

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Nat 6-17. Answers : cue asks value ovc, new suit F1 except 2/1, 2H over 1S F1
1 NT = 9-12, 2 NT = 13-14, jump shift = fit showing
Reopening : suit = as ovc 6-17; 1 NT = 10-13; 2 NT = 17-19;
x = 3 suiter reverse 7+ or strong, or 14-16 bal; jump = 6 c. 11-14
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd pos = 15+-18; reopening = 10-13
2NT : 2nd pos. 2 suiter (lowest suits); reopening = 17-19 bal
On m opening : as on 1 NT or 2 NT opening
On H opening : all bids = trf; impossible trf = Stayman
On S opening same, exc. 2H/3H transfer and 2S/3S Stayman
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak 1 suiter (6 tricks if Vul)
Exceptions : (1C) - 2 D : both M; (1M) - 3C : 2 others
Reopening : 6 c. 11-14
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1C) - 2C = D + S; (1D) - 2D = both majors; (1M) - 2M = M' + C
(1C) - 3C = Nat;
Except on 1 C : (1x) - 3x = asks for stopper
Reopening : on (1m) : 2m = both majors; on 1 M : 2M = M' + m
VS. NT (vs. Strong/Weak; Reopening;PH)
Vs strong NT : Multi Landy : x = 4M - 5+m or 6+ D (2C f or m, 2D for M) ; 2C = both M; 2D = 1 suiter M; 2H/2S = Muiderberg;
2 NT = both m. Same in reopening
Vs weak NT : same except x = strong (13 +)
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
x = T/O (2NT = mini-cue 8+ (or 10+ in reopening)
(2M) - 4m or (3M) - 4m = 2 suiter M' + m
Vs 2 D Multi : x = 13+; ', 2NT = 16-18
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♣
Vs 1C strong : X=H, 1D=S, 1H/S = 4c+minor 1NT =minors
2C=Majors
OVER OPPONENTS' TAKEOUT DOUBLE
1M - (x) : 2C = Bromad supp 8-10; xx = strong or supp pos; 2NT = Support limit+
1m - (x) : 2NT = weak support, 3m = limit support

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5	3/5	
NT	3/5 without sacrifice	3/5	
Subseq	Attitude		
Other: NT: Smith (high=abnormal)			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Asks call (small)	Same	
King	Asks count	Asks unblock or count	
Queen	Head of seq	Same (can be HQx)	
Jack	Head of seq	Same (can be QJx)	
10	Head of seq		
9	3/5	3/5 (No sacrif)	
Hi-X	3/5	3/5 (No sacrif)	
Lo-X	3/5	3/5 (No sacrif)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = E	3/5, Lavinthal	
Suit 2	3/5		Small = +
3	Lavinthal		
1	Low = E	3/5	
NT 2	3/5	Smith	Samll = +
3	Lavinthal		
Signals (including Trumps):			
Trumps : 2/4 (to ruff) or Lavinthal			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Classical			
Reopening : x = 3 suiter reverse 7+ or strong, or 14-16 bal;			
jump = 6 c. 11-14			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Spoutnik , Good Bad 2NT bid			
Info x or xx after 1 x - 1M - (overcall or x)			
Trial double; Lightner double (slams)			
1C - (1D) - x = 4 c. H + 4 c. S or strong with no good bid			
1m - (1H) - x = deniers 4 c. S			
(1x) - 1y - (x) - xx = A or K in y			

W B F CONVENTION CARD
CATEGORY: European Championship Ostend
TEAM & DIVISION
PLAYERS:
D. GELIBTER (3678) – P. VERCAMMEN (14114)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
M5, D4, 1 NT = 15-17, 2C MULTI, 2D SEMI GAME FORCE
2H, 2S WEAK 6 CARD (5)
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2C : GF OR M 2SUITER WEAK 4+-4+ 4-11H (4th POS = GF)
3NT : PREEMPT IN A MINOR
4C / 4D : NAMYATS DBL TRF FOR H / S CLOSED SUIT 8
TRICKS
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
Over opp 2 suiter overcall : Highest cue = supp limit+, lowest cue = 4th suit F1, 2NT = Supp bal GF, 4th suit = NF
PSYCHICS: VERY SELDOM

