

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			 WBF Convention Card 2.18
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
Constructive at 2 level		Lead	In Partner's Suit		
Jumps are Weak	Suit	4th Best	Low or Honor card		
	NT	4th Best & 0 or 2 leads	Low or Honor Card		Category: BLUE (Strong Club)
	Subseq	Standard			Country: INDIA
	Other:				Event: Venice Cup 2007
					Players: RITA CHOKSI - LINA MAYADAS
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
15-17 on 2nd seat; 11-14 on 4th seat	Lead	Vs. Suit	Vs. NT		GENERAL APPROACH AND STYLE
System On	Ace	Promises King	Attitude		Basic Precision: 1C = 17+ unbalanced, 18+ Balanced
	King	Usually KQ	Ask Count		1D = 11-15 Min. 2 carder
	Queen	From QJT _x , QJ _x or Q _x	Unblock J		1H/ 1S = 11-15, Min 5 carder
	Jack	From JT9 _x , JT _x , J _x	From JT9 _x , JT _x , J _x		2C = Precision Style: 11-16, Min. 5C + 4M or 6C
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	From Tx, T9 _x	From AJT _x , Tx, T9 _{xx}		2D = Precision Style: 11-16 HCPs, 4-4-1-4 or 4-4-1-5
1-Suit: Weak- 6 Cards	9	From 98 _x , 9 _x	From AT9 _x , 98 _x , 9 _x		2H / 2S = Weak Two in Majors (6-11 HCPs)
2-Suit:	Hi-x	Doubleton	Doubleton		1NT Openings: 15-17 Balanced
	Lo-x	4th Best	4th Best		2 OVER 1 Responses: except repeat of minor suit, which is NF
Reopen:	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) 2C is Simple Drury - 3rd & 4th positions
Constructive, Strong when Vul	Suit:1st	High = Encourage	High = Even	Suit Preference	2) Splinters
	2nd				3) LEBENSOHL over weak 2 & NT interferences
	3rd				4) DONT over OPP NT: DBL=CARDS; 2C = LANDY;
	NT: 1st	High = Encourage	High = Even	Suit Preference	2D = Any Single Suiter Major; 2H = H + m; 2S = S + m,
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd				2NT = Min 11 cards minors
LANDY & DONT in direct position over Strong NT	3rd				5) 2NT - 5-5 in minors atleast 14-16 HCPs
LANDY & Transfers on Weak NT	Signals (including Trumps) Trump Echo shows 3 (desire to ruff)				6) 3NT = Gambling
X = CARDS ON UNPASSED HANDS	Reverse Smith Vs. NT				7) 4C / 4D = Namyats
X = LANDY ON PASSED HANDS					8) Weak Jump overcalls (Little Better in VUL posn)
	DOUBLES				9) Fit Showing Jumps on Passed Hands
	TAKEOUT DOUBLES (Style; Responses; Reopening)				10) Non-Passed Hands: 2H/2S over 1H/1S = Constructive
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	Normally at least 3-card support for all unbid suits unless STRONG				Bergen Raises: 3C over 1H/1S = 10-11 HCP, 4+ Cards support
Co-operative DBL	Cue-bid = INV or better values, JUMPS = INV				3D over 1H/1S = 7-9 HCP, 4+ Cards support
	Reopening DBL may be lighter with right shape				3H/3S over 1H/1S = PREEMPT 4+ Cards support
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				SPECIAL FORCING PASS SEQUENCES
DBL = Majors; NT = Minors	NEG, RESP, COMPETITIVE, MAX O/ CALL DBL				Pass & Pull is Strong
All other bids = Transfer in Direct position	LIGHTNER DBL. Vs. SLAMS and rarely Vs. 4/5 level by a preempter				
	ROSENKRANTZ RDBL Vs. Opponents NEG DBL				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
					DONT on unpassed hands
OVER OPPONENTS' TAKE OUT DOUBLE					LEBENSOHL
1 level response = 1RF					CROWHURST
In PASS position: Fit Showing Jump else BERGEN RAISE					Psychics: Rare
For DBL over NT - See Notes (2)					

