| DEFENSIVE AND COMPETITIVE BIDDING | | | | | | |
|--|--|--|--|--|--|--|
| OVERCALLS (Style , Responses, ¹ / ₂ Level, Reopening) | | | | | | |
| Natural 8-15PC, 5+ suit; 2♣ -Drury promises fit, | | | | | | |
| Cue bid no fit; 1 level new suit F1; | | | | | | |
| New suit = nat. NF; new suit jump = nat. GF | | | | | | |
| Against any artificial 1. 4/0-2cards/ - see note 5 | | | | | | |
| 1NT OVERCALL (2 nd /4 th Live; Responses; Reopening) | | | | | | |
| Against 1♦/♥/♠ - 1NT= 8-15 5m+4M | | | | | | |
| Against 1 \clubsuit nat. or 3 rd hands openings–1NT=15-18 nat. | | | | | | |
| Balancing 10-15 nat. tranfers throughout; | | | | | | |
| Balancing 10-15 nat. tranfers throughout; transfer to opponents' suit = stayman | | | | | | |
| JUMP OVERCALLS (Style; Responses; Unusual NT) | | | | | | |
| 1 Suit - preemptive according to vulnerability | | | | | | |
| 2 Suit - 2NT=minors; | | | | | | |
| 1X pass pass 2NT – 18-21 nat. (transfer) | | | | | | |
| $\frac{1}{\text{Reopening} - \text{skip} = 12-16 \text{ nat}}$ | | | | | | |
| DIRECT AND JUMP CUE BID (Style; Responses; Reopen) | | | | | | |
| Michels unlimited depends on vulnerability | | | | | | |
| (2NT – better than 3♣) | | | | | | |
| 1X-3X – asks for stopper | | | | | | |
| VS. NT (vs. Strong / Weak; Reopening; PH) | | | | | | |
| 14+ = 2♣-majors; 2♦-Multi; 2♥/♠-nat. with 4+m | | | | | | |
| Double $-5+m 4M$; balancing double = cards; | | | | | | |
| 14- = as above except double = cards | | | | | | |
| VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids) | | | | | | |
| Double = T/O 13+; 2NT = 15-18; cue = asks for stopper | | | | | | |
| Jump 4 level = $5/5$ strong with suit bid; skip = $13-16$ nat | | | | | | |
| VS. ARTIFICIAL STRONG OPENINGS | | | | | | |
| Against 3 way or strong 1♣: pass=no overcall or 16+ | | | | | | |
| else 8-15: double=5+♥; 1♦=44 majors or 5+♠; | | | | | | |
| 1♥= any 3suiter or 54 broken; 1♠=54 blacks or reds; | | | | | | |
| 1NT=54 majors or minors; 2X= nat. depends on vul. | | | | | | |
| Against 2♣ strong – double=clubs; 2NT=any 2suiter | | | | | | |
| OVER OPPONENTS' TEKEOUT DOUBLE | | | | | | |
| Rdbl=10+ penalty oriented, if fit tends to be stronger | | | | | | |
| Fit showing skip (nat. + fit) | | | | | | |

| OPENING LEAD STYLELEADIn Partner's suitSuit 2^{nd} or 4 th 2^{nd} or 4 th NT 2^{nd} or 4 th 2^{nd} or 4 th SubseqFrom original comb.From original comb.4 th with an honour, 2^{nd} from bad suit, middle from 3;Low from doubleton; sometimes 3 rd from H10(9)xLEADSLeadVs. SuitVs. NTAceA; AK(x)A; AK(x)KingAK; KQ(x)AKJ10(x); KQ(x)QueenAQ; QI(X)KQ109,QI(x)JackJ10(x)J10(x)10HJ10(x); H109(x), 10x; H10xI0x; H10x9109x(x); H9x109x(x); H9xHI-xMDU-xSx; xSxxMDU-xSx; xSxxLoxxSxSSIGNALS IN ORDER OF PRIORITYPartenr's LeadDeclarer's leadDiscartingHi-Lo = ODDS?PS/P*SvitS/PHi-Lo=ODDHi = DISCRGHi-Lo=ODDHi = DISCRGHi-Lo=ODDHi = DISCRGHi-Lo=ODDHi = DISCRGHi-Lo=ODDHi = DISCRGS/P*NTS/PS/PSignals (including Trumps)Reverse count and attitude; Smith=low; Lavinthal nat.DOUBLESSPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLESLightner; Support 2 level; Response; Reopening)13+ sound; limit responses; cue=F1 promises rebid;Balancing 8+ shapeSPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLESLightner; Suport 2 level; Responsive; ma | LEADS AND SIGNALS | | | | | | | | |
