



WBF Convention Card 2.19

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			Category: Natural - GREEN Country: USA Event: Seniors (Orlando 2018) Players: Reese Milner – Hemant Lall
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
Sound at 2-level; up to about 17 HCP; New suit=NF; Jump new suit=F1 round		Lead		In Partner's Suit	
Jump RAISE=PRE; 1NT=8-11, stopper; RESP DBL: values or T/O, not PEN (depends on level)	Suit	3rd=even; low=odd		same	
After 1M overcall, jump to 2NT = LR (BPH or if both opponents have bid)	NT	4th; 2nd from weakness		same	
CUE: F with new suit or STR raise; Jump CUE= Mixed raise	Subseq	ATT vs Suit NT			
3rd hand bids new suit: Double = 4th suit + tolerance	Other:	DBL of splinter asks for higher of other two suits; but if favorable, suggests save			
PH new suit jump = FIT, INV; ** of 1M o/c = 8+HCP with 2 trumps					
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
15-18 HCP; System as over 1NT opening	Lead	Vs. Suit		Vs. NT	GENERAL APPROACH AND STYLE
MOD LEBENSOHL: 2NtoC; 3CtoD; 3DtoH; 3HtoS; 3S= minors; exception: transfer Q asks stopper	Ace	AKx(+); Ax(+)		AKJ10(+); asks UB or CT	5-card Majors in 1st, 2nd;
REOPEN: 1NT= 10-16 HCP; 2NT= 18-19 HCP	King	AK; KQx(+);		KQ(x+), KQJ(x); asks ATT	Forcing 1NT over 1H/1S
4th LIVE: NAT, 15+-18 BAL	Queen	QJ; QJx(+)		QJx(+); KQ109(+): asks J	Weak 2D/2H/2S
	Jack	J10(x+); KJ10x(+)		J10x(+); KJ10x(+)	Balanced minimum opening=11 HCP
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109(x+); H109x(+)		109; 109x(+); H109x(+)	1-level response may be light (including 1NT/1M)
1-Suit: PRE	9	9x			2 OVER 1 Responses: 2/1=FG, but 1 round force after overcall
2-Suit: 2NT=2 lowest suits, any strength [also 1NT by PH]	Hi-x	Sx; HxSx; HxSxxx		xSx;	1NT Openings: 14+ to 17 HCP
Reopening: 2NT=BAL(18-19); Jump O/C=6+ good hand	Lo-x	HxS; HxxxS; xxxS; xxS		xSxx; HxxS(x)	
	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	GAMBLING 3NT with little outside strength; Transfer responses after T/O double of 1M or 2M
MICHAELS CUE: any strength, in DIRECT and over 1NT response	Suit: 1st	ATT: Hi=ENCRG	Count: Hi/lo=E	ATT	WEAK JUMP RESPONSES after overcall or T/O double
(1m)-2D:H+S, (1M)-2M:OM+m, 2NT asks m INV+, 3C=P/C, 3D=INV+ in major	2nd	Count: Hi/lo=E	S/P	Count	COMP: CUE=LIMIT+ RAISE, JUMP RAISE=PRE, JUMP CUE=SPL
	3rd	S/P (dummy short)		S/P	MOD LEBENSOHL: 2NtoC; 3CtoD; 3DtoH; 3HtoS; 3S= minors; exception: transfer Q asks stopper
JUMP CUE: STOPASK	NT: 1st	as above	as above	as above	Drury, mixed raises, 2H/1m = 5S&4/5H LT INV, 2S/1m = 5S&4/5H INV
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	S/P	Hi/lo=E		VS 2-suited O/C: cheapest cue= raise, next cue= unbid suit, unbid suit=NF
Double = penalty vs. weak NT (may be as light as opener's minimum)	3rd		S/P		1M RESP may bypass 1D; Inverted minor raises
Double = 4cd major and longer minor vs strong NT		Signals (including Trumps): STD present count			FIT-SHOWING JUMPS by passed hand
2C = Majors		Trumps: S/P			VS M MICHAELS: TRF: 2N=C, 3C=D, trf to opp=GF 3 trump; trf to our=LR, 3N=GF 4 trump; 4m=spl
2D = 1 major		Standard Smith signal vs NT (but S/P if ATT already clear)			VS m MICHAELS: DBL=cards, unbid suit=NF, H= inv+ C, S= inv+D
2H= H + minor		DOUBLES			VS FLANNERY 2D: DBL=HCP, 2H=T/O, 2NT=15-18; vs FLANNERY 2H: as for WK 2H
2S= S + minor		TAKEOUT DOUBLES (Style; Responses; Reopening)			VS NAMYATS: DBL of opening (relay)=T/O of suit; delayed DBL=PEN
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		May be light with classic shape; CUE-BID=F 1 round			VS TRF and unspecified openings: DBL=HCP but no force created
LEB-SLOW after (WK2x)-DBL [13]; 2M-4m=OM + m; vs Multi: DBL=HCP Note#14		RESP DBL; Continuations [16]			Transfers after major doubles (open & overcall)
DBL=T/O thru 4S; 4NT: /4H=C +D, /4S=ANY 2-suiter, /4m=NAT		1NT=7-10, stopper			
3-level CUE=stopper ask; 4-level CUE=H+S /m; OM +m=m /M;		Support DBL/RDBL (below 2 of RESP suit); 1C-(P)-1D-(1S): DBL=support			SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			Pass and pull=STR in forcing auction
Double=Majors; NT= minors; 1N by advancer = Q bid		NEG DBL thru 3S (including opener's suit) and at 3-level; 1C-(1D)-DBL: 4+ cards each Major			
Applies vs STR 1C openings and WK, ART 1D responses		after 1NT opening: 1m-(1H)-DBL: exactly 4S: 1m-(1S)-DBL			
Vs strong 2NT: double = majors		suggests 4+H, 6+ HCP;			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
1D precision: 2D=NAT, 2H=weak majors, 3D = strong majors		Game try doubles; most low level DBLs = Cards			
OVER OPPONENTS' TAKE OUT DOUBLE		RESP at 2-level/overcall,/preempt.			
New suit=F at 1-level only; JUMP raise=PRE;		MAXIMAL OVERCALL DBL of raised suit; SUPP DBL and RDBL			
1x-(DBL)-2NT=limit raise or better; JUMP SHIFT=NF;		when raise to two is available, ex. 1C-(P)-1D-(1S); DBL = support			Psychics:
Double jump in new suit at 4L=SPL; 3N/1M=Power raise		4th seat DBL of third suit=4th suit + tolerance.			Infrequent
		1M-P-1NT-(2X): DBL T/O			

