

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Sound at 2-level; up to about 18 HCP Light in reopening Response at level one and three is one round forcing Cue after overcall is invitational+
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17(18) HCP all positions; System as over 1NT opening
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak at L3 At L2 : over m : 2♣ = w2♥; 2♦ = w2♠; 2♥ = ♥+any 4+; 2♠ = ♠+m, 2NT♣♦ 5-5: all 5-10p, 3♣ = natural(12+Hp) 3♣ = natural(12+Hp)
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels cue bids Jump cue ask for stop for NT
VS. NT (vs. Strong/Weak; Reopening;PH)
Multi landy: X = 4M-5+m for strong NT, pen. oriented for weak NT 2♣ = 5/4 or 4/5M, 2♦ = 5+♥ or 5+♠, 2♥ = at least 55 ♥+m,

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5	Same	
NT	3/5	Same	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+); Ax(+)	AKx(+)	
King	AK(+) ask count, KQx(+)	AK(+), KQx(+), ask UB/CT	
Queen	QJ; QJx(+)	QJx(+)	
Jack	J10(x+); KJ10x(+)	J10x(+);HJ10x(+)	
10	109(x+); H109x(+)	109;109x(+);H109x(+)	
9	9x;98x(+)	9x;98x(+)	
Hi-X	Sx;HxSx;xxSx	Sx;HxSx; xxSx	
Lo-X	HxS;HxxxS;xxxxS; xxS	HxS;HxxxS;xxxxS;xxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT: Lo=ENC	Count: Hi/lo=Odd	ATT: Lo= ENC
Suit 2	Count: Hi/lo=Odd		Count
3			
1	As above	As above	As above
NT 2	As above		As above
3			
Signals (including Trumps): upside down in trumps shows ruffing interest			

W B F CONVENTION CARD
CATEGORY: Natural – Green(2/1 GF)
NCBO: Slovenia
PLAYERS: Sadar Joze – Rasula Bogdan
EVENT :
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5-card Majors One round forcing 1NT(Gazzilli) over 1♥/1♠ Multi 2♦ opening (w2 in M or 20-22 bal) 2♥ = 5♥ 4+any 6-11Hp 2♠ = 5♠ 4+m 6-11Hp 1NT = 15-17 Hp 2 over 1 response = GF
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
gambling 3NT with little outside strength(Max Q) comp cue=limit+ raise, jump raise=pre lebensohl FIT-SHOWING JUMPS after X or overcall 2NT opening = minor two-suiter, reverse drury

2♠ = at least 55♠+m, 2NT = at least 55 minors; see notes		
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	DOUBLES	
Lebensohl after (WK2x)-DBL ; 2M-4m=OM + m; (notes) Vs. Multi : supp. notes	TAKEOUT DOUBLES (Style; Responses; Reopening)	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	May be light in protection RESP DBL Support DBL/RDBL	SPECIAL FORCING PASS SEQUENCES
Vs 1♣ : 2♣ = w2♥; 2♦ = w2♠; 2♥ = ♥+any 4+; 2♠ = ♠+m, 2NT♣♦ 5-5; 3♣ = natural(12+Hp)	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS	at high levels in forcing situations pass shows 1st or 2nd ctrl
OVER OPPONENTS' TAKEOUT DOUBLE	NEG DBL thru 4♦ Responsive doubles Support double/redouble	IMPORTANT NOTES
New suit=F at 1-level only; JUMP raise=PRE 1M-(DBL)-2NT=limit raise or better; JUMP SHIFT in m=supp + quality (inv)		PSYCHICS: Very rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	11-21Hp	2♣=F1(10+,no M);3♣=PRE,1NT=6-10; 2NT= inv; 2M = 2-5Hp;3NT=13-15Hp	1♣-2♣ = inverted(notes)	
1♦		3	4♥	11-21Hp	2♦=F1(10+,no M);3♦=PRE,1NT=6-10; 2NT= inv; 2M = 2-5Hp;3NT=13-15Hp	1♦-2♦ = inverted(notes)	
1♥		5	4♦		1NT = F1, 2/1 = GF, 2♠ = 2-5(6+♠), 2NT = GF with 4♠ 2♥ = 8-9Hp, 3♣ = 7-9Hp(4♥), 3♦=10-11Hp(4♥), 4♣ = 12-15(<3 Key Card), 4♦=12-15Hp(3 Key Card), 3♠ any splinter	After double: 2♣=7-9(3♥), 2♦=7-9(4♥), 2NT=inv +(4♥), 3♣,3♦=JUMP shift	See notes

1♠		5	4♦		1NT = F1, 2/1 = GF, 2♠ = 8-9Hp, 2NT=GF with 4♠, 3♣ = 7-9Hp(4♠), 3♦ = 10-11Hp(4♠), 4♣ = 12-15(<3 Key Card), 4♦ = 12-15Hp(3 Key Card), 3♥ = any splinter	After double: 2♣=7-9(3♠), 2♦=7-9(4♠), 2NT=inv +(4♠), 3♣,3♦=JUMP shift	See notes
INT				15-17Hp	4 suit transfers, texas, 3♣=55m NF, 3♦=55m GF+ 3♥=55M inv, 3♠=55M, GF, gerber, smolen	Using retransfers	See notes
2♣	X			23+Hp or 9+tricks	2♦=waiting;2♥=0-4Hp;2♠=5+♥ (2 top H) 2NT = 5+♠ (2 top H)	After 2♦ wait 2♥ relay, partner must bid 2♠ After 2♦, 4♣ or 4♦ = splinter	
2♦	X			Weak 2M 6-11Hp or 20-22 bal.	2,3,4♥ or ♠ = pass/correct; 2NT = ask(notes) New suit = F1		See notes
2♥	X			5♥-4+any 6-11Hp	2NT =ask(notes); 3♣=pass/correct New suit = F1		See notes
2♠	X			5♠-4+m 6-11Hp	2NT =ask(notes); 3♣=pass/correct New suit = F1		See notes
2NT	X			Weak, both minors	3♣,♦pass,3♥ fit ♣,3♠ fit ♦,4♣,♦Minorwood		
3♣		6		Preemptive,	New suit = F1;4NT = RKCB		
3♦		6		Preemptive,	New suit = F1;4NT = RKCB		
3♥		7		Preemptive	New suit = F1;4NT = RKCB		
3♠		7		Preemptive	New suit = F1;4NT = RKCB		
3NT	X	7		Solid minor(7+), max Q outside			
4♣	X	7-8		Namyats(8-9 tricks in ♥)			
4♦	X	7-8		Namyats(8-9 tricks in ♠)			
4♥		7-8		Natural, weaker than 4♣			
4♠		7-8		Natural, weaker than 4♦			
4NT	X			Blackwood(14-30-2)			
5♣				Natural		HIGH LEVEL BIDDING	
5♦				Natural		RKCB, Void Wood, Josephine,Minorwood	
5♥				Natural		Forcing pass	
5♠				Natural		Splinters	

ROPI/DOPI