



WBF Convention Card 2.18

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS				
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE				
1 level = 4 cards +; 2 level = 5 cards +		Lead	In Partner's Suit		
Can be light	Suit	3rd highest = even; low = odd	3rd highest = even; low = odd		
NS by advancer is NF at 1 and 2 levels	NT	4th	4th	Category:	
Re-opening style aggressive	Subseq	3rd highest = even; low = odd	3rd highest = even; low = odd	Country:	South Africa
	Other: vs NT K asks CT/UB; A/Q asks ATT			Event:	Bermuda Bowl - Zonals 2007
				Players:	Alon Apteker - Craig Gower
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY
15-18 HCP (in 4th, usually source of tricks); system on	Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE	
Re-opening 2NT = 18-21 balanced	Ace	AKJ; AKx; Ax	AKx(x)	5 Card Majors; 15-17 NT	
In balance 1NT = 11-16 after (1M) and 11-14 after (1m)	King	AK; KQx; Kx	AKJ10; KQ109	2 over 1 GF	
	Queen	QJx, Qx	QJ10; QJ9; AQJ	Nat weak 2's	
	Jack	J10x; Jx	AJ10; KJ10; J10x	1430 RKCB	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109x; 10x	109x; H109		
1-Suit: weak, loose	9	9x	9x, 98x, 98xx		
2-Suit: (1m) - 2m = majors; (1M) - 2M = OM + C's	Hi-x	Doubleton or even	Doubleton, triplet or four	1NT Openings: 15-17 (odd shapes OK)	
Leaping Michaels over weak 2's	Lo-x	odd	Hxx(x)	2 OVER 1 ResponsesGF	
Reopen: 2NT = Balanced 18-21; suits = intermediate HCP and 6+	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	Reverse Good-bad 2NT
(1m) - 2m = majors; (1M) - 2M = OM + C's	Suit:1st	Hi = disc	Hi/Lo = odd	Hi = disc	Namyats
(1X) - 3X = stopper ask (usually long running minor)	2nd	Hi/Lo = even	S/P	Hi/Lo = even	3NT = 4 level pre-empt in a minor
	3rd	S/P	S/P	S/P	1M-3NT = 3 card support; 12-15, at least semi-balanced
	NT: 1st	Hi = disc	Hi/Lo = odd	Hi = disc	1m-2m = inverted; F1
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	Hi/Lo = even	S/P	Hi/Lo = even	DOPI/ROPI
2C = majors	3rd	S/P	S/P	S/P	
2D = single suited M	Signals (including Trumps): Trumps usually S/P				
2H = H's + m; 2S = S's + m	Odd/even signal (Roman) in known 6+ or dummy's short suit				
2NT = minors	Standard present count				
Double = penalties; by passed hand = 5m + 4M	DOUBLES				
	TAKEOUT DOUBLES (Style; Responses; Reopening)				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	(1m) - X - (1M) - 2M = Nat 5+ whereas X = penalties				
Leb after weak 2's	cue-bid = F to suit agreement				
Cue at 3 level = Stopper ask; at 4 level = Micheals	Aggressive re-opening				
(2X) - 2NT = 15-18 balanced; system on	Generally t/o below 2NT & competitive				SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				(1NT) - X - (2C*) - P = F to 2NT if 2C is runout
(1C) - X = majors; 1NT = minors	Negative doubles to 4D				1X - (X) - XX - = F to 2NT
Aggresive	T/O doubles to 4S				
	Responsive doubles to 4D				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
	Support doubles + redoubles				Fit showing jumps over M in comp; WJS over m
OVER OPPONENTS' TAKE OUT DOUBLE	Lead directional doubles				Drury; Woolf-signoff after 2NT rebid by opener
1 level NS = F; 2 level = NF	Run-out RD over 2M - (X) - XX				Strong jump shifts
Fit showing jumps over M opening; WJS over m					Psychics: Rare
1M - (X) - XX = does not deny fit; 2NT = 8-12 or 15+ with 4+ support					P - (P) - 1M can be very light

