



DEFENSIVE AND COMPETITIVE BIDDING	
<b>OVERCALLS (Style; Responses; ½ Level; Reopening)</b>	
Sound style	
<b>INT OVERCALL (2nd/4th Live; Responses; Reopening)</b>	
Direct: 15-18 HCP, system on as over 1 NT opening	
Passout: 11-14 HCP, system on	
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	
Weak jump overcalls in majors	
Michaels Cue Bids (6-10 or 16+)	
Unusual NT (6-10 or 16+)	
<b>DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)</b>	
All bids showing two-suiters are usually made wit weak or strong	
Hands, not intermediate (11-15)	
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>	
2♣=both M	
2 M = M(5)+m(4+), 2 NT = both minors	
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)</b>	
Cue bid asks for stopper in the first instance	
2 NT = 15-18 HCP whit stopper (system on)	
3 NT = to play	
<b>VS. ARTIFICIAL STRONG OPENINGS</b>	
Natural	
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	
RDBL = 10 + penalty oriented	

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's suit	
Suit	4 th	Low from xxx if not supported	
NT	4 th, 2nd from xxxx	Low from xxx if not supported	
Subseq	attitude	attitude	
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx	Asking for attitude	
King	KQx, AKx	Asking to unblock/count	
Queen	QJx	Asking for attitude	
Jack	J10x - denies higher honor	J10x - denies higher honor	
10	1098, KJ10, 10x	1098, KJ10x, AJ10x	
9	987, 9x, H109,	987, H109,	
Hi-x			
Lo-x			
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1	attitude	count
	2	count	suit preference
	3	suit preference	count
NT	1	attitude	count
	2	count	attitude
	3	suit preference	suit preference
ATTITUDE: HI=ENCOURAGING, LOW=DISCOURAGING			
COUNT: HI-LO = EVEN			
SUIT PREFERENCE: HI = FOR HIGHER SUIT			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Take out doubles through 3 ♥			
Responses: suit without jump = 0-7, with jump =8-10(11),			
1 NT = constructive 8-11 with stopper, cue=forcing (12+)			
<b>SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES</b>			
Negative double, Lead directing double			

WBF Convention Card	
	
	
<b>CATEGORY:</b> Cross	
<b>NCBO:</b> Slovenia	<b>EVENT:</b> ALL
<b>PLAYERS:</b> Zlata Zevnik – Bruno Zagode	
<b>SYSTEM SUMMARY</b>	
<b>GENERAL APPROACH AND STYLE</b>	
NATURAL - SAYC	
5 card Majors and better minor	
1NT = 15-17, 2 NT= 20-22	
2♦, 2♥, 2♠ = Weak Two	
We use standard carding and signals.	
<b>CONVENTIONS:</b>	
New minor forcing, Reverse Drury,	
Jacoby, Smolen, Multi Landy,	
Bergen Raises, Splinter	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>	
1M - (X) - bid below M =constructive raise (10 +)	
2M = Weak	
2NT = inv. +	
New suit 3rd level = fit jump	
<b>HIGH LEVEL BIDDING</b>	
RKCB 1403	
Relay bid ask for trump Q	
<b>PSYCHICS:</b>	

O p e n i n g s	T A I r C t K i f I i F c	Min no of cards	Neg. DBL thru	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3		10-21 HCP	Level 1 = natural, 1 NT= 8-10 HCP, 2♣ = inverted minors 2♦/♥/♠=strong Jump Shift, 2 NT= balanced 11-12 HCP, 3♣=5+♣, weak		
1♦		3		10-21 HCP	Level 1 = natural, 1 NT= 6-9 HCP, 2♦ = inverted minors 2♥/♠=strong Jump Shift, 2 NT= balanced 11-12 HCP, 3♦=5+♦, weak		
1♥		5		10-21 HCP	1NT=F1, 2♣/♦/♥ = 5+ cards 10 + HCP, 2♠= strong Jump Shift 3♣/♦=Bergen Raises , 3♥=weak (4+♥), 2 NT= Jacoby	Long Suit Trials After Jacoby: 3♥ 17+,3NT=13-16, 4♥ = weak 10-12 HCP	Reverse Drury
1♠		5		10-21 HCP	1NT=F1, 2♣/♦/♥ = 5+ cards 10 + HCP, 3♣/♦ = Bergen Raises 3♠ = weak (4+♠), 2 NT = Jacoby	Long Suit Trials After Jacoby: 3♠ 17+,3NT=13-16, 4♠ = weak 10-12 HCP	Reverse Drury
1 NT				15-17 HCP,balanced Possible 5M or 6m	2♣ = NF Stayman, 2♦/♥/♠/NT= transfer, 3♣ = 5-5 minors weak, 3♦ = 5-5 minors slammish, 3♥ = 5-5 Majors invitation, 3♠ = 5-5 Majors slammish, 4♣/♦/♥/♠ = transfer, 4 NT= invitation	Smolen after 1NT- 2♣ 2♦ - 3 M = GF	
2♣	X	0		23+ HCP or less than 4 losers	2♦ = no 5 card suit with 2 from 3 top honors, 2♥/♠, 3♣/♦= 5+card suit with 2 from 3 top honors, 2NT = 8-10 HCP no 5 cards suit,bal. 3 NT = 11-12 HCP, no 5 cards suit, bal		
2♦ 2♥ 2♠		6		5-10 HCP, 6+ cards, One suiter	New suit = forcing for 1 round, 3 in partners suit = preemptive, 4 in partners suit = to play, 3 NT = to play 2 NT = asking bid	After 2 NT - asking bid: 3 in opening suit=min.(5-8 HCP) 3 in new suit = honor in that suit and max. (9-10 HCP)	
2NT				20-22, Balanced, Possible 5M or 6m	3♣ = Puppet Stayman, 3♦/♥ = transfer, 3♠ = minors Stayman 3 NT = 5♠ 4♥, 4♣/♦ = transfer to ♥/♠, 4 NT = invitation 4♥ = trf. to ♣ - slammish, 4♠ = trf. to ♦ - slammish, 5♣/♦=to play	After 2 NT - 4♥/♠ : Cue bids is slam interest, 4 NT = RKCB	
3♣		7		preemptive	New suit = forcing for 1 round, bid Game = to play, 4 NT = RKCB		
3♦		7		preemptive	New suit = forcing for 1 round, bid Game = to play, 4 NT = RKCB		
3♥		7		preemptive	New suit = forcing for 1 round, bid Game = to play, 4 NT = RKCB		
3♠		7		preemptive	New suit = forcing for 1 round, bid Game = to play, 4 NT = RKCB		
4♣, 4♦		7		preemptive	bid Game = to play, 4 NT = RKCB		

4♥, 4♠	7	to play	4 NT = RKCB		
5♣, 5♦	7	to play			