


DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Aggressive 1-level; sound 2-level responses: CUE=10+, with 2+ support or STR hand new suit=level 1:F, level 2:Nf
Jump Raise =PRE
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18HCP; As over 1NT OPEN R/O: over 1M 12-16 HCP, over 1m 12-14 HCP; SYSTEM ON
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1-Suit: WEAK (4-10 HCP); New suit = F1; 2NT asks for description 2-Suit: IF WEAK = STRG; IF STRG = PRE
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(1♣)-2♣:♣+♥ 2-suiter; (1♦)-2♦:♦+♥ 2-suiter; (1♥)-2♥:♥+m 2-suiter; (1♠)-2♠:♥+m 2-suiter; (1X)-2NT: low suits 2-suiter
1X-3X: (except ♣) JUMP CUE ASKS STOP; R/O same as overcall
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
DOUBLE : strong; 2♣: Landy; 2NT: minors
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
over WEAK-2♦ for M : DBL 13-15 BAL or 19+, 2NT =16 -19 HCP over 3m CUE=2-suiter STR
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Vs 1♣ opening: DBL = 55+ Ms WEAK ; 1♦= strong take-out in Ms 1NT = 5M5m WEAK

LEADS AND SIGNALS																											
<b>OPENING LEADS STYLE</b>																											
<table border="1"> <thead> <tr> <th></th> <th>Lead</th> <th>In Partner's Suit</th> </tr> </thead> <tbody> <tr> <td>Suit</td> <td>2nd/4th</td> <td>Same</td> </tr> <tr> <td>NT</td> <td>2nd/4th</td> <td>Same</td> </tr> <tr> <td>Subseq</td> <td></td> <td></td> </tr> </tbody> </table>		Lead	In Partner's Suit	Suit	2nd/4th	Same	NT	2nd/4th	Same	Subseq																	
	Lead	In Partner's Suit																									
Suit	2nd/4th	Same																									
NT	2nd/4th	Same																									
Subseq																											
Other: Vs NT, A, Q, 10 asks Unblock/count; K, J ATT																											
<b>LEADS</b>																											
<table border="1"> <thead> <tr> <th>Lead</th> <th>Vs. Suit</th> <th>Vs. NT</th> </tr> </thead> <tbody> <tr> <td>Ace</td> <td>Ax(+); AKx(+)</td> <td>AKJ10(+); AKJxxx(+)</td> </tr> <tr> <td>King</td> <td>AK; KQ(J/10)x(+); Kx</td> <td>KQJ(+); KQ10(+); AKx(+)</td> </tr> <tr> <td>Queen</td> <td>QJ(+); Qx</td> <td>AQJ10(+); KQ(J/10)x(+); QJ9xx(+)</td> </tr> <tr> <td>Jack</td> <td>J10(+); KJ10(+)</td> <td>J10x(+); QJx(+)</td> </tr> <tr> <td>10</td> <td>10x; H109(+)</td> <td>H109x(+); HJ10x(+)</td> </tr> <tr> <td>9</td> <td>9x; 109x(+)</td> <td>9x; 109x(+); H109</td> </tr> <tr> <td>Hi-X</td> <td>Sx; xSx(+)</td> <td>Sx; xSx(+)</td> </tr> <tr> <td>Lo-X</td> <td>HxxS(+); HxS; Sx</td> <td>HxxS(+); HxS; Sx</td> </tr> </tbody> </table>	Lead	Vs. Suit	Vs. NT	Ace	Ax(+); AKx(+)	AKJ10(+); AKJxxx(+)	King	AK; KQ(J/10)x(+); Kx	KQJ(+); KQ10(+); AKx(+)	Queen	QJ(+); Qx	AQJ10(+); KQ(J/10)x(+); QJ9xx(+)	Jack	J10(+); KJ10(+)	J10x(+); QJx(+)	10	10x; H109(+)	H109x(+); HJ10x(+)	9	9x; 109x(+)	9x; 109x(+); H109	Hi-X	Sx; xSx(+)	Sx; xSx(+)	Lo-X	HxxS(+); HxS; Sx	HxxS(+); HxS; Sx
Lead	Vs. Suit	Vs. NT																									
Ace	Ax(+); AKx(+)	AKJ10(+); AKJxxx(+)																									
King	AK; KQ(J/10)x(+); Kx	KQJ(+); KQ10(+); AKx(+)																									
Queen	QJ(+); Qx	AQJ10(+); KQ(J/10)x(+); QJ9xx(+)																									
Jack	J10(+); KJ10(+)	J10x(+); QJx(+)																									
10	10x; H109(+)	H109x(+); HJ10x(+)																									
9	9x; 109x(+)	9x; 109x(+); H109																									
Hi-X	Sx; xSx(+)	Sx; xSx(+)																									
Lo-X	HxxS(+); HxS; Sx	HxxS(+); HxS; Sx																									
<b>SIGNALS IN ORDER OF PRIORITY</b>																											
<table border="1"> <thead> <tr> <th></th> <th>Partner's Lead</th> <th>Declarer's Lead</th> <th>Discarding</th> </tr> </thead> <tbody> <tr> <td rowspan="3">S u i t</td> <td>1 Low=ENCRG</td> <td>Lo=even, hi=odd</td> <td>Low=ENCRG</td> </tr> <tr> <td>2 Lo=even, hi=odd</td> <td></td> <td>Lo=even, hi=odd</td> </tr> <tr> <td>3 S/P</td> <td></td> <td></td> </tr> <tr> <td rowspan="3">N T</td> <td>1 Low=ENCRG</td> <td>Lo=even, high=odd</td> <td>Low=ENCRG</td> </tr> <tr> <td>2 Lo=even, hi=odd</td> <td></td> <td>Lo=even, hi=odd</td> </tr> <tr> <td>3 S/P</td> <td></td> <td></td> </tr> </tbody> </table>		Partner's Lead	Declarer's Lead	Discarding	S u i t	1 Low=ENCRG	Lo=even, hi=odd	Low=ENCRG	2 Lo=even, hi=odd		Lo=even, hi=odd	3 S/P			N T	1 Low=ENCRG	Lo=even, high=odd	Low=ENCRG	2 Lo=even, hi=odd		Lo=even, hi=odd	3 S/P					
	Partner's Lead	Declarer's Lead	Discarding																								
S u i t	1 Low=ENCRG	Lo=even, hi=odd	Low=ENCRG																								
	2 Lo=even, hi=odd		Lo=even, hi=odd																								
	3 S/P																										
N T	1 Low=ENCRG	Lo=even, high=odd	Low=ENCRG																								
	2 Lo=even, hi=odd		Lo=even, hi=odd																								
	3 S/P																										
Signals (including Trumps):																											
<b>DOUBLES</b>																											
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>																											
May be light with classic shape; Over RDBL: Jump is PRE																											
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>																											
NEG DBL THRU 4♦; 1♣-(1♦)-DBL : 4 cards in both Ms 1m-(1♥)-DBL: exactly 4♣; 1m-(1♠)-DBL suggests 4+♥, 8+ HCP																											

