


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; ½ Level; Reopening)
Sound style
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Direct: 15-18 HCP, system on as over 1 NT opening
Passout: 11-14 HCP, system on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak jump overcalls in majors
Michaels Cue Bids (6-10 or 16+)
Unusual NT (6-10 or 16+)
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
All bids showing two-suiters are usually made with weak or strong hands, not intermediate (11-15)
Jump Cue Bid asks for stopper
VS. NT (vs. Strong/Weak; Reopening; PH)
Landy: 2♣=both M (5,5) (4,5)
2 NT = both minors (5,5)
2♦,2♥,2♠ - colour 5+ (13+); Kontra: točkovna, vsaj moč nasprotnika
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
Take out doubles through 4♥
Cue bid asks for stopper in the first instance
2 NT = 15-18 HCP whit stopper (system on)
3 NT = to play
VS. ARTIFICIAL STRONG OPENINGS
Natural
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL = 10 + penalty oriented

LEADS AND SIGNALS				
OPENING LEADS STYLE				
	Lead	In Partner's suit		
Suit	4 th , MUD	Low from xxx if not supported		
NT	4 th, 2nd from xxxx	Low from xxx if not supported		
Subseq	attitude	attitude		
LEADS				
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				
SIGNALS IN ORDER OF PRIORITY				
	Partner's Lead	Declarer's Lead	Discarding	
Suit	1	attitude	count	attitude
	2	count	suit preference	count
	3	suit preference		suit preference
NT	1	attitude	count	attitude
	2	count		count
	3	suit preference		suit preference
ATTITUDE: HI=ENCOURAGING, LOW=DISCOURAGING				
COUNT: HI-LO = EVEN				
SUIT PREFERENCE: HI = FOR HIGHER SUIT				
DOUBLES				
TAKEOUT DOUBLES (Style; Responses; Reopening)				
Take out doubles through 4♥				
Responses: suit without jump = 0-7, with jump =8-10(11),				
1 NT = constructive 8-11 with stopper, cue=forcing (12+)				
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES				
Negative double, Lead directing double, Support double				

WBF Convention Card
♠ ♥ ♦ ♣

CATEGORY: GREEN
NCBO: Slovenia EVENT:
PLAYERS: Vlasta Bajželj / Stane Medved
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
NATURAL
5 card Majors and better minor
INT = 15-17, 2 NT= 20-22
2♣ = 23+ or less than 4 losers;
We use standard carding and signals.
We lead 4th best.
The lead od J denies a higher honor.
CONVENTIONS:
New minor forcing, 4th suit forsing, Reverse Drury, Jacoby and SA Texas transfers, Smolen, Bergen Raises, Michaels , Splinters ,
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
1M - (X) - bid below M =constructive raise (8-9)
2M = Weak 5-7
2NT = inv.
New suit 3rd level = fit jump
3M = 2-6, 4card suport
HIGH LEVEL BIDDING
RKCB 1430
Relay bid ask for trump Q
PSYCHICS:

O p e n i n g s	T A I r C t K i f I i F c	Min no of card s	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♦ = 4+ HCP (at least one K or A), 2♥ = 0-3 HCP, 2♠ = transfer for 5+♥ suit with 2 from 3 top honors, 2NT = transfer for 5+♠ suit with 2 from 3 top honors, 3♣/♦= 5+card suit with 2 from 3 top honors, 3 NT = 11-12 HCP, no 5 cards suit, balanced		
2♦	X	6		6-11 HCP, WEAK TWO	2b: ⇒2♥/2♠/3♣ (nova barva) = [F1krog] ⇒2NT√ = vprašanje po moči, [UME]; (na 2NT se odgovori: ⇒ponovitev 3b s 6-8H; ⇒druga barva = top figura z 9-11H) ⇒3NT in druge manše = [IGRA]; ⇒4NT = RKCB		
2♥	X	6		6-11 HCP, WEAK TWO	2b: ⇒2♠/3♣/3♦/(nova barva) = [F1krog] ⇒2NT√ = vprašanje po moči, [UME]; (na 2NT se odgovori: ⇒ponovitev 3b s 6-8H; ⇒druga barva = top figura z 9-11H) ⇒3NT in druge manše = [IGRA]; ⇒4NT = RKCB		
2♠	X	6		, 6-11 HCP, WEAK TWO	2b: ⇒3♣/3♦/3♥ (nova barva) = [F1krog] ⇒2NT√ = vprašanje po moči, [UME]; (na 2NT se odgovori: ⇒ponovitev 3b s 6-8H; ⇒druga barva = top figura z 9-11H) ⇒3NT in druge manše = [IGRA]; ⇒4NT = RKCB		
2NT	X			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		to play	4 NT = RKCB		
5♣, 5♦		7		to play			