DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 Level; Reopening)

1M – 7*-17* HCP, 5-cards suit, m.b. light after partner's pass RESPONSES: new suit=F1

DRURY; CUE=10+ HCP no fit; JUMP RAISE=0-8- HCP, PRE;

New suit JUMP=NAT+FIT, INV;

MAX DBL; RESP DBL

1NT OVERCALL (2nd/4th Live, Responses, Reopening)

1NT: 15-17 HCP; RESPONSES as after opening

1NT REOPEN:11-15 HCP, subsequent bidding is NAT

JUMP OVERCALLS (Style, Responses, Unusual NT)

WEAK

2NT=5+-5+mm

REOPEN 2NT=NAT

DIRECT AND JUMP CUE BIDS (Style, Respones, Reopen)

MICHAELS CUE:(1♣♦)-2♦: 55+ both M

(1M)-2M: another M + m 5+/5+

JUMP CUE – asks STOPPER

VS. NT (vs. Strong / Weak, Reopening, PH)

vs. Weak (8-15) – Dbl=14+HCP; 2*/◆=▼/♦+any; 2▼/♦=Natural vs. Strong – Dbl=5+/4 mM; 2*=4+/4+MM; 2*= 6+M;

2♥/♠=5+ and 4+m: 2NT=5+-5+mm

Reopening-Dbl=10+ HCP, 2♣/♦=v/♠+any; 2v/♠=Natural

VS PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)

vs. twos: DBL – T/O: 2NT: 15+-18- HCP. BAL

vs. threes, fours: DBL - T/O

vs. 2 Multi, DBL - T/O against 2 popening

VS. ARTIFICIAL STRONG OPENINGS

aggressive overcalls

1x= NAT

1NT=5+/5+MM

2.=4+/4+MM. weak

2 **♦** = 6+M

2♥/♠=5+ and 4+m

2NT=4+/4+mm

OVER OPPONENTS' TAKEOUT DOUBLE

1 ♥/♠ - (x) - 2/3NT: with support

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	2 nd / 4 th	same
NT	2 nd / 4 th	same
Sub	Same	same

Other: vs NT K or Q ask unblock or count

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(+); Ax	same
King	AK; KD; Kx; KDx(+)	same; AKJ10(+)
Queen	QJ; QJx(+); Qx	same; KQ109(+)
Jack	J10; J10x(+); KJ10(+); Jx	same
10	H109x(+); 10x	same
9	109x(+); H9x	same
Hi-x	xSx(+); HSx; xS	same
Lo-x	xS; xSx(+); HSx; HxxS(+)	same

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's	Discarding
	1	Lo=ENC	Hi/Lo=ODD	ITALIAN (odd=
Suit	2	Hi/Lo=ODD		enc, even=LAV)
	3			
	1	Lo=ENC	Hi/Lo=ODD	ITALIAN (odd=
NT	2	Hi/Lo=ODD	Lo=Smith, enc	enc, even=LAV)
	3			

Signals (including Trumps): ODD/EVEN; ITALIAN; LAV

DOUBLES

TAKEOUT DOUBLES (Style, Responses, Reopening)

11+ HCP; may be less with classic shape after partner's pass;

Emphasize major(s); minors unclear

Resp: 1♦-NEG; CUE-F1, Lebensohl

SPECIAL: ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES

RESP DBL thru: 4 .; MAX OVERCALL DBL; SUPPORT DBL

COMPETITIVE in most cases when OPP's raised:

NEG DBL thru 4 .; when strong m.b. any shape; NEG DBL,

then new suit=F1

SUPP DBL thru 3♠: 3-card support

WBF Convention-Card

Category: **Green**

NCBO: LT EVENT: All events, 01.01.2023

PLAYERS: E. VAINIKONIS - A. ARLOVICH

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

1♣=2+, 1♦=5+ or 4 (4441), 5-card Major (SF 1NT – 4+-12- HCP);

2♣=FG, 2♦=Multi; 2♥/♠=6-11 HCP, two-suiter 5+/5+ m with suit opened;

2NT=20-21 balanced

1NT Opening: (14⁺)15-17 HCP, BAL, sometimes uncontrolled odd shapes

2 over 1 Responses: FG

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2 •: 6-11 HCP. MULTI

2♥: 6-11- HCP, hearts plus minor

2♠: 6-11 HCP, spades plus minor

3NT: SOL 4M

LEBENSOHL

FIT-SHOWING JUMPS (at least INV)

1♣ - (Dbl) - 1♦/1♥/1♠: transfers: 4+♥/4+♠/to bid 1NT; 2♣♦♥: transfers, 6+

1♣ - (1♦) - Dbl/1♥/1♠: transfers: 4+♥/4+♠/to bid 1NT

1♣ - (1♥) - Dbl/1♠: transfers: 4+♠/to bid 1NT

1 → - (Dbl) - Redbl/1 • /1 ♠: transfers: 4+ • /4+ ♠ /to bid 1NT:

- 2 • ♥ ♠, 3 ♣ • ♥ ♠ value as without dbl

1 → - (1 ♥) - Dbl/1 ♠: transfers: 4+ ♠/to bid 1NT

1 v - (Dbl) - 2 · v · h: transfers, 3 v - mix raise

1♠ - (Dbl) - 2♣♦♥: transfers, 3♥ - mix raise

Opening at IV hand:

