


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 wit weak or strong	
Hands, not intermediate (11-15)	
Jump Cue Bid asks for stopper	
VS. NT (vs. Strong/Weak; Reopening; PH)	
Landy: X=PENALTY, 2♠=both M, 2♦, 2M=5 + CARDS	
2 NT = both minors	
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 -ataka	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				

WBF Convention Card	
	
♠ ♥ ♦ ♣	
CATEGORY: GREEN	
NCBO: Slovenia EVENT: TRIAL 2022	
PLAYERS: JELKA KUPEC in IRENA CIJAN	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
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 .	
We lead 4th best .	
The lead od J denies a higher honor.	
CONVENTIONS:	
New minor forcing, 4th suit forcing,	
Jacoby and SA Texas transfers, Smolen,Landy,	
Bergen Raises, Inverted minors	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
1M - (X) - bid below M = constructive raise (8-10)	
2M = Weak	
2NT = inv. +	
New suit 3rd level = fit jump	
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 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♦/♥/♠=15+HCP, 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♥/♠=15+HCP, 2 NT= balanced 11-12 HCP, 3♦=5+♦, weak		
1♥		5		10-21 HCP	1NT=F1, 2♣/♦/♥ = 5+ cards 10 + HCP, 2♠= 15+ 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	
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	
1 NT				15-17 HCP,balanced Possible 5M or 6m	2♣ = Stayman, 2♦/♥/♠= transfer, 2 NT=INV., 3♣,3♦, 3♥, 3♠ =natural forcing, 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♣ = Stayman, 3♦/♥ = transfer, 3♠ = minors Stayman 3 NT = to play, 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			