OPENING BID DESCRIPTIONS							
Opening	Artificial	Min.	Neg Dble th	Description	Responses	Subsequent Auction	Passed Hand Bidding
1C	YES	0	3S	17+ UNBAL, 18+ BAL	1D = 0-7, 1H/1S/2C/2D = 8+, 1NT = 8-10,	See Note ((3)	
1C					2H = 11-12, 2S = 13-14, 2NT = 15+ BAL,		
1C					3 Level = Singleton		
1D	YES	2	3S	11-16 HCPs	1H/1S = NAT, 2C = SF, 2D = GF, 2H/2S =	1D - 1H/S - 2H/2S - New Suit = Help New Suit	
1D					Weak, 1NT = 8-10, 2NT = 11-13		
1H	NO	5	3S	11-16 HCPs	1NT - 1RF, 2NT = Jacoby, 3C/3D = Bergen	1H-2H- New Suit (Help Suit Try),	N (NF) DRURY
1H					Raises, 3H = PRE, 3S/4C/4D = SPLNT	2NT = Gen game Try	
1S	NO	5	3S	11-16 HCPs	1NT - 1RF, 2NT = Jacoby, 3C/3D = Bergen	1S-2S- New Suit (Help Suit Try), 2NT = Gen	N (NF) DRURY
1S					Raises, 3S = PRE, 4C/4D/4H = SPLNT	Try	
1NT				15-17 HCPs, Can have 5 of M	See Notes (1)		
2C	NO	5	3S	12-16 HCPs, Min. 5C + 4M or 6C	2D = Relay, 2H/2S = 1RF	2C - 2D - 2M - 2NT is NF	
2D	YES	0	3S	12-16, 4-4-1-4 or 4-4-0-5	2H/2S/3C = NF, 2NT = Relay		
2H	NO	5	3S	7-11 Disciplined on 1st & 2nd	2NT (NV) - August, 2NT (Vul) - Feature Ask	See Notes (4)	
2S	NO	5	3S	7-11 Disciplined on 1st & 2nd	2NT (NV) - August, 2NT (Vul) - Feature Ask	See Notes (4)	
2NT	NO			21-22 HCPs	Stayman & Transfers		
2NT				in minors	4C/4D = GF		
3C				PRE-EMPTY			
3D				PRE-EMPTY			
3H				PRE-EMPTY			
3S				PRE-EMPTY			
3NT				Gambling, No Ace or Void in 1st &			
3NT				2nd seat			
4C	YES			8 & 1/2 playing tricks in H			
4D	YES			8 & 1/2 playing tricks in S			
4H				To Play (PRE-EMPTY)			
4S				To Play (PRE-EMPTY)			
4NT							
5C				To Play (PRE-EMPTY)			
5D				To Play (PRE-EMPTY)			
5H							
5S							
5NT							
HIGH LEVEL BIDDING							
RKCB (1430)							
D1P0, R1P0							
4NT - 5NT: 2 Keycards + useful Void							
4 NT - 6C / 6D: 1 Ace + C / D Void							
Exclusion Blackwood							

Rita_Lina_Card_Notes

1. NT Sequences: (OPENING NT - 15-17 HCPs)

- a) 1NT - 2D
2H - 2S ---> 5H + 4S Invitational
- b) 1NT - 2C
2D - 2S ---> 5S + 4H Invitational
- c) 1NT - 2C
2D - 3D ---> Minimum 5-5 in Majors, invitational or better, Non-slamish
- d) 1NT - 2H
2S - 3H ---> Minimum 5-5 in Majors, slamish
- e) 1NT - 2C
2D - 3H/3S ---> SMOLEN (5S + 4H / 5H + 4S)
- f) 1NT - 2C
2D - 4H/4S ---> 6 Carder in bid Major + 4 carder other Major)- Non-Slamish

1NT - 2C
2D - 4C/4D ---> 6H+4S / 6S+4H - Slamish hand (Partner to bid next bid with suitable hand)
- g) 1NT - 2C
2D - 2H ---> Min 4 carders in Majors - PASS or CORRECT
- h) 1NT - 2C
2H - 3C ---> Repeat Stayman --> 3D --> 4D
3H --> 5H or 3-4-3-3
3S --> 4S
3NT --> 4C

1NT - 2C
2S - 3C ---> Repeat Stayman --> 3D --> 4D
3H --> 4-3-3-3
3S --> 5S
3NT --> 4C
- i) 1NT - 2C
2M - 3D ---> Major Suit Agreed + Slam Interest --> 4NT will br RKCB
- j) 1NT - 3H/S ---> Slamish
1NT - 4H/S ---> To Play
- k) 1NT - 2C
2D - 3C ---> Repeat Stayman --> 3D --> 5 Card Minor -->
3H is asking --> 3S=C, 3NT=D
3H --> 3 Carder H + 4-4 in Minors
3S --> 3 Carder S + 4-4 in Minors
3NT --> 4-3-3-3, 4 carder Minor
- l) 1NT - 2S ---> Minor Suit Stayman - Slamish
- m) 1NT - 2NT ---> Transfer to Clubs, can be corrected to Diamonds

2. Sequence on DBL of our NT opening

We Opp Partner
1NT - DBL - RDBL --> 5 Card Takeout, Opener to bid 2C, which can be corrected by partner

1NT - DBL - Any Suit --> 4 Cards in the bid suit + a 4-carder higher suit

Rita_Lina_Card_Notes

1NT - DBL - Pass --> 4-3-3-3 or nothing to say (few points)

3. Strong Club Sequence

1C - 1D
1NT ---> 18-20 HCPs Balanced

1C - 1D
2NT ---> 23-24 HCPs Balanced

1C - 1D
3NT ---> To Play

1C - 1D
1H ---> Passable

1C - 1D
3H ---> 25-26 HCPs Balanced

1C - 1D
3S ---> 27+ HCPs Balanced

1C - 3 Any ----> 4441 with suit named is Singleton

4. Bids over Weak 2H/2S

When NV

2H/2S - 2NT (Enquiry)
3C --> Bad Suit Bad Points
3D --> Good Suit Bad Points
3H --> Good Points Bad Suit
3S --> Good Points Good Suit
3NT--> Running Suit (AKQxxx type)

When VUL

2H/2S - 2NT (Enquiry)
Feature Ask = Singleton or Outside Honor