

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
1 <sup>st</sup> level overcalls: 8-15 HCP
2 <sup>nd</sup> level overcalls: 11-15 HCP
Reopening: 6-14 HCP
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2nd seat 15-17 bal, 4th seat (balancing) 12-15
Responses: System on after [1m] - 1NT - [pass]
[1x] - 1NT - [Dbl] – transfers;
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
2nd level - natural. 4-10p.
(1X)-2NT: 2 lowest remaining suits, 4-10
(1m)-3C: S+om, 4-10; (1M)-3C: D+oM, 4-10
(1m)-2D: both M weak or strong
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(1C)-2C: Natural
(1M)-2M :OM&C (5+&5+) weak or strong
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Multi-Landy vs NT, Dbl - points
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DBL for takeout, Lebensohl, Rubensohl, Transfer Lebensohl
2NT = 16-19 HCP, [2/3M] - 4m = nat + other M;
[3m] – 4m = both majors, [3m] – 4om = om + undisclosed M
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Natural, can be weaker than normal overcalls,
psychics possible after partner pass
Against strong 1C: Level 2= Multi-Landy, 1NT=minors, Dbl =Clubs
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Redouble: strong or support, 1C-(X)- transfers from 1D
1D - [dbl] – 1♥/♠ 2♣/♦/♥/♠ = transfers, fit-bids, Rdbl = 4(3)-5♥;
1M - [dbl] - 2♣/♦/♥ = transfers, fit-bids

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2 <sup>nd</sup> /4 <sup>th</sup>	2 <sup>nd</sup> /4 <sup>th</sup>	
NT	2 <sup>nd</sup> /4 <sup>th</sup>	2 <sup>nd</sup> /4 <sup>th</sup>	
Subseq	2 <sup>nd</sup> /4 <sup>th</sup>	2 <sup>nd</sup> /4 <sup>th</sup>	
Other: Can be 3 <sup>rd</sup> from Hxx, top from 2 cards			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK(x), Ax(x)	AK(x), Ax(x)	
King	AK(x), Kx(x), KQx(x)	AK(x), Kx(x), KQx(x)	
Queen	Qx, AQJ(x), QJ	Qx, AQJ(x), QJ	
Jack	Jx, HJ10(x)	Jx, HJ10(x)	
10	10(x), H109(x)	10(x), H109(x)	
9	109(x), 9x	109(x), 9x	
Hi-X	xSx(x), Sx	xSx(x), Sx	
Lo-X	HxS, HxxS(x)	HxS, HxxS(x)	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partners Lead	Declarer's Lead	Discarding
Suit: 1st	Attitude	Count	Lavinthal, Italian
2nd	Count	Lavinthal	Count
3rd	Lavinthal		
NT: 1st	Attitude	Smith	Lavinthal, Italian
2nd	Count	Count	
3rd	Lavinthal	Lavinthal	
UDCA – Hi-Lo = odd, Lo-Hi = even. Small = Enc.			
Smith signal against NT			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
12+ to unbid suits or 16+ with own suit or 18+any			
Responses: 1NT 6-9 bal, minimal bid 0-8 NF			
Reopening: might be very weak			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Negative Doubles			
Redouble after partners 1C/H/S = strong w/o fit, after 1D – 4(3)-5♥			
Lead directing double			
DOPI, ROPI			
Support doubles/redoubles			

