

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
5-17hcp, aggressive at 1 <sup>st</sup> level
Responses: new suit F1 if natural
2NT is often 4c support and invitational or better
(1m)-1M-pass-3m = mixed raise, 7-9 4+c supp
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18hcp, system on
4th seat 1NT: 10-14hcp after 1m, but 11-16 after 1M, system on
After pen double on our 1NT opening or overcall, rdbl is one suit;
2X=X+higher
1m-(1NT)-2♣=majors
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
3-10hcp (5)6+ card suit
2NT = two lower suits, 5-5
3NT = to play, 4NT = twosuiter
Reopen: 2M = 6+M 10-13hcp
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(1M)-2M = 5-5 oM+m, (1M)-3M = asking for stopper or strong twosuiter
(1m)-2♦ = 5-5 MM
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
Against strong NT: Dbl = 5+m4M
2♦ = one 6+M, 2M = 5M 4+m, 2NT = mm, 2♣ = MM
Against weak NT: Dbl = 13+hcp, 2♣ = MM, 2♦ = 1M
2M = 5M 4+m, 2NT = 6m4♥, 3m = 6m4♣
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Dbl: Opening values in at least two playable suits
(2/3X)-4m = 5m-5M, GF
<b>VS. STRONG CLUB - i.e. 1♣ (or 2♣)</b>
Dbl=MM, 1NT=minors and same over 1C-(pass)-1D
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Rdbl: (8)9+hcp, penalty oriented, new suit is 4+ cards F1
(1x)-1y-(dbl)-rdbl = 8+ points, likely doubleton in partner's suit

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3/5	3 <sup>rd</sup> best or att if supp	
NT	attitude	3 <sup>rd</sup> best or att if supp	
Subseq	attitude	attitude	
Other: K is a power lead vs NT asks for unblock or count, Ten may be considered high card, usually from length			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx+, Ax, AKJ+	Ax, AKx+	
King	AK, Kx, KQ+	AKJT, Kx, KQT9(x)	
Queen	Qx, QJ+, AKQx	QJ+, Qx, AQJ+, KQ(xx)	
Jack	Jx, JT+, HJT+	Jx, JT+, HJT+	
T	Tx, T9+, HT9+	Tx, T9+, HT9+	
9	9x	9x, H98+	
Hi-X	Xx	Xx, XXx(x)	
Lo-X	(H/x)xX(x), (H/x)xxxX(x)	HxxX, HxxXx or HxxxX	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	low=enc	low=even	low=enc
Suit 2	low=even	standard S/P	low=even
3	standard S/P		
1	low=enc	standard S/P	low=enc
NT 2	standard S/P	low=even	low=even
3	low=even		
Signal: S/P with trump; std present count; att w/ count through declarer; in rare situations standard Smith but usually just S/P			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Doubles are mostly take-out			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support doubles and redoubles up to 2 of our major			
1m-(1♥)-dbl = 4+ spades, 1m-(1♥)-1♣ = 0-3♣, 1♣-(1♦)-dbl=4+ hearts			
1♣-(1♦)-1♥=4+ spades, 1♣-(1♦)-1♣=no majors			
1♣-(1♦)-2♦ = 6+ hearts, 1♣-(1♦)-2♥ = 6+ spades; 1♣-(1♥)-2♦=6+spades			

W B F CONVENTION CARD
<b>CATEGORY: GREEN</b>
<b>PLAYERS:</b> <u>Maricic Jovana</u> & <u>Gerli Aldo</u>
<b>EVENT:</b> any
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 GF, 1NT = (14)15-17hcp
1♣ 2+
2♣ = 18-19 balanced or GF
2♦ = multi, weak in one major
2M = 5M + (4)5+m
2NT = (19)20-21hcp including 5M
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Two way check-back
1M-2♣ = relay, 1♦-2♣ = GF or inv, with clubs or diamonds
Walsh, Lebensohl, non-serious 3NT
1m-2♦ = 6M
3NT = good 4M opening
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
<b>PSYCHICS:</b> occasionally

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DB L THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♣	(10) 11+ points, 2+ clubs	2♣=inverted; 2♦ = 6+M 2-6 points; 2M=6+M inv; 2NT=weak fit 3♣=mixed raise; 3♦/M=4-7 (6)7+ cards		no inv minors after overcall, dbl; after passed hand 9-11hcp
1♦		4	4♣	(10) 11+ p, 4+ diamonds	similar, 2NT = ♦ pree, 3♣=inv ♣, 1♦-2♣=nat GF/inv or inverted	similar	similar, p -1D - 2C/D = nat 8-11
1♥		5	4♣	11-21hcp; may be 4c suit in third suit	1♣=5+hcp nat, 1NT=NF 5-11hcp, new suit on 2 <sup>nd</sup> lvl = GF except 1♥-2♣=nat inv, 1M-2♣=relay, art 2♥=6-9hcp sup, 3♣=mixed, 3♦=singleton GF, 3♥=0-5hcp 4+♥, 2NT=3+♥ 9-12hcp, 3♣/3NT/4♣=void ♣/♦/♣	1M-3M-1-3M=asks shortness 1♥-2NT-3♦=game try 1♥-2NT-3♣=GF	
1♠		5	4♥	11-21hcp	similar, 1♣-3♣=6+♥ 8-11, 1♣-3♥=singleton GF, 3NT/4m=void ♥/m,	similar	
1NT		-	4♣	(14) 15-17hcp	2♣=Stayman, 2♦/2♥=transfer, 2♣=range ask or clubs, 2NT=transfer to diamonds, 3♣=Puppet, 3♦=mm 5-5; 3M=shortM 5-4 minors, 4♣=♥, 4♦=♣, 4M =to play		Rubensohl, 2NT = Leb
				5M/6m/5-4/singleton H			
2♣	x	0(F)	-	(17) 18-20 bal or any GF hand	2♦=waiting, later Kokish		
2♦	x	-		weak in one major	2♥/♣ = pass or correct, 2NT=F1		
2♥		5	-	5♥ + (4)5+m	2NT=F1, 3♣=pass or correct		
2♠		5	-	5♣ + (4)5+m	2NT=F1, 3♣=pass or correct		
2NT		-		(20) 21-22 hcp,	3♣=muppet stayman, 3♦/3♥=transfers, 3♣=minor stayman, 4♣=♥, 4♦=♣, 4♥=♣, 4♣=♦		
				5M/6m/5-4/singleton			
3♣		6	-	pre, can be light in non-vul	3M=nat F1, possibly lead-directing, 3NT=to play		wide range in 3 <sup>rd</sup> seat
3♦		6	-	pre, can be light in non-vul	3M=nat F1, possibly lead-directing, 3NT=to play		wide range in 3 <sup>rd</sup> seat
3♥		6	-	pre, can be light in non-vul	3♣=nat F1, possibly lead-directing, 3NT=to play		wide range in 3 <sup>rd</sup> seat
3♠		6	-	pre, can be light in non-vul	3NT=to play		wide range in 3 <sup>rd</sup> seat
3NT	x	7	-	good 4M opening	4♣ = bid your suit in transfer, 4♦ = bid your suit; 4♥ = p/c; 4♣=to play		
							<b>HIGH LEVEL BIDDING</b>
4X		7		pre, can be light in non-vul		1430 Blackwood, Exclusion Blackwood 0314	
4NT	x	7		both minors		4NT quantitative for 6NT, 5NT pick a slam	
5X		7		pre, can be light in non-vul		Cuebids up the line 1 <sup>st</sup> or 2 <sup>nd</sup>	