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)	OPENINC
1-level may be 4-crd suit (re-bidding RHO's minor is nat)	Leads vs
,	Suit cont
2-level is intermediate to quite strong (X will follow latter)	NT contr
n Protective seat may be 4 card suit (even at 2-level)	Subsequ
Responses:	
New suit by unpassed p = F1; by passed p implies some fit ;	HONOUF
1NT = 8-10; 2NT=11-13; UCB = good raise	Lead
Simple NT Overcall	A/Q/J
Direct seat = 15/18	King
Protective seat = 11/14	Т/9
Responses:	
System On	SIGNALS
Jump Overcalls	
2NT – lower 2 suits (weak or strong)	SUIT 1
4 of a minor = that minor and a (other) Major	2
2/3 of a Suit = WJO (like weak 2/3 openings)	3
Responses:	NT 1
New suit = F1; 3NT to play	2
Cue Bids	
Simple Cue of a minor = MAJORS	Signals (
Simple Cue of a major = oM & a minor (weak or strong)	
Direct Cue at 3-level = stopper ask	
Take Out Double	GENERA
Responses:	In principl
Jump = 8-10, 4crd; Dbl Jump = 8-10, 5-crd Cue of opener's suit = 11+; NT bid = Natural – 8-10	1. X
VS. NT (vs. Strong/Weak; Reopening)	
vs Strong NT =Hamilton where x = 5/6m + 4M	3. 4.
vs Weak NT = Hamilton	4. 7
X = Penalty; 2C = Majors; 2D = 1-suiter	6.
2M = M/m 2-suiter; $2N = minors$	7.
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)	SPECIAL
4N over 2/3M = minors	Negative;
4N over any 4-level bid = 2 of the other suits	Lead dire
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24	
X=Majors NT= Minors; 2♣=blacks; 2♦=reds	
OVER OPPONENTS' TAKEOUT DOUBLE	
XX=strong, no fit; Trf raise; System of raises on	

							-
			<u>LEADS A</u>	ND SIGN	ALS		W B F CONVENTION CARD
OPEN	IIN	<mark>G LEA</mark>	DS STYLE				CATEGORY: Green
Leads			Own suit		Partner's		2025 SA open trials
Suit contract 3/5 from H, or 2 nd without		Highest if supported (O)					
NT co			2/4/ToN/coded 9	/T	same		PLAYERS:
Subs	eqı	lent	As above		As above		MARTIN GRUNDER (5227)
							IMTIAZ KAPREY (5163)
HONO	DUF	R LEA	DS				SYSTEM SUMMARY
Lead			Vs. Suit		Vs. NT		GENERAL APPROACH AND STYLE
A/Q/J			Asks uda		Asks uda		2/1, 5crd Majors, 4crd D, C approach, 15-17 NT
King			Asks udc		Asks unb	lock/udc	Aggressively competitive, UDCA
T/9			Shows 2/0 highe	r	Shows 2/	0 higher	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
			Ŭ				1. opening may show only 2crds
SIGN		S IN O		ITY			Gazzilli after 1 ♥/1♠-1♠/1N – see note[4]
		Partn	er's Lead	Declare	r's Lead	Discarding	
SUE			r suit pref	Udc	I O LOUG	Uda	1
001		Udc		S/P		Udc	
	3	ouo				000	
NT		Uda o	r suit pref	Smith e	cho	Uda	
		S/P		Udc		Udc	
Signa	Is ((includ	ling Trumps)։ Տա	uit Pref		1	
- grie							
			DO	UBLES			
GENE	R4			<u></u>			
			DBL's are for T/O,	excent			
1	loip	X of a	weak NT is penal	tv			
	2. Partner has pre-empted 3. A t/o X has previously been converted						
4			after a penalty X				
5	•	Xofa	4-level opening is	ontional	manico		
6			ue bids or artificial			tional	
7		Lighte					
	-	ge					
SPEC	IAI	ART	IFICIAL & COMF	ETITIVE	DBLS/RD	LS	
			onsive; Co-opera				
			I: Sacrifice: Prote		arty, ouppe	, ,	SPECIAL FORCING PASS SEQUENCES
Loud	unc	0000110		01110			When we have shown game values in competition
							IMPORTANT NOTES
						See attached sheet	
						PSYCHICS	
							Rare

	5	Ξ	то	M=Major; m=minor;	oM=other Major; om=other minor; JS=Jump Shift; DJS=Double	Jump Shift; Trf=Transfer; p/c=Pass/correct		
OPENING	SIAL	MIN. LENGTH	DBLT	NF=Non-forcing; SF	COMPETITIVE & PASSED HAND BIDDING			
	ARTIFICIAL ?		G. DI	dbl'tn=doubleton;		NOTES		
	AR	M	NEG.	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION		N N
1*	Y	2	3🔺	12HCP- <gf< td=""><td>1♣-1♦ – May be bid on 3crd♦ if too weak for 1N (ie 5-7)</td><td></td><td></td><td></td></gf<>	1♣-1♦ – May be bid on 3crd♦ 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 dictates otherwise.	1♥/♠ = 4+crd, F1; over 1♣ may conceal longer ♦'s if < GF	1N(12-14)[1]; 2M[2]; Reverse[3]; 2NT(18-19)		
				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	
				we may open 1€ 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 6+crd support; denies 4crdM			
1♥/♠	Ν	5	3♠/	May be 4crd in 3 rd	1N = F1; 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+			
					3/4M = tactical			
					3♣=7-9, 4crd raise; 3♦=10-11, 4crd raise; 3N=12-15,			
INT	Ν			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			
					4♦/♥ = Trf, Weak Or Strong (ST); 4▲=m's			
2*	Y	0		G/F Except	2♦ = relay	2♥=Kokish; 2N=22-23; 3M=4crd with 5+crd♦		
				after 2NT rebid				
2•	Y			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 -			
2 📢 🐢	· `	Ŭ		011	2N=enq; 3*=min; 3*=6322; 3*=4crd in oM; 3*/N=4crd*/*			
					4 */ ◆/♥= shortage in 6331			
2N	Ν			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			
					4 ♣ =5/5 in M			
3 suit	Ν	6		Nat pre-empt	New suit forcing; 4♣ (4♦ over 3♣)=RKCB			
3N	Y			Long solid minor	4 . =p/c			
4 suit	Ν	7		Pre-empt	Natural			
4N	Y			Minors		High Level Biddin	g	
5 suit	Ň	7		Pre-empt		PODI/PORI; RKCB (1430), Kickback, minorwood, E		ues

	1 1		
		NOTES	
		NOTED	
	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
			After 1M-1y-2♣-2♦(8+)
			a. 2M=16- with ♣
			b. 20M=17+ with another 4crd suit (2N asks)
			c. 2N=any 6/4
			d. 3M or new, 17+, 6+crd or 5/5+
	5	Simple raise of 1M to 2M	Long suit tries, need help in suit
1	6		