



WBF Convention Card 2.19

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
May be light; usually 5 cards.		Lead	in Partner's Suit		
RESP: New suit=NF; Jump RAISE=PRE; NT RESP=NF; Jump shift=Suit+Fit		Suit	2nd/4th	same	
CUE-BID RESP=CONSTR raise 10+HCP;		NT	2nd/4th	same	Category: Artificial - RED
MIXED RAISE (JUMP CUE)=good shape,4-card support,INV		Subseq	as above	as above	Country: Lithuania
RESP DBL:up to 4♥; MAX DBL; 4thX;		Other: K asks CT; A asks S/P by THREE-WAY SIGNAL			Event: TEAMS
Reopen: same					Players: KARTANAS Virginijus - ZENCEVICIUS Zilvinas
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
Vs ART:15-17HCP; RESP: as after opening		Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE
Vs NAT: 8-15,5m4M (unpassed partner only)		Ace	AK; AKx(+); Axx(+) S/P	AK; AKx(+); Ax(+) S/P	POLISH CLUB; 1♠=4+; 5-card M; Precision 2♣
Passed partner: 8-15,(54+)m over 1M, 15-17 NAT over 1m		King	AK; AKx(+); KQx(+) CT	AK;AKx(+);KQ;KQx(+) CT	MULTI 2♠; weak 2-suiter 2M; 2-m-suiter 2NT.
		Queen	AQJx(+); KQ; QJx(+)	QJ;QJx(+);AQJx(+)	NAT resp; PRE jump raises/M; Inverted raises over 1♠
Reopen=NAT,11-14; RESP=NAT, CUE=STAY;		Jack	J10;J10x(+);HJ10x(+)	J10;J10x(+);HJ10x(+)	Fast Arrival; Frequent non-PEN DBL; Frequent WJO.
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	109;109x(+);H109x(+);10x	109;109x(+);H109x(+)	
1-Suit: WEAK; New suit=F1; 2NT=F		9	109(+); H9x; J9x(+)	109x; 98x; H9x; J9x	
2-Suit: 2♠ vs ART 1♣ WK 2-suiter 55+		Hi-x	xS; xSx; HSx(+)	xS; Sxx; xSx; HSx; xSx(+)	1NT Openings: 15-17 HCP (3/4th seat 14-17)
2NT=lower 2 unbid suits: (1m)-2NT: ♥+om; (1M)-2NT: ♦+♣		Lo-x	xS; HxxS(+); xxxS(+);	HxxS(+); xS; xxxS(+); HSx	2 OVER 1 Responses: 1♣-2m=F2NT, 1M-2x=F2M
Reopen: INTERM(14-17); 2NT=NAT, 18-20		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	1♣ = POLISH CLUB
MICHAELS CUE": (1♠)-2♠:♥+♠, (1M)-2M:OM+m		Suit:1st	Hi/lo=Odd	Hi/lo=Odd	2♠ = WK 6♥ or 6♠
RESP 2NT=ART,F;JUMPS in known suits PRE;New suit=NAT,NF		2nd	Hi=DISCRG	S/P	2♥ = 5-10, 5♥-5other; 2♠=5-10, 5♠-5m
JUMP CUE ASKS STOP;		3rd	S/P		2NT: BOTH MINORS(6-11)
