

DEFENSIVE AND COMPETITIVE BIDDING				
Overcalls	Style	1 & 2 level	Reopening	
5 cards sound suit wide range. 1♠ may be 4 cards suit				
1NT overcall	2nd	4th	Responses	Reopening
15½-18½ balanced. All responses as for 1NT opening after a minor opening, transfers after a major opening.				
JUMP Overcalls	Style	Response	Unusual NT	
1-suit: (not 3♣) Weak (intermed v-nv). Cue=55 highest 2NT=55 lowest 3♣=other 55 2-suit: Natural bidding Reopen: Jump or <i>Ghestem</i> both intermediate				
DIRECT and JUMP cue bids				
Cue= <i>Ghestem</i> Jump cue = solid suit, invites 3NT with stop				
versus 1NT opening				
Versus weak NT X = penalty, if partner does not pass, he hears 1 NT opening . Versus strong NT X = ♣ Landy and transfers In 4 th seat : x is for ♣, 2♣ = Landy, 2NT = 2-suiter, others = natural				
versus Preempts				
3any-x takeout. 2any-x takeout Multi-2♦ x = we hear a 2♥ opening, 3♥ = asking for ♥ stopper or ♣ + ♦, 4♣♦ = 5♠ and 5 in the minor				
versus 1♣ strong				
X = majors, 1 NT = minors				

16-Jul-07

LEADS and SIGNALS			
Opening Lead Style 3 rd and 5 th , 4 th best versus NT			
	Lead	Partners suit	
Suit	3/ 5th	HI LO	
NT	4th	HI LO	
Subsequ.			
Other			
Honour Leads			
	<u>Suit</u>	<u>No Trump</u>	
Ace	A or Ax	Low encourages	
King	Kx or KQ	Asks unblock/count	
queen	Qx or QJ	Low encourages	
jack	Jx or J10	J10	
10	10x or 109x(x) or 109	H109x, 109x	
9	9x	Weak	
high	even		
low	odd		
SIGNALS in order of priority			
	Partners	Declarers	Discard
1	Count	Count	suit pref
Suit 2	Suit pref	suit pref	
3			
NT 1			suit pref
2			
3			
Signals (including trumps) Hi-lo trumps = 3 .. ability to ruff Hi for higher other suit, Low for lower (Lavinthal)			
DOUBLES			
Takeout doubles			
All general doubles takeout to 4♥ level unless we have a fit Openers double semi-automatic if overcall passed			
Other doubles			
X 1NT (weak) = penalty X 1NT = Clubs x slam for unusual lead (<i>Lightner</i>) x 3NT = lead my (first) suit/or dummy's or spades			

FR

European Bridge League

Category

(WBF) Convention Card

JL STOPPA F. STRETZ

SYSTEM SUMMARY

General Approach and style

5 cards majors 1♣/♦ may be 3
2♣ = Multi 2♦ = Game forcing
2♥/♠ = Weak 5 cards + 1 Minor 4+

Strong NT

Most doubles for takeout - may convert to penalty
Preemptive raises and fit jumps. Splinters

Splinters with transfer on major opening

Special bids that may require defences

Penalty double versus weak NT opening

Special Forcing pass sequences

Important notes that don't fit elsewhere

1♣ - 1♦ - 1NT (majors possible)

Psychics

No policy: very rare

Artificial Bid		neg x Length	up to	Description	Responses	Subsequent Auction	Passed hand bidding	
1♣	3+	4♦		nat or any 4333	1NT=7-10 without major	2M 5♣4M 9-11 NF	1♣-1♦-1NT : majors possible	same
1♦	3+	4♣		nat	1NT=7-10 without major	2M 5♦4M 9-11 NF		
1♥	5+	4♦		natural	2NT =(11 -15) + fit	3♥/♠ NF, any other suit = GF semi-natural	2♣ : Drury asking for strength	
1♠	5+	4♥			3 NT, 4♣/♦ = splinter with transfer		2 NT = 4 trumps + singleton	
					1♠ 1NT		3♦ = ♦ + fit	
					2NT GF		3♣ = ♣ + fit	
<div style="border: 1px solid black; padding: 2px; display: inline-block;"> If you overcall: x=takeout/strong, , cue=fit, , Jump always fit with a passed hand </div>								
1 NT		3♠		15 – 17 balanced	Stayman, Transfers, 2 NT = invitational, 3♦ = nat NF		Second bid after transfert : other major , 4♣/♦ = splinter	
					3♥/♠ =5♦4♣ splinter			
2♣	✓	0	all	Multi	2♦relay			
					2♠ : to play if opener is weak in ♠,			
					3♥ : to play 3♥/♠ if opener is weak			
2♦	✓	0	No	Game Forcing	2♥ : 0 ace, 2♠,3♣/♦ : ace of the suit			
					3♥/♠, 3 NT = 2 aces or good suit (KQJ			
					6 th in majors or 7 th in minors)			
					On overcall : X = 1ace			
2♥/♠		5		Weak + one minor 4+	2 NT is forcing asking for the minor		After 2 NT : 3 any are forcing	
					other bids are not			
2NT			4♥	20-21 balanced	Stayman and transfers, 4♥/♠ shows			
					4♣/5♦/3♥/♠ 11-12HCP			
3 any		7		Pre-empts weaker 3rd/nv	Other suit = forcing			
3NT	✓	7*		Good 4♥/♠ opening				
4 any		7+		Standard pre-empt	New suit = cue			
4NT	✓			Blackwood				
5♥/♠				Pre-empts				
						High Level Bidding		
						Cue bids - <u>lowest</u> control AK/x0.		