W B F CONVENTION CARD
<b>CATEGORY: RED – Polish Club</b>
<b>NCBO: LATVIA</b>
<b>PLAYERS: Mārtiņš Lorencs – Egons Lavendelis</b>
Event- All
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
1♣ = 12-14 (13-15NV 1-3 seats) bal or 11-15 4414 or 16+ with suit or 18+bal
1♦ = 11-15, 4+♦, unbalanced; 1M = (8) 11-15 HCP, 5+
2♣ = 11-15 HCP 6+♣ or 5+♣ & 4M
2♦ = 4-10 HCP, 5+4+Majors
2♥/♠ = 4-10, (5) 6 M
2NT= both minors 4-10, 5+5+
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1NT first 3 seats NV 10-12 HCP
2♦ = 4-10 HCP, 5+4+Majors
3NT = Gambling
Michaels and Leaping Michaels
<b>SPECIAL FORCING PASS SEQUENCES</b>
in GF and ST sequence
(3m) – Dbl – (5m) – pass is forcing
<b>IMPORTANT NOTES</b>
1♦ opening may include 4♦ 5♣ distribution
<b>PSYCHICS: Rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	0		first 3 seats NV: a) 13-15 bal, b) 16+any c) 13-15, 4414	1♦:0-7; 1♥/♠: 8+,4+M; 1NT: 8-10 bal	1♣-1♦-2♣: FG, 1♣-1♥/♠-2♣: FG, 3+♥/♠ relay,	
				other: a) 12-14 bal, b) 16+unbal	2♣/♦:nat GF; 2♥:8-11, 5+4+m; 2♠:bal inv w/o 4M	1♣-2♥-2♣: relay,	
				c)18+any d) 11-15, 4414	2nt, 0-7 from 5-4m, 3m = nat inv 6+ suit, 3M weak	1♣-1♥-1♠/1NT: 2-way Gadget	
1♦		4		11-15, 4+♦ unbalanced,	1♥/♠: 7+,4+♥/♠; 1NT: 7-11; 2♣, 4+,FG; 2♦:10+, 4+;	1♦-1M-1NT / 1♦-1♥-1♠: 2-way Gadget	
				♣ might be longer	2♥:4♥5♠ 6-9 HCP; 2♠:4♥5♠ 10-11 HCP; 2NT a) s/o in ♣/♦ b) 5+5+M FG c) 16-17 bal	1♦-1♠-1NT: 4♥	
1♥		5		11-15, 5+♥ (3 <sup>rd</sup> hand may be weaker, 4+♥)	1NT:8-12p, 2♣:2+, GF; 2♦: 5+, GF 1♥-2♥: 6-10p, 3+♥; 1♥-2NT = w/ fit inv+,	1♥-1♠/NT-2♣: Gazilli 1♥-1♠/NT-2♥: min, 6+	Drury
					1♥-2♣: 6+, weak; 1♥-3m = 6(5)+, inv 1♥-3♠/4m: void splinter 1M-3M = pre-empt; 1M-3NT: 3333, choose game		(1X)-1M-any-transfers between 2X and 2M
1♠		5		11-15, 5+♠ (3 <sup>rd</sup> hand may be weaker, 4+♠)	Similar to bidding after 1♥		
1NT				first 3 seats NV: 10-12 balanced other: 15(14)-17 balanced	Stayman, transfers, 2♠ inv or ♣ or 4+♣4+♦ GF 2NT: ♦ or 5+♦4+♣ GF; 3X= natural ST,		
					4♣: 5+5+M; after strong NT: 4♦/♥: ♥/♠		
2♣		5		11-15, a)5+♣ 4M b)6+♣	2♦ relay, 2♥/♠ NF		
					2NT = weak w/ ♣ or 5+5+M inv+ or 5M GF or 15-17 bal 4♣ (or HHx)		
2♦	X	0		Both M 4-10 5+4+	2NT: relay, 3♣♦ inv in ♥♠		
2♥		5		4-10, 6(5)♥+	2♠ = FG w/ ♠, 2NT = relay, 3m GF nat		
2♠		5		4-10, 6(5)♠+	2NT relay, 3♣/♦/♥ GF nat		
2NT				5-5 minors 5-10	3M = nat, GF		
3♣		6		4-10			
3♦		6		4-10			
3♥		6(5nv)		4(0)-10	Constructive vulnerable Very destructive nonvulnerable		
3♠		6(5nv)		4(0)-10	Same as 3H		
3NT	X			Solid 7 card minor with maximum K in side suit	4♣ P/C 4♦ slam try		
4♣		7		preemptive			
4♦		7		preemptive			
4♥		7			Destructive nonvulnerable		
4♠		7			Destructive nonvulnerable		
4NT	X			Minors 5+5+ 10 tricks			
5♣		7				<b>HIGH LEVEL BIDDING</b>	
5♦		7				RKCB, Exclusion Blackwood, Kickback, DOPI ROPI	
5♥		7					