


DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses; ½ Level; Reopening)</b>
aggressive style
Possible 4-card overcalls at 1st level with good suit.
<b>New suit F1 if unpassed hand, cue = support + inv+</b>
2N = 4 card fit, inv+
<b>1NT OVERCALL (2nd/4th Live; Responses; Reopening)</b>
15-17 HCP, System on as over 1NT opening (can be point up/down)
11-15 HCP in reopening, system on.
4th Live 15-17 HCP, system on.
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak jump overcalls,
Unusual 2NT lower 2 suits
<b>DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)</b>
1M-(2M) = M+m; 1m- (2m) MM
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
Dbl = clubs + M (or very strong); 2C = Majors, 2D = D+M, 2M = natural
Vs weak (low + high < 28): dbl = points, 2C = majors, 2x natural
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)</b>
Take out dbls
Lebensohl after (2M) - x
2NT = 15-18 HCP
3NT = to play, tricks or strong bal.
<b>VS. ARTIFICIAL STRONG OPENINGS</b>
1♣ - dbl majors
1♣ - (1NT) = both minors
Other = natural
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
RDBL = 10+, penalty oriented, in general no fit for partner's suit

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's suit	
Suit	1/3/5	low from xxx if not supported	
NT	1/3/5	low from xxx if not supported	
Subseq	Attitude (low enc)	Attitude (low enc)	
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx asks for attitude	AK	
King	KQx, AK, asks for count	KQ109, AKJ10	
Queen	QJx,	QJ10(x), AQJ(x)	
Jack	J10x, KJ10	J10x, KJ10, AJ10	
10	1098, 10x, K109	1098, A109, K109, Q109	
9	9x	987, A109, K109, Q109	
Hi-x	Xx, xxXx	Xx, xxxXx	
Lo-x	xxX	xXx	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 attitude	suit preference	Even/odd
	2 count		count
	3 suit preference		
NT	1 attitude	count / suit preference	Even/odd
	2 count		count
	3 suit preference		
ATTITUDE: low=encouraging, hi=discouraging			
COUNT: low=odd, hi=enc			
SUIT PREFERENCE: hi=for higher suit (inc. in trump)			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Low and high take out doubles, low promises shape			
Responses: suit without a jump = 0-7 HCP, with a jump 8-10(11) HCP,			
<b>SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES</b>			
Negative double			
Support double and redouble			
Invitational double			

WBF Convention Card		
♠ ♥ ♦ ♣		
CATEGORY: Green		
COUNTRY: Slovenia		
PLAYERS: <b>Hana Rus</b>		
<b>Aleš Vavpetič</b>		
<b>SYSTEM SUMMARY</b>		
<b>GENERAL APPROACH AND STYLE</b>		
2/1 Game Force		
We open 5 card majors.		
1NT = 15-17 HCP (upgrades possible, 5M,6m, singleton AK poss)		
2♦'s 2♥'s, 2♠'s weak 2 (,can be 5 card suit), aggressive		
3NT opening is gambling		
1/3/5 leads		
rev att, std. count		
First discard = odd enc, even suit preference		
<b>CONVENTIONS:</b>		
MINOR: inverted minors; XYZ		
MAJOR: 2 NT (Jacoby)		
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>		
1M - (DBL) - bid bellow M = constructive raise		
2M = weak, 2NT=Jordan (supp. Inv. +),		
<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>		

OPENING	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♣		2		11-20 HCP	1NT = 7-10 HCP, 2♣ = inverted minor, 10+ HCP, 2♦♥♠ = 3-7 HCP 2NT = 10-11(12) HCP, balanced, inv., 3♣ = 6-9 HCP, 5+♣	XYZ	
1♦		4		11-20 HCP	1NT = 6-9(10) HCP, 2♦ = inverted minor, 10+ HCP, 2♥,2♠,= 3-7 HCP 2NT = 10-11(12) HCP, balanced, inv.,		
1♥		5		11-20 HCP	1NT = semi-F, 2♣ natural or balanced GF,2♦ = GF natural, 2♠ = mixed raise ,3♣,3♦ = inv natural, 2NT = inv+ with fit (if invit, can be only 3)		Drury
1♠		5		11-20 HCP	1NT = semi-F, 2♣ natural or balanced GF,2♦,♥ = GF natural, 3♣,3♦, = naravno inv, 2NT = 4+♥'s, GF (Jacoby), 3♥ = 3+♠ invitational		
1NT		1		15 -17 HCP	2♣ = Stayman, 2♦,2♥, transfer 2♠ bid better m in trf, 2N invit, 3x GF with shortness in x, 4D/H trf	Lebensohl, Smolen	
				(semi)balanced		1N-2C-3m/M 5cM min, max	If overcalled negative dbl
2♣		0		22 HCP+ or less with playing strength	2♦ = waiting, 2M natural positive		
2♦		6		5+♦ 6-10HCP	Level 2 new suit NF	After 2NT feature if not min	
2♥		6		5+♥ 6-10 HCP Level 2 new suit NF	Level 2 new suit NF	After 2NT feature if not min	
2♠		6		5+♠ 6-10 HCP	2N asks feature	After 2NT feature if not min	
2NT				20-21 HCP, balanced	3♣ =Stayman, 3♦,3♥ = transfer, 3♠ =bid better m in trf	After 2NT -3♦ or 3♥: 4 m= 4c supp+cue., 4M = 4c supp + all controls.	
3♣		6		preemptive	new suit is F for 1 round		
3♦		6		preemptive	3NT = to play		
3♥		7		preemptive			
3♠		7		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♣		7		preemptive			
4♦		7		preemptive			
4♥		6		to play			
4♠		6		to play			
4NT	x	5		both min. preemptive			
5♣		7				<b>HIGH LEVEL BIDDING</b>	
5♦		7				RKCB 1430	