BIDDING IN DEFENSE AND COMPETITION

OVERCALLS

General style: natural, solid on 2+level

On 1st level: 5+cards, 9+ HCP, 7-5 TL

On 2nd level: 5+cards, (12)13+ HCP or ≤7 TL

On 2nd level jump: (5)6+cards, 4-9 HCP, 7-8 TL

On 3rd level: 5+cards, 14+ HCP or ≤6 TL

On 3rd level jump: 6+cards, 5-9 HCP or 6-7 TL

Responses to overcalls is natural, it forces to 2M/3m

Cuebid in opener's suit invite+, fit

Jump to 2NT after overcall major nat invite

Jump to 2NT after overcall 1♦ nat invite

Jump to 3M after major overcall is preemptive with fit

Jump to new suit is preemptive with 6+ cards

2nd level nf, 3rd level f

1NT/2NT OVERCALL

1NT = (15)16-18 HCP, BH/SH

Responses are same as after opening (stayman, transfers)

Transfer to opener major is asking for good stopper in this major

(1♥)-1NT-(pas)-2♦=54+♣/♦,0+HCP=>2♥ is maximum, other natural

(1m) - 2NT = 5om5♥, SOLID

(1M) - 2NT = 55 minors, SOLID

CUEBIDS IN OPPONENT'S SUIT

(1M) – 2M = 5OM+5m, SOLID; (1M)-3M = ask for stopper

(1m) – 2m = 55+ ♥/♠, 8-14 HCP; (1m) – 3m = natural

(1m) – 4m = 55+ ♥/♠, SOLID

DEFENCE AGAINST NT

Double = strong; **2♣** = LANDY, 44+ ♥/♠; **2NT** = 55 minors

In orders: 2♦/♥= 5+♥/♠, transfer; **2♠**= 5+♣, transfer, **3♣** = 5+♦, transfer

From reopen: 2♦/♥/♠ = 5+cards, natural

DEFENCE AGAINST PREEMPTS

On 2nd level 5+cards, ≤7 TL

On 3rd level 5+cards, ≤6 TL

Jump in Major suit = **6+ cards, strong**

DEFENCE AGAINTS STRONG 1♣ = 16+

Double/1X = 3cards in other suits

1NT = 44+ ♥/♠; **2NT** = both minors

2X = 5+cards

3X = 6+cards, preemptive

AFTER OPPONENT'S TAKE-OUT DOUBLE

Natural, **system on**

XX = 10+ HCP, strong

LEADS AND CARDING

FIRST LEAD STYLE

	Lead	In partner suit
For suit	1./2./(3.)/4.	1./2./(3.)/4.
For NT	1./2./(3.)/4.	1./2./(3.)/4.
Broken seq.	AJ**10**, KJ**10**; Q10**9**	AJ**10**, KJ**10**; Q10**9**

Other: the higest from seq., 4th from honor, 2nd from no honor

From Hxx we can choose: low for showing quality, high for showing quantity

Leads

Lead	For suit	For NT
Ace	AK, AKx, AKJx, AKJ10x	**AK, AKx, AKJx, AKJ10x**
King	**KQ, KQx, KQ10, KQJ, Kx**	**KQ, KQx, KQ10, KQJ, Kx**
Queen	**QJ, QJx, QJ10**	A**QJx, QJ, QJx, QJ10**
Jack	**J10, J10x, Jx**	**J10, J10x, Jx**
10	KJ**10,10**xx	A/KJ**10,10**xx
9	H10**9**, H10**9**x,10**9**, **9**xx	H10**9**, H10**9**x,10**9**, **9**xx
low	x**X**, Hx**X**, Hxx**X**(x)	Hx**X**, Hxx**X**, Axx**X**, AJx**X**
high	**X**xx, x**X**xx, H**X**x	**X**xx, x**X**xx, **X**x, H**X**x

SIGNALS AND CARDING

		Partner's lead	**Declaler lead**	**Discards**
Suit	**Low** = positive	**Low** = even	**Odd** = positive
	High = negative	**High**= odd	**Even** = negative
NT	**Low**= positive	**Low**= even	**Odd** = positive
	High= negative	**High**= odd	**Even** = negative

Other signals

Italian carding, Lavinthal, preference in the trump suit/ opponent's long suit, or to partner's ruff, To A lead we card quantity (to K quality)

