


COMPETITIVE BIDDING				
OVERCALLS		NAT : 8-16 HCP		
Responses : Raise = NAT; NEW = F1 in LEV1; NEW with jump = good 6card + invitational; fit in LEV3 = PRE; CUE = limit+; JCUE =4cfit, mixed; 2N (if M) =4cfit, limit+ INT = 8-11 HCP, 2NT = 11-13 HCP (for minors only)				
In reopening position: 1) bid w/o jump=NAT; 2) INT = 12-14HCP, 3) DBL and then INT = 15-17HCP 4) DBL and then 2NT = 18-19HCP 5) 2NT = 20-22 HCP 6) jump bid = semiforcing, 7) CUE = in 1♣/1♦ = Majors; CUE in 1♥/1♠ = the Major + 1 minor; 8) CUE with jump = asking for stopper				
Double take out: NAT				
11+ HCP, support of the other suits				
In reopening position: 8+HCP				
Responses : NAT				
1NT overcall		Responses		Other meaning
2 nd seat : 16-18 HCP		Same as in opening (see back page)		
From unpassed hand: 1S – pass – 1S – INT = 16-18 (same responses as in 1NT opening)				
JUMP OVERCALLS		Weak	Intermediate	Strong 2suiter
		v		
<ul style="list-style-type: none">Unusual NT : 2suiter (the lowest or unbid suits); 3♣ : 2suiter (the highest suits, constructive);1S – CUE in LEV3 = asking for stopper				
DIRECT CUE				
CUE in 1♦♥/1♠ = Highest and Lowest suit; CUE in 1♣ = Nat (Clubs)				
Responses : NAT;				
Vs 2suiters overcalls				
CUE in lowest = limit+ in our S, CUE highest = GF with the other S (4c+)				
Vs NT		Responses		
DBL =4Major + 5+minor, 2♣ = Majors (4+ + 4+); 2♦ = 1 Major, 2♥/2♠ = the M + 1 m (5+5). The same in 4 th seat				
Against miniNT: DBL = TakeOut, Others the same as above				
Vs NAT WK2 or any 2suiter WK2				
DBL = either 13-16HCP or 19+ any; LEBENSÖHL 2NT = 16-18HCP balanced; 3NT = to play; 2♥♠ , 3♣♦/♥♠ = NAT overcalls; 4♣♦ = ♣♦ + M (5-5+) strong; CUE = strong; jump to the other M = semiforcing				
Vs PRE				
NAT; CUE = a strong 2suiter				
Vs strong conventional openings				
Vs STR 1♣ : DBL = ♥ + ♠; 1NT = ♣ + ♦; 2NT = strong 2suiter After 1♣-1♦ = Same as above				
Vs OPPs take out double				
RDBL : suggests PEN, NEW in LEV1 = F1, NEW in LEV2 = NF; fit in LEV2/3 = WK, 2NT = limit+ 4+fit.				
Vs conventional opening 2♣ (WK for major)				
DBL = either balanced 13-15HCP, or 19+HCP any distribution, or any that doesn't fit elsewhere 2NT = balanced 16-18HCP; opening is ignored; STAY, TRF 3NT = to play, 2♥ , 2♠ , 3♣ , 3♦ = NAT overcalls, 3♥ , 3♠ = semiforcing * 2♣-DBL-2♥ or 2♠ - DBL {PEN}; 2♣ - P - 2♥♠ - P - P/2♠/3♥ - DBL = T/O, follows LEBENSÖHL				

