

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1over1 Nat 8-17 HCP; new suit F1
2over1 Nat 10-17 HCP; new suit F1
Responder: cue-bid is fit, F1 jump shift showing fit
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> 15-18 > Stayman & Transfer
Reopening: 10-13 > Stayman & Transfer
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak, single suit
Reopen: 11-14 HCP, good suit, constructive
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Showing fit and jump cue bid asking first stop for NT
Michaels: (1m) 2♦ = majors, 2NT = cheapest (1M) 2M = oM + minor
Reopening: (1m) pass (pass): cue-bid = majors
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Strong – 2 <sup>nd</sup> : 2♣=majors; DBL=5+m-4M 2♦=one major by 6; 2M=5M-4+m
4 <sup>th</sup> 2♣=majors DBL=t/o, system on
Weak– 2 <sup>nd</sup> & 4 <sup>th</sup> same: 2♣=majors; Transfers; DBL= 14+ HCP
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DBL= takeout (weak 2M) : DBL takeout (partner: Lebenshol) 4♣/♦ = 5♣/♦+5 oM (3♥/♠) - 4♣/♦ = 5♣/♦+5 oM .
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
<b>Suction</b> the suit above it, or five-four+ in the other 2 suits Double shows diamonds, OR 5 – 4+ in Hearts and Spades 1/2♦ shows Hearts, OR 5 – 4+ in Spades and Clubs 1/2♥ shows Spades, OR 5 – 4+ in Clubs and Diamonds 1/2♠ shows Clubs, OR 5 – 4+ in Diamonds and Hearts 1/2NT shows non touching suits. ♥/♣ or ♠/♦
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1over1 F1; 2over1 notF; xx 11+ HCP; jump shift showing fit If X on Major transfers to all bids from Rdbl to fit at level 2

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> /5 <sup>th</sup> ;	CT ; 3rd from bad	
NT	4 <sup>th</sup> (10xxS); 2 <sup>nd</sup> from bad	CT ; 3rd from bad	
Subseq	Low from an Honour		
Other			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKxx – ATT	AK(xx)	
King	AK(xx) – CT or ruff intention	AKJ10(xx), KQ109	
Queen	QJ(xx)	KQx(x) or QJ10(9)	
Jack	J10(xx)	(H)J10xx	
10	(H)109xx	(H)109xx	
9			
Hi-X	Even	Even	
Lo-X	Odd	Odd	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT <b>Hi en</b>	CT	ATT
Suit 2	CT (Hi even)		Direct Appeal
3	<b>Note12</b>		
1	ATT <b>low enc</b>	Smith Hi enc	Direct Appeal
NT 2	CT		ATT
3	<b>Note12</b>		
Signals (including Trumps): Trump: CT (Hi odd)			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b> 2 <sup>nd</sup> : 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			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			

