OVERCALLS (Style; Responses; 1/2 Level; Reopening)	LEADS AND SIGNALS						WBF Convention Card 2.16	
Aggressive, Resp = f1 at 1-level, NF at 2-level	OPENING	OPENING LEADS STYLE					Wor Convention Card 2. 10	
	L	- I			In Partner's Suit		(**) 	
	Suit	Suit 3/5th 3/5th						
	NT	3/5th		3/5th		Category:	Natural	
	Subseq	3/5th some attitude		3/5th som	e attitude	Country:	USA/Norway	
	Other:					Event:		
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)						Players:	Jeff Meckstroth-Geir Helgemo	
15-17, system on	LEADS					SYSTEM SUMMARY		
	Lead Vs. Suit		Vs. NT		GENERAL APPROACH AND STYLE			
	Ace	Ace AK(x) AK(x)			5 card majors 2/1 GF unless rebid			
	King AK or KQ(x) KQ(x)							
JUMP OVERCALLS (Style; Responses; Unusual NT)								
1-Suit: Weak		<u> </u>		109(x)				
2-Suit: 2NT = Two lowest				9x or H987(x)				
	Hi-x				1NT Openi	ings: 15-17		
Reopen: Good opening, 6 card suit. 2NT = 20-22 bal.					2 OVER 1 Respons€3:unless rebid			
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		SIGNALS IN ORDER OF PRIORITY				SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
1 maj - 2 maj = highest and lowest, 5-5. Any range.		Partners Lead	Declarer'	's Lead	Discarding	2D = Weak, 6 card 3-9		
1 min - 2 min = majors, 5-5. Any range.	Suit:1st	low enc.	hi/low ev			2H = Weak, 6 card 3-9		
Jump cue = ask stopper	2nd			2S = Weak, 6 card 3-9				
	3rd			suit pref.		,		
VS. NT (vs. Strong / Weak; Reopening; PH)	NT: 1st			<u> </u>				
2C = Majors	2nd	hi/low even			hi/low even			
2D = Heartsuit or 4 spades + a minor(5)	3rd				suit pref.			
2H = H + a minor (4+ hearts, 5+ minor)	Signals (ii	ncluding Trumps)St	tandard suit	pref.				
2S = Spades		-grant (minaning manipa) standard add profi						
,								
	DOUBLE	DOUBLES						
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	TAKEOU	TAKEOUT DOUBLES (Style; Responses; Reopening)						
Doubles = take out		normal take out doubles.						
cue-bids = two suiter or ask stopper (3-level)								
jumps = strong (3-level) or good two suiter (4 of a minor)								
VS. ARTIFICIAL STRONG OPENINGS						SPECIAL F	FORCING PASS SEQUENCES	
Double = Red or Black suits	SPECIAL	, ARTIFICIAL AND	COMPETIT	IVE DOUBL	ES/REDOUBLES			
1D = Majors or Minors Note#20	neg. to 4	, -						
1NT = Spades+Diamonds or Hearts+Clubs	resp. to 4							
		comp. to 4D					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
		supp. to 3S						
OVER OPPONENTS' TAKE OUT DOUBLE								
2NT = limit raise or better								
1-level bids are f1, 2-level bids nf.						Psychics:	rare but possible.	
RD = 9+		DEFENSIVE AND COMPETITIVE BIDDING					•	

OPENING BID DESCRIPTIONS										
Opening	Artificial	Min.	Neg Dble the scription		Responses	Subsequent Auction	Passed Hand Bidding			
1C		3	4D 3+ 11-22		inverted raises, void showing double jumps.					
1D		4	4C 5+ 11-22		inverted raises, void showing double jumps.					
1H		5	4D 5+ 11-22		2NT = GF raise, void shoving double jumps.					
1H					2S+3 level = splinters, weak or strong		2C = Drury Note#20			
1S		5+ (4)	4D	5+ 11-22	2NT = GF raise, void shoving double jumps.					
1S					3 level = splinters, weak or strong		2C = Drury Note#34824			
1NT		15-17	3S	5 maj, 6 min possible.	stayman, transfers. 2S = both minors					
1NT							Note#20			
2C	Х		7 level	Any strong hand, f. to at least 2NT	2D = waiting, 2NT = positive with both minors.	lowest minor from resp. = second neg.				
2D				Weak, 6 card 3-9	2NT = relay					
2H				Weak, 6 card 3-9	2NT = relay					
2S				Weak, 6 card 3-9	2NT = relay					
2NT		20-21		5 maj, 6 min possible						
3C		6		should be a decent suit						
3D		6		should be a decent suit						
3Н		6		could be weaker than 3 of a min.						
3S		6		could be weaker than 3 of a min.						
3NT	X	7		solid minor, no side king.						
4C		6		preempt, not likely to be 6 card.						
4D		6		preempt, not likely to be 6 card.						
4H		6		to play						
4S		6		to play						
4NT										
5C										
5D										
5H										
5S										
5NT										
HIGH LEV	EL BIDDIN	IG								
rkcb, italian cue-bids, void showing double jumps, splinters.										
1										