

OPEN.	ART	MIN	NEG DBL	DESCRIPTION	RESPONSIVES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	No	3	4♦	11-21 HCP	2♣: Inverted; 3♣ pre-emptive; 2NT: 13-15 HCP; 1NT 6-10 HCP	After 2♣: 2♥/♠ shows values there; 2NT: values in both majors min;	
1♦	No	3	4♣	11-21 HCP	2♦: Inverted; 3♦ pre-emptive; 2NT: 13-15 HCP; 1NT 6-10 HCP	After 2♦: 2♥/♠ shows values there; 2NT: values in both majors min;	
1♥	No	5	4♦	11-21 HCP	1NT: forcing; 3♣/3♦: Bergen raises 2NT: Jacoby; 2/1 FG 3NT:13-15+3fit (4-3-3-3); Splinter (10-12 HCP)	Long & short game tries; After 2NT (Jacoby):3 in a suit=singleton, 3♥18-19HCP, 3NT=15-17 HCP; 4♣/♦=5CRD ♣/♦ G suit , 4♥=11-14HCP; After 1NT F: 2♣ may be 2CRD; 1♥-1NT-2x-3♥=limit raise+ 3fit	In third position may be 4CRD 2♣: Drury fit: 2♦ =Opening values 2♠= mini splinter
1♠	No	5	4♦	11-21 HCP	1NT: forcing; 3♣/3♦:Bergen raises; 2NT: Jacoby; 2/1 FG 3NT:13-15+3fit (4-3-3-3); Splinter (10-12 HCP)	Long & short game tries; After 2NT (Jacoby):3 in a suit=singleton, 3♠=18-19HCP, 3NT=15-17 HCP; 4♣/♦=5CRD ♣/♦ G suit , 4♠=11-14HCP; After 1NT F: 2♣ may be 3CRD; 1♠-1NT-2x-3♠=limit raise+ 3fit	In third position may be 4CRD 2♣: Drury fit: 2♦ = Opening values 2♠= mini splinter
1NT	-	-	-	(14) 15-17 HCP BH (6CRD minor or 5CRD major possible)	2♥/♠: Transfer 2NT: transfer for ♣ ; 2♠: stayman for minor ; 3♥/♠: slam try bad suit; 3♣/♦: asks support in suit for 3NT; 4♦/♥:transfer; 4♠: 4-4 min quantitative; 2♣: NF stayman	1NT-2♦-2♥-2♠=6CRD minor strong hand ; 1NT-2NT-3♣-3x: 4-4-4-1; 1NT- (dbl) - transfers are on 1NT-2♣ - (dbl)	
2♣	Yes	-	-	22+HCP or 3 1/2 losers	2♦: relay; 2♥/♠ 5CRD 7+HCP; 3♣/♦: 6CRD + 2TH; 3♥/♠4♣/♦: 6CRD semi solid ; 2NT:5-5 minors 7+HCP 3NT solid suit	After 2NT: transfers, stayman are on; second negative	
2♦	Yes	6	-	5-11HCP weak two in a major	2NT: relay asking for outside value; 2-3♥/♠: pass or correct 4♣: bid the suit with transfer; 4♦: bid the suit; 4♥/♠ to play; 2♦-(dbl) pass=to play, rdbl=♣ lead	After 2NT:3♦/♥/♠=A or K there 3♣: min or value in ♣ (3♦= relay3♥/♠ = min, 3NT= value in ♣);3NT: solid suit	In 3rd position may be 5CRD In 4th position 6CRD ♦ 12-14 HCP
2♥		5	-	5-11 HCP 5H + 5min	2♠:F1R; 2NT: relay asking the min F; 3,4,5♣/♦: pass or correct		In 4th position: 6CRD♥ 12-14 HCP
2♠		5	-	5-11 HCP 5SP + 5min	3♥:F1R; 2NT: relay asking the min F; 3,4,5♣/♦: pass or correct		In 4th position: 6CRD♠ 12-14 HCP
2NT			-	(19)20-22 HCP BH	3♣: stayman ; 3♦/♥ transfer ; 3♠: stayman for minor		
3♣/♦/♥/♠	No	6	-	Pre-emptive			
3NT	Yes	7	-	Gambling	(7CRD minor no outside value) 4/5♣: choose or correct; 4♦:strong asks for singleton	4♥/♠: sing.; 4NT no sing.; 5♣: sing. ♦; 5♦ sing. ♣	With outside value
4♣/♦/4♥/♠	No	7	-				

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS						CONVENTION CARD
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE						
NAT	Lead		In Partner suit				
	Suit	4th				CATEGORY : NATURAL - GREEN	
1NT OVERCALL (2nd / 4th; Responses; Reopening)	NT	4th				NCBO : GREECE	
2nd position: 15-18 HCP; Responses as opening 1NT	2 nd from 3 or more low cards						EVENT : ALL EVENTS
4th position: If opening is minor: 11-14; Resp. as opening 1NT	Other: Journalist A Q 10 asks for UB or count						PLAYERS : ECONOMOU L - KANELLOPOULOU D.
