DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Style: Aggressive 1level, semi-aggressive 2 level
Responses: same level forcing, 2level up to 14 NF
Over 1M: 2NT 12+ 4c+, 2 of their suit 10+ with 3c fit or 14+ any,
3 of their suit 8-11 4c fit, jump in new suit natural preemptive
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)
15-18 live, 12-16 reopening if they open 1M, 11-14 if they open
lm
1NT unusual by passed hand
HIMP OVEDCALLS (Style: Despenses: Unusual NT)
JUMP OVERCALLS (Style; Responses; Unusual NT) aggressive preempts (could be 5card)
2NT shows lower two suits
2D shows majors over 1c
Reopen: intermediate 10-13
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
2D is always majors, 2C nat overcall, direct cue bid 2M is
Major+minor 5+/5+, jump cue asks for stopper
After direct cue bid 2NT shows some interest, 3m pass or correct
(1C)-3C preempt
VS. NT (vs. Strong/Weak; Reopening;PH)
vs strong: dbl 5m4M, 2c majors, 2d one major, 2M M+m, 2NT
minors
vs weak: same but dbl penalty(14+)
vs mini: dbl 14+ rest same not weak
further dbls show points, even over transfer
when they overcall 1NT over 1m: 2 of other minor shows the majors, dbl
pen, rest nat
when they overcall 1NT over 1M: dbl pen, 2NT inv+ with fit
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
over 3M: (3H)-4H=S+m GF (forcing pass established), over 3m: 4m majors, (3C)-4D diamonds+Major gf
over 2M: 3M stopper ask, 4m is m+oM 5+/5+ and is GF
over zivi. Siri otopper usi, im is in otire vie v unu is or
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
vs 1c strong: dbl majors, 1NT minors, after a suit bid 2c is good raise
over 2C: dbl majors, 2nt minors
OVER OPPONENTS' TAKEOUT DOUBLE
rdbl strength, 2/1 F1

		IF	ADS AND SIGNA	ATC		
ODENIN	CIFAD	S STYLE	ADS AND SIGNA	ALS		
OPENIN	G LEAD	Lead		In Dort	ner's Suit	
C:4					iici s suit	
Suit NT				3/low 2/4		
NT 2/4		2/4		2/4		
Subseq		2/4		2/4		
) strong		sking for unblock			
			suit if unsupported		NT)	
LEADS				_		
Lead		Vs. Suit		Vs. NT		
Ace		AKx+ Ax+		AKJT+		
King		KQx+, AK		AKx+, KQx+		
Queen		QJ+			-, KQJT+, KQT9+	
Jack		JT+			AJT+, KJT+, JT+	
10		HT9+, T9+,		HT9+,		
9		9x (H98+ rare)		_ `	8+ rare)	
Hi-X		Xx		xXx, x		
Lo-X		3rd from even, lowest from odd		HXXX,	HxxXx, HxX	
SICNAL	S IN OD	DER OF PRI	ODITY			
SIGNAL		's Lead	Declarer's Lead	d	Discarding	
1	rev atti		rev count	u	rev attitude	
			+			
Suit 2	rev cou	ınt	s.p.		original count	
1	s.p.	itudo	rov count		rev attitude	
NT 2	rev. attitude		rev count		original count	
2	rev count		s.p.		original count	
Signals (i	ncluding	Trumps): S.P.				
Signais (ii	iciuding	11umps). 3.1.				
			DOUBLES			
			DOUBLES			
TAKEOU	J T DOU I	BLES (Style;	Responses; Reop	ening)		
			card 5-9, cue bid f		2NT over 1m and	
forcing to						
					_	
SPECIAL	L, ARTII	FICIAL & CO	OMPETITIVE D	BLS/RDI	LS	
T 1 1 .		. 1 1				
		game try doub				
			ijor and 1 diamond	l		
	dbl)-rdbl	shows Hx in	M and 8+			
D11 C 1	. ,	,				
		ggests sacrific			ces after responsive dbl	

CATEGORY: U26 NCBO: Greece PLAYERS: Ioanna-Aikaterini Pollatou - Panagiotis Skordas SYSTEM SUMMARY GENERAL APPROACH AND STYLE 5cM 2/1 FG 1C 2+ 1D 4+, usually 5+ unless 4441club 1NT 14-16 except NV vs Vul 1st-3rd 10-13 SPECIAL BIDS THAT MAY REQUIRE DEFENCE non vul 2D: weak both majors, 2M weak 5+ vul 2D: weak only multi 5-8, 2M weak 9-12 1NT NV vs Vul 1st-3rd: 10-13 SPECIAL FORCING PASS SEQUENCES IMPORTANT NOTES PSYCHICS: rare

