


DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS				WBFC Convention Card 2.19 
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE				
NAT 4+ suit, (8)10-15 hcp 1/2-level		Lead	In Partner's Suit		
after overcall, transfers from opp siut to -1 suit,if opp double then from 1NT to -1 suit	Suit	1-3-5	Same		
Fit-bids	NT	2nd/4th 3 rd from Hxx	Same		
	Subseq	1. count 2. attitude (high=passive)	Same		Category: STRONG CLUB - BLUE
	Other:				Country: LATVIA
					Event: European Championships, Samorin
					Players: Martins BALODIS, Viktors ILDEIKINS
INT OVERCALL (2ND/4TH Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY
15-17 w/ stop.	Lead	Vs. Suit	Vs. NT		GENERAL APPROACH AND STYLE
Responses:if opp opened Major transfers starting w 2 ♣, trnsf to opp suit= staym.	Ace	AKx(+), Ax+	AKx(+), Ax+		Precision Club
	King	AKx(+),KQx(+),	AKx(+),AKJ10(+),KQ10(+)		strong club with natural responses (1NT and 1♠switched)
in 4th live 1NT=11-15, w/ stopper, SYS ON	Queen	QJ; QJx(+);Qx,	QJ; QJx(+); Qx		1♦ = 4+♦unbal ; 5-card Majors
	Jack	HJ10x(+), J10x(+),	HJ10x(+), J10x(+)		2H/S – intermediate (vulnerable) ; 2H/S – H/S+minor, weak(non-vulnerable)
JUMP OVERCALLS (Style; Responses; UnusualNT)	10	H109(+), 10x	H109(+), 10x		2NT-both minors;2♦-one major weak
Vs 1C(nat): 2C=nat ;2D=both M; 2H/S=weak	9	9x,	9x,109x+		jump shift answers to 1♥♠ openings are natural NF inv
	S	xxSx,xxS,Sx,xxxxS,xxxxSx	xSxx,xSx,Sx,xSxxx		1NT Openings: 1NT Openings: (12)13-15 HCP
	S	HxxxS,HxSx,HxS	HxxSx,HxxS,HxS,HxxxxS		2 OVER 1 Response: FG, except 1D-2C=F1
Reopen: in 4th live = 6=suit and constructive	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	1NT=(12)13-15
Ghestem on majors:(1M)-2M=OM+C;(1M)-3C=OM+D	Suit:1st	count (low/hi =even)	count	Lavinthal-Italian	2 ♥/♠= 10-13 intermediate (vulnerable); 2 ♥/♠= 5+♥/♠ 4+m weak (non-vulnerable)
(1M)-2NT = minors	2nd	attitude (small=enc)	Lavinthal		2♦ = 6+ ♥ or ♠, 6-9 HCP
(1D)-2D=both Majors	3rd	Lavinthal			3NT=Gambling
	NT: 1st	count	Smith	Lavinthal-Italian	Michaels cue bid, Ghestem and unusual 2NT. Leaping Michaels after opps open 2♥♠
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	attitude	Count		Transfer-lebensohl in competitive auctions
vs. NT DBL=competitive points, 2 ♣ = majors, 2 ♦ = One major,	3rd	Lavinthal	Lavinthal		
2M = 5 M w/ 4+minor 2NT=minors	Signals (including Trumps): high-low in trumps shows ruffing potential				
	SMITH SIGNAL vs NT (small ENC first lead)				
	DOUBLES				
	TAKEOUT DOUBLES (Style; Responses; Reopening)				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	DOUBLES TAKEOUT DOUBLES (Style; Responses; Reopening)				
