1-level	
	ll 8-17, seldom 4-card, Drury promises fit
-	: new suit=F1, 2-level: new suit=NF,
-	nses: Pre raises, jump to 2NT=supp. inv+
	ny strong hands without fit
T/o dbl	: 12+ HPC, classic shapes
	/ERCALL (2nd/4th Live, Responses, Reopening
	5-18 HCP; Responses as after opening
	eopen 11-15 HCP, subsequent bidding is
	atural, cue - only F
	,,, _,, _
	OVERCALLS (Style, Responses, Unusual NT)
	6(5) solid suit at 2-nd level, 7(6) at 3-rd leve
2NT=r	nm
Reone	n 2 NT=nat. 19-21
_	AND JUMP CUE BIDS (Style, Response, Reopen)
	els cue-bids:(1*/*)-2*= 5/5+ both M
	M: other M + m 5/5+
	cue - asks for stopper
	(vs. Strong / Weak, Reopening, PH) 🔹
	ong 15-17: dbl= 4M and 5m: 2*: 44+ MM;
	5+v and 4+m; 2*: 5+* and 4+m; 2*: Multi
vs. We	ak 8-14: dbl: Strong hand 14+; 2*: 44+ MM;
2♥:	5+ and 4+m; 2 *: 5+ and 4+m; 2 *: Multi
VS PRI	EEMPTS (Doubles, Cue-bids, Jumps, NT bids)
vs. two	os: dbl - T/O; 2NT - 15-18 HCP, ba
	ees, fours: dbl - T/O 3NT - to play,
vs. thre	/ulti, dbl - T/O against 2♠ opening
Vs.2 • N	
Vs.2 • N	TIFICIAL STRONG OPENINGS

LEADS AND SIGNALS												
OPENIN	IG	LEADS STYLE										
		Lead		In Partner's Suit								
Suit	2	nd/4th		The same								
NT	2	<sup>nd</sup> /4th		The same								
Subse												
Other: vs NT " K " ask unblock or count												
LEADS												
Lead		Vs. Suit		Vs. NT								
Ace		<b>€x(+) ; A</b> x		The same								
King		<b>(;KD;K</b> x;KI										
Queen	Q.	J ; QJx(+); Qx;	AQJx									
Jack	J1	0; J10(+); KJ10(+)	); Jx									
10	H1	109x(+); 10x										
9	10	9x ; H9x										
Hi-x	xS	Sx(+) ; HSx;										
Lo-x	-	; xSx(+) ; Hxx	S(+)									
		N ORDER OF P		ΓY								
0.0.0.1		Partner's Lead	Decla		Discarding							
	1	Lo=Encrg	Hi/Lo	o=Odd	Hi/Lo=Odd							
Suit	2	Hi/Lo=Odd										
oun	3	Lavinthal										
	1	Lo=Encrg	Lo=S	Smith	Hi/Lo=Odd							
NT	2			o=Odd								
	3	Lavinthal										
Signals	(inc	cluding Trumps):	Smith	(low - lik	ke your lead),							
Lavinth	al,											
DOUBLES												
TAKEOU	JT	DOUBLES (Style	e, Res	oonses, R	eopening)							
12+ HPC	); n	nay be less with	n class	sic shape								
Resp: 1♦-neg. over opp.1₊												
		RTIFICIAL AND C		TITIVE (RE	-)DOUBLES							
Resp. dbl thru 3*;												
Competitive dbl in most cases when opps. agreed suit												
Neg . dbl thru 3												
Max. overcall dbl												
Transfers dbl in some cases												
		hru 2 <b>*:</b> 3-card s		t or stror	ng bal.							
		lly strong exce			-							
2+-x-xx = say 2♥ and then Pass												

## Category: **RED** NCBO: LITHUANIA EVENT: Any 2023 PLAYERS VYTAUTAS VAINIKONIS WOJTEK OLANSKI SYSTEM SUMMARY GENERAL APPROACH AND STYLE 1**∗**=2+, 1**♦**=5+ or 4**♦**(441), 5-card Major Multi 2+; 2\*/\*- weak two-suiter 6-11,5/5+ with suit opened; 2NT=20-21 balanced 1NT Opening: Classic 15-17 HCP, possible uncontrolled odd shapes 2 over 1 responses: FG SPECIAL BIDS THAT MAY REQUIRE DEFENCE Multi 2+ 2v: hearts plus any 2A: spades plus minor Gambling 3 NT (solid m, no outside stopper) Semi F 1NT over 1♥/1★ oppening Negative free bids (5-11, 5 cards) SPECIAL FORCING PASS SEQUENCES In obvious situations IMPORTANT NOTES THAT DON'T FIT ELSEWHERE **OPP 1**\*/ better minor/ is treated as non showing suit: (1\*)-2\* PSYCHICS: Rare