|--|--|-------|----------------------------|-------------|---|--------------|--|--|--|
| LEADIn Partner's suitSuit2nd or 4th2nd or 4thNT2nd or 4th2nd or 4thSubseqFrom original comb.From original comb.4th with an honour, 2nd from bad suit, middle from 3;Low Form doubleton; sometimes 3rd from H10(9)xLEADSLeadVs. SuitVs. NTAceA; AK(x)A; AK(x)AceA; AK(x)A; AK(x)GueenAQJ; QJ(X)KQ109,QJ(x)JackJ10(x)J10(x)10HJ10(x); H109(x), 10x; H10xJ10(x)10HJ10(x); H10y(x), 10x; H10xI09x(x); H9x10HJ01-xSx; SxxMDU-xSx; xSxxLo-xxSxSSIGNALS IN ORDER OF PRIORITYS/P*NTS/PHi = DISCRGHi-Lo = ODDS?PS/P*NTS/PS/P*Hi = DISCRGHi-Lo=ODDHi = DISCRGHi-Lo=ODDHi = DISCRGHi-Lo=ODDHi = DISCRGHi-Lo=ODDHi-Lo = ODDHi-Lo=ODDHi-Lo = ODDHi-Lo=ODDS/PS/P*S/PS/P*Reverse count and attitude; Smith=low; Lavinthal nat.SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DUBLESLightner, Support 2 level; Responsive; maximal overcallsNegative may include GF hands | OPENI | NG | LEAD STYLE | | | | | | |
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| LEADSLeadVs. SuitVs. NTAceA; AK(x)A; AK(x)KingAK; KQ(x)AKJ10(x); KQ(x)QueenAQJ; QJ(X)KQ109,QJ(x)JackJ10(x)J10(x)JackJ10(x)HJ10(x); H109(x), 10x; H10x10HJ10(x); H109(x), 10x; H10xI0x; H10x9109x(x); H9x109x(x); H9xHI-xMDU- xSx; xSxxMDU- xSx; xSxxLo-xxSxSSIGNALS IN ORDER OF PRIORITYS/P*9Hi-Lo = ODDS?PSVPHi = DISCRGHi-Lo=ODDHi = DISCRGHi = DISCRGHi-Lo=ODDHi = DISCRGHi = DISCRGS/P*NTS/PS/PHi-Lo=ODDHi = ODDHi-Lo = ODDHi-Lo=ODDSignals (including Trumps)Reverse count and attitude; Smith=low; Lavinthal nat.DUBLESTAKEOUT DOUBLES (Style; Response; Reopening)13+ sound; limit responses; cue=F1 promises rebid; Balancing 8+ shapeSPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLESLightner; Support 2 level; Responsive; maximal overcallsNegative may include GF hands | 4 th wit | th a | an honour, 2 nd | from ba | ad suit, mi | ddle from 3; | | | |
| LeadVs. SuitVs. NTAceA; AK(x)A; AK(x)KingAK; KQ(x)AKJ10(x); KQ(x)QueenAQJ; QJ(X)KQ109,QJ(x)JackJ10(x)J10(x)10HJ10(x); H109(x), 10x; H10xHJ10(x); H109(x), 10x; H10x9109x(x); H9x109x(x); H9xHI-xMDU- xSx; xSxxMDU- xSx; xSxxLo-xxSxSSIGNALS IN ORDER OF PRIORITY9Partenr's LeadDeclarer's leadDiscarting NTHi-Lo = ODDS?PS/P*NTS/PHi = DISCRGHi-Lo=ODDHi = DISCRGHi = DISCRGS/P*NTS/PS/PHi-Lo=ODDSignals (including Trumps)Hi-Lo = ODDHi-Lo=ODDSignals (including Trumps)Reverse count and attitude; Smith=low; Lavinthal nat.DOUBLESTAKEOUT DOUBLES (Style; Response; Reopening)13+ sound; limit responses; cue=F1 promises rebid; Balancing 8+ shapeSPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLESLightner; Support 2 level; Responsive; maximal overcalls Negative may include GF hands | Low f | ror | n doubleton; s | sometim | es 3 rd from | n H10(9)x | | | |