Reopen: INTERM(14-17)		NT: 1st	Hi/lo=Odd	Hi/lo=Odd	GAMBLING 3NT(SOL m, no side control)
VS. NT (vs. Strong / Weak; Reopening; PH)		2nd	S/P	S/P	BERGEN FOUR-CARD RAISES OF 1M
vs WK: ASPTRO: 9+cards in 2 suits; 2♣:♥+any; 2♦:♠+any		3rd	Hi=DISCRG		Overcall 1NT (2nd seat)=8-15,two-suiter: 5m-4M
Reopen: 2x=NAT; 2NT=2-m-suiter.		Signals (including Trumps):Trumps:other than MDU =S/P			Overcall 1NT (3/4 seat): NAT 15-17 over 1M, 8-15 (54)m over 1M
vs STR: X=two-suiter 54+,at least one M; RESP=NAT;2NT=F		INVERTED SMITH SIGNAL vs NT			WEAK T/O DBL with passed partner (8+ 2suiter or 16+)
2x=NAT, RESP=NAT, 2NT=F ;		Revolving discards: Hi♠=♣,Lo♠=♥; Hi♥=♠,Lo♥=♦, sd			LEBENSOHL
2NT=both m 55+ ;		DOUBLES			P/C DBL on 2M overcall after 2♣,2♦ openings
		TAKEOUT DOUBLES (Style; Responses; Reopening)			
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		Opening Values; HERBERT NEGATIVE(0-6 or 7-9 NAT);			
T/O DBL THRU 4♥; 4NT=2-suiter(undef.) ;jump 4NT=BW		CUE-BID=FG; RESP DBL up to 2♠/NVvsV, 4♠/others;			
LEB after (WK2x)-DBL-(P)-2NT; CUE=STOP ASK;		Passed partn or PH: 8-15 2suiter(44+, at least one M suit) or 16+ HCP			
Over WK 2M:4♣=OM+♣,4♦=OM+♦;		REOPEN: 8+HCP			SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			PASS may be trapping in NEG DBL situations
Aggressive style; X=2 suiter; 1♠=SOL 1M overcall; 1NT=SOL 2m overcall;		Most low-level DBLs=T/O;			1x-(X)-XX = F to S/A or 2NT
1M,2m=NAT, destructive, does not promise any strength		NEG DBL thru: 2♠ NVvsV, 3♠ same vul-ty, 4♥ VvsNV			
Vs 2♣: X=any 2-suiter ;2NT=minors; 2♠=destructive, any 1-suiter or 2-suiter (RE)		NEG DBL, then new suit=F1			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
may pass;XX and NT =T/O)		RESP DBL thru 3♠; RESP-EXT thru 3♠; MAX DBL thru 3♥ ;			4TH suit=F by UPH
OVER OPPONENTS' TAKE OUT DOUBLE		SUPP DBL thru 2♥ ;			
New suit=F only at 1-level ; RDBL=implies no fit					
1♣-X-? P=NEG,♣ fit 3+; 1♦=NEG,no ♣ fit; 2NT=WK,both m					Psychics: Sometimes.
1♠-X-2♦=6-9;					
1M-X-3NT=raise with 2+ defencive tricks					