**WBF** Convention-Card

OPENIN G	TICK IF ART	MIN No. OF	NEG X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING		
1.	x	2	3▲	a) 11-22 HCP= semi nat.	1 +: a) 0-6 HPC negative b) 7-11 HPC, mm, unbal 1+-1 + -1 ♥/▲= seminat., NF: =1NT (18-19) c) 16+ bal. No 4M		1₊-1NT= 10-11 HCP,		
				b) 18-19 HCP = bal.	1♥/1▲= nat. 4+, 6+HCP, m. b. longer m if not FG				
					1/2/3 NT= limit;				
					2 • /2 • /2 ▲ = nat., FG; 3 ∗ /3 • = 9-11 nat. 6+	1∗-1♥/∗-2∗-2♦= Relay			
						2-way checkback			
1 🔶		4	3▲	11-21 HCP, 5++ or	2 +/3 + = inverted				
				11-21 HCP 4♦ (4441) or 4♦ and 5♣	3∗= 9-11 HCP, nat. 6+; 2v/2∗: nat., FG; 3v/3∗/4∗=Splinters	1+-2+F(1) then we show M stoppers			
					others as over 1.	2-way checkback			
1•		5	3▲	11-21 HCP 5+	1v-1NT= SF1, 1v-2v= 8-10 PC, 1v-2NT=inv.+	1v-3▲=mini. Splinter	Drury		
						1v-1₄(1NT)-2∗ =Gazzili			
1♠		5	3▲	11-21 HCP 5+	1*-1NT= SF1, 1*-2*= 8-10 PC, 1*-2NT=inv.+	1a-3NT= mini. Splinter	Drury		
						1∗-1NT-2∗ =Gazzili			
1NT			3▲	15-17 HCP, bal.; uncontrollable deviations	Stayman, Transfers, 2 <b>∗</b> = tr( <b>∗</b> ) or inv.bal.	1NT-2 <b></b> .2			
				are possible	3♥/▲=Shortness, minors, GF	1NT-2 <b></b> 2 <b>v</b> -3 +=strong with <b>v</b> support			
					3 <b>♣= P</b> uppet-Stayman	1NT-2 <b></b> 2 <b>.</b> -3 <b>.</b> =strong with <b>.</b> support			
						1NT-2*-?: - 2NT=MIN, - 3*=MAX			
2*	x			FG	Kokish Relays, 2 <b>∗</b> -2 <b>∙</b> -2 <b>▼</b> = 5+ <b>▼</b> or balanced	Mainly natural. When we agreed suit, opener can make some asking bids			
2•	X		2▲	Weak two in one M	2M = pass or correct; 2NT=R, F1	<b>2 •</b> -2NT-?: 3 <b>•</b> =any max. then 3 <b>•</b> = <b>R</b> ,			
					4 <b>♣</b> =ask to transfer the suit, 4 <b>♦</b> =ask for the suit	3♦/♥=min. with ♥/♠			
2¥		5	2▲	6-11 HCP, 2-suiter, ♥+ any	2NT=R, asks for other suit $3 \pm / = \text{nat. NF}$				
2				6-11 HCP, 2-suiter, ++ m	2NT=R, asks for other suit 3 ♣/♦/♥= nat. NF				
2NT				20-21 HCP, balanced	Puppet-Stayman, Transfers				
3♣		6		6-11 HCP, PRE					
3•		6		6-11 HCP, PRE					
3♥		6		6-11 HCP, PRE	4₄=natural, 4m=cue-bid				
3♠		6		6-11 HCP, PRE	4 <b>v</b> =natural, 4m=cue-bid				
3NT	X			SOL minor usually no stopper	All * bids= pass or correct				
4.		7		PRE					
4•		7		PRE					
4¥		7		PRE					
4 <b>▲</b>		7		PRE	HIGH LEVEL BIDDING				
4NT					RKC Blackwood102; RIPO; DIPO; Gerber after 1NT, Josephine, Splinters,				
					Cue-bids shows 1st or 2nd round controls				