| AceA; AK(x)A; AK(x)KingAK; KQ(x)AKJ10(x); KQ(x)QueenAQJ; QJ(X)KQ109,QJ(x)JackJ10(x)J10(x)10HJ10(x); H109(x), 10x; H10xHJ10(x); H109(x), 10x; H10x9109x(x); H9x109x(x); H9xH-xMDU- xSx; xSxxMDU- xSx; xSxxLo-xxSxSSIGNALS IN ORDER OF PRIORITYSignalMi-Lo = ODD10Hi-Lo = ODDS?PS/P*NTS/PHi = DISCRGHi-Lo=ODDHi = DISCRGHi = DISCRGS/P*NTS/PS/PHi-Lo=ODDMI = DISCRGHi = DISCRGS/P*NTS/PS/PHi-Lo=ODDSignals (including Trumps)Reverse count and attitude; Smith=low; Lavinthal nat.DUBLESTAKEOUT DOUBLES (Style; Response; Reopening)13+ sound; limit responses; cue=F1 promises rebid; Balancing 8+ shapeSPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLESLightner; Support 2 level; Responsive; maximal overcallsNegative may include GF hands | - | 5 | | | | | | | |
| KingAK; KQ(x)AKJ10(x); KQ(x)QueenAQJ; QJ(X)KQ109,QJ(x)JackJ10(x)J10(x)JackJ10(x)HJ10(x); H109(x),10HJ10(x); H109(x),HJ10(x); H109(x),10x; H10x10x; H10x10x; H10x9109x(x); H9x109x(x); H9xHI-xMDU- xSx; xSxxMDU- xSx; xSxxLo-xxSxSSIGNALS IN ORDER OF PRIORITYPartenr's LeadDeclarer's leadDiscartingHi-Lo = ODDS?PS/P*SuitS/PHi = DISCRGHi-Lo=ODDHi = DISCRGHi-Lo = ODDHi-Lo=ODDHi = DISCRGHi = DISCRGS/P*NTS/PS/PHi-Lo=ODDHi-Lo = ODDHi-Lo = ODDSignals (including Trumps)Reverse count and attitude; Smith=low; Lavinthal nat.DOUBLESTAKEOUT DOUBLES (Style; Response; Reopening)13+ sound; limit responses; cue=F1 promises rebid;Balancing 8+ shapeSPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLESLightner; Support 2 level; Responsive; maximal overcallsNegative may include GF hands | | | Vs. Suit | | | | | | |
| Queen AQJ; QJ(X) KQ109,QJ(x) Jack J10(x) J10(x) 10 HJ10(x); H109(x), 10x; H10x HJ10(x); H109(x), 10x; H10x 9 109x(x); H9x 109x(x); H9x HI-x MDU- xSx; xSxx MDU- xSx; xSxx Lo-x xS xS SIGNALS IN ORDER OF PRIORITY S/P* Partenr's Lead Declarer's lead Discarting Hi-Lo = ODD S?P S/P* Suit S/P Hi-Lo=ODD Hi = DISCRG Hi-Lo = ODD Hi-Lo=ODD Hi = DISCRG Hi = DISCRG S/P* NT S/P S/P Hi-Lo=ODD Hi = DISCRG Hi = DISCRG S/P* NT S/P S/P Hi-Lo=ODD Mi-Lo = ODD Hi-Lo = ODD S/P* Reverse count and attitude; Smith=low; Lavinthal nat. DOUBLES TAKEOUT DOUBLES (Style; Response; Reopening) 13+ sound; limit responses; cue=F1 promises rebid; Balancing 8+ shape SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES Lightner; Support 2 level; Responsive; ma | | | | | | | | | |
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| Hi = DISCRG Hi-Lo = ODD Hi = DISCRG Hi = DISCRG S/P* NT S/P S/P Hi-Lo=ODD Hi-Lo = ODD Hi-Lo = ODD Hi-Lo=ODD Signals (including Trumps) Reverse count and attitude; Smith=low; Lavinthal nat. DOUBLES Style; Response; Reopening) 13+ sound; limit responses; cue=F1 promises rebid; Balancing 8+ shape SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES Lightner; Support 2 level; Responsive; maximal overcalls Negative may include GF hands | | | | S?P | | S/P* | | | |
