



WBF Convention Card 2.18

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
overcalls with jump=preemptive both non- and vulnerable		Lead	In Partner's Suit		
overcalls-with 5 cards' suit (rarely 4) (7-16PC)		Suit	2nd/4th; the highest from sequences	2nd/4th; the highest from sequences	
1NT response=NF		NT	2nd/4th; the highest from sequences	2nd/4th; the highest from sequences	Category: RED
Drury		Subseq	qualitative (inverted)	qualitative (inverted)	Country: POLAND
new suit=F1		Other:			Event: ALL
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			Players: Polish Club 2000
1NT=15-18PC, Stayman, texas...		Lead	Vs. Suit	Vs. NT	SYSTEM SUMMARY
1♠-(pass)-1♥-1NT =♣/♠ etc.		Ace	AK(), Ax	AK(), Ax	GENERAL APPROACH AND STYLE
		King	KD(), Kx	AKJ(), KD(), Kx	System: WJ 2000
		Queen	DJ(), Dx	DJ(), Dx	3 meanings of 1♣ opening: natural, 12-14 balanced or strong (any GF).
		Jack	J10(), HJ10(), Jx	J10(), HJ10(), Jx	Response 1♠ is artificial.
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	H109(), H10x, 10x, 109	H109(), H10x, 10x, 109	1♥/♠ openings- 5+ ♥/♠; non-forcing 1 NT response.
1-Suit: always preemptive, 2NT=two lowest not-bid suits		9	109(+)	109(+)	Opening 2♣-precision=10-14 PC; 6+♣ or 5+♣ 4♥/♠.
2-Suit: always preemptive		Hi-x	109(+)+xSx(+), HSx, 10Sxx(+)	109(+)+xSx(+), HSx, 10Sxx(+)	Lebensohl.
		Lo-x	xS, HxxS(+)	xS, HxxS(+)	1NT Openings: 15-17PC, rather balanced
Reopen: reasonable		SIGNALS IN ORDER OF PRIORITY			2 OVER 1 Responses GF (but 2♥ over 1♠ is 10+PC)
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Micheals		Suit: 1st	Hi=discouraging	Hi/Lo=odd	direct
opponent's suit jump call= 1)ask for stopper 2) one very good suit GF		2nd	Hi/Lo=odd	Lavinthal	opening 2♠=5-11 PC; 6(5+) ♥/♠
		3rd	Lavinthal		opening 2♥=5-11 PC 5♥-5 minor; 2♠=5-11 PC; 5♠-5minor
		NT: 1st	Hi=discouraging	Lavinthal	opening 2 NT=21-22PC, balanced
VS. NT (vs. Strong / Weak; Reopening; PH)		2nd	Hi/Lo=odd	Hi/Lo=odd	relay 1♠= 1)neg. (0-6PC) 2)minor(s) (7-11PC) 3) balanced 17+PC
vs strong: 2♣=majors; 2♠=multi; 2♥/♠=5♥/♠, 4♣/♠; 2NT=minors; x=5♣/♠ 4♥/♠;		3rd	Lavinthal		1♣-(pass)-1♠-(pass)-1♥/♠=min. 3 cards
at the re-open: natural except from x=13+PC and 2♣=majors		Signals (including Trumps): Signals (in trump as well): Hi/Lo=Lavinthal			1♣-(pass)-1♠-(pass)-1NT=balanced hand, 18-20PC
vs weak: the same as vs strong apart from x which is 13+PC		Smiths for NT games=Lo encouraging			1♣-(anything)-1♥/♠-(anything)-2♠=18+PC, with min3 card support
		DOUBLES			1♣/♠-(pass)-1♥/♠-(pass)-1♠/NT-(pass)-2♣=forcing to 2♠; two way checkback
		TAKEOUT DOUBLES (Style; Responses; Reopening)			1♣/♠-(pass)-1♥/♠-(pass)-1♠/NT-(pass)-2♠=artificial, GF
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		take out double=min. 3 cards in not bid major suit			
take out double		1♠ is negative response after the take out double to 1♣ opening			
Micheals		double at the re-open position=9+PC			
jumps are reasonable					SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
		take out double, antidouble, Lightner, double-inv.			
		double showing support, e.g. 1♣-(pass)-1♥-(anything)-double=exactly 3♥			
					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
OVER OPPONENTS' TAKE OUT DOUBLE					
new suit at 1st and 3rd level=F1, 2nd=NF					
1♥/♠-x-1NT=7-10PC with support					Psychics: We do bluff rarely (mostly on 3rd and 4th hand).
1♥/♠-x-2♥/♠=4-6PC with support					
xx=12+PC with support, 10+PC without support					