W B F CONVENTION CARD
<b>CATEGORY:</b> Green
<b>2♦ MULTI;</b>
<b>NCBO: Romania</b>
<b>PLAYERS: URSEANU Dan – SAVIN Daniel</b>
<b>EVENT: EC 2024</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
1♣/♦ 11-22 HCP, best minor
1♥/♠ 11-22 HCP, 5 card major
2♣ FG, control responses
2♦ Multi: weak 2 M; NT 22-23 HCP (5 card M possible)
2♥/♠: ♥/♠ + any/minor 5-5 (5-4 3 <sup>rd</sup> seat, NV vs V), < opening
2NT 20-21 HCP Balanced
3♣/♦/♥/♠, 4♣/♦/♥/♠ preempt
1NT 15-17, 5M possible
3NT 65 minor
4NT 6-6 mm
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♦ Multi
2♥/♠: ♥+any/♠ + minor
<b>SPECIAL FORCING PASS SEQUENCES</b>
Forcing pass at 5 level, when our line is in attack, shows shortness in oppt suit
<b>IMPORTANT NOTES: PSYCHICS:</b> rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	11-22 HCP, best minor	NAT Weak jump shift 2♦ : 5♠-4(5)♥ <9HCP 1m-2NT nat 11-12	1m-1M-1NT <b>Note 1.9</b> 1m-1x-2NT <b>Note 1.7.3 , 1.7.4</b> 1m-1M-2M- natural game try; 2NT at least game try Note 1.7 3 <sup>rd</sup> , 4 <sup>th</sup> F1; 2 <sup>nd</sup> F1 (if next suit)	1♣-(1♦)- x = 4-4 majors Jump shift showing fit 1m-(1NT)- 2♣ = majors; nat
1♦		3	4♥				
1♥		5	4♦	11-22 HCP, 5+ cards	Weak jump shift 1NT SemiF <b>Note 3.1,4.1</b>	1M-2M- nat try If intervention: jump shift showing fit	2♣ Drury, fit – <b>Note 4.4</b> jump shift showing fit 2NT 4+fitted 1 sgl, dif v 3♣ care devine jump fitted
1♠		5	4♦		2NT GF Jacoby 14+ <b>Note 3.2</b> 3♠=4-7 fit 4 cards +sgl.; 3♦=10-11 3 cards 1M-3M preemptive in general no sgl 1M-3NT=13-15 4333 with 3 card fit.		
INT				15-17 BAL, 5M if 3 oM	2♠ Stayman (2NT both majors 3♠,♦,♥/♠ good 5+) <b>Note 5.1</b> Transfer (2♠->3♠ 3♠->3♦), 2NT nat INV 3♦ ART: 4333 or 3433 3♥/♠= 13(45) / 31(45) (3 cards in the bid M)	1NT-2♣-2♦-3M = 4M+5oM 1NT-2♣-2NT- 3♠/♦ = INV in ♥/♠ - 3♥/♠ = FG in ♥/♠	Ruebenschol 1NT-(x penalty)-xx =one minor
2♣	FG		4♥	Any suit 23+ HCP BAL (5M possible)	2♣ weak; 2♥/♠ 5+ cards 2GH 2+ ctrl ; 2NT 3+ ctrl BAL; 3♠/♦ 5+ cards good suit 3+ ctrl; 3♥/♠ HHxxxx	If intervention: x = 2+ ctrl New suit = NAT 3+ ctrl If 4♠ interv : x = weak 2♣-2any-2NT Puppet + transfers (major transfer acceptance showing fit)	Idem after pass
2♦	Multi			Weak 2♥/♠ Bal 20-21+;22-24- HCP	2♥ < 13 HCP 2♠ < 13HCP, longer ♥ than ♠ 3♠/♦ 5+ cards good suit 8-16 PH NF	2NT Bal 22-23 HCP Puppet <b>Note 7.2</b> (major transfer acceptance mandatory) 3♠ Bal 23-24 3♦ baron and 3♥ trsf for ♠ 3♠ trsf minor and 4♦ trsf for ♥ 3♠ = weak 2 constructive, than 3♦ relay to name the oM 3♦/♥ transfer, very weak 2M 3♠ AKQxxx in a major 3NT 21-22 HCP.23-24 \hcp >Baron & Transfers	Idem after pass
					2NT relay, >14 HCP		
2♥/♠	x	5		Two suited ♥+minor/♠+ minor 5+5, <12 HCP (5-4)	2♠/ 3♠ P/C; 2NT ART asking for second colour (could be strong, fitted in M or m) 3♦ -Relay Fcg for majors		Idem after pass
2NT	x	5		Bal 20-21	Muppet		Idem after pass
3♠/♦/♥/♠		7		Preempt (6 cards 3 <sup>rd</sup> NV vs V)			
3NT	x	7		65minor			
4♠/♦/♥/♠		8		Preempt (7 cards 3 <sup>rd</sup> NV vs V)	4♦, resp 5♣ over 4♠/♦ are BW and 4NT is to play.		
4NT	x			6+6 minors			

#### HIGH LEVEL BIDDING

1NT - 4♣ Gerber 41/30/2; RKCB 41/30; 2; 2+Q trump; 5x is voidwood with 2 conditions: 1.the trump has been clearly established 2.Jump=> 4130/2 after 6X este K voidwood =>0/1/2

4NT-BW 5 cards 14,03,2,2+Q than any new is **BW Q** If ♣ are trumps than same 41/30/2/2+Q

Splinter: middle range

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