| Hi = DISCRG Hi = DISCRG S/P* NT S/P S/P Hi-Lo=ODD Hi-Lo = ODD Hi-Lo = ODD Signals (including Trumps) Reverse count and attitude; Smith=low; Lavinthal nat. DOUBLES TAKEOUT DOUBLES (Style; Response; Reopening) 13+ sound; limit responses; cue=F1 promises rebid; Balancing 8+ shape SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES Lightner; Support 2 level; Responsive; maximal overcalls Negative may include GF hands | Suit | S | /P | Hi = DISCRG | | Hi-Lo=ODD | | | |
| S/P S/P Hi-Lo=ODD Hi-Lo = ODD Hi-Lo = ODD Signals (including Trumps) Reverse count and attitude; Smith=low; Lavinthal nat. DOUBLES DOUBLES Stignals (including Trumps) TAKEOUT DOUBLES (Style; Response; Reopening) 13+ sound; limit responses; cue=F1 promises rebid; Balancing 8+ shape SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES Lightner; Support 2 level; Responsive; maximal overcalls Negative may include GF hands | | Η | i = DISCRG | Hi-Lo = ODD | | | | | |
| Hi-Lo = ODD Hi-Lo = ODD Signals (including Trumps) Reverse count and attitude; Smith=low; Lavinthal nat. DUBLES TAKEOUT DOUBLES (Style; Response; Reopening) 13+ sound; limit responses; cue=F1 promises rebid; Balancing 8+ shape SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES Lightner; Support 2 level; Responsive; maximal overcalls Negative may include GF hands | | Η | i = DISCRG | Hi = DISCRG | | S/P* | | | |
| Signals (including Trumps) Reverse count and attitude; Smith=low; Lavinthal nat. DOUBLES TAKEOUT DOUBLES (Style; Response; Reopening) 13+ sound; limit responses; cue=F1 promises rebid; Balancing 8+ shape SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES Lightner; Support 2 level; Responsive; maximal overcalls Negative may include GF hands | NT | S | /P | | | Hi-Lo=ODD | | | |
| Reverse count and attitude; Smith=low; Lavinthal nat. DOUBLES TAKEOUT DOUBLES (Style; Response; Reopening) 13+ sound; limit responses; cue=F1 promises rebid; Balancing 8+ shape SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES Lightner; Support 2 level; Responsive; maximal overcalls Negative may include GF hands | | | | | | | | | |
| DOUBLES TAKEOUT DOUBLES (Style; Response; Reopening) 13+ sound; limit responses; cue=F1 promises rebid; Balancing 8+ shape SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES Lightner; Support 2 level; Responsive; maximal overcalls Negative may include GF hands | Signa | ls (i | including Trun | nps) | | | | | |
| TAKEOUT DOUBLES (Style; Response; Reopening) 13+ sound; limit responses; cue=F1 promises rebid; Balancing 8+ shape SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES Lightner; Support 2 level; Responsive; maximal overcalls Negative may include GF hands | Revers | se o | count and attitue | de; Smith | n=low; Lavi | nthal nat. | | | |
| 13+ sound; limit responses; cue=F1 promises rebid; Balancing 8+ shape SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES Lightner; Support 2 level; Responsive; maximal overcalls Negative may include GF hands | DOUBLES | | | | | | | | |
