



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 5♥-5 minor; 2♠=5-11 PC; 5♠-5minor
		3rd	Lavinthal		opening 2 NT=21-22PC, balanced
		NT: 1st	Hi=discouraging	Lavinthal	relay 1♠= 1)neg. (0-6PC) 2)minor(s) (7-11PC) 3) balanced 17+PC
VS. NT (vs. Strong / Weak; Reopening; PH)		2nd	Hi/Lo=odd	Hi/Lo=odd	1♣-(pass)-1♠-(pass)-1♥/♠=min. 3 cards
vs strong: 2♣=majors; 2♦=multi; 2♥/♠=5♥/♠, 4♣/♦; 2NT=minors; x=5♣/♦ 4♥/♠;		3rd	Lavinthal		1♣-(pass)-1♠-(pass)-1NT=balanced hand, 18-20PC
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)-1♠/NT-(pass)-2♣=forcing to 2♦; two way checkback
vs weak: the same as vs strong appart from x which is 13+PC		Smiths for NT games=Lo encouraging			1♣/♦-(pass)-1♥/♠-(pass)-1♠/NT-(pass)-2♦=artificial, GF
		DOUBLES			
		TAKEOUT DOUBLES (Style; Responses; Reopening)			
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					

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	yes	0	3♠	balanced 12-14	1♠=1)neg.(0-6) 2) minor(s) (7-11) 3) balanced (17+)	1♣-(pass)-1♠-(pass)-1♥/♠=min. 3 cards	
1♣				5+♣; 15+PC	1♥/♠=4+♥/♠; 7+PC ;2♣/♠=5+♣/♠ GF; 3♣/♠=6+♣/♠ inv	response 1♠=1)neg.(0-6) 2)minor(s)(7-11)3) balanced17+	
1♣				any GF			
1♠	no	4	3♠	12-21PC	2♥=5♣4♥6-9PC, bal; 2♠=inv+ balanced hand;	1♠-(pass)-1♥-(pass)-3♠= with 3♥, 2NT=without 3♥	
1♠					3♣=preemptive (with ♠) or any strong splinter;		
1♥	no	5	3♠	11-17PC	1NT=NF; 2♣GF, 2♠=inv with shortness and support	1♥-(pass)-2♠-(pass)-2NT=asks for singleton	
1♥					2NT=inv with support; 3♥=preemptive		
1♠	no	5	3♥	11-17PC	1NT=NF; 2♣GF, 2NT=inv with shortness and support	1♠-(pass)-2NT-(pass)-3♣=asks for singleton	
1♠					2♥=10+PC; 3♥=inv with support; 3♠=preemptive		
1NT	no			15-17, rather balanced	stayman, texas,		
2♣	no	5	3♠	10-14PC 5+♣ 4♥/♠ or 6+♣	2♠=relay, 2♥/♠=NF, 3♣=inv.		
2♠	yes	0		5-11 PC, 6+♥/♠	2♥/♠=to partner's colour, 2NT=relay, 3♣=GF with own	3♣=weak(and then 3♠ relay) 3♠/♥=strong♥/♠	
2♠					suit, 3♠=inv. with supports, 3♥=preemptive		
2♥	yes	5		5-11PC, 5♥-5 minor	2NT=relay		
2♠	yes	5		5-11PC, 5♠-5 minor	2NT=relay		
2NT	yes			21-22PC, balanced hand	3♣=puppet Stayman, 3♠/♥-♥/♠; 3♠=minors; 3NT=5♣4♥		
3♣	no			preemptive			
3♠	no			preemptive			
3♥	no			preemptive			
3♠	no			preemptive			
3NT	yes			gambling, with no entry	4♠=asks for singleton		
4♣	yes			8-8,5 tricks in ♥			
4♠	yes			8-8,5 tricks in ♠			
4♥	no			preemptive			
4♠	no			preemptive			
4NT	yes			precisely asks for aces	5♣=none, 5♠/♥/♠/6♣=one ace; 5NT=2 aces;		
5♣							
5♠							
5♥							
5♠							
5NT							

HIGH LEVEL BIDDING

cue-bids are bid in turn, both 1st and 2nd class

Blackwood 102 for 5 key cards

Hoyt

Splinter