DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS						SBF Convention Card	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE						RIDO	
<b>2<sup>nd</sup></b> normal - max. 17/18 HCP - 4 card possible		Lead In Partner's Suit			r's Suit			
2 Horman max. 17/10 Flori	Suit	3 <sup>rd</sup> /5 <sup>th</sup>		3 <sup>rd</sup> /5 <sup>th</sup>				
	NT	attitude		3 <sup>rd</sup> /5 <sup>th</sup>		1		
4 <sup>th</sup> max. 15 HCP - 4 card possible	Subsequent	attitude		3 73				
Tilax. 191101 - 4 card possible	Other:	Kantar: 8/9/10 = top or 2 higher						
	<u> </u>	rantar. 0/3/10 = top 0/2 mg/lei					Green	
							Belgium	
1 NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS						1st division	
2 <sup>nd</sup> over 1 ♥/♠: 4 card other major + ≥ 5 card minor		Vs. Suit Vs. NT				Players:	Block Frank 10340 - De Grave Johan 15603	
over 1 ♣/♦: 4 card major + ≥ 5 card other minor	Ace	asks count		asks cou	unt or deblock	SYSTEM SUMMARY		
4 <sup>th</sup> over 1 ♣/♦: 11-14 HCP - resp. Rubensohl	King	asks on/off	ask		off off	GENERA	L APPROACH AND STYLE	
over 1 ♥/♠: 12-15 HCP - resp. Rubensohl	Queen	asks count	asks on/off or		off or deblock	5 card m	naior	
JUMP OVERCALLS (Style; Responses; Unusual NT)	Jack	top		QJ(x) - top		≥ 3 card		
<b>2</b> <sup>nd</sup> weak	10	KJ10 - top		AJ10 - KJ10 – top		T-Walsh		
2 NT = Michaels (lower suits)	9	K109 - Q109 - to	р			1 NT Op	ening: 14 – 16 HCP	
1 ♣ - 2 ♦ = majors	8	K98 - Q98 - J98		K98 - Q98 - J98 - top			Response: game force	
<b>4</b> <sup>th</sup> 12-15 HCP + ≥ good 6 card				133				
DIRECT AND JUMP CUE-BIDS (Style; Responses; Reopen)	SIGNALS IN ORDER OF PRIORITY					SPECIAL	BIDS THAT MAY REQUIRE DEFENCE	
2 <sup>nd</sup> cue over 1♥/♠ = Michaels (other major and a minor)		Partner's Lead	Declarer	s Lead	Discarding	2 🍁	weak 4+/4 ♥/♠+ or strong hands	
1♦ - 2 ♦ = majors	Suit: 1 <sup>st</sup>	lo/hi = on/off	trump: L	avinthal	Italian	2 ♦	multi	
jump cue = asking stopper for 3 NT	2 <sup>nd</sup>	lo/hi = even/odd	lo/hi = e	ven/odd	lo/hi = even/odd	2 ♥/♠	5 card ♥/♠ + ≥ 3 card minor	
4 <sup>th</sup> cue = 2 suiter with higher suit	3 <sup>rd</sup>	Lavinthal				3 NT	Gambling	
jump cue = asking stopper for 3 NT	NT: 1 <sup>st</sup>	lo/hi = on/off	Smith (I	ow)	Italian	4 ♣/♦	preempt ♥/♠	
VS. NT (Vs. Strong/Weak; Reopening; Passed Hand) Paco	2 <sup>nd</sup>	lo/hi = even/odd lo/hi = e		ven/odd lo/hi = even/odd		4 ♥/♠	good 4 ♥/♠	
against strong nt against weak nt	3 <sup>ra</sup>							
dbl = ≥ 5 card ♣ or majors penalty	OTHER SIGNAL	S (INCLUDING TRU	JMPS)					
$2 \clubsuit = \ge 5 \text{ card} \blacklozenge $ $\ge 5 \text{ card} \blacklozenge \text{ or majors}$								
2 ♦ = ≥ 6 card ♥/♠ idem								
2 ♥/♠ = 5 card ♥/♠ idem								
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)								
over multi: dbl = NT 13-15 or ≥ 19 HCP or other strong hands								
over weak 2, muiderberg and 3 level opening:	DOUBLES							
dbl = informative ( $\rightarrow$ 2 NT = 0-7 HCP or GF)	TAKEOUT DOUBLES (Style; Responses; Reopening)					SPECIAL	FORCING PASS SEQUENCES	
World convention,4 ♣ = ♣ + other major	<b>2</b> <sup>nd</sup> ≥ 10 HCP + shape							
4 ♦ = ♦ + other major	or strong NT (≥ 16 HCP)							
VS. ARTIFICIAL STRONG OPENINGS	, , , ,							
1 ♣ - dbl = ≥ 5 card ♥	<b>4</b> <sup>th</sup> ≥ 8 HCP + shape					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
1 ♣ - 1 ♦ = ≥ 5 card ♠	or any ≥ 16 HCP					1 ♦ opening frequently with 4 card ♦ + 5 card ♣		
1 ♣ - 1 ♥/♠ = 2 suiter with ≥ 4 card ♥/♠						1 ♣ opening possible with 3 ♣ + 4 ♦		
1 ♣ - 1 NT = minors	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES					1 x - pass -1 y – pass - 3 z		
OVER OPPONENTS' TAKEOUT DOUBLE	support doubles					6 card x / 5 card z + 9-13 HCP		
1 ♣/♦ - dbl - inverted minor (2 NT = very weak)	responsive doubles					1 x - pass - 1 y - 1 NT ≥ 5/4 card unbid suits + max. 12 HCP		
1 ♥/♠ - dbl - Bergen (3 ♣ = 7-9 / 3 ♦ = 10-11 / 2 NT = GF)	competitive do	ubles						
1 x - dbl - 1 y = ≥ 4 card + forcing 1 round						Psychics	s: rare	

