DEFENSIVE AND COMETITIVE BIDDING	LEADS AND SIGNALS			WBF Convention Card	
OVERCALLS (Style; Responses; 1/2level; Reopening)	**OPENING LEADS, STYLE**				
(8)10-16 HCP, 5-card (4-card infrequently)		**Lead**	**in Partner's Suit**		
weak jumps	Suit	1/3/5th	1/3/5th	**Green**	
Responses:	NT	4th	4th	**Country:**	**CZECH REPUBLIC**
2NT=GF 3+supp	Subseq	Hi=denying honour	Hi=denying honour	**Event:**	**All**
Reopening: jumps = 10-13, good 6+suit	Other:			**Cathegory:**	**U26**
cue-bid: INV 3+ supp				**Players:**	**Erik Klemš - Martin Melčák**
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	**LEADS**			**SYSTEM SUMMARY**	
2nd/4th Live: 15-18 mostly bal; responses = system on	Lead	**Vs.Suit**	**Vs. NT**	**GENERAL APPROACH AND STYLE**	
reopening: 11-15 semibal	Ace	A, Ax(+), AK(+)	A ask for attitude	1♣ = 11-20(22), 2+; transfer responses	
JUMP OVERCALLS (Style; Responses; Unusual NT)	King	K, Kx, AK(+), KQ(+)	K ask for count / unblocking	1♦ = 11-20(22), 4+; unbal, unless tactical/lead directing	
1-Suited: weak	Queen	Q, Qx, QJ(+)	QJ, Qx, QJT	1M = 11-20, 5+M; forcing 1NT; 2/1 FG responses	
2NT=2 lowest suits(usually minors)	Jack	J, Jx, Jtx	Jx, Jtx, KJT, AJT	1NT = (14)15-17 bal: 5M=systemic, 6m/5m4m/441♦4 possible	
leaping michaels 4♣ or 4♦	10	HH10(+), 109(+), 10x	HT9, Tx T9x	2♣ = strong; bal 23+/ 9 tricks in M / 9,5 tricks in m	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)	9	H109, 9x		2♦ = 6+M (5M seldom); any side 4-card allowed	
Vs. nat 1x: Michaels	Hi-x	Xx	Xx(+), Xxxx, Xxx		
Vs. nat 2m: 3m=55 both M	Lo-x	xXx	--	M=MAJor, m=minor	
(1x)-3x ask for stopper, usually w/ running suit	**SIGNALS IN ORDER OF PRIORITY**			**SPECIAL BIDS THAT MAY REQUIRE DEFENCE**	
Vs. NT(vs. Strong/Weak; Reopening;PH)		**Partner's Lead**	**Declarer's Lead**	**Discarding**	TRF resp. to 1♣ opening: 1♦/♥= 4+ ♥/♠; 0+ HCP
Weak:	Suit:1st	att: Lo=encrg	count: Lo=even	Roman	ART responses after 1♦-1M
X=PEN; 2♣=54+M; 2♦=6+M;	2nd	count: Lo=even	SP: Lo=lower suit		
2M=5M4+m; 2NT=55m; 3x = PRE	3rd	SP: Lo=lower suit			
Strong:	NT: 1st	att: Lo=encrg	count: Lo=even	Roman	
same as vs. weak NT	2nd	count: Lo=even			
Vs.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)	3rd	SP: Lo=lower suit			
Lebensohl after (2M)-X-(p)	Signals :				
cue (2x)-3x/4x, (3x)-4x = Michaels	**DOUBLES**				
(2M)-4NT = minors	**TAKEOUT DOUBLES (Style; Responses; Reopening)**				
Vs. ARTIFICIAL STRONG OPENINGS	2nd pos. = 11+; 17+/own suit; 19+ bal			**SPECIAL FORCING PASS SEQUENCES**	
vs. 1♣: 2♣=44+M, 1♦=♥ or ♠+m, 1♥=♠ or ♥+m	cue-bid response = F to suit agreement or 2NT				
1♦=minor, 1NT=minors, 2♦=♥ or ♠+m, 2♥=♠ or ♥+m				X on our artificial bid: pass denies stopper	
2NT=minors					
	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			**IMPORTANT NOTES THAT DON'T FIT ELSEWHERE**	
OVER OPPONENTS' TAKE OUT DOUBLE	Support-X; Responsive-X; Maximal-X			3rd pos. NV - light openings	
after 1♣-(X/1♦/♥) = system on	Competitive-X (1x)-X-(2/3x)-: X = T/O; 2NT=scrambling, 2 places to play				
after 1♣-(p)-1x-(X) = system on				Psychics: rare	