If opening is major: 12-15; Resp. as opening 1NT	K J asks for continuing the suit or not						
	*** VS NT VS SUIT CONTRACTS (If different)						SYSTEM SUMMARY
JUMP OVERCALL	AK	KQ	QJ	J10	10X	XX	GENERAL APPROACH AND STYLE
Pre-emptive or two suiter style Ghestem	AKX	KQX	QJX	J10X	109	XXX	5CRD majors ; best of minors ; 2/1 ; 1NT : 6-10
	AKJX	KQXX	QJ10X	J1098	109X	XXXX	1NT over 1 M : F1R
DIRECT & JUMP CUE BIDS (Style; Responses; Reopening)	AKJ10X	KQJX	KQ10X	KJ109	98X	XXXXX	1NT openings (14)15-17 HCP (5CRD M or 6 CRD m possible)
Two suiter style Ghestem	AQJ10	KJ10X	KQ109X	K1098	10XX		2/1 : Forcing game (exc. re-bid of the suit)
(1♣) - 2♣ : ♣; (1♠) - 2♦ : majors; (1♣) - 2NT : two lowest	AJ10X	KXXX	QXX	JXX	10XXX		
(1♣) - 3♣ : ♦/♠ (1x) - 2NT : two lowest ; (1x) - 3♣ : higher ;	KJXXX		QXXX	JXXX	10XXX		
(1x) - 2x: extremes : VS pre: Michaels CUE	KXXXXX		QXXX	JXXXXX			
VS NT	SIGNALS WHEN FOLLOWING SUIT OR DISCARDING						SPECIAL BIDS THAT MAY REQUIRE DEFENSE
HAYASHI	D= Discouraging E= Encouraging S = Suit Preference						2♦ : Weak two in a major
2♣ : ♥+♠; 2♦ : Overcall in a major ; 2♥ : 5CRD ♥+ 5CRD minor	1 = odd 2 = even						2♥ : 5♥+5min 5-11 HCP
2♠ : 5CRD ♠+ 5CRD minor ; 2NT: 5-5 minor	Discarding in NT: Revolving						2♠ : 5♠+5min 5-11 HCP
dbl in 2nd position: 15-18 HCP BH	SUIT		HIGH	LOW	ODD	EVEN	3NT: Gambling (no outside value)
dbl in 4th position: 11-14 HCP	On partner lead		D1	E2	(S)	(S)	VS 3NT Gambling: 4♣ : 4/5-4 M, 4♦5+/5+ M
VS 2♦ (MULTI)	On declarer lead		1	2			
2♥/♠ : short in ♥/♠ opening values	Discarding		D	E			
Dbl : 13+ HCP, 3+CRD in both majors	NT		HIGH	LOW	ODD	EVEN	
2NT: natural	On partner lead		D	E			
VS 1♣ STRONG	On declarer lead		1	2			SPECIAL FORCING PASS SEQUENCES
1♦ : one major; 1♥ : ♥+minor; 1♠ : ♠+minor under 13HCP	Discarding		D	D			1NT - dbl - pass : transfer for rdbl
INT: both minors 5-5 under 13HCP	1st discard against NT: D style Revolving ⁽¹⁴⁾						IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
dbl: both majors 5-5 (4-4) under 13HCP ; Jump overcalls : weak	SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES						Check back stayman; Wolf sign off; 5NT grand slam try ; RKCB (1430);
With up to 13HCP : pass; Pass and then dbl 15-17	Lightner ; Negative ; Optional ; Maximal ; Responsive; Support						4th suit forcing; negative dbl against overcall in NT ; lebensold
OVER OPPONENTS TAKE OUT DOUBLE							
NS in 1 level: F1R; RDBL: 10+ HCP 2NT: (9) 10+ HCP + fit							
If opening is major: in 1st or 2nd position: Cappelletti							Psychics : Rare