DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

Sound style, but can be weak at favorable position

Overcaller's partner: new suit=constructive, NF, Cue bid=F

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

15-18, System off

11-15 in reopening, System off

JUMP OVERCALLS (Style; Responses; Unusual NT)

weak, natural

Reopen:

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

Micahels, Unusual

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

X= 4M+5m

2♣=MM

2♦=major one-suiter

2♥=h+minor

2♠=s+minor

2NT=mm

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

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

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3/5, J denies	low from xxH, high from Hx
NT	3/5, J denies	low from xxH, high from Hx
Subseq	attitude	attitude

Other: Lavinthal

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx	AKx
King	KQx, AK, AKxxx	KQ109, AKJ10
Queen	QJx	QJ10(x), AQJ(x)
Jack	J10x	J10x
10	1098, 10x, KJ10x	AJ10x, KJ10x 1098, K109x
9	987, 9x	987, 9x
Hi-X	Xx	top of nothing
Lo-X		

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	attitude	count	lavinthal
Suit 2	suit preference		
3	count		
1	attitude	count	Lavinthal
NT 2	suit preference		
3	count		

Signals (including Trumps):

ATTITUDE: LOW=ENCOURAGING, HIGH=DISCOURAGING

SUIT PREFERENCE: LAVINTHAL

COUNT: HI-LOW=EVEN, LOW-HIGH=ODD

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

take out doubles

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

W B F CONVENTION CARD

♦ ♥ ♠ ♣

CATEGORY:

BK Žužemberk

Zoran Šimec – Ksenija Čare –Aleš Vavpetič

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

2/1 Game Force

We open 5 card majors.

1NT = 15-17 HCP (14-18 margin)

2♦ multi

2♥, 2♠ Muiderberg

MICHAELS, Splinter

Check-back, Gambling 3NT with little outside strength

RKC-1403

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♦ multi

2♥, 2♠ Muiderberg

	1NT = constructive, 7-10 HCP; cue = forcing	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1□ or 2□		**SPECIAL FORCING PASS SEQUENCES**
	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS	
	negative	
	responsive	
OVER OPPONENTS' TAKEOUT DOUBLE	competitive	**IMPORTANT NOTES**
RDBL=9+, penalty oriented	lightner	Imaginative upgrades and downgrades
		PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♥	11-21 HCP	1NT=8-10HCP, 2♣=10+,2♦♥♠=weak 2NT=10-11, 3♣=weak. 5+♣, 3NT=13-15	check-back	
1♦		4	4♥	11-21 HCP	1NT=8-10HCP, 2♣=♣ GF, 2♦=10+,2♥♠=weak 2NT=10-11, 3♦=weak. 4+♦, 3NT=12-15	check-back	
1♥		5	3♠	11-21 HCP	1NT=F1, 2NT=Modified Swedish Jacoby, 2♠=weak, 3♣♦♥=Bergen, 3NT=4333, 13-15	After 2NT: 3♣=up to 14HCP, 3♦=15+HCP no singel, 3♥♠NT=15+HCP+single in ♣♦♠	
1♠		5	4♦	11-21 HCP	1NT=F1, 2NT=Modified Swedish Jacoby, 3♣♦♠=Bergen, 3NT=4333, 12-15	After 2NT: 3♣=up to 14HCP, 3♦=15+HCP no singel, 3♥♠NT=15+HCP+single in ♣♦♥	
INT				15-17(18) HCP	2♣=NF Stayman, 2♦♥♠NT=transfer, 4♣♦=transfers to ♥♠	Smolen	
2♣	Y			ART, STR	2♦=waiting, 2♥♠3♣♦=natural 5+ cards, at least 2 top H		
2♦	Y			multi	2NT=ask	After 2NT: 3♣♦=weak ♥♠, 3♥♠=strong ♥♠	
2♥				weak, 5♥ and 4+other	2NT=ask 2♠,4♣,5♣=p/c 3♦=invit to 4♥	After 2NT: 3♣♦♥=6-8HCP and 5♣♦♠+5♥ 3♠=9-11HCP and 4♠+5♥ 3NT=9-11HCP and 4m+5♥ 4♣=9-11HCP and 6♣+5♥ 4♦=9-11HCP and 6♦+5♥	
2♠				weak, 5♠ snd4+minor	2NT=ask 3♣,4♣,5♣=p/c 3♦=invit to 4♠	After 2NT: 3♣♦=6-8HCP and 5♣♦+5♠ 3♥=9-11HCP and 4♣+5♠ 3♠=9-11HCP and 4♦+5♠ 3NT=5044 4♣=9-11HCP and 6♣+5♠ 4♦=9-11HCP and 6♦+5♥♠	
2NT				20-22 HCP	Puppet Stayman, 3♦♥=transfer, 4♣♦=transfers to ♥♠		

3♣				PRE, NAT			
3♦				PRE, NAT			
3♥				PRE, NAT			
3♠				PRE, NAT			
3NT				solid minor, little outside			
4♣				PRE, NAT			
4♦				PRE, NAT			
4♥				to play			
4♠				to play			
4NT							
5♣							
5♦						**HIGH LEVEL BIDDING**	
5♥							
5♠							