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	X	2	3♠	a) 11-14 bal (incl 5♦332)	1♦/♥= 4+ ♥/♠ (except 2♦/♥) ; 1♠= bal w/o 4M /♣ any strengh/INV with 1 or 2 m;	1♣-1R-> ♠1♡: 1M=2-3 supp <17,usu bal 11-14; 1NT=18-20 bal; 2♣ nat<17	
				b) 11-20(22) nat, unbal	1NT=(10)11-12 bal; 2♣=diamonds 11+; 2♦= 6+♥ 4-7/12+; 2♥=6+♠ 4-7/12+;	2♦= nat/♣ >17; 2M=4-supp 11-14; 2oM nat >17; 2N=distrib.INV+ 3+supp	
				(21-22 only if 3-suited)		1♣-1♦-> ♠2♡: 1NT=bal 11-14; 2♣=nat<17; 2♦= nat>15/18-20 ♣	
				c) 18-20 bal	3M= nat PRE; 3NT=13-15 bal; 4NT=19-20 bal	2M=nat>17; 3♣=nat 15-17; 2N =18-20bal	
1♦		4	4♣	11-20(22) unbal 5+/ 4441 short ♣♥♠	1M=4+M; 1N=5-10; 2♣=11+ 5+♣; 2♦=10+ inverted; 2M= 4-7 6M;	1♦-1♥-> ♠3♡: 1♠=♣; 1N=♠; 2♣ = 6♦11-13/16+; 2♦=supp,14+; 2♥=supp,11-13	
					2NT= nat INV; 3♣=INV+ 4+supp; 3♦=PRE; 3M/ 4♣=SPL;	1♦-1♠-> ♠3♡: 1N=♣; 2♣ = 6♦11-13/16+; 2♦=♥; 2♥=supp,14+; 2♠=supp,11-13	
					3NT to play		
1M		5	4♦	11-20, 5+M	1♠ over 1♥ =0-4♠, 6-11forcing; 1N=6+, 5♠+ F incl. 3-card LR; 2♣=2+♣ FG (nat or bal)	1♥-2♥-: 2♠=non-specif.F; 2NT=short ♣ game try; 3x=short suit game-try	2♣=8-11, 3+ supp
				3rd pos: (4)5+M, weak (6+HCP) poss.	2♦=5+♦ FG; 2M=6-9 3=supp; 2NT=16+ 4+supp; 3♣= 6-9 4+supp;	1♠-2♠-: 2NT=non-specif.F; 3m= short suit game-try	
					3♦=10-11 4+supp; 3M=PRE; 3OM=9-11 4+supp splinter in non-specif suit;	1♥-1♠-2♣; 1M-1NT-2♣ =semi-nat or 16+ (Gazzilli)	
					4♣=12-14 4+supp, 4♦=12-14 4+supp		
					2♠ over 1♥ =nat 6+,4-7		
1NT		--	3♠	(14)15-17 bal, 5M possible	2♣=STA, 2♦/♥/=TRF♥/♠; 2♠=TRF♣; 3♣=TRF♦ wk or strong; 3♦=nat INV		
					4♣=Gerber; 4♦/♥ =TRF ♥/♠		
2♣	X	0	--	23+bal /	2♦=waiting; 2♥=2nd negat (usu < King); 2♠/NT=positive ♥/♠; 3m=positive m	2♣-2♦-: 2♥ relay to 2♠ (Kokish) = ♥ or 25+bal	
				9+ playing tricks M / 9,5+ tricks m			
2♦	X	0	2♠	4-11, 6M (very good 5M possible)	2♥/3♥/4♥ = P/C; 2NT=ask; 3♣ GF with own color; 3♦ inv+ with both majors, 4♣=asking TRF, 4♦=asking directly	2♦-2NT-: 3♣=MAX; 3♦=min ♥; 3♥=min ♠	
2♥	X	5	--	5-11, 5♥ 4+m	2♠= nat NF; 2NT ask; 3m=nat, nF;	2♥-2NT-3m -> 3♠ = nat,FG	
					3♥=PRE; 3♠ = nat,INV; 4♣/4NT= P/C		
2♠	X	5	--	5-11, 5♠ 4+m	2NT=ask; 3m=nat, NF;	2♠-2NT-3m-> 3♥=nat,FG	
					3♥=nat INV; 3♠=PRE; 4♣/4NT = P/C		
2NT		--	3♠	21-22 bal, 6m/5M possible	3♣=puppet STA; 3♦/♥= TRF ♥/♠; 3♠ =5♠4♥; 4♣=Gerber; 4♦/♥ =TRF ♥/♠	2NT-3♣-: 3♦=4M; 3M=5M; 3NT=w/o 4+M	
3♣		6	--	nat, pre	NAT		
3♦		6	--	nat, pre	NAT		
3♥		6	--	nat, pre	NAT		
3♠		6	--	nat, pre	NAT	**High Level Bidding**	
3NT	X	--	--	gambling, solid minor		03-14 RKCB; Gerber; Exclusion RKCB; Quantitative 4NT, 4♠ RKCB for ♥, Minorwood 4♣/4♦	
4♣		7	--	nat, pre		Cuebids: 1st or 2nd round	
4♦		7	--	nat, pre		DOPI	
4♥		7	--	nat, pre		ROPI	
4♠		7	--	nat, pre			
4NT	X	--	--	wild, both minors			
5X		8	--	nat, pre			

