

| DEFENSIVE AND COMPETITIVE BIDDING |
|---|
| OVERCALLS (Style; Responses; 1/2 Level; Reopening) |
| NAT, can be weak on level one. Usually sound 2-level overcalls. |
| Responses: NS on 2-level or higher = not F (constructive); |
| After 1-level overcall: 2NT = 4 card fit, inv +; Jump cue= 4 card fit, constr; |
| Jump raise = pre. 1st round cue doesn't promise fit. |
| In 4th position after 2 passes: Jump in new suit = constructive; |
| double jump in new suit = GF. |
| 1NT OVERCALL (2nd/4th Live; Responses; Reopening) |
| 2nd pos.: 16-18 HCP, resp similar to 1NT opening. |
| 4th pos.: 1NT=12(11) -15 HCP, resp similar to 1NT opening. |
| 2NT=19-21hcp. Over (1X) - Pass - (1Y): nat 16-18 HCP . |
| After 1NT overcall - (Dbl): Trf responses . |
| After 1NT overcall - (NS): As after 1NT opening. |
| JUMP OVERCALLS (Style; Responses; Unusual NT) |
| Weak, ns response may be lead directing only, 2NT= F1; |
| 2NT= 2 lowest remaining suits; 3♣ over 1♦, 1♥, 1♠ = The unbid suits; |
| 2♦ over 1♣ opening = Two suiter (the unbid suits). |
| DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen) |
| Over 1♦/♥/♠: direct cue = Two suiter (the extreme suits); |
| Over 1♣ : 3♣ = Two suiter (the extreme suits); |
| After two suiter intervention: low cue = limit+ raise; hi cue = interest in 4th suit. |
| Over 1♦/♥/♠: Jump cue = asks for stopper. |
| VS. NT (vs. Strong/ Weak; Reopening; PH) |
| 2♣: Both M's; 2♦ = ♥ or ♠; 2♥/♠ = ♥/♠ + m (at least 5 - 4); Double= |
| 5+m - 4M or strong overcall on m or any 17+ hcp; 2NT= both m's. |
| VS 1NT intervention after 1m opening: 2♣ = ask for M |
| VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids) |
| Dbl=T/O; 2NT=16-18 hcp ; Jumps in ns = strong hand - suit. |
| 3NT (after 3-level pre) = 16+ hcp, maybe unblncd. |
| R/O : 2NT = 14-16 hcp; Other = same as above |
| VS 2♦ multi : Dbl = 14-15 or 19+ hcp bal or strong one/two suiter. |
| VS 2♦/♥/♠ weak : Cue = ask for stopper; 4♣/♦ = 2 suiter . |
| VS 3-level pree: Cue= two suiter (M's or the other M plus m). |
| VS weak two's or multi 2♦: Lebensohl after double at any position |
| VS. ARTIFICIAL STRONG OPENINGS |
| VS 1♣ : Double = both M (may be very weak); 1NT = both m; |
| 2NT = strong two suiter (any). |
| VS 1♦ : as above ; VS 1♣-p-1♦ = as above |
| VS 2♣ : Dbl = L/D |
| OVER OPPONENTS' TAKEOUT DOUBLE |
| Rdbl = 9+ hcp; NS at level -1 = system on; 2NT = limit+ raise; 3NT= |
| to play with long m; 3♣ (after 1M) = Bergen raise |
| After 1M - (dbl): 2 on the suit under M = constructive raise. |

| LEADS AND SIGNALS | | | |
|--|---------------------------|---------------------------|-----------------|
| OPENING LEADS STYLE | | | |
| | Lead | In Partner's suit | |
| Suit | 4th/2nd from 3+ low cards | 4th/2nd from 3+ low cards | |
