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DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS						WPE Convention Card 2 10	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE					WBF Convention Card 2.19		
1 level overcalls may be light and sometimes good 4 suiter		Lead		In Partner's	Suit			
2 level overcalls are solid	Suit	3/5th		low from 3/4 cards		Category:	Seniors	
In reopening can be weaker	NT	1/2/4th		low from 3q	4 cards	Country:	Israel	
	Subseq	Std		Std		Event:	European Championship 2014	
		Other: Against NT journalist - 10 promises 1 or		2 honours above		Players:	Engel Joseph - Frydrich Julian	
	K against NT strong (can lead Q from KQ weak)					SYSTEM SUMMARY		
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	LEADS					GENERAL APPROACH AND STYLE		
15-18, sound bids.	Lead	Vs. Suit		Vs. NT		Acol based system		
Responds natural like 1NT opening	Ace	Attitude (shows AK)	ows AK) Attitude			5 major better minor		
Reopening 11-14 (11-16) over 1 Major opening, system on in respond!		King Attitude (can be from AK dblton) at 5 l		Unblock or count				
	Queen Std, asks for attitude		Either from QJ or KQ weak					
	Jack Std denies the Q		Std denies Q					
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	Std, denies J		Strong - pro	omises 1 or 2 higher honou			
1-Suit: All jumps are weak	9	98x, can have honour at	bove	9 promises 10 (bad suit) 109xx		1NT Openin	gs: (14)15-17 can be semi balanced	
2-Suit:	Hi-x	Dblton		Dblton	Dblton		Pesponses F up to 2NT,	
		Lo-x 3 or more		3 or more		Inverted minor		
Reopen: 2NT in reopening is 19-21 and system on!	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	2D opening - weak in 1 of the majors or 22-23 Bal		
Ghestem - (1C) 2C - natural! (1D) 2D - S+C (1H) 2H - S + C (1S) 2S - H + C	Suit:1st	t Attitude count or suit preference		e Std high encourage	2H - 5H + 5(4) minor less than opening			
(1X) 2NT - 2 lower unbid suits	2nd	attitude	count/SP		count	2S = 5S + 5	(4) minor less than opening	
(1C) 2D = Majors, (1C) 3C - S + D	3rd	attitude	count/SP		count			
(1x) 3x (except 1C) = asking for stopper for 3NT	NT: 1st	attitude/count	count or suit preference Std high encourage					
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	attitude/count	count SP count		count			
Vs strong NT (14+ or more) we play	3rd	attitude/count	count/SP	ount/SP count				
2C = both majors - responds 2D = ask partner to choose, rest Natural, Dbl Penalty	Signals (i	I I Signals (including Trumps): Suit preference in trump		trumps, rest	std			
Vs Weak we play:	1							
X = penalty, 2C = majors, 2D/H/S = natural	1							
Against weak NT X over artifical bid (stayman or transfer) = points (not lead directing)	DOUBLE	S						
	TAKEOU	T DOUBLES (Style; Resp	oonses; Reop	ening)				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	T/O Dbl, Negative Dbl, Responsive Dbl, Supp Dbl, Inv Dbl							
Dbl = T/O. (2H) 3H = ask for stopper for NT	1							
(2H/S) 4NT - minors								
(2H) 4C/D = minor + other major strong hand (about 4 losers)	1					SPECIAL FO	DRCING PASS SEQUENCES	
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			OOUBLES	When we bid vul game (wiithout preempt)			
Vs strong 1C (or 2C)						When passe	ed hand opp bid game or 5 level sacrifice	
Dbl = majors, NT = minors, every overcall is natural and not strong						When we sh	nowed invitational+ values and opp sacrifice	
	İ					IMPORTAN	T NOTES THAT DON'T FIT ELSEWHERE	
	1					Walsh respo	onds (may bypass Diamonds if weak hand)	
OVER OPPONENTS' TAKE OUT DOUBLE								
1M (dbl) we play2NT = inv + (3+ cards)								
1m (dbl) we play system on (except 2 level new suit is weak)	1					Psychics:		
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JPEINING B	ID DESCRIF	PHONS					
pening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
•		3 4H 12+		12+	1D walsh (bypass D if weak) rest natural, Inverted minor	Jump to 2 level is weak!	same!
		3	4H	12+	natural, 2C F untill 2NT natural, Inverted minor	Jump to 2 level is weak! 1D - 3C 7-9 good 6 suiter	same!
]		5 (4)	4S	12+	Bergen, Jacoby 2NT, splinters, rest nat	Bergen, Jacoby	drury (2C 1 way)
[5 (4)	4H	12+	Bergen, Jacoby 2NT, splinters, rest nat	Bergen, Jacoby	drury (2C 1 way)
NT			4H	(14)15-17 can be semi balanced	NF stayman, 4 xfers, after opp bid - system off! (leb)	T/O dbl on 3/4 level, on 2 level Dbl is Pen!	same!
}		0	4H	strong artifical	2D relay, rest 8+	2S/3C/3D 8+ with good suit (2 honours)	same
{		0	4H	weak in H or S or 22-23 Bal	2H/S/3H p/c 2NT ask -> 3C/D = good weak H/S	3H/S = bad weak H/S, 3NT responds shows 22-23 Bal	same
]		5		5H 5(4)+ minor 6-10 pts	3C/D natural nf, 2NT asks for minor - 3C/D min 3H/S max	2S natural constructive	same
[5		5S - 5(4)+ minor 6-10 pts	3C/D natural nf, 2NT asks for minor - 3C/D min 3H/S max	3H natural Forcing	same
NT		+	4H	(19) 20-21 can be semi balanced	3C baron, 2NT- 3S -> minors (1 or 2 suits)	Texas xfer, gerber, jump to 5 minor - natural!	same
}		(6) 7		preempt nv can be weaker	New suit forcing, 4 Major = to play		same
{		(6) 7		preempt nv can be weaker	New suit forcing, 4 Major = to play		same
]		(6) 7		preempt nv can be weaker	3S Forcing 4 minor cuebid with H fit		same
[(6) 7		preempt nv can be weaker	4H to play, 4 minor cuebid with S fit		
VT		7		preempt nv can be weaker	4C p/c 4D ask for single, 4H/S to play 4NT ask keycards	5C p/c	
}		(7) 8		preempt nv can be weaker	4H/S natural to play		
{		(7) 8		preempt nv can be weaker	4H/S natural to play		
]		(7) 8		anything possible	ew suit is cuebid with fit		
[(7) 8		anything possible	New suit is cuebid with fit		
NT							
}		(8) 9		preempt nv can be weaker	new suit cuebid with fit		
{		(8) 9		preempt nv can be weaker	new suit cuebid with fit		
]							
[
NT							
IGH LEVE	L BIDDING					I	
hen we fou	und fit, 5 Maj	or bid asks fo	r good trumps	(2 honours)			
opp bid su	it, 5 major bio	d asks for cor	ntrol in that suit				
NT Joseph	ine when agr	reed suit					
ithout sure	fit, jump to 5	NT is pick a	slam				