DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS						
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE						
Lightner DBL,	Lead In Partner's St		Suit	7			
DBL by PRE: wants ruff, lead directing doubles, most low-level DBLs=TO,	Suit						WBF Convention Card 2.16
2-WAY DBL, competitive doubles, Invitational doubles	NT					Category:	
n partners suit (1x)-1y-(DBL)-RD = Rosenkrands, reopening doubles could	Subseq	2nd/4th(/6th) - (with Att.))			Country:	
be	Other:	2nd/4th(/6th) - (with Att.) 2nd/4th			Event:	
very light if good shape,	2nd/4th(/6th) - (with Att.) 2nd/4th				Players:		
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY		
	Lead	/s. Suit	Vs. NT			GENERAL A	PPROACH AND STYLE
Natural 5(4)+cards suit, (6)10-16HCP.	Ace					Natural 4-ca	rd openings. (1C/D could be 3-card in thried pos. of if bad 4
new suit Natural NF but invitational, jump raise = preemtive, jump at	King					card suite)	
3-level = fit-bid,	Queen	AK, AKx(+), Ax(+)				Lowest 4-car	rd suit (1C - 1M could have longer D - if weak).
Cuebid: support and construktiv or GF	Jack	AK, AKx(+), KQB(x+), K	Q, Kx				
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	QJ10(x+), KQx(+),KQ,Q	х			3 Openings:	Preemptivs (NV: can be verry aggresiv, if partnes has passed:
1-Suit: Jump cuebid: mixed raise	9	J109(x+), KJ10x(+),QJx	(+),QJ,Jx			NO ROULS)	
2-Suit:	Hi-x	C/Q109x(+), J10x(x),109	98(x+),10x			1NT Openings: FORCING PASS in competitive high level situation	
	Lo-x	109x(+), H98(x+),9				2 OVER 1 R	esponsOvercall are natural.
Reopen: 2ND pos: 1NT = 15-18 HCP could be semibalanced. Resp. as openir	SIGNALS	IN ORDER OF PRIORI	TY			SPECIAL BI	DS THAT MAY REQUIRE DEFENCE
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer's Lead	1	Discarding	NV:11-14, V	UN:12-14 and 15-17 3rd.
Reopening 1NT = (10)11-14 HCP could be semibalanced. Resp. as opening.	Suit:1st	HxxSx, HSx, xSx, xSx		一		Natural with	(8)10+ HCP
1x - pass - 1y - 1NT = 15-18 HCP with stopper in both suit.	2nd	HxxS, xS, xxxxxS				2C: strong h	ands (18-20NT or 23-24NT) or any strong hand)
	3rd	Lo/hi = enc	Count (lo/hi:even))		2D: Mulit (we	eek H/S or 4441 with 19+ or 25+NT)
	NT: 1st	Count (lo/hi:even)	Suit preference			2H: Both Ma	jors 44+, NV= 0-8 V= 5-10
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd					2S: 4+S and	5+m, NV= 0-10 V= 5-10 (if vun. normaly 6 card minor)
Direct jump overcall = weak.	3rd	Lo/hi = enc	Count (lo/hi:even))		3NT: 1. and	2. pos.: a good 4m preempt, in 3 and 4.: Gambling
(1x) - 2NT = 55+ in 2 lowest suits	Signals (ir	ncluding Trumps) Cour	nt (lo/hi:even) Su	it pre	eference Count (dis.)		
after a jump overcall at 2-level, 2NT is asking. same system as opening.		Suit	preference				
2NT=19-21 Bal.(semi)		Smith	Peters (high cards	s= En	nc.) vs NT		
(1m) - 2m = at least 5-4 in H+S. (1D) - 2D = tends to be 5H. 8-12HCP	DOUBLES						
(1H) - 2H = 4+S and a longer minorsuit, (10)12-16HCP.	TAKEOUT DOUBLES (Style; Responses; Reopening)						
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	Trumps:3-WAY SIGNAL						
(1S) - 2S = 55+ in H and a minor.	[1.Hi-lo shows interest in ruff 2. Count 3. no information)						
(1x) - 3x = asking for stopper, typically based on a good minor suit	2. pos = 11+HCP with good shape, 4. pos = 7+HCP. in competitive biddings				competitive biddings		
WK NT: DBL = points, 2C = H+S(5-4), 2D = H/S, 2H/S = 5+H/S and 4+m	our					SPECIAL FO	PRCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				REDOUBLES		
3m = good suit with about 9-15 HCP, 3M = preemtive.	reopening doubles are light. (1x)-DBL-(1M)-2M=NAT, CUE-BID promises						
strong NT or passed hand: DONT: DBL:1-suiter,2C:C+any,2D=M+D;then 2M=I	Frebid,					(1NT)-DBL-(2C/D/H)-Pass:
2H: H and S, 2S: the suit but week	iump is invitational, jump is PRE after RD,					IMPORTANT	NOTES THAT DON'T FIT ELSEWHERE
						(3x)-any-(4/5	ix)-Pass: Forcing(if opponents are NV or if all Vun.)
OVER OPPONENTS' TAKE OUT DOUBLE	shape with 11+, in 4. pos it is 7+,					1x-(DBL)-RD	BL: Forcing to 2x
	1m-(1S)-DBL shows 4H(+), 6+ HCP, negative DBL then 2M = 6-9 HCP with 5+				2M = 6-9 HCP with 5+	- With 4441, we could open 1D or 1NT	
After weak 2: 2NT = 15-18, natural overcall, DBL = TO, 4m = 5m and 5OM	Rosen-					Psychics: 1	M - 3C = 7-9 HCDP with 4+M
cuebid is asking for stopper. After weak 2 with unknown suit: DBL= 12-16	krands RD = Hx,At 2+-level,RESP DBL: Useful values whitout any good bid,						
bal or 17+							
	1						

