

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Can be light at 1 level with a good suit, Ptr's resp=F1 (1NT=8-11)
Generally sound overcalls at the 2 level
Reopening jump to - 2♦ = Michaels (♥+♠)
Reopening jump to 2M = exactly 6 cards & 12 - 13H
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 HCP in direct seat, SYSON
Balancing 1NT = 10-13, (does not promise a stopper) SYSON
Reopening 2NT = 2 lowest unbid suits
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak except 1♣-2♦ = Michaels (in 2 nd or 4 th position)
2NT=2 lowest unbid (Less than 7 losers)
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1X) - 3X and 1X - (1V) - 3Y = Stopper ask
Michaels (Less than 7 losers) in 2 nd or 4 th
(1♣) - 2♣ = Natural; (1m) - 2♦ = Michaels (♥+♠)
(1M) - 2M=OM+m → 3♣=P/C and 3♦=invitational OM
VS. NT (vs. Strong/Weak; Reopening;PH)
2♣=♥+♠; 2♦=6cM, 2M=M+m, X=4M+ longer m, 2NT=55m(+)
(same if they open 1m - P - 1NT)
(same if we open 1m, opp o/c 1NT except X=points)
Vs wk NT, as for strong NT but X=points; ptr resp to 1NT or pass
Vs strong 2NT, as for strong NT but X=55(+) minors
Versus gambling 3NT, as for weak NT
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Leaping Michaels 4m=5m+5OM /over Multi 4m = 5m+5♥
Natural NJ over Multi but 3♥/♠ = Natural strong
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣/♦ or 2♣/♦
VS ♣ : ♦=MM, M=Mm, NT=mm, jump=pre-empt
VS 1♦ or 1♣-1♦ X= MM, M=Mm, NT=mm, jump=pre-empt
OVER OPPONENTS' TAKEOUT DOUBLE
Jumps=weak; RDBL = 10+
2NT/M=fit+10+, 2NT/m=5m and less than 11HCP
1M (X)- ? or (1x) 1M (X) - ? ; 1♠ is NAT, 1NT to 2M-1 = TRF

Martin Schaaper 10039 – George Hashimoto SUI3057

LEADS AND SIGNALS			
OPENING LEADS STYLE			
Lead	In Partner's Suit		
Suit	3/5 Attitude		
NT	Low = Enc Attitude		
Subseq	Low = Enc. Low = Enc.		
Other: 10 is not considered an honour for lead purposes			
LEADS [face for attitude and king for count or queen unblock (NT)]			
Lead	Vs. Suit	Vs. NT	
Ace	AKx	AKx	
King	AKJT K asks count	AKJT K asks unblock/count	
Queen	(A)KQTx; KQT9, QJ9	(A)KQTx; KQT9, QJT9, QJ9	
Jack	(H)JTxx; JT9x	(H)JTxx; JT9x	
10	(H)T9x	(H)T9x	
9	9x	9x	
High-low	Doubleton	Doubleton	
Low-high	Promises a third	Promises a third	
SIGNALS IN ORDER OF PRIORITY UDCA (count and attitude)			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 ATT, Low=Enc	Count, Low-hi=even	SP (Odd=Enc)
	2 Count, Low hi=even	SP (Lavinthal)	Count (UD present)
	3 SP (Lavinthal)		
NT	1 ATT, Low=Enc	Count, Low-hi=even	SP (Odd=Enc)
	2 Count, Low hi=even	SP (Lavinthal)	Count (UD present)
	3 SP (Lavinthal)		
Signals (including Trumps)			
Hi Low=odd # of trumps			
Smith (low = Enc)			
First discard (Even=Lavinthal and Odd = Enc)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
If shapely, may be light			
Support X and XX to 2M-1; Maximal [7]			
1m - (1♥) - X, X= 4(+) spades (1♠=fewer than 4S)			
If they bid our suit X by responder=no big H; by opener=do not lead unless			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative doubles through 4M-1; Lightner double; Snapdragon			
