



# WBF Convention Card 2.18

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>		<b>LEADS AND SIGNALS</b>		
<b>OVERCALLS (Style; Responses; 1/2 Level; Reopening)</b>		<b>OPENING LEADS STYLE</b>		
style : standard non vul, sound vul.		Lead	In Partner's Suit	
level 1 : usually 5+ cards, 7-15 HCP, level 2 : good 5+ cards, 11-16 HCP.	Suit	2nd/4th	2nd, 3rd, 5th	
responses : new suit forcing 1 round. cue bids - fit, limit+, 1nt - 9-11. 2nt - 12-14.	NT	2nd/4th	2nd, 3rd, 5th	Category: Natural - GREEN
jump raise and jump shifts pre-emptive(2 level), splinters(3 level).	Subseq	present count	present count	Country: Israel
Afetr 1M overcall: 2NT showing 4+ cards fit, 10+ points	Other:	Journalist: 9/10 = 0/2		Event: World Junior's championship
1 ♣ (1 ♠) 1M 2 ♠ = 3 cards support, unlimited	Usually Leading highest card if we have known fit and no Honor.			Players: Gilad Ofir & Ron Hoffman
<b>1NT OVERCALL (2ND/4TH Live; Responses; Reopening)</b>	<b>LEADS</b>		<b>SYSTEM SUMMARY</b>	
direct seat : 1nt : 15-18 with a stopper, 2nt : low suits.	Lead	Vs. Suit	Vs. NT	<b>GENERAL APPROACH AND STYLE</b>
balancing seat : 1nt - 10-14, without a stopper. 2nt - 19 - 22.	Ace	AK (+) for attitude	AK (+) for attitude	5 card major, better minor, 3-3 usually 1cl, 4-4 depends on rebid.
responses : System ON.	King	AK(+) for count, KQ(+)	AKJT(+) or KQTx(+) for unblock	2 ♣ : artificial 23+ or 9 playing tricks.
(1x) - (1y) - 1NT : Natural	Queen	QJ+, KQx (+)	QJ+, KQx (+)	2 ♠ : Weak Heart OR 21-22 NT
	Jack	JT+	JT+	2 ♥ : Ekrens ; 2 ♠ : Weak Spade
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	10	HJT+ or T9+	HJT+ or T9+	Style: Aggressive openings (11+), Solid overcalls (can be 4 cards)
1-Suit: weak, 6 - 10 HCP	9	HT9+ or 98+	HT9+ or 98+	In Favourable vulnerability (NV vs VUL) can be light
2-Suit: Michels: 6 - 10 or 16+.	Hi-x	Sx, xSx, xSxx	Sx, xSx, xSxx	1NT Openings: 14 - 16
	Lo-x	HxS, HxxS+	HxS, HxxS+	2 OVER 1 ResponsesGF, 2 ♣ : Natural, sometimes can be 3 cards
Reopen: Michels, jump overcall- 15-17, 6 cards usually.	<b>SIGNALS IN ORDER OF PRIORITY</b>			<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>
<b>DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)</b>		Partners Lead	Declarer's Lead	Discarding
(1x) - 3x : asking for stopper.	Suit:1st	Hi=ENCRG	Hi/lo=E	lavinthal
fit showing.	2nd	Hi/lo=E	suit preference	
	3rd	S/P		
	NT: 1st	Hi=ENCRG	smith : high enc.	lavinthal
<b>VS. NT (vs. Strong / Weak; Reopening; PH)</b>	2nd	Hi/lo=E	Hi/lo=E	
Strong: X - ♠ + any, 2 ♣/♠ : ♥ + m, 2 ♥/♠ : Nat, 2NT: 2 suiters, 3 ♣/♠ : Nat	3rd			
cappelletti: 2c-1 suiter, 2d majors, 2h- h+mi, 2sp- s+mi, 2nt- minors.	Signals (including Trumps): suit preference on trumps			mini-splinters at level 3.
(weak 1nt) X - suggests penalty, maximum of opener's range+ HCP.	Vs Trump contract, on known length for our side on hope			competitive cue-bids : limit support or better, 2NT after Major shows 4+ fit, limit+
System ON even at 4th hand.	Smith: High enc.			long and short trial bids.
	<b>DOUBLES</b>			2 way checkback over 1NT ,checkback over 2NT
	<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			2Nt situations: Scrambling, Good-Bad, Lebenshol
<b>VS. PREEMPTS ( Doubles; Cue-bids; Jumps; NT bids)</b>	takeout X : opening+ or 16+ HCP, Reopening: 9/10 +			1m (1 ♠) 2m = 5 cards Hearts, 6-9.
takeout double on opening pre-empt at 2 and 3 level, jump to 3 level: constrictive	responses : cue bid -11+ , Natural			1m (1NT) 2m = Both Majors
(3 ♠) X : Usual bal suggest penalty, 4CL: T.O	negX through 4 ♥ , responsive double through 4.			(1x) - P - (1y) - 1NT: Natural.
(2 weak) - 4 minor : strong, 5-5 in m+M, about 4.5 losers.				<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>VS. ARTIFICIAL STRONG OPENINGS</b>	<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>			1nt (X) pass : forcing.
style : aggressive.	support X / XX through 2 ♠			
vs. strong 1 : 1nt - minors. X - majors. 2 - natural.	game trial (maximal) doubles when compete 1 step below our major fit.			
2nt - 5 - 5 any major and minor. Michels is Off	lightner doubles.			<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>
	double on splinters - asks to lead lowest unbid suit.			
<b>OVER OPPONENTS' TAKE OUT DOUBLE</b>	DOPI / DEPO / ROPI			
ignore the double at level 1.				
XX - 10+ HCP without 4+ card support.				Psychics: rare.
2nt - usually 4+ cards fit, limit or better. (also when 1M (1/2 X) 2NT)				
3 support - pre-emptive (usually 0-6/7)	<b>DEFENSIVE AND COMPETITIVE BIDDING</b>			