W B F CONVENTION CARD
NCBO: Hellas U31

EVENT: All Events
<b>PLAYERS: Any not specified combination</b>
<b>SYSTEM: Natural – GREEN</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5-card M
1NT Openings: 15-17 HCP
2NT Openings: 20-21 HCP
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
CHECK BACK STAYMAN
4 <sup>th</sup> suit forcing
Michael's over opp's 1X
LANDY over opp's 1NT
LEBENSORHL-FAST
SPLINTER BIDS
<b>SPECIAL FORCING PASS SEQUENCES</b>

<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1-level F1; 2-level NF
RDBL=9+
JUMPS=PRE

SPL DBL & RDBL thru 2♠: 3-card support
RESP DBL thru 4♦

<b>IMPORTANT NOTES</b>
<b>PSYCHICS:</b> Rare

O P E N I N G	TICK IF ARTI FICI AL	M I N O R O F C A R D S	N E G · D B L T H R U	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
				1♣	No	3	4♦
1♦	No	3	4♣	12+ IF BAL, 1♣ if 3♣-3♦, 1♦ if 4♣-4♦	Same as 1♣, 1♦-2♣ Forcing to 2NT	Same as 1♣	
1♥	No	5	4♦	11+	2♥=6-9(10) 3 cards in ♥, 2NT=Jacoby, 3♣=6-9 4 cards in ♥ 3♦=9-11 4 cards in ♥, 3♥=0-6 4 cards in ♥		
1♠	No	5	4♥	11+	same as 1♥		
INT				(14)15-17 could have 5M or 6m	2♣=NF STAY, JACOBY & TEXAS TRANSFERS, 3♣=PUPPET STAY 2♠=transfer to 3♣ maybe (minor 6 cards)	1NT-2♣-2♦-2M (5 in M, 4 in o M 7-9 HCP) 1NT-2♣-2♦-3M SMOLEN	
2♣	Yes	0		22+ IF BAL, 3-5 losers if UNBAL	2♦=neutral, 2M or 3m=5cards 2/3 TOP H 3M or 4m=7 card S-SOL w/o O/S feature	2♣-2♦-2♥ relay to 2♠; NAT ♥ or 25+BAL	
2♦	Yes	6(5)		WEAK-2	2NT=ASKS O/S feature, 3♦ PRE	After 2NT: 3♣ max, 3♦ min 5-5, 3M min 5 in M, 4 in oM	
2♥		6(5)		WEAK-2 (4-10 HCP)	2NT=ASK O/S A or K, 2♠/3m=F1, raise PRE		
2♠		6(5)		WEAK-2 (4-10 HCP)	2NT= ASK O/S A or K, 3X=F1, raise PRE		
2NT				(19)20-21(22)	3♣=PUPPET STAY, JACOBY & TEXAS TRANSFERS		
3♣		7(6)		PRE	NS=F1, raise=PRE		
3♦		7(6)		PRE	NS=F1, raise=PRE		
3♥		7(6)		PRE	NS=F1		
3♠		7(6)		PRE	NS=F1		
3NT				Gambling	4♣:pass or correct		
4♣				PREEMT			
4♦							
4♥							
4♠							
4NT							
5♣							
5♦							
						<b>HIGH LEVEL BIDDING</b>	
						CUE=mixed 1 <sup>st</sup> & 2 <sup>nd</sup> round	

5♥						RKCB=4130
5♠						SPL
						GERBER
						BARON