p)-2NT = Lebensohl asks p to bid 3♣ all other bids are 8+ points		
Over multi, X promises opening hand,		
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>		
X = majors, 1NT/2NT = minors		
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>		
1m-(X) – all responses are transfers, 2S/NT = TRF to 3♣/♦ WEAK,		
3m is invitational		
1M-(X) – 2NT = 4 card support INV+ other jumps are FIT BIDS (5/4)		
All other bids at 2+ LVL are NF		

LEADS AND SIGNALS		
<b>OPENING LEADS STYLE</b>		
Suit	Lead	In Partner's Suit
Suit	3 <sup>rd</sup> / 5 <sup>th</sup>	3 <sup>rd</sup> - 5 <sup>th</sup>
NT	2 <sup>nd</sup> bad suit, 3 <sup>rd</sup> / 4 <sup>th</sup>	3 <sup>rd</sup> - 5 <sup>th</sup>
Subseq	same	same
Other:		
<b>LEADS</b>		
Lead	Vs. Suit	Vs. NT
Ace	Akx	AKQ
King	AK, AKXX	AKJTx, KQTXX
Queen	QJTx, QJXX	QJTx, QJx
Jack	JTx(x)	JTx(x)
10	T9x(x), Tx,	(H)T9xx,
9	98(x), 9x	98xx
Hi-X	Doubleton	Doubleton
Lo-X	Promises 3+ cards	Promises 3+ cards
<b>SIGNALS IN ORDER OF PRIORITY</b>		
	Partner's Lead	Declarer's Lead
1	ATT (lo enc)	ATT on P's LEAD
Suit 2	count	Small encourages
3	Suit pref	
1	ATT (lo enc)	
NT 2	count	
3	Suit pref	
Signals (including Trumps): UDCA, smith echo in NT		
Small card on lead promises honour in p's bid suit when dummy can't be beaten, or suit preference when p hasn't bid.		
<b>DOUBLES</b>		
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>		
T/O = opening values, 3 suiter can be lighter with distribution or in 4 <sup>th</sup> seat		
Or 16+ with own suit		
Responses natural – only cuebid is forcing		
Reopening either 3 suiter or 14+		
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>		
Negative doubles, support doubles,		
X of cue of own suit = Do NOT lead		
X of cue of p's suit = Ax or Kx		

W B F CONVENTION CARD		
<b>CATEGORY:</b> Green		
NCBO: Swiss Bridge Federation 		
<b>PLAYERS:</b> Cecilia Billiet – Sybil Bragadir		
EVENT OEWTC		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
2/1 GF, Forcing NT, 1m = 3+, inverted minors GF		
Strong NT, 5CM possible, 6 card minor possible		
2NT= 20-22 5CM possible, 6 card minor possible		
2♥/♠ = weak 6 card suit		
2♦ = game forcing		
2♣ = majors, max 10 HCP		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
1♠/1♥ - 3♣/♦ - 4 card support and 9-11/6-8 points		
1♠/1♥ - 2NT = GF, then bids at 3 lvl = shortage, 4 lvl – 2 suiter		
1♠/1♥ - 3♥/♠ = SPL GF		
1M-2m-3X – SPL agreeing m		
1♣-2♦/♥/♠ = transfer ♥/♠/♣ 6 cards 3-6 points		
1♦ - 2♣ = GF ♣ or ♦ 1♦-3♣/3♦ inv with ♣/♦		
1♦ - 2♦/♥/♠ = transfer ♥/♠/♣ 6 cards 3-6 points		
Transfer sequences after intervention / X of m suit opening (impossible transfer is stop asking)		
1♠ in 3 <sup>rd</sup> /4 <sup>th</sup> = 4+ cards		
Double transfers over 1NT opening (2nd suit bid is also transfer)		
2♣ Roudi over 1m-1M-1NT asks if p has 3CM		
2♣ Drury is a max passed hand and 3 or 4 card support in opener's major		
1x-1y-3NT = strong hand with long suit in x		
<b>SPECIAL FORCING PASS SEQUENCES</b>		
DOPI-ROPI, XX of lead directing X shows Ace or void		
When opponents make sacrifice bid – PASS is stronger than X		
