DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; ½ Level; Reopening)

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

JUMP OVERCALLS (Style; Responses; Unusual NT)

DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)

Vs. NT (vs. Strong/Weak; Reopening)

CAPPELLETTI

VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)

VS. ARTIFICIAL STRONG OPENINGS

OVER OPPONENTS' TAKEOUT DOUBLE

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's suit
Suit	4th best	
NT	4th best	
Subseq		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK	
King	KQ	
Queen	QJ	
Jack	J denies higher honour	J denies higher honour
10	1098, 10x, KJ10	
9		
Hi-x	doubleton	top of nothing
Lo-x	3 or more cards usually active	

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
Suit	1	ATTITUDE	COUNT	ATTITUDE
	2	COUNT		COUNT
	3			SUIT PREF.
NT	1			ATTITUDE
	2			COUT
	3			SUIT PREF.

ATTITUDE: HIGH=ENCOURAGING, SMALL=DISCOURAGING

COUNT: HIGH=EVEN, SMALL=ODD

SUIT PREFERENCE: STANDARD

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES

WBF Convention Card

♠ ♥ ♦ ♣

CATEGORY: Green

NCBO: Slovenija EVENT:

PLAYERS: **Miro Novak**

Matija ŠENK

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

2/1 almost GAME FORCE

STANDARD CARDING

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

PSYCHICS:

Openings	TACTICS If Artificial	Min no of cards	Neg. DBL thru	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3			Level 1 = natural, 2♣ = inverted minor, 2♥, 2♠ = Strong		
					Jump shift, 2NT = balanced, invitational		
1♦		3					
1♥		5			1NT = F1		
1♠		5			1NT = F1		
1NT				15-17 (good 14-bad18)	2♣ = Stayman, 2♦, 2♥, 2♠, 2NT = transfers		
2♣				STRONG 23+ or tricks	2♦ = waiting, 2♥ = 2nd negative 0-4 HCP		
2♦		6		WEAK TWO in ♦'s	New suit = F1, 2NT = asking for shortness, 3♣ = ? feature		
2♥		6		WEAK TWO in ♥'s	New suit = F1, 2NT = asking for shortness, 3♣ = ? feature		
2♠		6		WEAK TWO in ♠'s	New suit = F1, 2NT = asking for shortness, 3♣ = ? feature		
2NT				20-22	3♣=STAYMAN, 3♦, 3♥ = transfer, 3♠ = minor suit Stayman		
3♣				PREEMPTIVE			
3♦				PREEMPTIVE			
3♥				PREEMPTIVE			
3♠				PREEMPTIVE			
3NT				GAMBLING			
4♣							
4♦							
4♥							
4♠							
4NT							
5♣						**HIGH LEVEL BIDDING**	
5♦							