| NT | 4th/2nd from 3+ low cards | 4th/2nd from 3+ low cards | |
| Subseq | | | |
| Other : in NT: A,Q promises strong suit | | | |
| in NT: 10 promises higher H. | | | |
| LEADS | | | |
| Lead | Vs. Suit | Vs. NT | |
| Ace | A (K) + | AQJ10, AKJ10, AK109+ | |
| King | KQ+, AK bare | KQ+, AKx(x) | |
| Queen | QJ+ | KQ109+, QJ10+ | |
| Jack | J10+, KJ10+ , Jx | QJx(x), J10+, Jx | |
| 10 | H109+, 109+, 10x | HJ109+, H1098+, 10x | |
| 9 | 9x | 109+, 9x | |
| Hi-x | xx, xxxx, xxxxx | xx, xxxx, xxxxx | |
| Lo-x | xxx | xxx | |
| SIGNALS IN ORDER OF PRIORITY | | | |
| | Partner's Lead | Declarer's Lead | Discarding |
| Suit | 1 hi=d, low=e | count (hi-low=odd) | Lo = encrg |
| | 2 count (hi-low=odd) | | Hi = S/P |
| | 3 Suit preference | | Count (present) |
| NT | 1 hi=d, low=e | count (hi-low=odd) | Lo = encrg |
| | 2 count (hi-low=odd) | | Hi = S/P |
| | 3 Suit preference | | Count (present) |
| S/P signals: Hi and odd =for lower suit; Hi and even = for higher suit. | | | |
| In trumps: Hi - lo = ability to ruff. In NT: Smith peter. | | | |
| DOUBLES | | | |
| TAKEOUT DOUBLES (Style; Response; Reopening) | | | |
| NAT, almost all 1st round doubles at any sequence are T/O. | | | |
| Style: light but typical shape. Responses: nat, scrambling NT, Lebensohl NT, | | | |
| responsive doubles, cues . | | | |
| Reopenings: May be very light. | | | |
| SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES | | | |
| After overcall: redouble shows high card (A or K or Q) in overcaller's suit; | | | |
| Support Dbl and Rdbl, competitive, lead directing, maximal, responsive, | | | |
| negative, Lightner; SOS rdbls; | | | |
| DOPI , ROPI , DEPO ,REPO after ace or other ask bids; | | | |
| Dbl on oppts spl: for next lower suit, if vul. | | | |

| WBF Convention Card |
|--|
| ♠ ♥ ♦ ♣ |
| Category: <u>GREEN</u> |
| NCBO: <u>GRE</u> EVENT: _____ |
| PLAYERS: <u>Zotos Loukas</u> |
| <u>Sapounakis Aris</u> |
| SYSTEM SUMMARY |
| GENERAL APPROACH AND STYLE |
| Standard, 5 card M's, 3 card m's. 1NT over M = F1. 2 over 1= nat, GF. |
| 1NT opening = 15(14) -17 bal ; 2♦=multi ; 2♥/♠ = weak, two suiters. |
| Many specified 2 suiter bids. |
| Opening bids can be weaker than 11 HCP, even in 1st or 2nd seat, if there is |
| good distribution. |
| Very weak pre NV against V. |
| SPECIAL BIDS THAT MAY REQUIRE DEFENCE |
| OPENINGS : 2♦=Multi (weak - two on a M, 4-10 hcp or 25+ BAL); |
| 2♥/♠=Nat 5+ card with a m, 4-10 hcp; 3NT = Gambling. |
| OTHERS: After 1 level suit opening: jump in NS = pre or art. |
| Over 1NT from the oppt's: Hayashi (2♣= ♥+♠, 2♦ = one suiter ♥ or ♠, |
| 2♥/♠=♥/♠+m at least 5-4). |
| Over 1NT from the oppt's: Dbl = 1) 5+card m - 4card M or 2) 6+ card m |
| or 3) 17+ hcp bal or semi bal |