OPENING BID DESCRIPTIONS						
Opening	Artificial	Min.	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	x		2♣ 11+ HCP, unlimited a) 11-14 BAL	1♠=F1, 0-6 NEG or 7-9 no 4-card M, unBAL or 16+BAL	Rebid 2♠ is always ART and F. 1♣-1♠-? 1M=NF, (set	
1♣			b) 11-17 (444) 1♠ c) 15+ NAT	1M=7+HCP; 2m=10+HCP, 5+cards; 1/2/3NT=7-10/11	2♠=FG; Others=NAT, STR but NF	
1♣			d) 18+ any hand	13-15 HCP, suggests no 4-card M; 2M=FG, 5+cards;	1♣-1M-? 1♠/2♠=NAT, F1; 1NT=11-14; 2♠=(R); Other=S	
1♣				3m=6-9, good 6+ suit; M first with (5m-4M) unless 12+	1♣-2♣-? 2♠=F1: NEG, 11-14 or FG (NAT or BAL)	
1♣					"CROWHURST"	
1♠		4	3♠ 11-17 HCP, may be 4♠-5♣	as over 1♣; INVERTED MINOR RAISES	1♠-2♠-2♠=NEG, 11-14; "CROWHURST", 4SF	
1♥		5	3♥ 11-17 HCP	2♥=3-card unless 3433 or WK; BERGEN 4-CARD	"CROWHURST"; 2-WAY GAME TRY; 4SF;	"DRURY" : Opener's 2♠=F1, NEG or Maximum;
1♥				RAISES OF 1M; 2NT=FG raise;	FAST ARRIVAL;	Jump to 2NT=NAT, INV
1♠		5	3♠ 11-17 HCP	As for 1♥; 2♥=usually 5-cards; 3♥=SPL	As for 1♥	As for 1♥
1NT			15-17 HCP	NF STAY, JACOBY TRF; 2♠=INV to 3NT or TRF to ♣	After STAY : next step=(R), FG;	3rd and 4th hand 1NT=14-17 HCP.
1NT				2NT=TRF to ♠; 3m=1m5om(43); 3M=SPL, 3OM(54)	After JTB: new suit=SPL, INV or better	
1NT					1NT-2♠-? 2NT=MIN, NF; 3♠=MAX, NF	
2♣	x	5	11-14, 5♣4M or 6♣	2♠=(R), doesn't promise strength 2M=8-10, 5-cards;	2♣-2♠-? 2/3M=NAT, MIN/MAX; 2NT/3♣=6♣, two/one	3-hand may be lighter, 4-hand - usually SOL
2♣				2NT=INV; All raises=PRE; 3x=FG, STR	side stoppers (further 3♠=R) 2♣-2♠-2M-Next step=(R)	
2♠	x		5-10, 6♥ or 6♠	2M=P/C; 2NT=(R); 3♣=PUP 3♠; 3♠/♥=F, NAT; 3♠=INV	2♠-2NT-? 3♣=♥, MAX, 3♠=♠. MAX. 3M=MIN	
2♠				4♣=ask for TRF, to play 4M, F situation over OPP action	2♠-3♣-3♠-? Pass - with ♠, 3M=S/O; 3NT=♣, STR, NF; 4	
2♠				4♠=to play 4M, NF over OPP action; 4M contract		
2♥	x	5	WK(5-10); Agressive NV	2♠=P/C; 2NT=(R); 3♠=INV to 4♥; 3♥/4♥=to play	2♥-2NT-? 3m=suit, 3♥=♥♠; 3♠=MAX, 5♥6♠	4th hand 2♥=INTERM (14-17). Anything OK in 3rd
2♠	x	5	WK(5-10); Agressive NV	2NT=(R); 3♣=P/C; 3♠=INV to 4♠; 3♥=NAT, INV	2♠-2NT-? 3m=suit; 3♥=MAX, 6♠5♣, 3♠=MAX, 6♠5♠	4th hand 2♠=INTERM (14-17). Anything OK in 3rd
2NT	x		BOTH MINORS(6-11) Sound VUL	3m=S/P; 3♥=(R); 3♠=S/O; 4m=PRE, 4NT=PRE, both		
3♣		6	PRE: Classic VUL undisciplined N	New Suit=F1; 3NT/4NT may be WK; Comp new suit=N		
3♠		6	Same as 3♣ opening	Same as 3♣ opening		
3♥		6	PRE: as above; usually 7-cards	New Suit=F1; 3NT/4NT may be weak		
3♠		6	Same as 3♥ opening	Same as 3♥ opening, 4♥/3♠=NAT;		
3NT	x	7	SOL m; no STOPS	All ♣ bids=P/C; 4♠=relay;		
4♣		7	PRE			
4♠		7	PRE			
4♥		7	PRE	New Suit=CUE		
4♠		7	PRE	New Suit=CUE		
4NT	x		BLACKWOOD			
HIGH LEVEL BIDDING						
RKCB; Gerber; RIPO, DIPO; DEPO over our suit 5th level ;						
CUE-BIDS: 1st/2nd round control at 4th level, 1st at 5th level; SPL, AUTOSPLINT						
5NT: GSF (0123 if available, else 012, 01).						
KCB with S/A by steps in (R) sequences.						
Suit-CTRL ASK in relay sequences, RESP: AKQ/xxx, AK/Q, AQ/K, KQ/A.						
LIGHTNER, POS SLAM DBL.						
In FP "fit" situations: DBL is regressive; PASS, then pull is SLAM TRY						