IMPORTANT NOTES		
Frequent light openings in 3 <sup>rd</sup> seat according to vulnerability		
3 <sup>rd</sup> seat pre-empt can be very weak		
PSYCHICS: Rare		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	Better minor NF, Walsh	1♥/♠ then raise to 2♥/♠ promises 3+ card support  1♦ is GF if responder also holds a 4CM 2♣ = GF, 2♦/♥/♠ = wk transfer, 3♣ = INV	2♣/NT asks for info, 2NT/3♣ = 4 cards + singleton, 3♣/♦ 3 cards, min, 3♦/♥ 3 cards max, 3♥/♠ 4 cards min, 3♠/NT 4 cards max 1♣-1M-2♣-2♦ = FORCING 1♣-1♦-1♥/♠ = 5/4	Transfers over intervention or double up to 2♣
1♦		3	4♥	Better minor NF	1♥/♠ then raise to 2♥/♠ promises 3 card support  2♣=GF with ♦ or ♣, 2♦/♥/♠ = weak transfer 3♣ =Weak ♦ TRF 3♦ = INV	Same as above	Transfers over intervention or Double up to 3♣
1♥		5	3♠	5 card Major Rev. Bergen raises (4 card fit) Jacoby 2NT	1NT F1 round 1♥ - 2♥ 8-10 pts, 3NT sign off 3♣ 9-11 HCP, 3♦ 6-8 HCP, 3♥ 0-5, 3♠ = SPL 2NT=GF 3♣ = splinter	1♥-1NT-2NT = 5/4 18-19 or 6♥ , 3♣ relay 1♥-2x-2♥-3♥ forcing, 3♠ = min  Bids at 3 LVL = SPL, 4 LVL 2 suits, 3♥ = extra values/length, 3NT=5332 12-14	2♣=fit and asks op strength / All jumps are 5 in suit & 4 in p's suit
1♠		5/4*	4♥	5CM, <i>can be 4 cards in 3<sup>rd</sup>/4<sup>th</sup> seat.</i> Otherwise same as 1♥	Same 3♥ = Splinter	same	Same
INT				15-17 balanced or semi balanced	2♣ stayman, then 2♦ = no 4CM	2M = 5/4 INV, 3M= 4/5 (SMOLEN), 4♣/♦ = 6♥/♠ and 4 in OM	Transfers over int over NT 2NT = ♣ or stop in opp's suit
				5CM or 6cm possible	2♦/♥/♠/NT = transf, then 2NT/3M = max/min 4 C 3M = 1 in M, 3 in OM, 5/4 minors 3♣ = asks for 5 card major 3♦ =SI+ minors 5/5	After 2♦/2♥ - 2♥/2♣ next bid is 2 <sup>nd</sup> transfer  3M=5, 3♦=4CM	3NT is no stop in opp's suit Cue bid is stayman If opps have 2 suits, cue = stop
2♣	X			Weak Majors at least 5/4	2♦ asks p to bid longest M, 2♥/2♣ NF, 2NT strong and asking	3♣ - max 5/4 then 3♦ asks p to bid 4CM 3♦ min 5/5, 3♥/♠ min 5/4, 3NT max 5/5	
2♦	X			GF in a suit or 23+ balanced	2♥= 0 or 1 control, 2♣ 2 ctrls, 2NT = 2kings, 3♣ 3 Ctrls etc. (Kings = 1 CTRL, Ace = 2CTRL)	Jump to 4m is both M short in m	If opps bid then X = 0 Aces, Pass = 1 (DOPI/ROPI)
2♥		6		weak	2NT asking	3♣ bad suit and hand, 3♦ bad hand, good suit, 3♥ max hand, bad suit, 3♠ max hand, good suit	X = Penalty , new suit is NF Cue is fit and inv
2♣		6		weak	2NT asking	Same as above	same
2NT				20-22	3♣ asking for 4 or 5CM, 3♠ = transfer to 3NT, 4♥/♠ = SPL 5/5 minors 3NT /4NT = 5♣/4♥ wk/stg	4♣/♦ = weak/strong After 3NT minor suit is 6 in Om SI+, 4♥/♠ is 5/4 in the minors and slam seeking	Negative doubles
3♣♦♥♠		7		weak	Change in suit is Forcing 1 Round		X is penalty
3NT		7		7 card solid minor	4♣ = Pass/Correct		X is penalty
4♣/♦		8					
4♥/♠		7-8					
4NT		6/6		Both Minors weak		<b>HIGH LEVEL BIDDING</b>	
5♣		9		Weak 8+ cards			
5♦		9		Weak 8+ cards		Kickback Blackwood (4LVL in T+1) 1430, next step asks QT, jump resp shows K in suit plus TQ. 3M+1= serious, Lightner doubles ask p to lead dummy's 1 <sup>st</sup> suit	