| 13+ sound; limit responses; cue=F1 promises rebid; Balancing 8+ shape SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES Lightner; Support 2 level; Responsive; maximal overcalls Negative may include GF hands | TAKEOUT DOUBLES (Style; Response; Reopening) | | | | | | | | |
| SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES Lightner; Support 2 level; Responsive; maximal overcalls Negative may include GF hands | | | | | | | | | |
| Lightner; Support 2 level; Responsive; maximal overcalls Negative may include GF hands | | | | | | | | | |
| Lightner; Support 2 level; Responsive; maximal overcalls Negative may include GF hands | SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES | | | | | | | | |
| Negative may include GF hands | | | | | | | | | |
| | | | | | | | | | |
| | | | | | y) and 14+ | NT | | | |
| | p | | - `` | - | | | | | |

WBF Convention Card



Category: <u>POLISH CLUB (RED)</u> NCBO: <u>POLAND</u> PLAYERS:

EWA SOBOLEWSKA ANIA SZCZEPAŃSKA

| SYSTEM SUMMARY |
|--|
| GENERAL APPROACH STYLE |
| 1 ♣ - 2+ ♣ OR any GF |
| 5 card majors |
| 15-17 NT may have 5M, 6m, 54m |
| 2♦ - multi 6♥/♠ weak |
| 2♥/♠/NT- twosuiters 55 |
| 3NT – Gambling |
| |
| SPECIAL BIDS THAT MAY REQUIRE DEFENCE |
| 1♣ - 2+♣ or any GF; if 5+♣ unbal 15+ |
| 2♦ - 6-11 6♥ or 6♠ |
| 2♥ - 6-11 5+♥/5+ other |
| 2♠ - 6-11 5+♠/5+minor |
| 2NT – 6-11 5+/5+ minors |
| 3NT – Gambling, no Ace or King |
| Transfers over 1M after double |
| VS. 1. 0-2cards we play artificial / see vs. |
| Artificial strong openings and NOTE5/ |
| SPECIAL FORCING PASS SEQUENCES |
| 1♣ - double pass= 0-6 PC 3+♣ |
| 2♦ - double pass= diamonds |
| |
| IMORTANT NOTES THAT DO NOT FIT ELSEWHERE |
| Double raise weak |
| |
| PSYCHICS: Rare |
| |

| OPENING | TRICK IF ARTIF | MIN OF CARDS | NEG. DBL THRU | DESCRIPTION | RESPONSES | SUBSEQUENT ACTION | PASSED HAND BIDDING |
|---------|----------------|--------------|---------------|---|---|--|---|
| 1* | X | 0 | 4♥ | 12-14 OR18-24 BALANCED; 15+PC 5+♣ ; 12-21 PC 4414; ANY GF; | $1 \blacklozenge = 0-6 \text{ PC ANY}; 7-11 \text{ unbal m or minors}; 16+ \text{ PC BAL};$ $1 \checkmark = 4+ \checkmark \land 7+;$ 1 NT: 7-9 PC BAL; 2 NT: 10-12, BAL; 3 NT: 13-15 PC BAL; $2 \bigstar \land \checkmark \checkmark = \text{ GF } 5+ \bigstar \land \checkmark \checkmark \bigstar$; $3 \bigstar \land \bullet = 6+ \bigstar \land \bullet \text{ INWIT}; 3 \bigstar = \text{ TRANSFER TO } 3 \text{ NT};$ | 1 * -1 • -1 ♥ =MAY BE 3 ♥ ; 1 * -1 • -1 ♥ / • -1NT- weak; 1 * -1 • -1NT= 18-20 PC BAL; 1 * -1 • -2NT-21+BAL; 1 * -1 ♥ / • -1NT-2 * =RELAY 1 * -1 ♥ (•)-2 • -RELAY; 1 * -1 ♥ / • -2 * =15+ 5+ * ; | 1♣-1NT= 7-11 bal. 1♣-2♣/♦ = 9-11 nat. no 4 card major; |
| 1♦ | | 4 | 4♥ | 12-21 PC, 5+♦; 12-21 PC 1444 with 4♦; 12-15 PC 4♦5♠; | $1 \checkmark / = F1 4+ \checkmark / ; 1/2/3NT = NAT. BALANCED;$ 2 = GF NAT; 2 = GF 4+ ; 3 = INVIT 6+ ; 3 = Imit 4+ ; $2 = 4 \le 2 $ weak; 2 = 4 \ 5 inwit; 3 \ 2 = shortness 4+ ; | $1 \leftarrow -1 \lor / \bullet -1 NT-2 \bigstar = RELAY$ $1 \leftarrow -1 \lor / \bullet -2 NT = FG; 1 \leftarrow -1 \lor / \bullet -2 NT-3 \bigstar - RELAY;$ $1 \leftarrow -1 \lor -2 \bigstar = GF 6+ \diamond$ unbal; $1 \leftarrow -1 \lor / \bullet -2 \bigstar = 54$ any; | 1♦-2♦= 7-9 3+♦ |