X=TO if they O/C our 1NT at the 2 or 3 level			
X of splinter: VUL= lead the suit under, NVUL=possible save			
X of transfer shows suit, cue of the underlying is TO			
X of 2m/1M shows the minor bid by responder			
Trf Lebensohl after opp's 2 level pre-empt over our opening [E/F 1♥ - (2♠)]			

W B F CONVENTION CARD
CATEGORY: Natural Green
NCBO: SWITZERLAND
PLAYERS: Martin Schaaper – George Hashimoto
EVENT
May 21 2021
SYSTEM SUMMARY
15-17 NT; 5 card majors, short club, UDCA
GENERAL APPROACH AND STYLE
2/1 FG
5 card Majors in 1 st and 2 nd ; game tries [10, 11]
FNT over 1♥/♠ (off in competition/PH)
Preempt quality variable dependent on vul & position
Balanced minimum opening 1 st and 2 nd = (11) 12 HCP
After O/C, New Suit NF at the 2 level
1NT opening = 15-17 H (5M or 6m possible) → Garbage Stayman
2NT opening = 20-21 H (5M or 6m possible) → Muppet Stayman
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
3NT solid minor w/o outside control; 4 th suit = F1
2♣ (artificial+strong); Multi 2♦ (6M 5-10H or 22-23 BAL) [3]
Weak 2M 5M+ 4m NV/5m VUL) - 5-10H/max 7 losers VUL
WJS, fit jumps by PH, mixed raise in COMP. 3 rd &4 th suit=F1
Transfer Lebensohl [5]; Good-Bad & Scrambling 2NT
COMPETITIVE bidding methods [7]/defense to wk 2 suiters [9]
1M response may bypass longer diamonds (WALSH); DRURY
3 rd hand opening may be lead directing or weak
Vs 2 known 2 suited O/C, cheapest cue= raise (10+); next cue= 4 th suit GF; 4 th suit is NF or raise ptr's suit=NF
In COMP, after we open or O/C a M, cue/2NT shows 3 /4 card support and invite or better 10(+) HCP
1NT after the opp's have bid+ responded=TO, 4 higher ranking suit & longer lower ranking suit, Cue OB/2NT=55 LTO/OB
XYZ/NT (on by PH) 2♣=Trf to 2♦ TP or invitational 10-11;
2♦=any FG; 2NT=trf to 3♣, 3X=SI; 3NT=TP
SPECIAL FORCING PASS SEQUENCES
In FG situations, pass is forcing
In SI, pass of OPP's bid at 5 level = first round control
IMPORTANT NOTES
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	ATT=attitude, CI=Italian controls, DNP=does not promise; F1=round force, FG=game force, FNT=Forcing NT, GT=game try, KC=key card, MSS=minor suit Stayman, NF=non forcing, OB=opening bid; O/C=overall, OPP=opponent, P/C=pass or correct; PH=passed hand, PRE=Preempt, SI=slam interest, SP=suit preference, SPL=splinter, SYSON=system on, TP=to play, TRF=transfer; UPH=unpassed hand, WJS=weak jump shift			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4M-1	Natural w/clubs, if balanced 12-14 (may be weaker in 3 rd) or 18-19, rule of 15 in 4 th seat If unbalanced, rule of (19) 20	2m=F1 [11] (11+ and fit, no 4 card M), 3m=PRE 1♣-2♦ & 1♦-3♣ = FIT & 8-10H (FJ if PH) 1m-2M = 4-7 & 6 card suit NF 2NT=11-12 bal; 3X=SPL, 4m=SI, 4X=exclusion	2NT/3m = min with 3/4m, 2X=stoppers up the line. NB 2NT does not promise stoppers 4m by either opener/responder = KC ask 1NT after 1♦ response may have 4 card M's See also XYZ/NT	Inverted on in comp or if PH; 2♣/1♦ by PH is 5/6 & inv/weak Fit jumps (10+) 5+fit 4 th by PH
