


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBFC Convention Card 2.18 
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
STANDARD		Lead	In Partner's Suit		
	Suit	2nd, 4th	2nd, 4th		
	NT	2nd, 4th	2nd, 4th		Category: RED
	Subseq	2nd, 4th	2nd, 4th		Country: POLAND
	Other:				Event:
					Players: JASSEM K. MARTENS K.
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
15-18 2nd, 4th Live		Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE
11-15, 4th		Ace	AKxx	AK()	STRONG CLUB (WK NO TRUMP)
		King	KQ, AK sec	KQ	
		Queen	QJ	QJ	
		Jack	J10, HJ10	J10, HJ10	
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	H109, 10x	H109, 10x	
1-Suit: preempt		9	109()	109()	1NT Openings: 12-14
2-Suit: preempt		Hi-x	3 or more	3 or more	2 OVER 1 Responses: 1 Round forcing; 2♣ = relay
		Lo-x	2 (may show even number if possible)	2 (may show even number if possible)	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Reopen: constructive		SIGNALS IN ORDER OF PRIORITY			1♣ - = strong (15+)
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)			Partners Lead	Declarer's Lead	Discarding
DIRECT CUE = Michel's		Suit: 1st	COUNT	COUNT	
JUMP CUE = STOPPER ASK		2nd	ENC	SP	
		3rd	SP		
		NT: 1st	ENC	COUNT	
VS. NT (vs. Strong / Weak; Reopening; PH)		2nd	COUNT	SP	
2♣ = both majors		3rd	SP		
2♦ = one major		Signals (including Trumps): Suit preference			
2♥, 2♠ = 5m, 4+minor					
double = 5m, 4M vs STR / take-out vs STR					
		DOUBLES			
		TAKEOUT DOUBLES (Style; Responses; Reopening)			
VS. PREEMPTS ( Doubles; Cue-bids; Jumps; NT bids)		standard: dble promises 3 cards in unbid majors and 2 cards in unbid minors			
Lebensohl		conversion shows extras			
					SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
		negative double over 3♦/3♥ usually forces to game, does not promise the other major			
					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
OVER OPPONENTS' TAKE OUT DOUBLE					
single jump = suit + fit					
double jump = Splinter					Psychics: rare

OPENING BID DESCRIPTIONS	
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Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	Yes	0	4♦	1) 15-17 BAL	1♦ - negative (0-6; 0-8); 1♥/1♠ = 7+ HCP; 1NT = 9-12	the cheapest bids are waiting bids in some auctions	
1♣				17+, ANY DISTR	2♣/♦ = 5+, GF, deny major fours		
1♦		4	4♣	4♦s 5♣s possible if 12-15; 12-16(17)	3♣ = ♦support: WK or any Splinter, inverted raises	standard raises after overcalls	
1♥		5	4♦	9-16	2♣ = relay, 3♣ = distrib. INV, 3♦ = WK Splinter		2♣ = DRURY fit
1♠		5	4♦	9-16	2♣ = relay, 3♣ = distrib. INV, 3♦ = WK Splinter		2♣ = DRURY fit
1NT				12-14 if NVULN	Stay, TRF, 3M shows shortage		
1NT			3♠	12-14	Stay, TRF, 3M shows shortage		
2♣		5	4♦	12-15, 5♣, M4 or 6♣	2♣ = ASK, 2♥/♠ NF, 2NT = WK SUPP, or STR 2-suiter		
2♦	YES	0		3-8, 4+♥4+♠	2NT = ASK, 3♣/3♦ = game inviting with supports		
2♥		5		5♥4m 4-8	2NT = ASK, 3♦ = INV in ♥s		
2♠		5		5♠4m 4-8	2NT = ASK, 3♦ = INV in ♠s		
2NT	YES			minors (55), 5-10HCP	3♥=ASK		
3♣		6		PRE			
3♦		6		PRE			
3♥		6		PRE			
3♠		6		PRE			
3NT				gambling			
4♣		6		NAT			
4♦		6		NAT			
4♥							
4♠							
4NT							
5♣							
5♦							
5♥							
5♠							
5NT							

## HIGH LEVEL BIDDING

cue bids, keycard

[illegible]