| 1♥ | | 5 | 4♦ | 12-21 PC 5+♥ may have longer minor | 1NT=SEMIFORCING may have 4-6 PC WITH SUPPORT; 2♣= 13+ PC BAL OR 10+ PC 5+♣; 2NT= limit 3+♥; 3♥=pree; 3♣= weak any shortness; 3NT/4♣/♦-splinter ♠/♣/♦ | 1♥-1♠-1NT-2♣=RELAY 1♥-1NT-2♣ = GF any distribution 1♥-1NT-2NT= invite; 1♥-1NT-3♣/♦ = invit 5♥-5♣/♦ | DRURY promises fit; SKIPS=suit (values)+fit LOWEST= any short |
| 1♠ | | 5 | 4♥ | 12-21 PC 5+♠ may have any 6 | 1NT=SEMIFORCING may have 4-6 PC WITH SUPPORT; 2♣= 13+ PC BAL OR 10+ PC 5+♣; 2NT= limit 3+♠; 3♣= pree; 3NT=weak any shortness; 4♣/♠/♥-splinter ♣/♠/♥ | 1♠-1NT-2♣= nat or any GF; 1♠-1NT-2NT= INVIT; 1♠-1NT- 3♣/♦/♥ - invit 5♠-5♣/♦/♥; | DRURY promises fit; SKIPS=suit (values)+fit LOWEST= any short |
| 1NT | | 2 | 4♥ | 15-17 PC BALANCED may have 5 major or 6 minor or 54m | 2 \Rightarrow =NF STAYMAN; 2 \checkmark / \Rightarrow = TRANSFER TO \checkmark / \Rightarrow ; 2 \checkmark /2NT=transfer to \ast / \diamond ; 3 \ast / \diamond =5+ \ast / \diamond -4M,shortness m; 3 \checkmark / \Rightarrow =54m,3 \checkmark / \diamond ; 4 \Rightarrow =5+ \checkmark 5+ $غ$ week; 4 \checkmark / \Rightarrow = transfer to \checkmark / \diamond ; | 1NT-2♦-2NT/3♥= good hand + fit♥; 1NT-2♥-2NT/3♠= good hand + fit♠; 1NT-2♠-2NT=good hand; 1NT-2NT-3♣ = good hand; | |
| 2♣ | | 5 | 4♥ | 11-14 PC 5+ $#4M$ or 6+ $#$ 2 $$=$ RELAY; 2 $$=$ / $$=$ NAT NF; 3 $$=$ INVIT; 3 $$=$ INVIT; 3 $$=$ INVIT; 2 $$=$ 2 $$=$ 2 $$=$ 2 $$=$ 2 $$=$ 2 $$=$ 2 $$=$ 2 $$=$ | | 2 ♣ -2NT= invitational | |
| 2♦ | X | 0 | | 6-11 PC 6(5)♥ or ♠ | 2♥=P/C or F with hearts; 2♠= RELAY; 2NT= RELAY; 3♣/♦= nat GF; 3♥= pree fit in majors; 3♠= nat invite; 4♣= asking for transfer bid; 4♠= bid your suit; | 2 ◆ -2NT-3 ♣ -WEAK, 2 ◆ -2NT-3 ◆ /♥ - TRANFER TO ♥/♠, not bad hand; 2 ◆ -2NT-3 ♠ /NT-VERY GOOD SUIT any; | 2 ♥/ ♠= P/C |
| 2♥ | | 5 | | 6-11 PC 5+♥/5+ OTHER | $2 \triangleq P/C$; 2NT= RELAY; $3 \oiint/ = GF$ nat; $3 \heartsuit =$ pree | 2♥-2NT-3♠= 6♠5♥; 2♥-2NT-4♥= 6♥5♠; | |
| 2♠ | | 5 | | 6-11 PC 5+♠/5+ MINOR | 2NT= RELAY; $3 = P/C$; $3 = GF$ nat; $3 = pree$ | 2 ≜ -2NT-3 ♥ =6 ≜ 5 ♣ ; 2 ≜ -2NT-3 ≜ =6 ≜ 5 ♦ ; | |
| 2NT | Х | 0 | | 6-11 PC 5+♣/5+♦ | 3♥= RELAY | | |
| 3♣ | | 6 | | PREE 6+♣, 3rd random | 3♦- RELAY; 3♥/♠= NAT FORCING; | | |
| 3♦ | | 6 | | PREE 6+♦, 3rd random | 3♥/♠= NAT FORCING; 4♣= RELAY; | | |
| 3♥ | | 6 | | PREE 6+♥, 3rd random | | | |
| 3♠ | | 6 | | PREE 6+♠, 3rd random | | | |
| 3NT | Х | | | GAMBLING NO SIDE A or K | 4 ♣ = P/C; 4 ♦ =RELAY; | HIGH LEVEL BIDDI | NG |
| 4♣ | | 6 | | PREEMPTIVE | | RKBC 5♣= 0 or 3;Q PRIORITY;HOYT; | |
| 4♦ | | 6 | | PREEMPTIVE | | 5NT BLACKWOOD IF NO SPACE; JO | SEPHINE; |
| 4♥ | 1 | 6 | | PREEMPTIVE | | CUE BID ECONOMIC; SHORTNESS F | PRIORITY: |
| 4♠ | 1 | 6 | | PREEMPTIVE | | | - 7 |
| 4NT | X | - | | FOR ACES | | | |