

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS		<div> <div> </div> <div> <b>WBF Convention Card 2.19</b> </div> </div>	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
medium aggressivnes, jump sup=pre		Lead	In Partner's Suit		
jump cue resp=4+ card support mixed raise +	Suit	2nd/4th	2nd/4th		
after overcall in preempts, NS = F1	NT	2nd/4th	2nd/4th		
2over1 response=non forcing, 1 over 1 F1 if not passed hand	Subseq	2nd/4th	2nd/4th	Category:	Green
	Other: None			Country:	Greece
				Event:	
				Players:	Dogani-Kassimopoulou
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY	
Natural 15+-18- responses as in 1NT opening, in 4th 11+	Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE	
	Ace	AK(+),Ax(+)	count or UB	5cM 2over1 GF ,15-17 NT, 4card <span style="color:red">♦</span> ,1NT response F1	
	King	KQ(+), AK	Att		
	Queen	QJ(+)	count or UB		
	Jack	J10	Att		
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109(x), H10(+), 10x	count or UB		
1-Suit: weak	9	9,9x	T98x,T9x,9x		
2-Suit: strong but NF	Hi-x	count or AT		1NT Openings: 15-17	
	Lo-x	count or aT		2 OVER 1 Responses Gf-rebid	
Reopen: good suit 6+ generally 1-suited hand	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	2 <span style="color:red">♦</span> various strong hands
1m-(2m): <span style="color:red">♠</span> + <span style="color:red">♥</span> 54+, except in open 1 <span style="color:red">♣</span> 2+ or art ; 2 <span style="color:red">♣</span> =nat 2 <span style="color:red">♦</span> = <span style="color:red">♠</span> + <span style="color:red">♥</span> 54+,1M-(2M):OM+m (55+);	Suit:1st	Hi=DISC	Hi/lo=O	Hi=DISC	2 <span style="color:red">♥</span> /2 <span style="color:red">♠</span> weak in <span style="color:red">♥</span> / <span style="color:red">♠</span>
jump cue ask for stopper strong 1 suiter hand (semisolid+)	2nd	Hi/lo=O		Hi/lo=O	4 cards - 1 <span style="color:red">♣</span> can be short (2+)
Over 2 <span style="color:red">♦</span> (w M) 2 <span style="color:red">♥</span> ,2 <span style="color:red">♠</span> ,3 <span style="color:red">♥</span> ,3 <span style="color:red">♠</span> preempts 4m shows 5+m + 5+OM ??????	3rd	S/P		S/P	
	NT: 1st	same	same	same	
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd				
2 <span style="color:red">♠</span> : <span style="color:red">♥</span> + <span style="color:red">♠</span> ,4+/4+, 2 <span style="color:red">♦</span> one M;then 2M=P/C;3m=NF;2NT=relay	3rd				
2 <span style="color:red">♥</span> : <span style="color:red">♥</span> +m;then 2 <span style="color:red">♠</span> /3m=NF, 2NT asks m can have GI with fit in M	Signals (including Trumps): Trumps:Hi-lo shows interest in ruff				
2 <span style="color:red">♠</span> : <span style="color:red">♠</span> +m;then 3 <span style="color:red">♥</span> /3m=NF, 2NT asks m can have GI with fit in M	When suit lead is clear and no count is needed				
double=at least equivalent to 1NT opening	follow declarer's suit shows SP				
reopening the same but can be weaker	DOUBLES				
	TAKEOUT DOUBLES (Style; Responses; Reopening)				
VS. PREEMPTS ( Doubles; Cue-bids; Jumps; NT bids)	may be weaker if good shape cue bid not GF				
Cuebids to show strong hands 1 or 2 suiters but not much defense	in competition dbl is generally t/o				
Jump overcall strong hand					
					SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				when our side have shown more than 23+ hcp or vuln against not
	1m-(1 <span style="color:red">♥</span> )-DBL probably no 4 <span style="color:red">♠</span> ,1m-(1 <span style="color:red">♠</span> )-DBL suggests 3+ <span style="color:red">♥</span>				
	At 3+-level,RESP DBL: Useful values,any shape				
	COMP DBL,DBL by PRE: wants ruff				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
	LEAD-DIRECTING DBL(L/D),MAX DBL,Most low-level DBLs=TO				Psychs seldom
OVER OPPONENTS' TAKE OUT DOUBLE	NEG DBL of PRE O/C=USEFUL VALUES				Opening bids often on 10+
2NT=INV+ with 3 card support in M opening	Support DBL up to 2 level, support rdbl either 3 cards or strong hand				
					Psychics:

OPENING BID DESCRIPTIONS	
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Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	7nt	Can be on xx♣ with balanced hand and 3 cards in ♦	2♣:GF 5+ ♣, 4x = preemptive		
1♣					3♣=mixed raise, 3♥/♥/♠ spl	2way-CB 2♣=inv, 2♦=GF	
1♦		4	7nt	Either 5+♦ or 4-4-4-1 (no ♦ singl.)	2♦:GF 4+♦, 3♣:mixed raise or 12+ splinters, 3M/4♣:mini	1♦-1M-1NT-2♣-2♦=barely open, other 2cards	
1♥		5	7nt	10+	1NT SF, 2♣ art GF, 2♦ GF, 2♠=minisplinter, 2NT=GF with 4card support		2♠/♦=drury w 3 or 4 cards
1♥					3♣=mixed raise, 3♦= GI	3♠/3NT/4♠ trf splinters, 4♦ good raise to 4♥	
1♠		5	7nt	10+	same as in 1♥	3NT/4♠/4♦ trf splinters, 4♥ good raise to 4♠	
1NT			7nt	15-17- HCP	2♣=nfs 4 way trfs,texas trfs, 3♠= minors nf	1nt-2♣-2♥/2♠-3OM=GF with fit and a singleton	
1NT					3♦ minors GF, 3♥/3♠=spl w 5-4 m		
2♣	Yes		7nt	FGor23+HCP if BAL			
2♦	Yes			Weak in a M	2♥/2♠/3♥/3♠=pass or corect, 2NT relay		
2♥	Yes			8-11 6+ can have side suit	2nt=ask, other NF		
2♠	Yes			Same	same		
2NT			7nt	19-21HCP	3♠ for 5 or 4 cards where 3♥ no M, trf, 3♠ trf to 3NT		
3♣				PRE: ...	NS = F1		
3♦				PRE: ...			
3♥				PRE: ...			
3♠				PRE: ...			
3NT	Yes			GAMBLING no outside A or K	4♠ pass or cor. 4♦=ask for sortness,5♠ pass or cor.	3nt-4♦-4♥/4♠ singleton 4nt=no singleton 5♠=singl.♦	
3NT					4♥/4♠=to play	5♦=singl.♠	
4♣				PRE			
4♦				PRE			
4♥				PRE			
4♠				PRE			
4NT							
5♣							
5♦							
5♥							
5♠							
5NT							

## HIGH LEVEL BIDDING

cue: 1st + 2nd round equally

5NT: GSF,

EXCLUSION RKCB, JOSEPHINE, LIGHTNER, PASS, then pull is SLAM TRY

RKCB-1430, SPL PODI, PORI, 5NT=odd Aces + void, 6x even aces

after open.dbl over cue bid rdbl first round control, continuation of cue bids

shows 2d round control