[1] | 1♣-1R |
R - red suit

1♦ promises 4+♥
1♥ promises 4+♠
(in theory, 0+ HCP, but see
responses 2♦/2♥)

-> accepting transfer with 2-3 cards, otherwise:
    1N = 18-20, bal
    2♣ = natural 5+, 11-17 HCP, implies shortness
    2♦ = nat, reverse strength or 18-20/♣
    2M (jump accept) = minumum, 4-card raise
    2N = distrib. INV+ raise, either 6c3M or 5c4M
    3♣ = 15-17/nat, goodish suit 6+
    3M (dble jump accept) = 18-20 bal, 4-card raise

2♦ promises 6+♥; either 4-7 or 12+ range
2♥ promises 6+♠; either 4-7 or 12+ range

-> accepting transfer with 2-3 cards, otherwise:
    3M (jump accept) = 3+card raise, min (11-14)
    3♦ = strong raise (INV+ against 4-7 range)
    2N = reverse strength or better, ♣ or ♣/♦
    3♣ = 15-17 HCP, goodish suit 6+

[2] | 1♣-1♠ |

a) bal 5+HCP,
  "transfer to 1NT"

b) one minor, 0-9 HCP

c) ♣ INV+

-> intending pass over 1NT or 2♣ with 5-10 HCP
-> raising 1NT to 2NT/3NT with 11-12/13-15 HCP
    right-siding NT, some suit posssibly unprotected
-> to play minor contract against weak NT

-> INV+ to 3NT or 5m

[3] | 1♦-1♥ -> |

| 1♠ = 4+♣; denies 4♠ |
| 1NT = 4♠ |

then -> | 2♣= puppet to 2♦, sign-off in 2♦ or INV hands |
| 2♦ = ART FG |
| 2♥ = 8-11, 6+♥ |
| 3♥ = FG, 6+♥ |
| 2NT = preparing sign-off in ♣ |
| other = distributional INV |

| 2♣ = a) 6+♦, 11-13 HCP |
| b) 16+, no 4-card fit |

then -> | 2♦ = to play against 11-13 |
| 2♠ = ART FG |
| other = INV against 11-13 |

| 2♦ = INV+ raise, 14+ HCP |
| 2♥ = min. raise,11-13 HCP |

| 1♦-1♠ -> |

| 1NT = 4+♣ |

then -> | 2♣= puppet to 2♦, sign-off in 2♦ or INV hands |
| 2♦ = ART FG |

| 2♣ = a) 6+♦ (11-13) |
| b) 16+, no 4-card fit |

then -> | 2♦ = to play against 11-13 |
| 2♥ = ART FG |
| other = INV against 11-13 |

| 2♦ = 5+♦4♥ |
| 2♥ = INV+ raise, 14+ HCP |
| 2♠ = min. raise,11-13 HCP |