DEFENSIVE AND COMPETITIVE BIDDING VS. 1-LEVEL SUIT OPENER (Style: Responses:Reopening Simple Suit Overcalls 1-level may be 4-crd suit (re-bidding RHO's minor is nat) 2-level is intermediate to quite strong (X will follow latter) In Protective seat may be 4 card suit (even at 2-level) Responses: New suit by unpassed p = F1; by passed p implies some fit; 1NT = 8-10; 2NT=11-13; UCB = good raise Simple NT Overcall Direct seat = 15/18 Protective seat = 11/14 Responses: System On Jump Overcalls 2NT − lower 2 suits (weak or strong) 4 of a minor = that minor and a (other) Major 2/3 of a Suit = WJO (like weak 2/3 openings) Responses: New suit = F1; 3NT to play Cue Bids Simple Cue of a minor = MAJORS Simple Cue of a major = oM & a minor (weak or strong) Direct Cue at 3-level = stopper ask Take Out Double Responses: Jump = 8-10, 4crd; Dbl Jump = 8-10, 5-crd Cue of opener's suit = 11+; NT bid = Natural − 8-10 VS. NT (vs. Strong/Weak; Reopening) vs Strong NT = Hamilton where x = 5/6m + 4M vs Weak NT = Hamilton X = Penalty; 2C = Majors; 2D = 1-suiter 2M = M/m 2-suiter; 2N = minors vs Protective NT = X shows good hand VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids) X: up to 3-level = T/O; 4+level = optional Cue at the 3-level is stopper ask Cue of a minor at the 4-level = Majors (Michaels) 4 of a minor = that minor and a (other) Major (Leaping and non-leaping Michaels) 4 N over 2/3M = minors VS. ARTIFICIAL STRONG OPENINGS-1.e. 1♣ or 2♣ X=Majors NT= Minors; 2♣=blacks; 2♣=reds OVER OPPONENTS' TAKEOUT DOUBLE	
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	VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
OVER OPPONENTS' TAKEOUT DOUBLE	
	OVER OPPONENTS' TAKEOUT DOUBLE

XX=strong, no fit; Trf raise; System of raises on

			LEADS A	ND SIGN	ALS		
OPENI	N	G LEA	DS STYLE				
			Own suit		Partner's suit		
			3/5 from H, or 2 nd without				
NT cor	ntı		2/4/ToN/coded 9/T		same		
Subse	qι	ient	As above		As above		
HONO	UI	R LEAI	DS				
Lead			Vs. Suit		Vs. NT		
A/Q/J			Asks uda		Asks uda		
King			Asks udc		Asks unblock/udc		
T/9			Shows 2/0 higher		Shows 2/0) higher	
				· · · · · · · · · · · · · · · · · · ·			
SIGNA	L	S IN O	RDER OF PRIOR	ITY			
		Partne	er's Lead	Declare	r's Lead	Discarding	
SUIT	1	Uda o	r suit pref	Udc		Uda	
	_	Udc	•	S/P(reve	erse)	Udc	
	3			,			
NT	1	Uda o	r suit pref	Smith ed	cho (ud)	Uda	
	2	S/P(re	verse)	Udc		Udc	
Signal	s	(includ	ling Trumps) : Sui	it Pref			
			DOL	JBLES			
GENE	R/	L RUI	.E				
In princ			BL's are for T/O,				
1.			weak NT is penalt	У			
2.		<u>Partne</u>	r has pre-empted				
3.			has previously be				
4.			after a penalty XX		enalties		
5.			4-level opening is				
6.			ue bids or artificial	bids are	lead direct	ional	
7.		Lighte	ner X				
1							
SPECI	ΙΔ	ΔDT	IFICIAL & COMP	FTITIVE	DRI S/RD	IS	
			onsive; Co-operati				
			l; Sacrifice; Protec		аку, оирро	ı t,	
Leau u	11 6	ouona	i, Gacilloe, Fibled	uve			

CATEGORY: Green 2025 SA open trials PLAYERS: MARTIN GRUNDER (5227) IMTIAZ KAPREY (5163) SYSTEM SUMMARY GENERAL APPROACH AND STYLE 2/1, 5crd Majors, 4+crd ♦, ♣ approach, 15-17 NT Aggressively competitive, UDCA SPECIAL BIDS THAT MAY REQUIRE DEFENSE 1♣ opening may show only 2crds Gazzilli after 1♥/1▲-1▲/1N – see note[4] 1 - 1 • may be a bid on a doubleton (5-7, 3325) 1**.**-2 • shows 4crd • & 5crd • , 8-10 1M-3♣ shows 7-11 and 4+crd raise NOTE ON HONOUR LEADS: Our honour leads request info from partner. To this end we may lead A or K from AK(xx...), K or Q from KQ(xx...) depending on the rest of our hand or the info required. A/Q/J asks for attitude and K for count, but does not promise or deny a touching honour SPECIAL FORCING PASS SEQUENCES When we have shown game values in competition IMPORTANT NOTES See attached sheet **PSYCHICS** Rare

