

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; ½ Level; Reopening)

Sound style, but can be weak at favorable position.

Possible 4-card overcalls at 1st level with good suit.

Overcaller's partner: new suit=constructive, NF, Cue bid=F, support, invitational + or strong hand

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

15-17 HCP, System on as over 1NT opening

11-15 HCP in reopening, system on.

4th Live 15-17 HCP, system on.

JUMP OVERCALLS (Style; Responses; Unusual NT)

Weak jump overcalls, strength depending on vulnerability.

1M-(2NT) = minors

1 m .- (2NT) = ♥ + other minor ;

1 m - (2♦) = both majors (5♥ and 4 + ♠)

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

1M-(2M) = M+m

Bids showing 2-suiters are usually made with weak or strong hands, not intermediate.

Jump cue bid ask for stopper.

VS. NT (vs. Strong/Weak; Reopening; PH)

Landy

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

Take out doubles through 4♥.; 4♠ x = penalty oriented, 4 NT=t/o dbl

Cue-bid asks for stopper in the first instance.

2NT = 15-18 HCP

3NT = to play, tricks or strong bal.

VS. ARTIFICIAL STRONG OPENINGS

1♣ - (2♦) = both majors (5♥ and 4 + ♠)

1♣ - (1NT) = both minors

Other = natural

OVER OPPONENTS' TAKEOUT DOUBLE

RDBL = 9+, penalty oriented

Is singel ♣, 3 ♠

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's suit
Suit	3th/5th	low from xxx if not supported
NT	4th, top of nothing	low from xxx if not supported
Subseq	Attitude	attitude

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx	
King	KQx, AK,	KQ109, AKJ10, unblock or count
Queen	QJx,	QJ10(x), AQJ(x)
Jack	J10x, denies higher H	J10x, denies higher H
10	1098, 10x, KJ10	1098, AJ10, KJ10
9	987, 9x, K109, Q109	987, A109, K109, Q109
Hi-x	Xx	top of nothing
Lo-x	3th/5th	4th

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	suit preference
	2 count		count
	3 suit preference		

ATTITUDE: HI=ENCOURAGING, LOW=DISCOURAGING

COUNT: HI=EVEN, LOW=ODD, (upside down count in trumps)

SUIT PREFERENCE: HI=FOR HIGHER SUIT

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Low and high take out doubles, low promises shape (except 1M-(DBL)

-p-2♣-p-2♦ =not promise extra strength).

Responses: suit without a jump = 0-7 HCP, with a jump 8-10(11) HCP,

1NT = constructive, 7-10 HCP with stopper, cue = F ; Reopen: -2 HCP

SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES

Negative double

Support double and redouble

Invitational double

Maximum double

Lightner double

WBF Convention Card



CATEGORY: Green

NCBO: Slovenia EVENT:

PLAYERS: **Slavica Bjedov**

Aleš Vavpetič

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

2/1 Game Force (almost)

We open 5 card majors.

1NT = 15-17 HCP (may be 14 HCP)

2♦s = weak in M

2♥s and 2♠s are 5M and 4+ m (WEAK)

3NT opening is gambling

We lead 4th best vs NT 3th/5th vs suit

We use standard carding and signals.

CONVENTIONS:

MINOR: inverted minors

MAJOR: 1 NT (F1), 2 NT (Jacoby), level 3 (mini splinter 7-9)

1NT: 4 way transfers, Smolen, NF Stayman,

2NT: Puppet Stayman,

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

1M - (DBL) - bid bellow M = constructive raise

2M = 6-9, 2NT=Jordan (supp. Inv. +),

Level 3= fit jump (inv.); 3M=preemptive

Same after pass hand

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

PSYCHICS: RARELY

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		11-19 HCP	1NT = 8-10 HCP, 2♣ = inverted minor, 10+ HCP, 2♦♥♠ = weak 2NT = 10-11 HCP, balanced, inv., 3♣ = 6-9 HCP, 5+♣		
1♦		3		11-19 HCP	1NT = 6-9(10) HCP, 2♦ = inverted minor, 10+ HCP, 2♥,2♠,= weak 2NT = 10-11(12) HCP, balanced, inv.,		
1♥		5		11-19 HCP	1NT = F1, 2♣,2♦ = almost GF natural, 2♠,3♣,3♦, = 7-9 splinter 2NT = 4+♥'s, inv + (Jacoby), 3 NT= both minors slam try	After 1M-2NT: level 3, 4 m= 5-5+ slam try, 3♥♣, 3♠	3♣= up to 14HP -> 3♦ ask for shortness (♥)sin♣,(♠)sing♦,NT sing oM,4m cubid,no singel,4M no cuebi in m
1♠		5		11-19 HCP	1NT = F1, 2♣,2♦,2♥ = almost GF, 3♣,3♦,3♥ 2NT= 4+♠'s (Jacoby)	3♣= up to 14HP -> 3♦ ask for shortness (♥)sin♣,(♠)sing♦,NT sing oM,4m cubid,no singel,4M no cuebi in m	3♦ = extras no sing; 3♥/♠ /NT= short in ♣/♦/oM
1NT		1		15 (14) -17 HCP	2♣ = Stayman, 2♦,2♥, 2♠, 2NT= transfer, 3♣= both minor (5-4) weak, Balanced 3♦ = both minor (5-4) GF,3♥= both majors (5-5) INV., 3♠ = both majors (5-5) GF, 3 NT = to play 4♣ = transfer to ♥'s, 4♦ = transfer to ♠, 4♥,4♠ = exclusion Blackwood, 4NT=quant.	3♦ = extras no sing; 3♥/♠ /NT= short in ♣/♦/oM A, K or Q. After 1NT -2♦ or 2♥: 3M = 4c supp + max.	
2♣		0		23 HCP+ or less with playing strength	2♦ = waiting, 2♥ = 2nd negative, 0-4 HCP, 2♠ = 5+♥'s with at least 2 top H, 2NT = 5+♠'s, 3♣, 3♦ = natural, 5+ cards, at least 2 top H		
2♦		0		weak in M			
2♥		5		5♥ and 4+ m (WEAK)			
2♠		5		5♠ and 4+ m (WEAK)			
2NT				20-22 HCP, balanced	3♣ =Puppet Stayman, 3♦,3♥ = transfer, 3♠ = transfer for both minors 4NT = quantitative raise, 4♣/4♦=transfer♥/♠, 4 M=exclusion Blackwood (voidwood)	After 2NT -3♦ or 3♥: 4 m= 4c supp+max., 4M = 4c supp + min.	
3♣		6		preemptive	new suit is F for 1 round		
3♦		6		preemptive	3NT = to play		
3♥		6		preemptive	New suit Level 4: slam interst in partner's suit		
3♠		6		preemptive	Partner suit on level 4 or 5 = to play		
3NT	x	7		Gambling	4♣,4♦,5♣ = pass or correct, 4♥, 4♠, 5♦ = to play, 4NT=RKCB		
4♣							
4♦							
4♥		6		to play			
4♠		6		to play			
4NT	x	5		both min. preemptive			
5♣		7				HIGH LEVEL BIDDING	
5♦		7					