


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			<div></div> <div>WBF Convention Card 2.18</div>
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	opening 2♦=3-10 PC; 6(5+) ♥/♠
Micheals Cue weak or strong	Suit:1st	Hi=discouraging	Hi/Lo=odd	direct	opening 2♥ =3-10 PC 5♥-5(4) in other suit; 2♠=5-11 PC; 5♠-5minor
opponent's suit jump call= 1)ask for stopper 2) one very good suit (minor) GF	2nd	Hi/Lo=odd	suit preference		opening 2 NT=minors 5-11 PC or 18+ (might be 54 if weak)
	3rd	suit preference			relay 1♦= 1)neg. (0-6PC) 2)minor(s) (7-11PC) 3) balanced 17+PC
	NT: 1st	Hi=discouraging	Smith's signal	Lavinthal	1♣-(pass)-1♦-(pass)-1♥/♠=min. 3 cards
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	Hi/Lo=odd	Hi/Lo=odd		1♣-(pass)-1♦-(pass)-1NT=balanced hand, 18-21PC
vs strong: 2♣=majors; 2♦=one M 6+; 2♥/♠=5+♥/♠, 4+minor; 2NT=minors; x=5♣/♦ 4♥/♠	3rd	suit preference	suit preference		1♣-(anything)-1♥/♠-(anything)-2♦=18+PC, with min3 card support
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: tha 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= 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				
jumps are constructive or two-suiter GF (after WK2), NT is natural	opponent's suit is F1				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♥				
	negative to 3♠, after 1NT opening too				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
	1NT (weak) - pass - 2♣ - DBL = points				We prefer agresive style of preempts (especially when nonvul and after partner's pass)
OVER OPPONENTS' TAKE OUT DOUBLE	RDBL SOS, transfer after PEN DBL on 1(2) NT				1M opening might be bit weaker 10((9)) points if good hand
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 5-5)	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/o shortness (with agreed M)

Roman Key Card Blackwood $5\clubsuit = 1$ or 4 , $5\diamondsuit = 0$ or 3 , $5\heartsuit = 2$ w/o Q, $5\spadesuit = 2 + Q$

Exclusive Blackwood

Gerber over 1NT, Splinter