LEADS & SIGNALS						
Lead	Vs. suit		4 th			
	Vs. NT		4 th			
			(A,Q,10 : Dbloc ħ CT),(K,J: ATT)			
Leads that follow:						
					Same lead when a suit is bidden by us	
AK	KQ	QJ	J10			
AKx	KQx	QJx	J10x			
AKJx	KQxx	QJ109	J1098			
AKJ10x	KQJx	KQ10x	KJ109	10x	xx	
AQJx	KJ10x	KQ109x	K1098	109x	xxx	
AJxx	Kxx	Qxx	Jxx	98x	xxx ^x	
KJxxx	Kxxx	Qxxx	Jxxx	10xxx	xxxx ^x	
Kxxx ^x	Kxxx ^x	Q109x	Jxxx	10xxx ^x	xxxx ^{xx}	
Signals in order of priority						
	Partner's lead		Declarer's play		Discarding	
Suit	1	Lo= ENCRG	CT		Hi=DISCG	
	2	Hi = odd / Lo= even			CT if necessary	
	3	Hi =S/P (odd =LoS)				
NT	1	Hi = DCRG			Lo= ENCRG	
	2	Hi = odd	CT if necessary		CT if necessary	
Signals (including trumps)			Other signals			
<ul style="list-style-type: none">When partner leads and dummy has an honour then: ATTWhen partner leads and dummy does not have an honour then: CT						
Special, artificial and competitive DBL/RDBL						
negative, responsive, reopening, competitive, support, Lightner						
<ul style="list-style-type: none">1♠ - <u>DBL</u> – P – P - RDBL = SOS1S (or 1NT) – <u>2NT*</u> (a known 2suiter) - DBL = penalizes at least 1 of the suits1NT-P-3NT-DBL asks for ♠ leadIf there is no intervention from our side, DBL asks to lead the 1st S of dummyWhen we have both bid, DBL asks from p to lead his suitIn NT, when we have bid a S, DBL asks NOT to lead that S.						
Special forcing pass sequences						
<ul style="list-style-type: none">After OP 2♣, if LHO <u>DBL</u> or bids: pass = WK; DBL = T/O (5HCP+)In high level competition: pass = F when it has been proved that we have supremacy in HCP						

		HELLENIC BRIDGE FEDERATION	
CONVENTION CARD			
Greece			
<u>PLAKIDA IRO</u>		<u>ECONOMOU LIANA</u>	
PLAYER'S NAME		PLAYER'S NAME	
SYSTEM SUMMARY			
5card Major, 5card Diamond, 2/1GF (unless rebid of suit), 1NT F1, inv min, check-back STAY, 4sf, BERGEN, rev Drury, Ghestem, UDCA, mud and std leads			
SPECIAL BIDS THAT MAY REQUIRE DEFENCE			
Opening	Description		
2♣	22+HCP balanced or 10+tricks or semiforcing for a Major		
2♦	Weak for M, 6cards, 5-8HCP, see sup. notes		
2♥	Any 6+c♥, 9-12HCP, see sup. notes		
2♠	Any 6+c♠, 9-12HCP, see sup. notes		
3NT	Gambling (no outside value)		
Special competitive bidding			
Opening	Description		
1	1NT – DBL – system on, RDBL = 5+minor		
2	1NT – 2♣(notMs) – system on, DBL = Stayman		
3	DBL, RDBL support for M (for overcalls <=2♥		
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE			
<ul style="list-style-type: none">1NT-2S-2NT = TRF to 3♣ LEBENSOHL (“fast arrival” <u>denies</u> stopper, “late arrival” <u>promises</u> stopper)Over opp’s OP 2♥/♠ (WK), DBL then LEBENSOHL. e.g. 2♥ – DBL – P – 2NT = TRF to ♣after RHO O/C 1♦: DBL = both M, 1M = min 4cardover RHO O/C 1♥: 1♠ = min 5card1m – 1NT - 2♣ = STAY for M, 2♦/♥ = Xfer1x – P – 1NT (or fit) -2NT = a 2 suiterWolff sign off			
PSYCHICS:			
Seldom, in 3 rd seat or after OPPs DBL			

FOOTNOTE: All bids marked in **BOLD** or with red colour are made by our side (Those with red colour are conventional) / those underlined are made by OPPs