DOUBLES

TAKE-OUT DOUBLE

a) 12-16 HCP, promise 3+cards in the other suits (without opening suit)

b) 16+ HCP in the second round: NS = 5+cards, or NT = (19)20+ HCP, BH

c) 10+ (8+) HCP, reopen double on 4th place, 3+cards in the other suits

SPECIAL DOUBLES AND REDOUBLES

Sputnik double = 1c-(1d)-X=4h, 1h=5h, 1s=4s

Support double = **1m**-(pas)-**1R!**-(1/2M)-**double** = promise exactly 3cards in partner's suit and on the second+ level it promise reserve of HCP

Negative double = **1M**-(2m)-**double** = at least 44 of the other suits

Competitive double = **1M**-(pas)-**2M**-(3m/2OM)-**double** = INV

-3M = to play

Leading double = on opponent's artifical bids (like transfers, strong openings)

1♣-(pass)-**1M**-(X)-**pas**=0-2M, **XX**= 3M

Redouble strong = **1m/M**-(double)-**redouble** = 10+ HCP, penalty oriented

Redouble SOS = **1NT**-(double)-**redouble** = 0-3 HCP, play in suit (7fit)

CONVENTION CARD

BIDDING SYSTEM

GREEN

Konštacká Emma – Slováková Pavla
Konštacká Emma – Rečičárová Karolína

EVENT: 29th European Youth Team Championships

SYSTEM OVERVIEW

GENERAL RULES AND STYLE

Opening 1♣ promise **3+cards** 11+ HCP, **1♦ 4+cards** 11+ HCP

Opening 1♥/♠ promise **5+cards** 11+ HCP, 7-5(4) TL

Opening 1NT 15-17, can have 5M/4414

Weak multi 2♦ 2♥/♠, **Muiderberg** 2♥/♠/NT

Strong openings: 2♣

1♥-1♠ 0-4♠, 5-11 HCP (then gazzilli, 1NT=4♠)

1♥-1NT 5+♠, 5+HCP (then gazzilli)

Bidding two suits shows SH (f.e.1♣-1R-1♠)

Natural responses after 1♣

2M transfer after 1m 6+cards, invite

New suit double jumps after 1m splinter

2X over 1M is GF

Repeating major by responder on 2nd level = weak, 6+cards

Repeating major by responder on third level = solid 6+M

1M-3M/4M preemptive

1♦-1NT GF

1♣-1NT inv

Strongest major raise via 2♣/2NT (16+, 4fit)

SPECIAL CONVENTIONS

Multi 6-10 6M, 2M = 55, 2NT = 6-10 55 minors

1♥ - 2♥	1♠ - 2♠
2♠ = ask for good suit	**2NT** = ask for good suit
2NT = ♠ shortness	**3m** = shortness
3m = shortness	**3♥** = shortness
3♠ = splinter	**3NT** = seeking 3NT
3NT = seeking 3NT	**4m** = splinter
4m =splinter	**4♥** = splinter