2 ♦: 10-14 HCP, 2-suiter, ♥+ ♠

2♥♠3♣♦: 10-14 HCP, 6+

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Resp's new suit in comp.=NF 2-level (6+-11- HCP)

OPP 1 = better minor is treated as non-showing suit: (1 +)-2 = NAT

In third position 1X opening might be weaker

PSYCHICS:

Rare

OPENING	TICK IF ART	MIN No. OF C	NEG X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1.*	Х	2	4 🖍	11-23 HCP, semi NAT	1 •: a) 0-6 NEG, b) 7-12 no 4-cards M, UNBAL	1♣-1 •: - 1 ♥ •: SEMINAT, - 1NT: 18-19, - 2NT: 22-23	
					1♥♠: 7+, NAT 4+♥♠; 1/2/3NT: limit;	1 1 • - 1 • NT-2 - • : CHECKBACK	
				Important: may contain 5 ♦ ♥ ♠	2♣♦: NAT, FG; 2♥: 10+16, no 4-cards M; 2♠: INV, 6+♦;	1 - 1 • - 2 - 2 - 2 • : CHECKBACK	
				with 18-19 / 22-23 HCP, BAL	3♣: INV, 6+♣; 3♦♥: INV, 7+♥♠; 3♠: 16-17, BAL	1.4-1.V.A-2NT: FG	
1•		4	4 🛧	11-23 HCP, 5+ or 4 (4441)	1♥♠: 4+, NAT 4+♥♠; 1/2/3NT: limit; 2♣: NAT, FG;	1 • -1 ▼ • -1 • NT-2 • • : CHECKBACK	
					2 • : 7-10, 5+ • -4+ • ; 2 • : 10+, 4+ • ; 2 • : 9 ⁺ -12 ⁻ , 6+ •	1 ♦ -2 ♦ : 2 ▲ /2NT: art FG; 3 ♦ : NEG; 3 ♣ ♥ ▲ : SPL	
					3*: a) 0-5, 4+•; b) FG, 4+•; 3•: 6-9, 4+•; 3▼A: SPL	1 • -1 ♥ ▲ -2NT: FG	
1♥		5	4 🖍	11-23 HCP 5+	SF 1NT may be weak with support; 1▼-2♣: art FG	1♥-1♠-1NT-2♣♦: CHECKBACK	2#: DRURY
					1♥-2♦: FG, 5+♦; 1♥-2♥: 6-10, 3+♥; 1♥-3♣♦: INV, NAT		2♠ any SPL with 4+ support
					1 ▼ -2 ♠: INV with 4+ support; 1 ▼ -2NT: INV with 3 support 1 ▼ -3/4 ▼: PRE; 1 ▼ -3 ♠ NT4 ♣ ♦: SPL		FIT-SHOWING JUMPS
1 🛦		5	4 🛧	11-23 HCP 5+	The same like over 1♥ (1♠-2NT: INV with 4+ support)		2NT any SPL with 4+ support
1NT				(14 ⁺)15-17 HCP, BAL	2♣: stayman; 2♦♥: transfers; 2♠: INV, BAL, or 0+, 6+♣;	1NT-2♣-2♦-2♥: NF, 4+♥-4+♠ or 3♠4♥5♣	
					2NT: 0-8, 4+*-5+*, or 0+, 6+*; 3**: INV; 3**: shortness in another major; 4**: 6+**		
2*	X			STR ART, FG	Control showing responses (ace=2, king=1): 2 •: 0-2controls; others: NAT and 3+ controls	Mainly natural	
2•	X			6-11 HCP, WEAK 2M	2 ★ .: p/c; 2NT=R, INV+; 3 any FG; 3 ★ .: NAT, INV 4 ask for transfer the suit; 3 • 4 • ask for the suit	2 • -2NT-?: 3 . : any min, then 3 • =R; 3 • / • : max with • / •	
2♥♠		5		6-11 HCP, 2-suiter, ▼ ★ + m	2NT: R, INV+; 3♣: p/c; 3♦: INV with ♥ or ♠ support	2♥♠-2NT-?: 3♣♦: min, NAT; 3♥♠: max, 5+♣♦	
2NT				20-21HCP, BAL	3♣: puppet stayman; 3♦♥: transfers; 3♠: 3NT-transfer;		
					3NT: stop; 4*: 5+▼-5+*; 4◆▼: 6+▼*; 4*NT: BAL, INV		
3♣♦♥♠		6		PRE			
ONIT						HIGH LEVEL BIDDING	
3NT		7		SOL 4♥ or 4♠	4 0-3 controls, 4 4.5/6+ controls	RKC Blackwood 102 (5 aces + Q + K); JOSEPHINE, SPLINTE	ERS, LIGHTNER
4		7		DDE		5NT: 1) slam to choose 2) RKCB 3) invite to grand slam	
4 ♣ ♦ ♥ ♠	-	7		PRE		CUE-BID shows 1st or 2nd round controls	
						DBL is regressive, PASS then pull is SLAM TRY	