W B F CONVENTION CARD

OPENI NG	AR TIF	MIN. NO. OF CAR DS	NEG. DBL THR U					
	ICI AL			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
14		2		natural or balanced (no 5 card other suit)	natural level 1, 2C = inverted minors 10+, 2D 5 spades and 4 hearts 5-9, 2M is inv, 3M is natural weak distributional	2way checkback, 4th suit forcing, lebensohl over reverse and 2M over reverse F1		
1♦		4		usually 5+ unless 4441club	2C=5+ FG, 2D=3+D INV+, 2M=6M INV	2way checkback, 4th suit forcing, lebensohl over reverse (after 1H opening as well)		
1♥		5		11+ at NV	2C=0+ FG, 2D 5+ FG, 2M 5-9, 2NT any invite with fit or 12-14 4333, 3C bergen 6-9, 3D 10-13 any splinter GF, 3M pre, above VOID splinters even 3nt, 4M-1 good 4M bid	1M-2NT: 3C: a) Short C b)Not accepting game invite c)17-19 balanced, 3x short, 3M min, 3NT bal choice of games	drury	
1♠		5		11+ at NV		1M-3C: 3D ask range, 3oM ask short GF 1M-3D: next step ask	drury	
1NT				14-16 or 10-13 NV vs V 1-3 Regularly has 5M, 6m, 5422	2C=stayman, 2X=transfer, 3C=5M ask 3D= FG minors, 3M=short (13)(45) FG When 10-13, 2NT is natural, 3D, 3M, 4M to play, 4C hearts, 4D spades	After stayman 3C relay	1NT(10-13)-(x penalty)- rdbl two suiter with clubs, 2C clubs or two suiter without clubs	
2♣	ART	0		22-23 BAL or FG	2D=waiting, 2M=good suit often 6c	2C-2D-2N=22/23; 2C-2D-2H-2S-2N=24+		
2♦ NV	ART	0		4+4+Majors 0-10	2M to play, 2NT ask, 3C nat NF, 3D invite with both M, 3M to play, 4C transfer to the best, 4d pick	2D-2NT: 3♠: very min, can be 44, 3♦: 5+♥ 4♠ ok hand -> 3♥ to play, 3♥: 4♥ 5+♠ ok hand -> 3♠ to play, 3♠: 5♥ 4♠ great hand, 3NT: 5♠ 4♥ great hand, 4♠: 5♠ 5♥ great hand, 4♦: 6♥ 4♠ great hand, 4♥: 6♠ 4♥ great hand		
2 ♦ V	ART	0		5-8 multi weak in a major, 5+	2M p/c, 2NT ask, 3C: H F1, 3D: S F1, 3M p/c, 4c bid your suit with transfer, 4D bid your suit	2D-2NT: 3C max with H, 3D max with S, min with H, 3S min with S.		
2M NV		5+		weak 0-10 aggressive	2NT ask rest nat F1	3C: bad suit/bad points, 3D: good/bad, 3H: bad/good, 3S: good/good		
2M V		5+		weak 9-12 (8.5-11.5)	2NT ask rest nat F1	3C: any short, 3D: 6M4m, 3M: bal min, 3oM: 64 nat, 3NT: bal max, 4x void		
2NT				(19)20-21	3C stayman, 3red transfer, 3S bid 3nt sth in minors, 4C: both majors, Texas	After transfer bidding 3M shows fit		
3C				aggressive preempt	New suit forcing (without jump)			
3D 3H				aggressive preempt	New suit forcing (without jump)			
3♠				aggressive preempt	New suit forcing (without jump)			
3NT	ART			gambling, 3rd/4th seat wide	4c pass correct, 4d asks short, 4M nat, 5c p/c			
4♣	<u> </u>			preempt				
4♦				preempt				
4 ∀ 4 ♦				preempt				
4NT				preempt minors				
5 .		1		preempt		HIGH LEVEL BIDDING		
5♦				preempt		14-30 key card blackwood, exclusion blackwood. After response to blackwood first available step asks for trump queen, 2nd available steps asks for kings		
5♥						After response to kings, ask again for a specific king.		
5♠						If not enough space last train, if two bids available may suggest sth in specific suit P0D1, P0R1 4 in minor is optional key card blackwood-> next step don't accept, above 14-30		