ABBREVIATIONS

IS:	open. bid 1 in a suit	DEF:	defensive	Hi:	high card or suit	m:	minor	OP:	opening bid	S/OS:	suit/other suit	STR:	strong
any:	any suit	DISCG:	Discouraging	Inv:	inverted	M:	Major	OS:	other suit	Singl:	singleton	T/O:	take out
ATT:	attitude	ENCRG:	Encouraging	lev:	trick	NAT:	natural	PEN:	penalty	S/P:	suit preference	TRF:	transfer
CT:	count	F:	forcing	LEV:	level	NEW:	New Suit	PRE:	preemptive	SPL:	splinter	w/o:	without
CUE:	Cue-bid	F1:	forcing 1 round	LHO:	Left hand OPP	NF:	non forcing	R/O:	reopening	STAY:	stayman	Vs:	versus
Dbloc:	deblocking	HCP:	High Card Points	Lo:	low card or suit	O/C:	overcall	RHO:	right hand opponent	STP:	stopper	WK:	weak

OPENING	TICK IF ARTIFICIAL	Min N _o of cards	Negative double through	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		2	4♥	11HCP+ & 2 DEF tricks, <i>Exception: with 1-4-4-4 (singl. ♠) open 1♦</i>	1NT=6-10HCP & no M; 2♣= 5cards & 10 ⁺ HCP - 2NT = 10-12HCP (4cards ♦ is possible); 3♣= PRE; 3♦, 3♥, 3♠ =nat (same as opening 3♦, 3♥, 3♠); 3NT=13-15HCP; M in LEV2 = WK (3-5HCP)	1♣ - 2♣ - 3♦/♥/♠ = SPL; 1♣ - 2♣ - 2♥/♠ - 4♦ = SPL; 1♣ - 2♣ - 2NT is passable; Inv min off in competition OPP's overcall: (1) 1♣/♦-(1♥/♠)-(a) 3♣/♦=weak, (b) CUE=F up to 4♣/♦; (2) 1♣/♦-(1XA)-(a) 2♣=STAY, (b) 3♣/♦=to play	P-1♣-2♣ = fit + max P-1♣-3♣ = PRE.
1♦		5 (4 if 1♠/♣)	4♥	->-	3♣= 9-11HCP; others same as above		
1♥/1♠		5 (1 st - 2 nd) 4 (3 rd - 4 th seat)	4♥	11HCP+ & 2 DEF tricks,	1NT ⁽¹⁾ = F1; 2NT ⁽²⁾ =12 ⁺ HCP & 4cards fit ; BERGEN (3♣ = 6-9HCP, 3♦=10-11HCP always 4 card fit); 3NT= 13-16 HCP & exactly 3card fit; Fit in LEV2 = can except game try Fit in LEV3 = PRE SPL bids (1♥-3♣ or 1♠-4♥)	1♥-1♠/1NT - 2♣ and 1♠-1NT- 2♣= Gazzilli 1M-2M-3m = game try; 3+ cards; after 2NT ⁽²⁾ ; any S in LEV3 =singl.; Suit rebid in LEV3 = strong; Suit rebid in LEV4 = WK; 3NT = 17-19 HCP balanced; 4any= 5 ⁺ S OPPs overcalls: (1) 1♥ - (1♠)- (a) 3♥ = PRE. (b) 2N = 4+fit, limit ⁺ (c) 2♣ = 3fit, limit ⁺ (2) 1♠ - (2♥) – same as above (3) 1♥ - (2NT*) – (a) 3♣ = 3+fit, limit ⁺ (b) 3♦ = 10 ⁺ 5card ♠, (c) 3♥/♠ = to play,	2♣ = Rev. Drury fit (3card ⁺) 3 rd and 4 th <u>Responses:</u> 2♦ = full opening, suit rebid = WK BERGEN; Drury is not applicable after overcall or <u>dbl</u> 1M - 2NT = 6card♣, 9-11 HCP