<b>OPENII</b>	OPENING BID DESCRIPTIONS											
Ope- ning	Tick if Art	Min No Crds	Dbl Thru	Description	Responses	Subsequent Auction	Modifications over competition and with passed partner					
1 <b>♣</b> 1 <b>♦</b>		3	4 ♥	9-22 HCP	inverted minor, T-Walsh  1 ♣ - 2 NT = very weak  1 ♦ - 3 ♣ = inviting ≥ 6 card ♣  1 ♣ - 2 ♦/♥/♠ = weak or GF ♥/♠/♦	3 <sup>rd</sup> and 4 <sup>th</sup> suit forcing long and short trials 2 ♣/♦ = checkback over 1 level rebid	1 ♣/♦ - dbl - inv. minor (2 NT = 0-6 HCP) 1 x - 1/2 y - Rubensohl					
1 <b>∀</b> 1 <b>♠</b>		5	4 ♥	9-22 HCP	1 NT = 1 round forcing over 1 <sup>st</sup> and 2 <sup>nd</sup> hand 2 ♥/♠ = constructive (8-10 HCP) 2 NT = game force + ≥ 4 card support 3 ♠ = 7-9 HCP + ≥ 4 card support 3 ♦ = 10-11 HCP + ≥ 4 card support 3 ♥/♠ = 0-6 HCP + ≥ 4 card support 3 NT = 12-15 HCP + 4-3-3-3		1 ♥/♠ - dbl - Bergen  over 3 <sup>rd</sup> & 4 <sup>th</sup> hand opening: - inverted Drury - 1 ♥/♠ - 2 NT = ≥ 5-5 minor					
1 NT				14-16 HCP 5 card major / 6 card minor / 5-4 card possible	2 ♣ = non forcing Stayman 2 ♦/♥/♣/NT = transfer 3 ♣/♦ = 4441 (black/red singleton) 3 ♥/♠ = short with ≥ 5/4 minor 4 ♣= 2 suiter major 4 ♦/♥ = transfer ♥/♠	2 ♠/3 ♣ = minor suit ask	Rubensohl over 2 x transfer over dbl					
2 🌉	Х			weak 4+/4 ♥/♠ or NT 21-22 HCP / 25-26 HCP or strong suit (not game force)	2 ♦ = relay 2 ♥/♠ = non forcing 2 NT = forcing relay	over 2 NT rebid: Romex Stayman	weak 2 = 5/7 card possible weak 2 in 4 <sup>th</sup> hand = 10-12 HCP + 6 card					
2 ♦	Х			weak 2 ♥/♠ or NT 23-24 HCP / ≥ 27 HCP or strong suit (game force)	2 ♥ = non forcing 2 ♠ = less ♠ than ♥ 2 NT = forcing relay (3 ♣/♦ = min. ♥/♠ - 3 ♥/♠ = max. ♠/♥)							
2 ♥	Х	5		5 card ♥/♠ + ≥ 3 card ♠/♦ 5-11 HCP	2 NT = forcing relay (distribution) 3 ♣ = convertible 3 ♦ = invitation for game ♥/♠							
2 NT				19-20 HCP	3 ♣ = Romex Stayman 3 ♠ = minor slam try 4 ♣ = two suiter majors 4 ♦ → 5 ♣ = weak transfer							
3 ♣				preempt ♣								
3 ♦				preempt ◆								
3 ♥				preempt ♥								
3 <b>♠</b>				preempt ◆			1					
3 NT	Х	8		gambling (no side ace or king) ♣/♦								
4 🍨	X			preempt ♥ (no values to protect)								
4 <b>♦</b>	Х			preempt <u>*</u> (no values to protect)								
4 ♥				good 4 ♥ (values to protect) good 4 ♠ (values to protect)								
4 <b>♠</b> 4 NT				minor 2 suiter								
HIGH	X			ITIITIOI Z SUILEI								

HIGH LEVEL BIDDING

Roman key card Blackwood (41-30)
mixed 1<sup>st</sup> and 2<sup>nd</sup> round control bidding
splinters
dopi/ropi
Josephine
over dbl: bid = 1<sup>st</sup> control / rdbl = 2<sup>nd</sup> control / pass = no control