DBL: for Take-out	in take-out position - 11-15 HCP w/ classic TO or 16+ any hand				
Leaping Michaels vs. 2♥♠ openings.	Reopening from 8 HCP if good distribution for TO;				
(2M)-3M asks stopper,usually long minor					SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				in GF sitations; when OPP runs from PEN DBL; after INV w/ SUPP;
Vs 1C(and 1C-1D): 1NT=C or D+H; 2C=D or H+S; 2D=H or S+C; 2H=S or C+D;	NEG DBL, than new suit=F1				in high-level, after our strong bidding or freely bid VUL game against non-vul;
2S=C+H; 2NT=D+S	1♦-(1♥)-DBL is w/ 4♠, 9+ HCP				
Vs. others strong openingssame as after 1NT	Lightner DBL				IMPORTANT NOTES THAT DONT FIT ELSEWHERE
	Reopen DBL in competitive auctions				1♦ opening may include 4♦5♣ distribution
OVER OPPONENTS' TAKE OUT DOUBLE	Slam double (X=1 trick, P=0 or 2 tricks)				(1m)-DBL-(1M)-2M=NAT
RDBL=10+ HCP	1 ♣- 1x or 2x-DBL=5-7 HCP				
1M-(DBL): 1NT2 ♣ ♦ are transfers					Psychics: Rare

OPENING BID DESCRIPTIONS							
Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	Yes	0	7♥	16 +, any distr.	1♦=0-7; 1♥/2m=8+p 5+,FG; 1NT=8+p 5+♠,FG;	1♣-1♥/1NT-2M=ST;	
1♣					2M=4-7 6+NF; 2nt,3 ♣♦♥.=8+, 4441 S/S ♣♦♥♠, F		
1♣					1♠ = 8+ bal. distr.,		
1♦	No	4	3♠	11-15 HCP 5+♦; 4♦5♣; 4♦441	2♦=F1(inverted minors); 2M=weak	1♦-1M-1NT-2♣=two way checkback	
1♥	No	5	4♦	11-15 HCP	jump bids= natural NF inv; 2♣- 2+		Drury
1♥					Double jump= splinter; 2NT=INV or better	1♥-3♥=preemt	
1♠	No	5	4♥	11-15 HCP	same as 1♥		Drury
1NT	Yes			(12)13-15 HCP (4414 possible)	2C-artificial,asks for 4H and min;2D/H=trf 4+H/S		
1NT					3m=NF inv,2S=NF, inv or weak		
2♣	Yes	5	4♥	11-15,5♣4M or 6+♣	2♦=ART F1;2M=NF;2NT=trnsf to ♣ or (5-5)M; 3 ♣8-10 3+	2♣-2NT-3♣-3♦=inv (5+5+)M; 3♥♠=FG with M	
2♦	Yes	0		6-9 HCP 6+ ♥ or ♠	2♥,2♠,3♥,3♠=pass correct; 4♠/♥Nat; 4♦=bid your major; 4♣=bid trf to your major		
2♥	Yes	6		10-13 HCP 6+ ♥	2NT,3♣,3♦=transfer	2♥-2NT-3♣=auto 2♥-2NT-3♣-3♦ =asks shortness,	
2♠	Yes	6		10-13 HCP 6+ ♠	Same	same	
2NT	Yes			5-10 minors 5-5			
3♣	No	6		PRE constructive	new suit forcing		
3♦	No	6		PRE constructive	new suit forcing		
3♥	No	7		PRE constructive	new suit forcing		
3♠	No	7		PRE constructive	new suit forcing		
3NT	No			GAMBLING w/o stopper	4♦=Relay	3NT-4♦: 4♥♠=s/s; 4NT=7222; 5....=NAT, s/s in other m	
4♣	No	7		♣PRE Destructive,not vulnerable			
4♦	No	7		♦PRE Destructive,not vulnerable			
4♣	Yes	0		♥PRE Strong, vulnerable			
4♦	Yes	0		♠PRE Strong, vulnerable			
4♥	No	7		PRE			
4♠	No	7		PRE			
4NT	Yes			(6+-6+)m			
5♣	No	7					
5♦	No	7					
HIGH LEVEL BIDDING							
RKCB 0314; 5A+Q,							
Splinter bids							
Cue-bids							
3NT-serious NT							