


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WB <span style="font-size: 2em;">F</span> Convention Card 2.16 	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE				
Jump bids=PRE (6-12)		Lead	In Partner's Suit			
Overcalls=5+ cards, (4 cards rarely), 7-16 HCP		Suit	2nd/4th	same		
NT RESP=NF		NT	2nd/4th	3rd/5th if unsupported, 2nd/4th if supported	Category: Artificial - RED	
DRURY (2•)- generally DENIES FIT (Except after 1• opening)		Subseq	2nd/4th	same	Country: POLAND	
JUMP RAISE=PRE		Other: low from doubleton non-honour (unless In partner's unsupported suit against NT)			Event: ALL EVENTS	
New suit=F1 after 2x O/C		9 from 109(+), 10 from 109 sec			Players: GAWRYS - JASSEM	
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY	
1NT-2nd POS,4th LIVE=15+-18 HCP; STAYMAN, TRFs, 2• =TRF for • over •/• openings		Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE	
1NT-Reopen=11 - 15 HCP, no stopper required		Ace	AK(+)	AK() AKWx (asks attitude)	Three-way 1• opening: NAT, PREP or STR	
		King	KQ(), AK	KQ109 KDW (asks count/unblock)	1• response is ART	
		Queen	QJ()	QJ(), KQx() (asks attitude)	five-card majors, non-forcing 1NT response	
		Jack	J10(), HJ10()	J10(), J10()	flexible negative doubles style	
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	H109(), H10x, 10x, 109	H109(), H10x, 10x, 109, HJ10()		
1-Suit: Unusual NT (2NT, 4NT)		9	109(+)	109(+)		
2-Suit: PRE in any VULN		Hi-x	xSx(+), HSx, 10Sxx(+)	xSx(+), HSx, 10Sxx(+) Sx Partner's	1NT Openings: 15-17 HCP	
		Lo-x	xS, HxxS(+)	xS, HxxS(+), 10xxS(+), xxS Partners	2 OVER 1 Responses:1-round forcing	
Reopen:		SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)			Partners Lead	Declarer's Lead	Discarding	OPEN 2• = 5•, 5OS (minor or •) (6-11)
MICHAELS CUE promises at least one unbid major		Suit:1st	Hi/lo=O	Hi/lo=O	S/P	OPEN 2• = 5•, 5 minor (6-11)
JUMP CUE=1)ASKS STOP or 2)one-suiter GF		2nd	Hi=DISCRG	S/P	Hi/lo=O	OPEN 2NT=5+•,5+•(6-11)
1• - 2• = majors		3rd	S/P			OPEN 2•=Acol GF
1• - 2• = majors		NT: 1st	Hi=DISCRG	S/P	S/P	OPEN 2•=MULTI (only wk 2 in a major)
2• - 3• = two-suiter with •		2nd	Hi/lo=O	Hi/lo=O	Hi/lo=O	1• RESP=3-way: NEG(0-6), minor(s)(7-11) or STR BAL(16+)
2• - 3• = two-suiter: with •		3rd	S/P			1• -(Pass)-1•-(Pass)-1M=at least 3 cards
VS. NT (vs. Strong / Weak; Reopening; PH)		Signals (including Trumps): Trumps:Hi/lo is S/P				1• -(Pass)-1•-(Pass)-1NT=BAL(18-21)
VS STRONG: 2•=both majors, 2•= one major, 2•, 2•= bid major (5) + minor(4)		Smith Echo against NT (low encourages)				1• -(any)-1M-(any)-2•=17+HCP, at least 3-card support in Major
DBLE = minor(5) + major(4)						1• -(Pass)-1M-(Pass)-2•-(Pass)-2•=ASK
Reopen: SAME		DOUBLES				2• - check-back
VS WEAK: DBL=13+HCP, 2•=both majors, 2•= one major, 2•, 2•= bid major (5) + minor(4)		TAKEOUT DOUBLES (Style; Responses; Reopening)				transfer responses over some interventions
VS. PREEMPTS ( Doubles; Cue-bids; Jumps; NT bids)		T/O DBL=3 cards in unbid major(s) and 2 cards in unbid minor(s)				Partner's suit = 4th suit (see 1•, 1• openings)
T/O DBL; LEB after (WK2x)-DBL-(P)-; MICHALES CUE		Reopening DBL=9+HCP				
Jumps are constructive		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
2NT=16-18 HCP		RESP DBL shows values (usually two suits)				
VS. ARTIFICIAL STRONG OPENINGS		AFTER 2• AND O/C: DBLE is for business				
		1s - DBLE - 1(2)OS-DBLE: NEG				SPECIAL FORCING PASS SEQUENCES
		LEAD-DIRECTING DBLE				2• opening forces to game
		FIT Double				
OVER OPPONENTS' TAKE OUT DOUBLE		Transfer doubles over 1• (dbl = •) and 1• (dble = •) overcalls				
New suit at: 1-level is F1, 2-level is NF						IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
1• - 1• - ?: DBLE = •, 1• = •, 1• = denies major 4s						
1• - 1• - ?: DBLE = •, 1• = denies 4 spades						Psychics: rare
1M-(DBL)-TRANSFERS						
1M-(DBL)-2NT=LIMIT RAISE(8-11)						

## OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1•	Yes	0	3•	BAL(12-14),	1•=NEG (0-6) or minor(s) (7-11), or 16+BAL;	1• -1•-1•(1•) - at least 3 cards,	
1•				5+ cards (12+),	1•,1•=4+ cards, 7+HCP; 2•,2•=5+ cards,GF;	1•-1•-1NT (18-21)	Note#20
1•				ANY(18-23)	3•,3•=6cards(9-11);		Note#20
1•	No	4	3•	12 - 18	3• = • FIT (PRE or STR + shortage), 3• = limit (7-9)	1•-1•-1•-2• = GF (any), 1•-1•-2•-2• --> TRF for 2•	
1•	No	5	3•	12 - 18	1NT=NF; 2NT=LIMIT RAISE WITH SUPP, 3•=PRE;	1•-1•-2•-2• = GF(any)	
1•	Yes	5	3•	12 - 18	1NT=NF; 2NT=LIMIT RAISE WITH SUPP; 3•=PRE		
1•					3•=LIMIT RAISE Distr;3•=LIMIT RAISE, BAL		
1NT				15 - 17	STAYMAN; TRF; 2•=•, 3•=•, 3•(•)=short (5431)		
2•	YES	0	NO	game forcing, ANY	2•=NEG, other promise 3 controls or semi-solid suit		
2•				MULTI	2•, 2•=P/C; 2NT = ASK; 3•,=GF, any suit		Note#20
2•					3•/3•=INV/PRE, fits in both majors; 4• asks for TRF		
2•	No	5		two-suiter (55) with • (6-11)	2•, 3•=P/C 2NT=ASK, 3• = INV to 4•		
2•	No	5		two-suiter (55): • and a minor (6-11)	2NT=ASK, 3• = P/C, 3• = INV to 4•		
2NT	Yes			5+•, 5+•, 6-11 HCP	3• = ASK		
3•	No	6		PRE, classic			
3•	No	6		PRE, classic			
3•	No	6		PRE, classic			
3•	No	6		PRE, classic			
3NT	Yes			GAMBLING, no stopper	4D = ASK		
4•	Yes	0		natural			
4•	Yes	0		natural			
4•	No	6		PRE			
4•	No	6		PRE			
4NT							
5•				PRE			
5•				PRE			
5•							
5•							
5NT							

## HIGH LEVEL BIDDING

1st + 2nd round cue-bids equally

ROMAN KEYCARD BLACKWOOD: 102

HOYT; JOSEPHINE

SPLINTER; AUTOSPLINTER

DBLE is regressive

DOPI