PSYCHES

rare

Opening	Number of cards	HCP	Description	Responses	Further bidding
1♣	BAL 2+♣	12-13/14 17/18-20	In general 11-13/14, BAL Sometimes 17/18-20, BAL	1♦= diamonds/5-10 bal, 1♥/♠=4+M, 1NT=invite, 2♣=inverted, 2♦/♥/♠=inv 6+cards, 2NT= 16-18 bal, 3♣= preemtive, 3♦/♥/♠= splinter	Structured reverse (then lebensohl) 1♣-1M-2NT 18-20 bal +XY2NT 1♣-1M-3♦ 18-20 bal, fit 1♣-1R-1M semibalanced (5♣4M+) Two way checkback
	UNB/SEB 5+♣	11-19(21)	5♣4x or 6♣, uncommonly 4♣4♥4♠1♦ 6♣4x, 7♣		
1♦	UNB/SEB (4)5+♦	11-19(21)	**BAL/SEB** with 4+♦ **UNB** 6♦4x,7♦	1♥/♠= 4+♥/♠; 1NT= GF; 2♣= 5+♣ 5-10; 2♦= (3)4+♦, (5)6-10 HCP (denies shortness); 2M=invite 6+cards, 2NT= nat invite; 3♣= invite 6+cards ; 3♦= preemptive (+shortness); 3M= spl; 3NT= to play	Structured reverse 1d-1M-2NT 18-20 bal +XY2NT Two way checkback 1♦-1NT-2♣ 11-16
1♥	5+♥	11-19(21)	Often **SEB**: 5422, 5431, 6322, 6331 **BAL** 5♥332 **UNB** 6♥4x or 5♥5♣/♦	1♠ = 6-12 HCP, 0-4 cards; 1NT = 5+ HCP, 5+♠ → then **GAZZILLI** 2♣ = unknown singleton; 3♠ = unknown void; 4♠ = to play 2♣ = 12+HCP, GF, BAL/3fit/5+♣; 2♦ = 12+HCP, GF, 5+cards 2♥ = 5-10 HCP, fit; 3♥ = weak, 4+fit; 4♥ = weak, to play; 2NT = 16+, 4c sup; 3♣ = 7-9 4c sup, srt; 3♦ = 10-11 4c sup, no srt 4♣= 12-15 HCP, 4fit, 2KC+feature (trump Q/ 3rd KC/ void); 4♦= 12-15 HCP, 4fit (can't bid 4♣); 3NT= any 4333; **DRURY 2♣/2♦**	**GAZZILLI: 1♥/♠-1NT/♠** 1NT = 5♥4♠, 11-15 HCP 2♣ = 15+HCP, BAL/SEB or 11-14 HCP, 5M2+♣ 2♦ = 11-14, 5M4♦ 2♥ = 11-14 6♥ /11-14 5♣4♥ 2♠ = 11-14 6♠/18-20 5♥4♠/ 11-14, 3+♠ 2NT = GF, 17+ HCP UNB 55, or 6+♥/♠ 3♣/♦/♥ = 14-17 HCP, 55 3♥/♠ = 14+HCP, 6+♥/♠ 3NT = to play **1M-1♠/NT-2♣** 2♦ = (8)9-11 HCP, 3M = fit 2M = 4-8 HCP, dubl, 2NT = 4-8 HCP, minors **Rest** = natural 5-7(8) HCP
1♠	5+♠	11-19(21)	Often **SEB**: 5422, 5431, 6322, 6331 **BAL** 5♠332 **UNB** 6♠4x or 5♠5x	1NT = 6-11 HCP → then **GAZZILLI** 2♣ = 12+HCP, GF, BAL/3fit/5+♣; 2♦/♥ = 12+HCP, GF, 5+cards; 3♥ = unknown singleton/void; 3NT =any 4333 2♠ = 5-10 HCP, fit; 3♠ = weak, 4+fit; 4♠ = weak, to play; 2NT = 16+, 4c sup; 3♣ = 7-9 4c sup, srt; 3♦ = 10-11 4c sup, no srt 4♣= 12-15 HCP, 4fit, 2KC+feature (trump Q/ 3rd KC/ void); 4♦= 12-15 HCP, 4fit (can't bid 4♣); 4♥= to play; **DRURY 2♣/2♦**	**1♥/♠ - 2♣** 2♦ = 11-16 HCP, waiting 2M = 11-15 HCP, 6+cards 2OM = 11-14 HCP, 5♣5♥/ 15+HCP, 5♥4♠ 2NT = 17+HCP, BAL/SEB 3♣ = 14+HCP, 54 3M = solid 6M /7M 3x = 54♣+, shortness 1♥/♠-2♣-2♦ 2M = fit 2OM = 4 cards 2NT = 15+HCP, waiting 3♣ = 6+cards 3M = slem try 3NT = 12-14, BAL/SEB **1♥/♠ - 2NT** 3♣ = 5332, 11-16 3x = shortness 3M = 6-7M, 14+HCP, no shortness 3NT = ♣ shortness 4M = 6-7M, 11-13, no shortness 4x = nat 5+cards 4NT = 5332, 17+HCP, forcing to 6M+ and followed by first round control-bids **1M-2NT-3♣** 3x = singleton 3M = ask for nonserious/ serious cuebid 3NT = ♣ singleton 4x = void