OPENING BID DESCRIPTIONS

Opening	Artif.	Min.	Neg Db	Description	Responses	Subsequent Auction	Passed Hand Bidding
1C		3	3S	11-21HCP;11+ if BAL	2m=F1(10+,no M);2C=GF; 2D=LR;3m=PRE, game opposite 18-19;1NT=6-10;	1m-2m:GF; Responder SPL 12-14; Delayed SP=15+;1m-2NT: 12-15	1m-2m: INV; jump to 3L = SPL
1C				4D/5C or 4C/4D MIN OK	1m: 2H&2S = 5S+4(5)H, LT INV & INV;double JS=SPL; tripleJS=NAT	2 way checkback over 1NT; 4 th suit GF:mod Wolff S/O over 2NT rebid	JUMPS: 2-level in new suit=FIT;
1D		3		11-21HCP;11+ if BAL	2m=F1(10+,no M);2D=LR+;3m=PRE, game opposite 18-19;1NT=6-10;	1m-2m:LR+; Responder SPL 12-14; Delayed SP=15+;1m-2NT:11-12	1m-2m: INV; jump to 3L = SPL
1D				4D/5C or 4C/4D MIN OK	1m: 2H&2S = 5S+4(5)H, LT INV & INV;double JS=SPL; tripleJS=NAT	2 way checkback over 1NT; 4 th suit GF:mod Wolff S/O over 2NT rebid	JUMPS: 2-level in new suit=FIT;
1H		5	3S	11-21 HCP	F1NT (6-12); 2x =FG;2M=constructive; 3D=LR; 3S=9-11 unspecified SPL;	1M-3M: 3M+1=shortness ASK, /3H,3NT=SCTRL	1NT=6-12, Semi-forcing
1H				4-cards in 3rd/4th possible	3N,4C,4D=12-14SPL;2NT=FG 4+H	1M-2M: 3M=Trump ask, 2NT=F1, new suit =natural try	2C= raise, M rebid=no interest
1H						1H-1S: Opener's NT rebid may have SSPL	3C=NAT; other jump shift=FIT
1S		5		as 1H	as 1H	as 1H	as 1H
1NT			3S	14+ to 17 HCP	JACOBY (4-suits-2S=C, 2NT=D); TEXAS (then 4NT=KCB)	/2-level TRF: new suit=NAT, game raise=slam try;	
1NT				5M, 6m, 4H5m OK	3C = Puppet	New suit jump="auto splinter". / STAY: RESP 2H= WK,	
1NT					3D= 5-5 minor FG; 3H=SPLH, both minors, FG	both majors; 2S=INV; 3M=INV if raise or SMOLEN;	
1NT					3S=SPLS, both minors, FG; 4C=Gerber	3OM=slam try in opener's M	
2C	Y			ART, STR	2D=neutral, weak or not right for NT orsuit	/2D:2H=ART, then2NT=24+;3M=4M&5+D;2nd NEG=cheap m to 3D	
2C					others=NAT POS, good suit; 3H->4D=1-losersuit		
2D		6		WK, NAT	New suit F1;2N asks; 4C=key-card ask	/2NT response: 3C=good, 3D=bad,3M=4oM,4x=2 nd suit	
2H		6		WK, NAT	New suit F1;2N asks; 4C=key-card ask	/2NT response: 3C=good, 3D=med,3H=bad;3oM=natural,,4x=2nd suit	
2S		6		WK, NAT	New suit F1;2N asks; 4C=key-card ask	/2NT response: 3C=good, 3D=med,3H=bad;3oM=natural,,4x=2nd suit	
2NT				20 to 21 HCP	JACOBY; TEXAS; STAY; 3S=Transfer to 3NT;3NT=Xfer to C;4C=Xfer to D	Smolen;/TRF: self raise = slam try, new-suitjump=SPL	
3X				All 3x=PRE, NAT	new suit=F1; 4C=keycard except 3C-4D=keycard; 4M=NAT		
3NT	Y	7		SOLID minor, little outside	C bids=P/C; 4D=asks shortness;4NT=INV	/4D: 4M=S/S; 4NT=no S/S; 5m=short om	
4C				All 4x = PRE, NAT	/4m: Game bids are NAT; /4M, new suit=ASK		
4NT				Ace ask	5C=0, 5D=1, 5H=2, 5S=3		
5C,5D				Natural, PRE			
5H,5S				Natural, Strong	Asks responder to bid 6M with A or K of M; 7M with both		

HIGH LEVEL BIDDING

Slam methods: KCB-0413, 6KCB ; Exclusion Blackwood;

Interference over our 4NT: ignore double; DOPI; DEPO

Pass and pull=STR in forcing auction

Last Train

Double new suit jump after 1NT response; "auto-splinters".

Lightner doubles

5NT is usually pick a slam

Splinters

Single jump in 4TH suit is 5-5 INV

