


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			 <b>WBFC Convention Card 2.16</b>
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
4-card suit OK.		Lead	In Partner's Suit		
CUE = 10+	Suit	MUD, 4th	Same		
Sound VUL 2-level Overcalls	NT	ATT	Same		Category: Natural (Green)
	Subseq	ATT	Same		Country: Denmark
	Other:				Event: Valby Cup
					Players: Jørgen Hansen - Morten Bilde
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
14-16/16-18	Lead	Vs. Suit	Vs. NT		GENERAL APPROACH AND STYLE
Natural response	Ace	AKx(x)	AKx(x)		4-card majors , open heavy 1-bids; respond very light; simple rebid may be stro
4th pos: 10-14, natural response	King	KQx(x)	KQJx(x), KQ10x, KQ98		flexible NEG DBL style; NAT weak 2-bids;
	Queen	QJx(x)	QJ10x, QJ9x		wide-range overcalls (strongish at 2-level),
	Jack	JTx(x)	AJ10, KJ10, J109		
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	109x(x), H109x(x)		
1-Suit: MAJOR: Intermediate, MINOR: 12-15, GOOD SUIT	9	H98x, 98x		H98x,98x	
2-Suit: UNUSUAL NT	Hi-x	Sx, xSxx,xSx		Sx,xSxx,Sxx	1NT Openings: 11+ - 14
	Lo-x	HxS, HxxS, HxxSx		HxS, HxSx,HxxS,	2 OVER 1 Respons9+ HCP OR Strong suit
Reopen: 2 NT = 18-20, SUIT=GOOD HAND with 6 Card suit.	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
Michael Cuebid	Suit: 1st	Hi=D	Hi=ODD	Hi=ODD	2D = 4+/4+ in H/S 5-10 HCP
Jump Cuebid asks for stopper	2nd		S/P	S/P	
	3rd				
	NT: 1st	Hi=D	Hi=ODD	Hi=ODD	
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd		S/P	S/P	
2C=Majors, D=Strong (15+)	3rd				
	Signals (including Trumps)Smith vs NT				
	Lavinthal				
	Trump echo shows ruffing interest.				
		DOUBLES			
		TAKEOUT DOUBLES (Style; Responses; Reopening)			
VS. PREEMPTS ( Doubles; Cue-bids; Jumps; NT bids)	Emphasize Majors.				
Takeout D	CUE is a one round force				
	Reopening D 7+ HCP				
					SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			(1NT) - D - (2X) - P is forcibg (D is NEG), and so is pass from doubler.
Exclusion vs. Strong C	NEG D THRU 4S				1ANY - P - 2NEW - (ANY) - Pass may be a strong hand
1 DHS=NAT, 1 NT=C/H OR D/S	RESP D As far as convenient				
2 ANY = the suit or the two next suits	COMP D As far as convenient				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
3 ANY = Preemptive	D tend to be CARD SHOWING as the level rises				
OVER OPPONENTS' TAKE OUT DOUBLE					
New Suit natural and forcing.					
RD = 10+ HCP					Psychics: Psychics mostly in first hand and as responder.
Jump = Preemptive					Psychics accepted as part of the game.