Supplementary notes file (k_z.txt) KARTANAS Virginijus - ZENCEVICIUS Zilvinas (Lithuania)

Note...1:1♣-1♠-1♣-?

1♥=11-14,3-4 cards, or 15-19 4♥(may be longer m), or 18-19, 5-cards

1♠= as 1♥, usually 4-cards, w/o 4♥;

1NT=18-21, further bidding as after 1NT opening

2♠=ART, FG (further 2♥=2nd NEG)

2M=18+, 5-cards, stronger hand, NF

2NT=21-24 (further 3♣=BARON,3♦♥=TRF,3♠=one or both m,4x=2suiter 55)

1♣-1M-?

1♠=FR, 4♠, may be STR with longer m (further 2♣=CROWHURST)

1NT=11-14, BAL (further 2♣=CROWHURST, 3m=INV,5m4M)

2♣=FR, 15+ HCP, 5-cards

2♦=(R), FG, 18+HCP, suggests 3+card fit in M ♠11♥

2M=11-14-, 4-cards (further TWO-WAY G/T)

2NT=18-24, BAL, FG, may be 4M,4OM (further 3♣=checkback)

End Note 1

Note...2:Opening 2M: undisciplined NV; usually CONC suits, little O/S

strength..

2♥-(X)-? Pass=to play; XX=T/O, 2♠=suit 5+, to play if some fit; others=unchanged

2♥-(2♠)-? X=P/C, 2NT=unchanged, 3♠=P/C, others=unchanged

2M-(3x)-? X=PEN; suit=P/C;

End Note 2

Note...3:2NT opening : aggressive NV; sound & CONC VUL(8-11);

2NT-3♥-? 3♠=SPL(♥), 3NT=SPL(♠), 4♣=6♣5♦, 4♦=1165, 4M=2M-065, 4NT=(66)

2NT-3NT may be psychic with fit

2NT-(X)-? PASS=NEU; 3M=NF,NAT or L/D

XX=PEN/UPH, XX=T/O with equal fits/PH

2NT-(3M)-? X=PEN

End Note 3

Note...4:Overcall 1NT vs NAT openings (unpassed partner only!)

vs 1m: 8-15, 5om-4M. RESP: 2om=S/O; 2M=NAT 5cards NF;2NT,3om=NAT INV ;

4/5om=PRE; 3CUE=STOP ASK; 2/4CUE=T/O to M.

Over X : XX=T/O,usually w half-fit om; PASS=propos.to play 1NTx ;

all jumps=PRE; 3NT may be psychic with fit.

Over COMP : X=RESP when OPP have raised.

vs 1M: 8-15, 5m-4OM. RESP: 2m=P/C; CUE=STOP ASK or INV with OM fit;

2OM=S/O; 2NT,3m=NAT,INV; 3OM=PRE;

Over X : XX=T/O to m; PASS=propos. to play 1NT doubled.

2NT,4NT=T/O,PRE; 3NT may be psychic with fit.

Over COMP: FREQ NT for T/O; X=T/O when OPP have raised;

End Note 4

Note...5:Overcall 1NT vs NAT 1M openings (passed partner only!)

8-15 HCP, (54+)m (sometimes 44). RESP: 2m=S/O; 2OM=NF,5cards; 2NT,3m=

=9-11,INV; CUE=STOP ASK; 4m=PRE; 3NT may be WK with fit.

Over X : XX=equal fits,T/O; PASS=propos. to play 1NTx; 2NT=T/O;

all jumps=PRE;

Over COMP : FREQ NT for T/O; X=RESP when OPP have raised.

End Note 5

Note...6:weak T/O DBL (passed partner only)

8-15, 2-suiter(44+),at least one M, or 16+ HCP.

RESP: NAT; 1NT=8-11; CUE=MAX; JUMP=MAX.

over XX: PASS=NEU,no obvious fit; suit=4(3)+,P/C; all jumps=PRE

over COMP: RESP X up to 2♠; 2NT may be for T/O; suit=P/C

End Note 6

Note...7:LEBENSÖHL

Principles (all LEB situations) :

2x=S/O ; 3x=INV ; Jump 3x=FG ; 2NT, then 3x = S/O .

Vs 2M :

Fast : CUE=STOP ASK w/o 4OM ; 3NT=NAT, w/o 4OM ;

4m=NAT, 1-suiter, slam interest ;

4OM=NAT, w/o slam interest.

