



WBF Convention Card 2.18

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
1-level: Aggressive and upon that new suit NF (but pas not often)		Lead	In Partner's Suit		
Cue-bid in response to overcall is good raise +		Suit	2nd/4th and Hi from xx	2nd/4th and Hi from xx	
USEFUL VALUES DBL on high level to show interest		NT	ATT	ATT	Category: Natural - GREEN
Over oppt T/O D of our overcall, RD is points		Subseq	same	same	Country: Denmark
		Other: We may lead low from Hxx (and not MUD) especially/often in partners suit.			Event: International events
		We lead low from xxx in partners unsupported preempt or long suit			Players: Henrik Caspersen - H.C. Graversen
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
15+-18+HCP . response: system on Transfer and Stayman		Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE
		Ace	AKx(+)	AKx(+)	Natural 5-card major and best minor
4. hand after 1x - p - p - 1nt =11-14HCP : system on Transfer and Stayman		King	KQx(+),AK,AKJ10(+)	Same as vs. suit	1x -1y natural but may be only 3 card
		Queen	QJ, QJx(+),	Same	
(1x) - 1nt - (D) - Transfer continuation		Jack	J10x(+), KJ10x(+),	Same	
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	109x(+), H109x(+)	Same	
1-Suit: 5-card possible and weak (after partner pass more widerange)		9	9x, H98+	Same	
2-Suit: 2NT= 2 lowest unbid		Hi-x	Xx, xXx, xXxx, HXx	Same	1NT Openings: 15 -17 nt with transfer and Stayman
		Lo-x	HxX, HxxX+	Same	2 OVER 1 Responses(10)11+ nat
Reopen: Jump = 6card and 13-16 hcp		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
MICHAELS CUE:1m -2m = both majors		Suit:1st	Hi=DISCRG	Hi/lo=O	Hi/lo=O
1M - 2M = 4+card other major and longer minor		2nd	Hi/lo=O	S/P	S/P
JUMP CUE ASKS STOP		3rd	S/P		Hi/lo = O
		NT: 1st	Hi=DISCRG	Hi/lo=O	Hi/lo=O
VS. NT (vs. Strong / Weak; Reopening; PH)		2nd	Hi/lo=O	S/P	S/P
On Weak NT: D = Strenght , 2♣ = both M, 2♦ = One Major, 2M = 5M+4+m		3rd	S/P		Hi/Lo = O
2nt = 2 Suiter may be strong		Signals (including Trumps): LAVINTHAL			2♣:
On Strong NT: D = 5+m & 4+M, 2♣ = both Majors, 2♦ = One M, 2M = 5M + 4+m		UDCA			a) Weak ♦ 6-11 hcp
2nt= 2 suiter may be strong					b) 18-19 nt, 24-25nt, 28-29nt
					c) Acol ♣ or Acol ♥ (strong forcing F1)
					2♦:
					a) Multi 5+ major
					b) 22-23nt, 26-27nt
					c) Acol ♦
					d) Strong 5-5 minor
					2♥: Weak 5 - 11 with both Majors (4+♠ and 5+♥)
		DOUBLES			
		TAKEOUT DOUBLES (Style; Responses; Reopening)			
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		LEB-Variations			
Natural and takeout Dbl. and cue is 2 suiter		May be light (10) with classic shape			
Leaping Michaels over m and M preempt		CUE-BID=F to S/A (unless passed hand)			
Over 3nt preempt/solid m then 4♣ is Both Majors		RESP DBL:9+HCP,xx+ in OPP suit and competitive doubles likewise			SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			We have combined strength to game and oponents sacccrifice
Vs 1♣ opening strong: D is values, and 1nt is ♣, 2♣ is both minors		2-WAY DBL			In some sequences where we double for penalty and they run in a new suit
2♥ is both Majors, 2♦ is 5+♦ + 4+M, 2nt is both m and 3♣ is 5+♣ + 4+M		NEG DBL THRU 3♥			In some sequences after D/RD as trapping, pas is F1 and D is T/O
Vs 2♣: D=♣, 2nt is 5m+5M, and 3♣ is both minors, and 3♥ is 5-5 Major		NEG DBL of PRE = USEFUL VALUES			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Vs 2♦: D is ♦, 2nt is 5m+5M, and 3♥ is 5-5 Major, and 3N is both minors		LEAD-DIRECTING DBL(L/D)			XY-Stayman
OVER OPPONENTS' TAKE OUT DOUBLE					Good/Bad 2nt in some competitive auctions
RD is 10+ and 2nt is invitational with fit					
Jump is fitbid and double jump is splinter					Psychics: Tactical bids: Gametryes, fitbids, cuebids, negative doubles
1M - (D) - Ostot					