Artificial				OPENING BID DESCRIPTIONS							
,	Min.	Neg Dble th	Description	Responses	Subsequent Auction	Passed Hand Bidding					
	, 		1								
	1		1		1						
			1		1						
	1		1								
	1		1								
	1		1		1						
			1								
	1		1								
	1		1		1						
			1								
	1		1								
	1		1								
	, ,	4H ((10)12+ HCP								
			1								
7	(3)4	4H ((10)12+ HCP								
	(·								
7	1 ,		1								
7		4D ((10)12+ HCP								
M-2NT:3C			1								
	<i>A</i>	4H ((10)12+ HCP	2NT = 10+4+S, 3C = 7-9 4+S, 3D/H = weak	AS 1H						
	1		1								
	1	3C-4H ((10)12-14 1st/2nd/4th, 15-17 3rd		1						
			1								
	4S(3-8Hcp (4S(3-8Hcp (3)4 4 M-2NT:3C	4S(3-8Hcp (3)4 4H (3)4 4H (4) 4 4D (4) M-2NT:3C 4 4H (4)	4S(3-8Hcp (3)4 4H (10)12+ HCP 4 4D (10)12+ HCP M-2NT:3C 4 4H (10)12+ HCP	4S(3-8Hcp (3)4 4H (10)12+ HCP 4 4D (10)12+ HCP M-2NT:3C 4 4H (10)12+ HCP 2NT = 10+4+S, 3C = 7-9 4+S, 3D/H = weak	4 4D (10)12+ HCP 4 4D (10)12+ HCP M-2NT:3C 4 4H (10)12+ HCP 2NT = 10+4+S, 3C = 7-9 4+S, 3D/H = weak AS 1H					

	+4S(3-8Hcp						
3NT		(3)4	4H	(10)12+ HCP			
3NT							
4C							
4C			4D	(10)12+ HCP			
4D	1M-2NT:3C						
4H		4	4H	(10)12+ HCP	2NT = 10+4+S, 3C = 7-9 4+S, 3D/H = weak	AS 1H	
4S							
4NT			3C-4H	(10)12-14 1st/2nd/4th, 15-17 3rd			
5C							
5D	Yes	0	4H	18-20/22-23(+)NT, any strong sui			
5H							
5S	Yes	NV:5 VUL:6		Multi: with 19+ 4441 and 24-25 B			
5NT							
HIGH LEVE	L BIDDING					•	
with H,3H=n	nin with S	Anything Or	C in 3rd				

44+ in H+S NV= 0-8 V= 3-10 2S = preference, 2ut = arsking, 3m Natural (and invit.) Anything OK in 3rd Yes 4 4(+)Sand 5+m 2NT:arsking, 3C: TP i the minor Anything OK

in 3rd

4H 21-22 NT - could be semibalenced 3C =for 4/5M, 3D/H = tran., 3S:

minors,3NT/4C/D/H:tran. 3C - 3D = 1(2) 4-card major, 3M=5 card,3NT=no Maj

(5)6 Preemtive 3X: NF, 4M: To Play, 4D:asking for asses

Preemtive 3X: NF, 4M: To Play, 4C:asking for asses Anything