1♦		(4)5		1♦=5c unless 4441 (black sgl)			
1♥		5	4M-1	10-21 in 1st or 2 nd may be weaker in 3 rd , rule of 15 in 4 th seat	1NT=F1 (5-15); 2M=8-10; 2NT=GF(Jacoby); [2] 3M=0-6; 3♣=FIT w/6-9; 3♦=FIT w/10-11;; 3NT=3 w/13-15; 4♣=16-18 BAL; 4♦=8-10 fit 5 th 3OM=any SPL 10-14 w/3-5CI); 4M = PRE; 4OM TP	After 2/1: Reverse DNP add'l HCP; rebid at 3 level =14+; 2NT is max 14 or 18-19; 3NT=15-17 Jump shift =GF 18+ Game tries. [11]	FNT OFF in COMP; PH SYSON but 2NT=4c+SGL+ invite; 1♥-2♣=FJ by PH (nb if VUL) but PRE in COMP; they X 1NT→2M-1=TRF; Drury/Bergen by PH
1♠		5		Rule of (19) 20			
INT				15-17 HCP, 5M or 6m possible	2♣=garbage Stayman (DNP 4M, invite; wk 54M 4 suit trf; 3X=natural SI; 4♣/♦=55M (SI/GF or SG); 4♥/♠=55m (Single M)	Super acceptance: /m=max w/ fit 3 rd or better + 1H/ M: 2NT=4+ max, 3M=4 min, 3X=4 w/xxx(x) & max; MSS [6]	Transfer Lebensohl [5] SYSON after non penalty X DONT if X=points [8]
2♣	√	0		Artificial strong GF or SF	2♦=negative; 2♥/♠=1ace r/b; 3m=1 ace r/b + K; 2NT=2K or 8+; 3M=KQTxxx; 3NT= 2 aces	3♣ by responder over 2M is second negative 2♣-2♦; 3M is NF (8.5 tricks)	OPP interfere: →DEPO or REPO P=1/3 aces and X/XX = no/2 aces
2♦	√			WEAK 2M or 22-23 BAL.	2NT=asks→3♣/♦/♥/♠=min ♥/♠, max ♠/♥ 3♣/♦ = invitational in ♥/♠; 4♣/♦=bid suit under/suit, 4M=TP see also [3]		SYSON on, X of 2M O/C=P/C 4 th seat opening natural 6 card suit w/12-13H
2M		5M&4m NVUL 5M&5m VUL		VUL=max 7 losers; NVUL 5-10, 5M and at least 4m NVUL and at least 5m if VUL	2NT=asks; Non game raise =TP (Preemptive) 3♣=P/C; 3♦=invites game in M 3♥ = RF to 3♣; 4♣ = KC ask (0,1,1+Q, 2, 2+Q) 4♠=TP unless SPL(2♠-4♥=SPL)	2NT=asks → 3m = min with m 3♥/♠=max with clubs/diamonds	3M = PRE; 4M = PRE or to make In COMP-2NT asks m, 3m=TP 4 th seat opening is natural 6 card suit with 12-13H
2NT				20-21 HCP, 5M or 6m possible [Refer note 4]	3♣=Muppet; MSS; 3♦/♥=TRF; 3♠=TRF 3NT; 3NT=5♠+4♥; 4m=55M; 4M=55m sgl M+2kc	After 3♠-3NT P/4m=TP, 4♥/♠=SI w/♣/♦ (ptr bids 4NT/5m TP); 4NT=55m w/2KC+Q	
3♣		7(6)		3♣ may be 6 cards; constructive in second seat, variable in third seat depending on vulnerability	4NT=BW New major = F1 ;4M over 3X=TP		Raise is TP (PRE or to make) After X, new suit=lead directing After O/C, new suit is NF
3♦		7(6)					
3♥		7					
3♠		7					
3NT	√	7		Solid suit, no outside control	4♣=P/C; 4♦=Asks for shortage	4♦ = →4M=M, 4NT=none, 5m=om	After X, 4♣=P/C
4♣		7(+)		Preempt natural, may have a second suit; May be 6-4 in 3 rd or 4 th	4X=CUE 4NT=BW		Raise is PRE or to make
4♦							
4♥							
4♠							
4NT	√			Both minors	5m=TP	HIGH LEVEL BIDDING	
5♣		8		Natural, may have a second suit		RKCB, Exclusion (1430), Spiral scan (Q + king low to high)	
5♦			5NTresponse to 4NT=void + 2KC; 6♣=void + 1 or 3 KC's				
5♥			3NT is serious when FG in Major				
5♠			Opp interfere BW we play DEPO/REPO				
5NT	√			Both minors	6m=TP	1 st or 2 nd rd ctrl to 4♠, cue in own suit=2/3H; cue in ptr's 5c suit may be the queen	