


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			<div>WBFC Convention Card 2.19</div> 
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
Aggressive to 18+, can be 4 card suit at the one level		Lead	In Partner's Suit		
NEW SUIT = NF; JUMP IN NEW SUIT = INV, NF; CUE-BID = F1R: INV with supp or F	Suit	1st/3rd/5th	1st/3rd/5th		
JUMP-RAISE = PRE; JUMP-CUE = Mixed raise	NT	1st/3rd/5th	1st/3rd/5th		Category: RED
RESP DBL -> 4♥	Subseq	1st/3rd/5th	1st/3rd/5th		Country: Finland Open
	Other:	NT: K=strong->CT/UB; 4th from KJ8x or similar; Q from KQx+			Event:
		Suit: K from AK bare; K from AKQ if interest in ATT for J			Players: Mika Salomaa - Pekka Viitasalo
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
15-18, BAL or SEMIBAL -> TWO WAY STAYMAN, SA TEXAS	Lead	Vs. Suit	Vs. NT		GENERAL APPROACH AND STYLE
	Ace	AKx(+) AKQ(+)	AK(+)		BART SIMPSON CLUB:
4th live: T/O, at least 45 in the unbid suit, weakish, lower ranking suit tends to be 5+	King	AK AKQx+ KQJ(+) KQ(+)	Strong holding: CT/UB		1st/2nd position: 1♣=15+; 1♦=9-14, 2+ cards; 1M=9-14, 4+ cards; 1NT=12-14
	Queen	QJ(+)	QJ(+) KQ(+): ATT		2♣=9-14, 5+ cards; 2♦=5-8, 44/45/54/55 ♥♠; 2M=weak 2; 2NT=19-20
Reopening: 11-14, does not require stopper -> CUE-BID = F1R	Jack	Top	Top or AQJ(+)		
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	Top or (A/K)J10(+)	Top or KJ10(+)		3rd/4th position: 1♣=19+; 1♦=12-18, 2+ cards; 1M=12-18, 4+ cards; 1NT=16-18
1-Suit: Weak; new suit F1R; 2NT = ASK; CUE-BID = SUPP + INV	9	Top or 3rd	Top or 3rd		2♣=12-18, 5+ cards; 2♦=both majors; 2M=weak; 2NT=22-23
2-Suit: UNUSUAL NT (PRE or STR), lowest unbid suits 55+	Hi-x	1st/3rd/5th SxS SxSxS(+)	1st/3rd/5th SxS SxxxS(+)		1NT Openings: 1st/2nd position: 12-14; 3rd/4th position: 16-18
	Lo-x	1st/3rd/5th SxS SxSxS(+)	1st/3rd/5th SxS SxxxS(+)		2 OVER 1 ResponsesF1R (to 2 tricks of suit opened)
Reopen: Intermediate	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	A = 1st/2nd position B = 3rd/4th position
CUE-BID = highest unbid + another 55+, PRE or STR	Suit:1st	Hi = DISCRG	Hi/Lo = O	E = DISCRG + S/P	=====
JUMP CUE = asks stopper with a solid suit, can be weak -> XX of 3NTX shows doubt	2nd	Hi/Lo = O	S/P	Hi/Lo = O	1♦ = (A: 9-14) (B: 12-18); can be as short as xx
	3rd	S/P	Hi/Lo = O		2♦ = EKRENS: majors at least 4-4, preemptive
	NT: 1st	Hi = DISCRG	S/P	E = DISCRG + S/P	3any = can be very weak in 1st/3rd position if NV vs VUL
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	Hi/Lo = O		Hi/Lo = O	3NT = A: preempt in either minor B = to play
Vs strong NT (low+high >= 29) or by PH: DONT (aggressive, (8)9+ cards)	3rd				NAMYATS (SOL or S-SOL with the ace)
DBL = any 1-suiter (2♣=P/C); 2♣=♣+other (2♦=P/C); 2♦=♦+M (2♥=P/C); 2♥=♥+♠	Signals (including Trumps): PRESENT COUNT;			1M - 3M = PRE	
2♠ = Nat weak; 2NT = STR 2-suiter; 3X = PRE	Only the 1st discard is Roman (O=ENC, E=S/P)			1M (A:) -> ART splinters differentiating singletons and voids	
				WEAK JUMP RESPONSES	
Vs weak NT (low+high <= 28): CAPPELLETTI (constructive, 9+ cards)	DOUBLES			(1x) - p - (1y) - 1NT = T/O with at least 45 in the unbid suits	
DBL=PEN; 2♣=any 1-suiter (2♦=P/C); 2♦=♥+♠; 2M=M+m	TAKEOUT DOUBLES (Style; Responses; Reopening)				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	May be light (1o+) with classic shape; CUE-BID = F to S/A				
DBL = T/O->5♦ (LEB VARIATIONS against 2M); 2/3NT = NAT	JUMP CUE = asks stopper (1M) / shows both majors (1m)				
vs. 2M: CUE-BID = Asks stopper; 4m = m + unbid M	Resp X -> 4♥				
vs 3m: CUE-BID = both M; vs. 3M: CUE-BID = unbid M + m	Reopening: can be light (7+); CUE-BID = F to S/A			SPECIAL FORCING PASS SEQUENCES	
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			1♣ - (4♥+) - pass = F1R promising values	
vs 1♣: X = good ♣-overcall or bad ♦-overcall; 1♦=g♦/b♥; 1♥=g♥/b♠; 1♠=g♠/b♣;	Our NEGATIVE DBLs (after 1♦♥♠/2♣) tend to show unbid M(s)			1♦♥♠ - (X) - XX / 1♦♥♠ - (1NT) - X -> pass = F at 2 level	
1NT = ♥+♠; 2♣ = ♥+♠, STR; 2♦=♥ or ♠; 2♥=♣+♥/♦+♠; 2♠=♣+♠/♦+♥; 2NT=♣+♦	Above NEG DBL range DBL shows TRANSFERABLE VALUES				
vs 1♦: X=g♦/b♥; 2♣=g♠/b♦; others as vs 1♣	SUPPORT DBL/RDBL when opener can raise 1/1 to 2 level			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
vs pass: 1♣=g♠/b♦, others as vs 1♣ vs 2♣: NAT; 2NT = any two suiter	1M - (MAX overcall) - raise - (raise) - DBL = game try (MOD)			1♦ - (1NT): X = PEN, 2♣=1-suiter, 2♦=majors, 2M = M+m	
OVER OPPONENTS' TAKE OUT DOUBLE	COMP DBL from 'under' tend to show xx(+), speculative pass for PEN can occur			1M - (1NT): X = PEN, 2♣ = 1-suiter, 2♦=3M&5+OM; 2OM=OM+m	
RDBL = 12+(A) / 7-8 (B) penalty seeking (CoOp): we X with 4 trumps in direct seat	SPLINTER DBL asks lead in the suit below but NV vs. VUL shows length				
and 3+ in last seat (pull with x/- at 1 level)	LIGHTNER DBL also at the game level			Psychics:	
1/1 = F1R; 2/1 = NF; 1M (X) 2NT = INV+ with SUPP; 1♦ (X) 2NT = both minors;					
WEAK JUMPS but 1M (X) 4m / 1♠ (X) 4♥ = FIT JUMP					