Slow : CUE=STOP ASK with 4OM ; 3NT=NAT, with 4OM ;

4m= 5m-4OM ;

4OM=NAT, slam interest

End Note 7

Note...8:P/C DOUBLE ON 2M OVERCALL AFTER 2♣,2♦ OPENINGS

2♣-(2M)-X - Opener must pass with 4M, else T/O.

Doubler usually has INV or better hand with 4OM or ♣ fit

2♦-(2M)-X - Opener must pass with suit, else T/O.

Doubler usually has STR hand, possible misfit.

If OPPT escape, all X=PEN, responder suit=raise/correct.

End Note 8

Note...9:NEGATIVE DOUBLE : thru 2♠ NV vs VUL

thru 3♠ NV vs NV, VUL vs VUL

thru 4♥ VUL vs NV.

Shape : Classic 7+ HCP or 10-12 BAL w/o STOP or FG hand.

If 7+ HCP : 1♣-1♦-X = (44)M, 1♦-1♥-X = 4=♠,

1♣-1♥-X = 4=♠, 1♦-1♠-X = 4+♥,

1♣-1♠-X = 4+♥, 1♥-1♠-X = (44+)m

End Note 9

Note...10:Revolving discards

When discarding, S/P is used, but preferred suit is indicated depending on discarded suit.

Hi card=suit preference in the suit higher than discarded (in case hi♠=♣)

Low card= suit preference in the suit lower than discarded (in case lo♠=♠)

Examples: Discarding ♠ in ♥ trick: hi♠=♣, lo♠=♦. Discarding ♦ in ♥ trick: hi♦=♠, lo♦=♣.

End Note 10

Note...11:2♦ Rebid after 1♣ opening

1♣-1♦-2♦ = ART,FG see ♠1♥

1♣-1M-2♦ = (R), FG, suggests 3+card M fit

RESP : 2♥=7-9, 4=M (further 2♠,2NT=(R); suit=CAB)

2♠=7-9, 5+M (further 2NT=S/S INQ, suit=CAB)

2NT=10+, 4=M (further 3M=KCB, suit=NAT)

Others : 10+, 5+M, as in sequence 1M-2NT-?, see ♠13♥

1♣-1NT-2♦ = (R), FG

RESP : 2M=3M-2OM-(44); 2NT=(4333); 3m=5m(332)

1♣-2♣-2♦ = F3♣, a) NEG, 12-13 with ♣ tolerance

b) NAT, 18+

RESP : 3♣=S/O, if opener has NEG; Others=NAT, FG

End Note 11

Note...12:CROWHURST : checkback 1x-1M-1NT-2♣, 1♣-1♥-1♠-2♣ sequences.

Checkbacker's hand : a) 10-12 with 5M

b) 6-9, 4M-6♣

c) 13+, 5M, suit too weak for jump

d) 15+, BAL, slam interest

RESP : 2♦=always NEG w/o 3M ; 2NT=always MAX(14-15), may be 3M

Others : 1m-1♥-1NT-2♣ : 2♥=MIN,3♥ ; 2♠=MAX, 3♥.

1m-1♠-1NT-2♣ : 2♥=4♥, may be 3♠ ; 2♠ = 3♠, w/o 4♥.

1♣-1♥-1♠-2♣ : 2♥=3♥ ; 2♠=16+, 4♠-5♣.

Further bidding : checkbackers 2M,3♣=S/O; 2NT=FG, shape INQ.

End Note 12

Note...13:2NT Response to 1M opening

1M-2NT-? 3♣ = non-MIN with SPL or MAX BAL (3♠=(R), suit=CAB)

3♠ = (R, taking initiative (usually 2-suiter)

3♥ = any hand with void (3♠=(R), suit=CAB)

3♠ = MIN with SPL (3NT=(R), suit=CAB)

3NT = non-MIN, 6+M, usually w/o SPL (further CUE)

4m = CUE, decent MIN, w/o SPL (further CUE)

4M = dead MIN.

(!) Same scheme is used in sequence 1♣-1M-2♠-? .

End Note 13