

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1over1 Nat 8-17 HCP; new suit at level 1 or 3 F1; at second level = poz, NF
Responder: cue-bid is F1 jump shift showing fit
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd 16-18 > Stayman & Transfer Reopening: 10-13 > Stayman & Transfer
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak, single suit Reopen: 11-14 HCP, good suit, constructive
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1C-2C=majors, 1C-2D=D+major 1D-2D=majors, 1D-2NT=Club + major 1M-2M= Major + minor, 1M-2NT=minors Reopening: (1m) pass (pass): cue-bid = majors
VS. NT (vs. Strong/Weak; Reopening;PH)
Strong – 2 nd & 4 th same: 2♣=majors; DBL=4H +5+ minor 2D/H=Trf H/S, 2S =4S+ 5+minor Weak– 2 nd & 4 th same: 2♣=majors; Transfers; DBL= 14+ HCP
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL= takeout (weak 2M) : DBL takeout (partner: Lebensohl) 4♣/♦ = 5♣/♦+5 oM (3♥/♠) - 4♣/♦ = 5♣/♦+5 oM .
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Natural
OVER OPPONENTS' TAKEOUT DOUBLE
1over1 F1; 2over1 notF; xx 11+ HCP

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd /5 th ; 2 nd from bad; MUD	CT ; 2 nd from bad	
NT	4 th (10xxS); 2 nd from bad	CT ; 2 nd from bad	
Subseq	Low from an Honour		
Other			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKxx) – ATT	AK(xx)	
King	KQ(xx) - CT	KQxx, KQ109	
Queen	QJ(xx)	QJx(x) or QJ10(9)	
Jack	J10(xx)	J10xx	
10	(HH)10x or 109xx	(HH)10x or 109xx	
9	(HT)9xx or 98xx	(HT)9xx or 98xx	
Hi-X	Even	Even	
Lo-X	Odd	Odd	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT Note6	CT	CT
Suit 2	CT (Hi even)		Lavinthal
3			
1	ATT Note6	Smith	Lavinthal
NT 2	CT		CT
3			
Signals (including Trumps): Trump: CT (Hi odd)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
2 nd : 12+ HCP good shape; 17+ HCP any shape Responder: cue-bid 11+ HCP, F1 (1M) x (pass) – 1NT Lebensohl Responder: cue-bid 11+ HCP, F1			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			