| Over oppt's intervention on 1NT opening: Art bids at level 3 (note 1). |
| After 1m - (pass or 1 any suit) - 1 any - (2 any suit) - 2NT = asks prtnr to bid |
| opens suit or 3♣. |
| 1♥ - (pass) - 1♣ = 0-4 ♠ 6+HCP F1; 1♥ - (pass) - 1NT = 5+♠F1. |
| After 2♣ opening: many art responses or sequences. |
| SPECIAL FORCING PASS SEQUENCES |
| When HCP superiority is established; Over doubled cue = 2nd round ctrl; |
| On relays or ask bids situations; On high level competition. |
| IMPORTANT NOTES THAT DON'T FIT ELSEWHERE |
| After 1NT - (dbl): Trf bids (rdbl= trf for ♣); |
| After 1NT - (2♣ nat or any 1suiter): system on (dbl= Stay); |
| After (1m) - Pass - (1new suit): 2 on opener's or responder's suit = nat. |
| PSYCHICS: Rare |



| OPENING | TICKET | AIRLINE | OF MINORS | NEG. DBL THRU | DESCRIPTION | RESPONSES | SUBSEQUENT ACTION | PASSED HAND BIDDING |
|---------|--------|---------|-----------|---------------|---|--|---|--|
| 1♣ | | | 3 | 4♣ | 11-22 HCP, NAT. if 3 card: headed by H or 2card ♦. | 1♥/♠ = may have longer ♦; 1NT=6-10 hcp; 2♣=11+hcp, 4+card fit ,no M ; 2NT= nat,GF, 3(4)card fit, no M; | After 1♣-1any suit -1NT: 2♣= trf, 2♦= CBS, 2NT= trf; After 1♣-1♥/♠: 2♦=art,17+hcp,F1; After 1♣-2♣: 2♦/♥/♠ = feature / 3♦,♥,♠ = spl; After 1♣-1♦-1NT: may have 4card M | 3rd position openings : may be very light. |
| | | | | | | 2♣/3♣ = nat, pre; 2♥ = 5♣-4♥ 6-9hcp; | 3♣= pre / 3♦, 3OM = 5-5 GF; After 1♣ - 2♥: 2NT = (R) | 2♣ = inv, 5+♠,with fit in m. |
| | | | | | | 3♦/♥/♠=nat, pre ; 3NT = Gambling (6+card fit, 9-12 hcp). | After reverse bid at level-2: 2NT = trf for ♣; After 1♣-1 any suit - 2NT - 3♣ = Wolf sign off | 2♥ = 5♣+4♥ 6-9hcp |
| 1♦ | | | 3 | 4♣ | 11-22 HCP, NAT. | 2♣=10+hcp, F1; 3♣=pre; others similar as on 1♣ opening | After 1♦-2♦: 2NT= stoppers in M; 3♣ = feature;1♦-2♣-2♦ =F1 may 3card♦; | As after 1♣ opening. |
| | | | | | | | others:similar as after 1♣ opening. | |
| 1♥ | | | 5 | 4♣ | 11-22 HCP, NAT. | 1♠= 0-4♣ 6+hcp F1;1NT=5+ ♠ F1; 2♥= 7-10hcp 3card fit; 2♣/♦ =12+hcp,nat; 2♠ = 3-6hcp, nat;2NT=Jacoby (note 3), 12+hcp; 3♣ = art,4+ card fit, 7-9 hcp; 3♦ = art,4+card fit, 9-11hcp; 3♥ = 4+ fit, pree; 3NT= constr 4+card raise. | 1♥-1♠-2♣ = ART F1 (note 2);1♥-1NT-2♣ ART F1; 1♥-1NT-2♦ = 4+card♦, NF; 1♥ - 2♣ - 2♦(2♥) - 3♣ = NF; 1♥ - 2♣/♦ - 2NT = 12 - 14 or 18-19 hcp bal; 1♥-2♣/♦-3NT=15-17hcp,bal;1♥-2♣/♦-2♠=nat,15+hcp; 1♥-2♣/♦-3♣/♦=nat,14+ hcp; 1♥-2♣/♦-3♥=16+hcp,strong suit; 1♥-2♣/♦-3♠ = nat,6+card♥-5card♠ | 4card M may op;1NT= semi f 2♣ = Reverse Drury,3card fit 2NT: 6+♠,9-11hcp; Bergen r; 2♠ = spl on any other suit; |
| 1♠ | | | 5 | 4♥ | 11-22 HCP, NAT. | 3♥ = pree; 4♥ = splinter,others similar as on 1♥ opening | 1♠-1NT-2♣ = ART F1 (note 2); 1♠ - 3♥ = nat, pre; others similar as after 1♥ opening. | 2NT = spl on any other suit; Others as after 1♥ opening. |