W B F CONVENTION CARD

	خ	Ŧ	0	M=Major; m=minor;	oM=other Major; om=other minor; JS=Jump Shift; DJS=Double	Jump Shift; Trf=Transfer; p/c=Pass/correct		
OPENING	ARTIFICIAL?	LENGTH	G. DBL TO	NF=Non-forcing; SF	COMPETITIVE & PASSED HAND BIDDING			
	TEK	<u> </u>		dbl'tn=doubleton;		NOTES		
O O	MIN. I		Ä	DESCRIPTION		DESCRIPTION RESPONSES SUBSEQUENT		일
1.	Υ	2	3♠	12HCP- <gf< td=""><td>1♣-1♦ – May be bid on 2crd♦ if too weak for 1N (ie 5-7)</td><td></td><td></td><td></td></gf<>	1♣-1♦ – May be bid on 2crd♦ if too weak for 1N (ie 5-7)			
				We open 1♦ with	1♣-1N = 8-10; denies 4crdM; 1♣-2♦=4crd♠ & 5crd♥, 8-10			
1 ♦	Ν	4	3♠	4/4 in the m's	1 ◆-1N = 6-10; denies 4crdM; 1 ◆-3 ♣= inv, 6+crd; 1 ◆-2 ♣= GF			
				unless suit quality	1 ♥/♠ = 4+crd, F1; over 1♣ may conceal longer ♦'s if < GF	1N(12-14)[1]; 2M[2]; Reverse[3]; 2NT(18-19)		
				dictates otherwise. We may open 1◆	Simple raise = Inverted, 4+crd support; denies 4crdM, F3m	Min: 2N=bal; 3m=unbal; GF: 2m+1=GF relay	Simple raise, NF	
				with 4 ◆ /5 ♣ if NT		Non-min: new=stopper; JS=splinter; 3N=bal		
				rebid is flawed or	JS in M's [2♥/♠] = Weak (3-6); 6+crd suit			
				♣'s not rebiddable	2N = 10-12; denies 4crdM			
				(alertable)	Jump raise = Weak (3-7); 5+crd support			
				,	DJS = Splinters; limited hands 5+crd support; denies 4crdM			
1 ♥/♠	N	5	3♠/	May be 4crd in 3 rd	1N = NF; 2M = constr (8-10)	1M-1N[4]; 1M-2M[5]	Drury; 2♦=9-11, 3crd	
			4♥		2N=4crd GF bal raise, or big splinter (12-15)	New=short, JS=solid 5crd, 3M=18+, 3N=15-17 bal	2 . =7-11, 4crd, 2 . asks	
					Splinters: 9-11 or 16+			ļ
					3/4M = tactical			ļ
	<u> </u>				3♣=7-11, 4crd raise; 3♦=10-11, 3crd raise; 3N=12-15,	1M-3♣-3♦ asks		
INT	N			15-17; May contain	2♣ = Stayman; 3♣= Puppet Stayman; 3♦=5/5 in M's, inv	After 1N-2♣-2♦-2M=inv, 3M=Smolen		
				- 5crdM	2 ◆/ ▼/ ♠/N = Trf's With Super Accepts	New suit after trf to M=nat, after trf to m=shortage		
				- 6crdm	3 ♥/♠ = shortage, 3/1 in M's, 5/4 in minors			
				- singleton A/K	4♣ = 5/5 in M's; 4/5NT = Quantitative			
	<u> </u>			0/5 5	4 ♦/♥ = Trf, To play Or Strong (ST); 4 ♣=m's			
2*	Υ	0		G/F Except	2♦ = relay	2♥=Kokish; 2N=22-23; 3M=4crd with 5+crd♦		
				after 2NT rebid				-
0.	Υ			4.7. CandM				
2♦	ľ			4-7, 6crdM	2 • / • = p/c			
					2NT = Enquiry – 3♣/♦=weak in linked M; 3♥/♠=good in oM			
2♥/♠	N	6		8-11	New suit forcing -			i i
					2N=enq; 3♣=min; 3♦=6322; 3♥=4crd in oM; 3♠/N=4crd♣/♦			
					4			
								ļ
2N	N			20-21	3 . =Puppet stayman			
					3 ♦ /3 ♥=transfer; accept with 2crd, 3N with 3/4, cue if appr	2N-3♦-3♥; 3♠=trf to 3N(quant rai), 3/4/5N=4crd♠		
					3▲=to play in 3N, or slam try in a minor, or quant raise			
					3/4/5N=5crd♠ & 4crd♥, GF			
					4 ◆ / ♥=trf to 6+crd suit, weak or slam try			ļ
	L				4.4=5/5 in M			ļļ
3 suit	N	6		Nat pre-empt	New suit forcing; 4♣ (4♦ over 3♣)=RKCB			
3N	Υ			Long solid minor	4♣=p/c			
4 suit	N	7		Pre-empt	Natural			
4N	Υ			Minors High Level Bidding				
5 suit	Ν	7		Pre-empt		PODI/PORI; RKCB (1430), Kickback, minorwood, E	xclRKCB, 1 st /2 nd rd contrl c	cues

		NOTES	
	1	Check back after 1NT rebid	After 1N rebid
			a. 2♣ forces 2♦, to play or make invite
			b. 2x/y is to play
			c. 2♦ is GF, all bidding natural d. 3 any is nat GF
	2	1x-1M-2M	2M+1 asks
			a. 3x = min with 3crd support
			b. Other below 3M=shortage, 3crd,max
			c. 3M=4crd, min, no shortage
	3	Reverse bids	d. Any above 3M=4crd support, shortage
	3	Reverse blas	2NT=GF shape ask 4 th suit asks for stop
			Bids in x/y/z are NF
	4	Gazzilli	After 1♥/♠-1♠/N
			a. 2+=nat or any 17+
			b. 2M or new, nat 16-
			c. 2N=14-16, any 6/4 concentrated
			d. 3M or new, 14-16, 6+crd or 5/5+ concentr e. 3N=18-19, poor suit
			4. 3N=10-19, poor suit After 1M-1y-2♣-2♦(8+)
			a. 2M=16- with ♣
			b. 20M=17+ with another 4crd suit (2N asks)
			c. 2N=17+, any 6/4
			d. 3M or new, 17+, 6+crd or 5/5+
			e. 3N=1819, good suit
	5	Simple raise of 1M to 2M	Long suit tries, need help in suit
	6		