W B F CONVENTION CARD
CATEGORY: Strong Club, controls responses 2D=Multi NCBO: Romania PLAYERS: GLIGA Radu – Matei Cornel EVENT:
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1C= 17+HP or 9 trics 1D= 11-16HC, may be short 1♥/♠ 11-17 HCP, 5 card major 2♣ 12-17 HP, 5+ clubs 2♦ Multi: weak 2 M; NT 21-22 HCP (5 card M possible) 2♥= 5H+5any, 2S=5S+5min (6-11HP) 2NT 5-5 mm constructive, < opening 3♣/♦/♥/♠, 4♣/♦/♥/♠ preempt 1NT 15-17, 5M possible 3NT Solid 7 cards 4NT 6-6 min.
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ Multi 2♥/♠: ♥+any/♠ + minor 2NT 5-5 mm
SPECIAL FORCING PASS SEQUENCES
Forcing pass at 5 level, when our line is in attack, shows shortness in opp suit
IMPORTANT NOTES
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	A	-	4♥	17+HP, any distrib	Controls:1D=0-6HP[1]; 1H=<3C, >6HP; 1S=3C, 1NT=5C[2]; 2C=4C[3], 2D/H= trf to H/S, 2S=6C, 2NT=12-13HP w/o 3C, 3C/D= AorK,Dxxxx; 3H/S=HHJ10xxxx; 3NT=14-15HP w/o 3C	Exc [1],[2],[3], cont are natural or Stayman (Baron) & trf if over NT.	
1♦	A	-	4♥	11-17, may be short	NAT, but for 1D-pas-1M-pas-1NT- pas-2C/D see Note4		
1♥	N	5	4♦	11-17 HCP, 5+ cards	1NT= NAT 2NT 4 cards fit, min INV Note5 3♣/3♦=6-8/9-10HP, fit 4 cards 1M-3M preemptive 1M-3NT/4C/4D=spl M/C/D.	1M-2M- nat try	2♣ Drury, fit If passed hand, jump shift is showing fit 1M-2NT=INV, new suit asks for help, 3M=refusal
1♠	N	5	4♦				
INT				15-17 BAL, 5M or 6m possible	2♣ Stayman Transfers (2♠->3♣ 2NT -> 3♦), See Note6	1NT- trf M- 2M-4M= slam INV	Lebensohl 1NT-(x penalty)-xx =one minor
2♣	N	5	4♥	12-17HP	2♦ F1 Note7 , 2M=NAT, NF; 2NT =puppet to 3C see next column.; 3C= club fit, positive, NF; 3D/H/S=PRE; 4C=PRE; 4D=BW5 on clubs	2C-2NT-3C- pas = weak; 3D/H/S= D+H, H+S, S+D min 5-5, GF	Idem after pass
2♦	Multi			Either weak 2 in H or S Or 21-22 balanced hand	2♥ = NF relay 2♠ = relay, NF if spades, INV if hearts	2NT Bal 21-22 HCP Puppet Note1.2 (major transfer acceptance mandatory)	Idem after pass
					2NT relay, F1		
2♥/♠	x	5		Two suited ♥+any/♠+ minor 5+5, <12 HCP (5-4)	2♠=pass or correct, 2NT=F1,ask for minor 3C/D= to play, not to correct		Idem after pass
2NT	x	5		5m-5m constructive But <normal opening	3♥=GF ask for distr 3♠=GF, ask for min/max 3C/D= NF	3S=2 hearts;3NT=2spades 4C/D=1156/1165 3NT=min; 4C/D=max 56/65; 4H=max 5-5 4NT=non max 66	Idem after pass
3♣/♦/♥/♠		7		Preempt (6 cards 3 rd NV vs V)			
3NT	x	7		Solid colour			
4♣/♦/♥/♠		8		Preempt (7 cards 3 rd NV vs V)			
4NT	x			6+6 minors			

HIGH LEVEL BIDDING

1NT - 4♣ Gerber 03/14/2; RKCB 30/41; 2; 2+Q trump; 5x este voidwood cu doua conditii: 1.atu clar stabilit'2.salt=> 03/1/2 apoi 6X este K voidwwod =>0/1/2

4NT-BW 5 cards 03,14,2,2+Q than any new is **BW Q+K**

a) after 5c/d out of trump colour:

1. Treapta 1 este cerere de D de atu si popi
 - 1. fara D de atu
 - 2. D de atu , fara cel mai mare K.
 - 3. D de atu si cel mai mare K, dar fara urmatorul K.
 - 4. D de atu, cel mai mare K, urmatorul K, fara ultimul K)
 - Etc.
2. Treapta 2 este cerere de cel mai mare K (D de atu nu este interesanta)
 - 1.Fara cel mai mare K
 - 2.cel mai mare K, fara urmatorul K
 - 3. cel mai mare K, urmatorul K, fara ultimul K
 - Etc.
3. Treapta 3 e intrebare de al 2 K ca rang (D de atu si cel mai mare K nu intereseaza)
 - 1. Fara al doilea cel mai mare K
 - 2. Cu al doilea cel mai mare K de cupa, fara ultimul K
 - Etc.

4. Treapta 4 e intrebare de ultimul cel mai mare K.

b)Dupa raspunsul de 5h/s se intreaba similar de popi:

1. Treapta 1 cere cel mai mare K (raspunsuri similare, adica : nu/da, fara urmatorul/da, cu urmatorul, etc)
2. Treapta 2 cere al doilea cel mai mare K
3. Treapta 3 cer ultimul K ca rang.
- 4.

Splinter: 11+ HCP, 4 controls

Forcing PASS: at 5 level, when our line is in attack, shows shortness in oppt suit