| 1NT | | | | | (14)15-17 BAL May have 5card M or 6card m. | Stay (note 4);Trf's (for all 4 suits);Texas;1NT- 3♣ = both m's ; 1NT-3♦ = Stay for 5card M;1NT-2♣ - 2♦ - 4♦/♥= trf; Smolen; 1NT-2♣-2♦-2♥=both M's ,weak. | 1NT- 2♣-2M- jump in NS= spl ;1NT- 2♣(trf to♣)-2NT= max; 1NT- 2NT(trf to ♦)- 3♣ = max ; 1NT- 3♣ - 3♦ = (R); 1NT- 3♣ - 3♦ - 3♥/3♠ = S/S; 1NT- 3♣ - 3♦ - 3NT = 2-2-(5-4); 1NT- 3♦ - 3NT- 4♣/♦ = nat, slam try;1NT- 3♦ - 3♥(♠) - 3(4)OM = slam try with fit. | 3rd/4th position: 14-17 hcp |
| 2♣ | ✓ | | | | 22+ HCP or Strong (9+ tricks) with outside values. | 2♦= (R) ; 2♥/♠= 7+hcp, NAT; 2NT=6card ♣ with 2 top H; 3♣= 6card ♦ with 2 top H; 3♠= 5+ - 5+ in m's 7+hcp; 3♦/♥= 6+card next suit,one loser; 3NT= one solid suit. | 2♣-2♦-2♥ = ART, ♥ or ♠ suit (2♣ from opener = relay, 2NT resp = ♣). 2♣-2♦-3♣ = ♦suit; 2♣ - 2♦-2♥-2NT-3♣ = possibly 2nd neg; 2♣-2♦-3♣-3♦ = possibly 2nd neg; | |
| 2♦ | ✓ | | | | Weak - two on a M or 25+ BAL. | 2♥/♠,3♥/♠,4♥ = p/c; 2NT = (R),11+hcp; 3♣ /♦ = nat,F1; 3NT = to play; 4♣ = to bid M with trf; 4♦ = to bid M. | After 2NT: 3♣ = no feature or f♣; 3♦/♥/♠ = feature ; 3NT = at least AKJ in M ; | 4th position = 10-14 hcp if Weak - two |
| 2♥ | | | 5 | | 5+♥ - 5(4)+m, 4-10 HCP. | 2♠ = nat , NF; 3♠ nat , inv; 3♥ =to play; 2NT =ask; 3♣ = p/c inv in m or NT; 3♦ = inv in M; 3NT = to play. | After 2NT: 3♣/♦= nat; 3♥ =6♥ - 5m max; After 3♦: 3♥= min, 3♣/3NT = max 5-5, 4♣ /♦ = 5♥ - 6♣ /♦; After 2NT - 3♥ - next suit = ask for m. | 4th position = 10-14 hcp |
| 2♠ | | | 5 | | 5+♠ - 5(4)+m, 4-10 HCP. | 3♥ = nat , inv , others similar as on 2♥. | Similar as after 2♥ opening. | 4th position = 10-14 hcp |
| 2NT | | | | | 20-22 BAL or semi BAL. | May have 5 card M, Stay, Trf's, Texas, 3♣ = trf to 3NT. | Smolen; 2NT-3♣-3NT-4♣/♦ =6+card on the other m;2NT-3♣-3NT-4♥/♠ = S/S, both m's. | |
| 3 bids | | | 6 | | Pre. | NS = F1; After 3♥/♠ : 4♣/♦ = cue, slam try | | |
| 3NT | | | | | Gambling, 7card solid m. No outside King or Ace. | 4♣ = p/c; 4♦ = (R); 5♣/♦/6♣ = p/c . | After 3NT - 4♦ : 4♥/♠ = S/S ; 5♣ /♦ = S/S in the other m. | 4th position = may have outside value |
| 4♣ | | | 7 | | Pre. | 4♦ = F , 4♥/♠ = to play | HIGH LEVEL BIDDING | |
| 4♦ | | | 7 | | Pre. | 4♥/♠ = to play ; 5♣ = F, slam try | RCKB (4130), GSF, Exclusion Blackwood (jumps in level 5) , Gerber, Cue's and direct cue's, Ask bids, Splinter's, Control Ask's, DOPI, ROPI, DEPO, REPO, F pass situations,King ask after RCKB (when fit in M): up the line, Lightner doubles, Quant NT, Pick a slam 5NT. | |
| 4♥ | | | 7 | | Pre, except (possibly) in 3rd or 4th position. | NS = cue, slam try | | |
| 4♠ | | | 7 | | Similar as above. | NS = cue, slam try | | |
| 4NT | | | | | Constructive 5♣ /♦ opening | Bid in m = p/c | | |