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING (AND AFTER OVERCALL)
1♣		2	4H	10-23 (Weaker poss in 3rd pos)	WALSH; INV MIN SUPP/ 1 NT = 8-10 2D SuppC limit; 2H = 4+H- 5+ S and 6-9	2C Roudi; 3rd & 4th suit fcg; 2 NT Mod	After overcall: 2/1 NF, Rubensohl (TRF from 2 NT); not on 1 D
				4 bad D possible	2 S = 4+H 5+S and 10-11; DOUBLE JUMP = WK	1C-1D-1NT : M4 POS; 1C-1D-1M-2M 4C GF	Cue = support lim+
1♦		4	4H	10-23 (Weaker poss in 3rd pos)	SAME AS ON 1 C except 1 NT = 5-10	Same as on 1C; 1D-2C-2D = mini;	
					And 3C : sup D limit hand	1D-2C-2NT = F1	
1♥/1♠		5(4)	4D	10-23 (Weaker poss in 3rd pos)	1NT F1; 2M=8-10 3c Supp (or equiv)	2C Roudi; 4th suit fcg	After pass, 2C and 2NT = Drury
					2NT = FIT 4+ GF; 3C/3D = Bergen; 2 OVER 1 GF	After 2 NT : description strength + shortness	(repeat = weak)
					3 NT = nat with 3 c. supp; 1H-2S weak 1S-3H = Natural limit hand	After 2/1 : 2NT = mini-maxi, 3 NT = 15-17	
					1S-4H & 1H-3S = SPL	Natural trial bids	
INT				15-17 BAL (or semi)	2C = Stayman 3 steps ; 2D to 2NT = Trf	Smolen; Non Rectif Trf = 4 c. Supp on M, 3 c. with A/K on m. After m trf, show shortness	After overcall : x = t/o, Rubensohl 3S= 4M' + stop
				5M, 6m, 5422 possible	3x = nat strong; 4C= m 2 suiter; 4D = M 2 suiter		After penalty x : xx ->C,p->xx,trf
2♣	x			M 2 SUITER 4+/4+ 4-11H or ANY GF HAND	2D = no M pref or prep; 2 NT = strong relay	After 2D = maj 2 suiter, longest / best M	2C (x) : p = OK, 2D= nat , xx = no pref
				In 4th pos : GF	3C/3D strong nat	After 2NT : shows strength + distr	
2♦	x			Semi game forcing.	2H: Relais. Others at least 2 top honours.	Standard	Standard
					3H/S Nautral weak, NF		
2♥/2♠		5		6 card weak	2NT / Relais	3C,D,OM : force, 3M weak, 3NT AKQ, 4M: max no single. 4x: single	Natural bidding
					New suit forcing		
				In 4th pos : 6 c. 11-14			
2NT				20-21 bal; 5 M possible	3C = Romex, 3D/3H = Trf, 3S = m 2 suiter	On Trf : rectif = misfit; 2NT-3D-3S = 5S&2H	
					4C, 4D = Nat F1	2NT-3H-3NT = 5H & 2 S (retrf possible)	
3♣/3♦		7 (6)		Pre-empt (pos in 1st & 2nd pos)	New suit below game = F1		
3♥/3♠		7 (6)		Pre-empt	3H - 3 S = F1		
3NT	x			Pre-empt in a minor like nat opening of 4m	4C, 5C = p/c; 4D = slam hope; 4H, 4S = NF		
4♣/4♦	x			Namyats = double trf H/S	4H, 4S = to play; other = slam looking		
4♥/4♠		7+		Closed suit : 8 tricks			
4NT	x			Pre-empt			
5♣/5♦		7+		Strong min 2 suiter			
				Pre-empt		HIGH LEVEL BIDDING	
						Splinters; controls 1st and 2nd round (if x : xx = 1st round, pass = no contr)	
						Serious 3 NT in GF M support sequences	
						5 KC BW : 41-30, relay for Q : lowest trump return denies, other = lowest K	
						Exclusion BW (30-41) if double jump	
						If Overcall on 4 NT : available answer or DOPI / ROPI	
						5 NT = GS Proposal : lowest K. Lightner	