**OPENING BID DESCRIPTIONS**

Opening	Artificial	Min.	Neg	Description	Responses	Subsequent Auction	Passed Hand Bidding
1		3	4 ♥	12+ HCP, longer minor, 3-3 usually	6+ HCP, inverted minors, walsh, splinters. WJS at 2 level.	2 way check back, kickback as direct jump	
1		3	4 ♥	12+ HCP, longer minor, 3-3 usually	6+ HCP, inverted minors, splinters. WJS at 2 level.	2 way check back, kickback as direct jump	
1		5	3 ♠	12+ HCP	6+ HCP, J2NT modified, 2 way bergen, Splinters (also Void). WJS	2NT always showing 4+ cards supp & limits+	2 way drury
1							Note#20
1		5	4 ♥	12+ HCP	6+ HCP, J2NT modified, 2 way bergen, Splinters (also Void)	2NT always showing 4+ cards supp & limits+	2 way drury
1NT			3	balanced 14-16, 5 major ok.	NF stayman, modified 3 ♣ puppet, 4 suit transfers, texas, 3 ♠/♥ : 5-4-3-1		
2	Yes	0	3	23+ HCP or 9 tricks.	2d - waiting. suit : 8+ HCP, good suit.	cheapest minor - 2nd negative.	
2	Yes	6	no	6 - 10 HCP ♥ OR 21-22 NT	2 ♥: waiting, 2nt asking bid, raise: NF , 2 ♠: F1, 3NT: Play		
2							Note#20
2	Yes	4+/4+	no	6 - 10 HCP, Both Majors, up to 5-5.	raise: NF, 2NT: asking bid, 3m: Forcing		
2	Yes	6	no	6 - 10 HCP, usually 6 cards ♠	raise: NF, 2nt asking bid.		
2NT			no	19-20 HCP	same as on 1nt. modified pupet stayman. 3s = minors		
3		6	no	6 - 10 HCP	3 level forcing, 4 level cue-bid		
3		7	no	6 - 10 HCP	3 level forcing, 4 level cue-bid		
3		7	no	6 - 10 HCP	3 level forcing, 4 level cue-bid		
3		7	no	6 - 10 HCP	3 level forcing, 4 level cue-bid (except 4).		
3NT	Yes		no	7 solid cards, Q or less out.	4/♠ - to play. 4/5 pass/correct. 4 - asks shortage.		
4		7	no	6 - 10 HCP	4/4 - to play. 4 general slam try.		
4		7	no	6 - 10 HCP	4/4 - to play		
4		7	no	6 - 12 HCP	4/5/5 cue bids.		
4		7	no	6 - 12 HCP	5/5/5 cue bids.		

**HIGH LEVEL BIDDING**

- Roman key-card Blackwood 1403 & Kick-Back, Gerber over 1nt and 2nt openings.
- Kick-Back after minor was rebid or supported, ONLY AT JUMP Note#20
- cue bids - 1st or second control.
- 3NT: Serious/Unserious slam try (3NT = Unserious)
- last train when only 1 suit available before 4 agreed major.
- 4nt and 5nt quantitative over 1nt and 2nt openings.
- defence against slams: X 4th hand 1 trick, suggests sacrifice.
- 5 agreed major in NC auctions - asks about quality of trumps.
- 5 agreed major in competetive - asks for a 1st/2nd control in opp's suit.
- 5nt grand slam force (Josephine) - responses in steps.
- 5nt after RKCB - asking about specific kings. Note#20
- 5/6 X after RKCB would ask for 3rd controls if could ask for K before. Note#20
- DOPI. DEPO when not enough space for DOPI. Note#20
- Exclusion RKCB when major is agreed. Note#20