1NT				15-17HCP & balanced may have 5card M or 6card m	2♣ = NF STAY/ 2♦, 2♥, 2♠* , 2NT* , 4♦, 4♥ = TRF, *with super acceptance. Examples: see next column 3♣ = asking 5M, 3♦ = 5/5+ minors (strong) 3♥/3♠ = singl in that M, 3 cards in other M, 5-4 the minors (strong)	LEBENSÖHL, GERBER , 4NT from responder <u>always</u> quantitative except after TEXAS (if accepted responses as after RCKB) 1NT-2♣- 2NT - 3♦/♥/♠ = values; 1NT – 2NT - 3♣ - 3♥/♠ = values/ 1NT – 2♥ - 2♠ - 3♥ = 5-5 majors F 1NT-2♣/2NT-3♣/♦-3NT=1 suiter with ♣/♦ + no singl. 1NT-2♣-2♦-3M= 5card the other M 4card the M bidden (smolen) 1NT-2♣-2M-3oM=fit + sl.try; 1NT-2♣-2M-4Suit=Splinter	
2♣	v			FG any distribution or 22 ⁺ HCP balanced, or 9 ⁺ tricks + 3 ⁺ quick tricks or semiforcing for a M	2♥, 2♠ = 5 ⁺ card S & 7+HCP 3♣, 3♦ = 6 ⁺ card S & 2/3 Honours 2NT=55+ minors (3♣=2 nd negative)	After 2♣ - 2♦- 2NT/3NT follows STAY, TRF After 2♣ - 2♦- 3♥/♠ = semiforcing to M 2♣ - 2♦- 2NT = 23-24 HCP 2♣ - 2♦- 2♥-2♠ : asking. Next a) -3♥ or 3S : Nat, b) 2N: Balanced, 25+	
2♦	v	6		WK in a M (4-8HCP)	2♥ = P/C; 2♠ = P/C; 2NT* = asking; 3♣/♦ = forcing nat; 3♥/♠ = P/C 4♣ = 'bid your M with transfer'; 4♦ = 'bid your M'; 4♥/♠ = natural to play 2NT* Responses: 3m=max, 3M=min, 3NT=AKxxxxx	If responder bids 4♣ asks from opener to bid his suit with TRF If responder bids 4♦ asks from opener to bid his suit 2♦ - <u>DBL</u> – pass = I have ♦;	
2♥/2♠		6		6+ in M, any, (9-12HCP)	2NT* = relay; fit in LEV3 or 4+ = tactical bids; 3NT = to play; Ns-F, nat	2M-2NT-3NEW: A or K Others:Nat	
2NT				20-22HCP semibalanced may have 5card M or 6card m	TRF for M, 3♠= slam try with one or both m	HIGH LEVEL BIDDING	
3♣/3♦		6		PRE	NEW=F1	<ul style="list-style-type: none"> <u>Blackwood</u>: 41/30 RCKB/ 5♥=2 aces but no the Q of trumps /5♠=2 aces with the Q of trumps/ 5NT = odd aces + a void 6 in a S Lo from the agreed = 2/4 aces & void in the suit/ 6 in the agreed S = 2/4 aces & void in a higher suit 	
3♥/3♠		7		PRE	NEW=F1	<ul style="list-style-type: none"> DOPI/ROPI: 30/41 p.g. 1♠ -(pass) -4XA (5♣) – => dbl = 03 και pass = 41 DEPO: after 1♥ - (P) – 4NT – (5♣) => a) dbl = ζυγός αριθμός άσσων b) pass = μονός αριθμός άσσων 	
3NT	v	7		PRE, compact minor no o/s value	directly or after DBL, 4/5♣ = relay (pass or correct);	<ul style="list-style-type: none"> LIGHTNER SLAM DBL: usually asks to lead the 1st suit bidden by dummy or the longest S 5NT with jump: asks to bid 7 in the agreed S if responder has 2/3 high honours 5 in the agreed M: asks to bid 6 in the S if responder has 2/3 high honours. 	
4♥/4♠		8		PRE	NEW = CUE	<ul style="list-style-type: none"> CUE shows 1st or 2nd round control / RDBL after CUE of partner shows 1st round control 	