

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS</b>
Style: Aggressive. New suit: F1; jump raise = preempt; new suit with jump = fit bid. Cue-bid = forcing.
Reopening: D=14+H or 9+H tricolor
Opp. overcalls over 1♥/♠ opening: jumpraise = preempt, new suit with jump = fit bid, cue-bid = fit, new suit F1.
Opp. overcalls over 1♣/♦ opening : 3♣/♦ preempt, new suit F1, cue-bid: strong, interrogative
<b>INT OVERCALL</b>
2nd seat: 15-18H - Answers : same than after 1NT opening
Reopening: 11-14H (2NT = 17 - 19H) - Answers: same than after +NT opening
(1♣) - pass - (1♥) 1NT- = 6♦/4♠, 2♣ = 6 cards, 2♥ = 6 cards
<b>JUMP OVERCALLS</b>
Pre-empt
(1X) - 2NT = 2-suiter (see special bids)
Reopening: good 6 cards suit, 12-14H; 2NT = bal, 17-19H
<b>DIRECT and JUMP CUE BIDS</b>
2-suiters - see special bids
(1x) - 3X : asking for stopper in X to play 3NT
Reopening: 2-suiter; over 1♣/♦: ♥+♠, over 1♥/♠: ♠/♥ + minor
<b>VS. NT</b>
2♣ = both majors; 2♦/♥/♠ = natural
2NT = both minors
D = minor/major 2suiter
Same vs. Weak NT except D = penalty, 2NT = ♣
Reopening: same / Passed hand : same
<b>VS.PREEMPTS</b>
Negative dbl up to 3♠; (2♥/♠) - 4m = 2-suiter ♠/♥ + m
(2M) - 3M = asking for a stopper; 4m = m + OM GF
(2M) - 2SA = 16-18H → 3♣ = Stayman + Transfers
Vs. 2♦ Multi: D = 13-16H bal. Or 17+H, 2♥/♠ = nat., 3m = nat. 12+H
Passed hand: D = negative, 2NT = minors, 3X = 9-12H
<b>VS. ARTIFICIAL STRONG OPENINGS</b>
<b>OVER OPPONENTS' TAKE OUT DOUBLE</b>
Over 1M: Fit = pre-empt; 1X = F 1 round;
2NT = 4-card fit, 11+S, jump suit = fit bid; 2x = non-forcing
Over 1m: Truscott, 1x = F1, 2x = NF, new suit with jump= fit bid

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	<b>Lead</b>	<b>in Partner's Suit</b>	
Suit	3rd/5th, A from A/K	When raised : top of nothing/♠	
NT	4th, A/Q: att, K:unbl/count	3rd/5th	
Subseq	Attitude	3rd/low	
Other:	3rd from 6 cards vs trump contract		
<b>LEADS</b>			
	<b>Vs.Suit</b>	<b>Vs. NT</b>	
Ace	AKx(+)	AKxx(+), attitude	
King	AK, KQx(+)	Unblock / count	
Queen	KQ, QJx(+)	KQ(10/9)x, QJ(10/9)x	
Jack	Jx, J10(+), KJ10(+)	J10(9/8)(+), (A/K)J10(+)	
10	10(x), 109(+),(K/Q)109(+)	(A/K/Q)109(+), 1098(+)	
9	9x		
Hi-x	Xx	xXx, xXxx	
Lo-x	(H/x)xX(+), (H/x)xxxX	HxxX(+), xxxXx(+), HxX	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>
Suit: 1st	Low=positive	Low=even	Suit preference
2nd	Low=even		
3rd			
NT: 1st	Low=positive	Low=even	Suit preference
2nd	Low=even		
3rd			
<b>SIGNALS (including Trumps):</b>			
UDCA			
suit preference in trump. Low smith signal.			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style;Responses;Reopening)</b>			
Style: solid			
Answers: 1NT= 8-11H, Jump= 8-10H, DblJump=8-10H, 5 cards			
Cue-bid: only forcing bid, not auto-forcing			
<b>SPECIAL,ARTIFICIAL &amp; COMPET. DOUBLES/REDOUB</b>			
Support double and redouble, max. Overcall double.			
Responsive double up to 3♠; generalized spoutnik up to 4♠;			
(1M) - D - (2/3M) - D : Denies 4 cards in OM			
1m - (1♥) - D = 4 cards in ♠; 1♠ = 5 cards in ♠;			
1♣ - (1♦) - D = 4♥ + 4♠			
(1X) - 1/2Y - (2/3X) - D = Negative			
(1X) - 1/2Y - (2/3Z) - D = Negative			

Convention Card	
<b>Category Green</b>	
<b>Players:</b>	Elianna Meyerson (9694) - Laurence Duc (5256)
<b>Country:</b>	Switzerland
<b>Date:</b>	04.16.21
<b>SYSTEM SUMMARY</b>	
<b>GENERAL APPROACH AND STYLE</b>	
5-card major, better minor	
1NT semi- forcing over 1♥ and 1♠	
Double raise over 1 major is invitational	
1♥/♠ - 2NT : 4 card fit, unlimited	
Drury fit in 3rd and 4th seat.	
4th suit forcing	
1NT Openings: 15-17H (5-card major possible)	
2 OVER 1 Responses: Game Forcing	
Unusual vs. Unusual	
2NT over 1NT is transfer to Diamonds	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>	
2♣ forcing, and semi-forcing / 2♦ multi	
2♥/♠: weak, 5 cards an (4)5 in a minor	
Splinters	
Lebensohl "slow"	
Michael's cue-bids:	
1♣ - 2♣ = ♥/♠, 2NT = ♦/♥	
1♦ - 2♦ = ♥/♠, 2NT = ♣/♥	
1♥ - 2♥ = ♠+ minor, 2NT = ♣/♦	
1♠ - 2♠ = ♥+minor, 2NT = ♣/♦	
AFTER 1NT - (D) : system on	
1NT - (2♣) - D = Stayman	
Transfer advances after 1M - (X)	
psycho suction non vuln. against strong openings	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>	
M = Major, m = minor, OM = other major, om = other minor	
F1 = Forcing 1 round, NF = Non Forcing, GF = Game Forcing	
HC = High Card	
<b>PSYCHICS</b>	
Rare	