


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			<div>WBFC Convention Card 2.18</div> <div></div>
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
STANDARD - 4 cards from time to time		Lead	In Partner's Suit		
	Suit	2nd, 4th	2nd, 4th		
	NT	2nd, 4th	2nd, 4th		
	Subseq	2nd, 4th	2nd, 4th		Category: RED
	Other:				Country: POLAND
					Event: Bermuda Bowl (vulnerable)
					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()		POLISH CLUB
	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: 15-17 VULN
2-Suit: preempt	Hi-x	3 or more	3 or more		2 OVER 1 Responses: 1 Round forcing
	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♣ = Polish Club
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer's Lead	Discarding	2♦ = wk MULTI (wk 2 in a major)
DIRECT CUE = Michel's	Suit: 1st	COUNT	COUNT		2♥, 2♠ = two-suiters 55 (5-10 HCP)
JUMP CUE = STOPPER ASK	2nd	ENC	SP		2NT = both minors 55 (5-10 HCP)
	3rd	SP			2♣ response over 1♥/1♠, = 2+ clubs
	NT: 1st	ENC	COUNT		3♣ response over 1♥/1♠ = support; semi - inviting
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	COUNT	SP		3♦ response over 1♥/1♠ = support, any shortage
2♣ = both majors	3rd	SP			Transfers over intervention on the 1-level (1♦, 1♥)
2♦ = one major	Signals (including Trumps): Suit preference				
2♥, 2♠ = 5 cards and 4+minor					
double = 4M, 5m vs STR; take out vs WK					
	DOUBLES				
	TAKEOUT DOUBLES (Style; Responses; Reopening)				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	standard: double 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

Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	YES	0	4♦	1)12-14 BAL	1♦ = negative (0-7) or minor(s) (8-11) or 13+ BAL	1♣ - 1♦ - 1M = 3+ cards; 1♣ - 1♦ - 1♠ - 3♥ = "bid 3nt"	
1♣				2)15-17, natural, unBAL	1♥/1♠ = 7+ HCP; 1NT = 8-11	1♣ - 1♥/1♠ - 2♦ = waiting	
1♣				3) 18+ ANY	2NT = 12+, 2♣/2♠ = 5+, GF, deny major fours		
1♦		4	4♣	4♦s 5♣s possible if 12-15	inverted raises, 3♣ = ♦support: WK or any Splinter	standard raises after overcalls; 2♣ denies M4	
1♥		5	4♦	9-16 NVULN, 12-17 VULN	3♣ = distrib. INV, 3♦ = WK Splinter	2♣, 2♦ deny four spades	2♣ = DRURY fit
1♠		5	4♦	9-16NVULN, 12-17 VULN	3♣ = distrib. INV, 3♦ = WK Splinter		2♣ = DRURY fit
1NT				12-14 if NVULN	Stay, TRF, 3M shows shortage		
1NT			3♠	15-17 if VULN	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		6-11 6+ in a major	2NT, 3♣ = ASK, 3♦ = INV in a major		
2♥		5		5♥5S, 6-10	2♠, 3♣ = P/C; 2NT = ASK, 3♦ = INV in ♥s		
2♠		5		5♠5m, 6-10	2NT = ASK, 3♣ = P/C; 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

[illegible]