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidc
1♣		3	3♥	Nat best minor 11+hcp	1nt = 9-11 & 4♣, 2♣=6-9, 2M=strong, 2♦=inv+♣, 3x=splint, 3♣=5+♣ 7-10	Over 2♦ then shortness and 2nt=bal.	2M is 5M and 4♣
1♦		3	3♥	Nat best minor 11+hcp	1nt 6-11 nf, 2♦=6-9, 2M=strong, 3♣=GF♦, 3M=splint, 3♦=5+♦ 7-10	Over 3♣ then shortness and 3nt is bal., 1♦ - 1nt - 2♣ is 15+ f1	2M is 5M and 4♦
1♥		5	3♦	Nat 11+hcp	1nt 6-11 nf, 3♥=4♥ 6-9, 2♠=♠ or 5-5m GF, 2nt = inv+4♥, 3x=3+♥ fit	Over 2m then 2nt = 14+ GF, 1♥ - 1nt - 2♣ is nat. or 15+	2♣ = 3+♥ and 9+
1♠		5	3♥	Nat 11+hcp	1nt 6-11 nf, 2nt= 4+♠ inv+, 3♠=6-9ubal, 3x=3+♠ fitbid,	Over 2x then 2nt = 14+ GF, 1♠ - 1nt - 2♣ is nat. or 15+	2♣ = 3+♠ and 9+
1NT			3♠	15 - 17 bal	Transfer and Stayman, 2♠= relay inv.+, 2N= mi, 3m = To play, 3M = SPL	After Transfer to M, then extra Transfers	
2♣	Yes	0		Weak ♦, Strong♣, 18-19/24-25 bal	2♦=P/C, 2♥= relay, 2♠= Weak P/C, 2nt = Ask, 3♦=P/C, 3x=nat. P/C	Over P/C pas is weak ♦ although over 2♣ - 3M - 4M is Max weak ♦	
2♦	Yes	0		Weak M, Strong♦, 22-23 bal	Multi responses & and upon 2nt Plauken Responses, 3 minor is NF	2♦ - 3m (nf) - 3M is fitmax m and M,	
2♥		5		5+♥ and 4+♠, weak	2nt = Ask., 3 minor is NF	2♥ - 3m (nf) - 3M is fitmax m and M	
2♠		5		Strong Acol	3♣=neg. or pos♣, 2nt=7+max2♠, 3x=pos, 3♠=3+kt. and 3nt is 1-2 kt.	Over 2nt, 3♣ is asking for features and handevaluation	
2NT				20-21 bal	Transfer and Stayman, 3♠= relay slamish and 4N is both minors		
3♣		5		Weak	3x = relay. F1, 4♦ is GF+♣	On relay: 3N = short relay suit, 4♣ = fit relay suit	
3♦		5		Weak	3x = relay F1, 4♣ is GF+♦	On relay: 3N = short relay suit, 4♣ = fit relay suit	
3♥		5		Weak	3♠ = relay F1, 4x is cue	On 3♠: 3N= short relay suit, 3♥= fit relay suit	
3♠		5		Weak	4minor is cue and 4♥ is natural		
3NT				Solid minor	4♣=P/C, 4♦=asking about shortness	On 4♦: 4M is shortness and 5m is shortness other minor	
4♣		6		Weak	4M to play and 4N is RKCB 1430 and 4♦ is goodraise + ♣		
4♦		6		Weak	4M is to play and 4N is RKCB 1430 and 5♣ is goodraise+ ♦		
4♥		6		To Play	4N is RKCB 1430 and 5x is cuebid ♥		
4♠		6		To play	4N is RKCB 1430 and 5x is cuebid ♠		
4NT	Yes			Minors	5♥ is RKCB 1430 ♣ and 5♠ is RKCB 1430 ♦		
5♣							
5♦							
5♥							
5♠							
5NT							

HIGH LEVEL BIDDING

Cuebids and 1430 RKCB
3nt in some sequences as waiting bid (encouraging)
Fitbids , splinters and EXCLUSION RKCB
Forcing Pass and encouraging Doubles in situations without forcing Pass
Splinters