



WBF Convention Card 2.18

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
natural, RESP: new suit at lev 1 F1, at lev 2 NF, differently at level 3		Lead	In Partner's Suit		
Drury with SUPP (except bidding after 1♣ opening), cue-bid F1 w/o SUPP	Suit	2nd/4th; the highest from sequences	2nd/4th; the highest from sequences		
	NT	2nd/4th; the highest from sequences	2nd/4th; the highest from sequences		Category:
	Subseq	qualitative (inverted)			Country: Poland
	Other:				Event: all
					Players: Maciej Sikora Piotr Butryn
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
1NT=15-18PC. After 1♣/♦ opening 2♣ is Stayman, all other bids at level 2 are transfer		Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE
In reopen position 1NT is 10-14 (can be w/o stopper)		Ace	AK(), Ax	AK(), Ax	System: WJ 2000 (Polish Club)
1♦-(pass)-1♥-1NT =♠/♣ etc		King	KD(), Kx	AKJ(), KD(), Kx	3 meanings of 1♣ opening: 12-14 balanced, 15+ natural or 18+ ANY
		Queen	DJ(), Dx	DJ(), Dx	Response 1♦ is artificial: 0-6 ANY or 7-11 minor(s) or 17+ BAL w/o 4M
		Jack	J10(), HJ10(), Jx	J10()	1♥/♠ openings- 5+ ♥/♠; non-forcing 1 NT response.
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	H109(), H10x, 10x, 109	Hj10(), 10x, 109	Opening 2♣-precision=10-14 PC; 6+♣ or 5+♣ 4♥/♠.
1-Suit: always preemptive, 2NT=two lowest not-bidded suits		9	109(+)	109(+)	Lebensohl.
2-Suit: always preemptive		Hi-x	109(+)+xSx(+), HSx, 10Sxx(+)	109(+)+xSx(+), HSx, 10Sxx(+)	1NT Openings: 15(14)-17(18)PC, rather balanced (5M or 6m or 5422 allowed)
		Lo-x	xS, HxxS(+)	xS, HxxS(+), H10x	2 OVER 1 Response: GF
Reopen: intermediate		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
Micheals Cue weak or strong		Suit:1st	Hi=discouraging	Hi/Lo=odd	direct
opponent's suit jump call= 1)ask for stopper 2) one very good suit (minor) GF		2nd	Hi/Lo=odd	suit preference	
		3rd	suit preference		
		NT: 1st	Hi=discouraging	Smith's signal	Lavinthal
VS. NT (vs. Strong / Weak; Reopening; PH)		2nd	Hi/Lo=odd	Hi/Lo=odd	
vs strong: 2♣=majors; 2♦=one M 6+; 2♥/♠=5+♥/♠, 4+minor; 2NT=minors; x=5♣/♦ 4♥/♠		3rd	suit preference	suit preference	
at the re-open: natural except from x=points 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 apart 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= 12+HPC min. 3 cards in not bidded major suit or strong hand			
take out double, lebensohl after WK2- DBL - pass -		1♦ is negative response after the take out double to 1♣ opening			
Micheals Cue		double at the re-open position=9+PC			
umps are constructive or two-suiter GF (after WK2), NT is natural		opponent's suit is F1			
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			SPECIAL FORCING PASS SEQUENCES
		take out double, antidouble, Lightner, double-inv.			
		double showing support, e.g. 1♣-(pass)-1♥-(anything)-double=exactly 3♥			
		negative to 3♠, after 1NT opening too			
		1NT (weak) - pass - 2♣ - DBL = points			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
OVER OPPONENTS' TAKE OUT DOUBLE		RDBL SOS, transfer after PEN DBL on 1(2) NT			We prefer aggressive style of preempts (especially when nonvul and after partner's pass)
new suit at lev 1=F1, lev 2=NF					
1♥/♠-x-1NT=7-10PC with support					Psychics: RARE
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 or 12+ 4441♠	1♠=1)neg.(0-6) 2) minor(s) (7-11) 3) balanced (17+)	1♣--1♠-1♥/♠=min. 3 cards	2♣/♠: 9-11 no 4M
1♣				or 5+♣; 15+PC or any 18+	1♥/♠=4+♥/♠; 7+PC ;2♣/♠=5+♣/♠ GF; 2♥=12=16PC, bal	1♣-1NT-2♠ or 1♣-1M-2♠ = GF relay	
1♣					2♠=inv to 3NT; 3♣/♠=6+♣/♠ inv		
1♠		4	3♠	11-17PC			
1♥		5	3♠	11-17PC	1NT=NF; 2♣GF, 2♠=inv with shortness and support	1♥-2♠-2NT-asks for singleton	2♣: Drury w SUPP
1♥					2NT=inv with support; 3♥-preemptive	1♥-2♥-2♠ = INv w shortness	
1♠		5	3♥	11-17PC	1NT=NF; 2♣GF, 2NT=inv with shortness and support	1♠-(pass)-2NT-(pass)-3♣- = ask for singleton	2♣: drury w SUPP
1♠					3♥=inv with support; 3♠-preemptive	1♠-2♠-2NT = INV w shortness	
1NT			3♠	15-17, rather balanced (5M, 6m or 5	stayman, transfers, 2♠= trf ♣ or INV to 3NT, 3♣/♠= nat l	1NT-2♣-2♠-3♥/♠ = smolen	
2♣		5	3♠	10-14PC 5+♣ 4♥/♠ or 6+♣	2♠=relay, 2♥/♠=NF, 2NT=PRE or INV 55 w/o ♣	2♣-2♠-2♥(♠)-2♠(NT) = GF relay	
2♣					3♣ = INV	2♣-2♠-2NT = 6+♣ max, 3♣ = 6+♣ min	
2♠	yes	0		5-11 PC, 6+♥/♠	2♥/♠=to partner's colour, 2NT=relay, 3♣=GF with own	2♠-2NT -3♣ = weak(and then 3♠ relay) 3♠/♥ = strong♥/♠	
2♠					suit, 3♠=inv. with supports, 3♥=preemptive		
2♥	yes	5		5-11PC, 5♥-5 in other suit	2NT=relay, 3♠ = INV to 4♥		
2♠	yes	5		5-11PC, 5♠-5 minor	2NT=relay, 3♠ = INV to 4♥		
2NT	yes			minors, 5-11PC or 18+	3♥ = GF, asks for singleton		
3♣				preemptive			
3♠				preemptive			
3♥				preemptive			
3♠				preemptive			
3NT	yes			gambling, with no entry	4♠=asks for singleton		
4♣				preemptive			
4♠				preemptive			
4♥				preemptive			
4♠				preemptive			
4NT	yes			precisely asks for aces	5♣ = none, 5♠/♥/♠/NT = one ace(NT=♣); 6♣ = 2 aces;		
5♣							
5♠							
5♥							
5♠							
5NT							

HIGH LEVEL BIDDING

cue-bids, 3NT shows extra values w/0 shortness (with agreed M)
 Roman Key Card Blackwood 5♣ = 1 or 4, 5♠ = 0 or 3, 5♥ = 2 w/0 Q, 5♠ = 2 + Q
 Exclusive Blackwood
 Gerber over 1NT, Splinter