1NT	2-4(5) ♥/♠ (1)2-6(7) ♣/♦	15-17	14(15)-16(17) HCP, BH/SH **Can have 5M/7m/4414**	2♣= ask for major; 2♦/♥ = transfer, 5+♥/♠; 2♠= transfer, 6+♣/invite/slam try; 2NT= ask for 5M; 3♣ = transfer, 6+♦; 3♦= invite, 6+♦ 3♥/♠= shortness, 55+♣/♦; 4♣= ask for controls; 4♦/♥= grand transfer, 6+♥/♠; 4♠= ask for minor; 4NT = quantitative; 5♣/♦ = to play	**1NT-2♣-2♦-2♥/♠** = INV, 54♥♠; **2NT** = INV; **3♣/♦** = slam try, 5+♣/♦; **3♥/3♠** = GF, 4M5OM; **3NT** = to play; **4NT** = quantitative **1NT-transfer-accept-NS**= 54, GF **1NT-2NT-3♣**= doesn't have 5M; **3M**= 5 cards
2♣	-	21+	21+HCP **Balanced**	2♦ = 5+ HCP/ at least a control 2♥ = 0-4 HCP, without a control 2♠ = 6+♥, headed by at least AK/AQ/AJ10/KQ 2NT = 6+♠, headed by at least AK/AQ/AJ10/KQ 3♣/♦ = 6+♣/♦, headed by at least AK/AQ/AJ10/KQ	**2♣-2♦/♥-2NT** = 21-23 HCP, BAL (muppet, transfers - accept = dubl) **2♣-2♦-3M**= 4M, 5+♦ **2♣-2♥- 3M**= invite, **3NT**= 25+HCP, BAL **2♣-2♦-2♥-aut.2♠-2NT**=24+BH, **3♣**=5♥4♣, **3♦**=5♥4♦, **3♥**=6+♥,**3♠**=5♥4♠ **-3NT**= 6♥322/7♥222 **2♣-2♦-3♣-3♦**= ask for major, **3♥/♠**= 5+cards, **4♣** fit, slam try
		18+ (<4TL)	18+HCP **Unb/Gul** (20)22+HCP **SEB/UNB**		
2NT	55+m	6-11	**MUIDERBERG**, 55+minors	3♣/♦ = 0-13 to play; 3M = 6+cards, F, 5+♥/♠; 3NT = to play; 4m = slem try; 4M = to play 4NT = bid your better minor; 5m = to play, often preemtive	**All nat**
2♥	5+♥ 5+x	6-10	**MUIDERBERG**, 5♥5x	2NT = 12+ HCP, ask; 3♥ = preemptive; 4♥ = to play; 3NT = to play; NS = forcing, 6+cards; NS jump = shortness; 4♠ = to play; 4NT = quantitative	**2♥-2NT- 3♣/♦** = 5 cards, **3♥** = minimum, 5♥5♠, **3♠** = maximum, 5♥5♠
2♠	5+♠, 5+m	6-10	**MUIDERBERG**, 5♠5m	2NT = 12+HCP, ask; 3♠ = preemptive ; 4♠ = to play; 3NT = to play; NS = forcing, 6+cards; NS jump = shortness; 4NT = quantitative	**2♠-2NT-3♣/♦** = 5 cards, minimum, **3♥** = maximum, 5♠5♣, **3♠** = maximum, 5♠5♦
2♦	6+♥/♠	6-10	**MULTI** weak hand 6+♥/♠	2♥/♠= 0-13 HCP, pass or correct (2♠ with heart support); 2NT= 12+HCP, ask; 3♣/♦= forcing, 6+cards; 3♥/♠= preemptive pass or correct; 3NT= to play	**2♦-2♥-pass** = 6-10 HCP, 6♥, **2♠** = 6-10 HCP, 6♠ **2♦-2NT-3♣**= 9-10 HCP, **3♦**= 6-8 HCP, 6♥, **3♥**= 6-8 HCP, 6♠ **2♦-2NT-3♣-3♦-3♥** = 6♠, **3♠** = 6♥, shortness, **3NT** = 6♥322 **2♦-2NT-3♣-3♦-3♥-3♠** =ask for shortness, **3NT**=6♠322, **4♣/♦/♥**=shortness
3♣/♦/♥/♠	7	(6)8-11	**PREEMPTIVE**, in general 2 TH in trump suit and no control outside.	In general partner bids pass or a game. New suit is forcing and it is looking for a major fit or traying slem. 3NT = to play, 4NT = BW (5 key cards)	**3x-3NS-4x** = minimum hand **-4ox** = an honor
4♣/♦/♥/♠	8	(6)8-11			