


DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS</b> (Style; Responses; ½ Level; Reopening)
Sound style, but can be weak at favorable position.
Possible 4-card overcalls at 1st level with good suit.
If third hand passes, all bids F
If third hand bids, nothing is F (to force start with a double)
<b>1NT OVERCALL</b> (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.
<b>JUMP OVERCALLS</b> (Style; Responses; Unusual NT)
Weak jump overcalls,
Unusual 2NT lower 2 suits
<b>DIRECT AND JUMP CUE BIDS</b> (Style; Responses; Reopen)
1M-(2M) = M+m; 1m- (2m) MM
<b>VS. NT</b> (vs. Strong/Weak; Reopening; PH)
Multi Landy;
<b>VS. PREEMPTS</b> (Doubles; Cue-bids; Jumps; NT bids)
Take out doubles through 4♥; 4♠ x = penalty oriented, 4NT=t/o dbl
Leaping Michaels
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 = 9+, penalty oriented, in general no fit for partner's suit

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's suit	
Suit	2/4th	low from xxx if not supported	
NT	2/4th	low from xxx if not supported	
Subseq	Attitude	attitude	
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK(xxx) asks for attitude	AKx asks for attitude	
King	KQx, asks for count	KQ109, AKJ10, unblock or count	
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	attitude
	2 count		count
	3 suit preference		
NT	1 attitude	count / suit preference	attitude
	2 count		count
	3 suit preference		
ATTITUDE: hi=encouraging, low=discouraging			
COUNT: low=odd, hi=even			
SUIT PREFERENCE: hi=for higher suit;			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES</b> (Style; Responses; Reopening)			
Low and high take out doubles, low promises shape			
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: -3 HCP			
<b>SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES</b>			
Take-out, negative			
Support double and redouble			
Rosenkrantz double			
Lightner double; lead-directing double			
ELCD			

WBF Convention Card	
♠ ♥ ♦ ♣	
CATEGORY:	
PLAYERS: Janez Pavšek Ksenija Čare	
SYSTEM SUMMARY	
<b>GENERAL APPROACH AND STYLE</b>	
2/1 Game Force	
We open 5 card majors.	
1NT = 15-17 HCP	
2♦'s 2♥'s, 2♠'s weak 6-10	
3NT opening is gambling	
4 <sup>th</sup> best vs suit and notrump	
std attitude, std count	
CONVENTIONS:	
MINOR: inverted minors;	
MAJOR: 2 NT (Jacoby)	
1NT: four-way transfers	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
1M – (DBL) – bid bellow M = constructive raise	
2M = weak, 2NT=Jordan (supp. Inv. +),	
Short- and long-suit game tries kokish style	
Kokish game tries	
Smolen	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	

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♣		3		11-20 HCP	1NT = 6-10 HCP, 2♣ = inv minor, 10+ HCP, 2♦♥♠ = 0-7 HCP 2NT = 10-11(12) HCP, balanced, inv., 3♣ = 6-9 HCP, 5+♣	NMF;	
1♦		3		11-20 HCP	1NT = 7-9(10) HCP, 2♦ = inv m., 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, ,3♣,3♦ = Bergen, 2NT = 4+♥'s, GF (Jacoby),	After 1M-2NT: level 3 short, 3M=strong16+, 3NT=13-15, 4 m= 5-5+ slam try, 4M= min. hand	Drury
1♣		5		11-20 HCP	1NT = semi-F, 2♣ natural or balanced GF,2♦,♥ = GF natural, 3♣,3♦ = Bergen, 2NT = 4+♥'s, GF (Jacoby),		
1NT		1		15 -17 HCP	2♣ = Stayman, 2♦,2♥, transfer 2♣/2NT transfer to ♠/♦, 3♣= both minor (5-5) weak, (semi)balanced		
					3♦ = both minor (5-5) GF,3♥= 5-5 MM inv, 3♠= 5- 5 MM GF 3 NT = to play 4♣ = transfer to ♥'s , 4♦ = transfer to ♠, 4♥,4♠ = to play , 4NT=quant.	After 1NT -2♦ or 2♥: 2NT=4c supp+max., 3M = 4c supp + min.	
2♣		0		22 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♦ = 5+ cards, at least 2 top H		
2♦		6		6, pre-emptive	2♣,♥= F1, 3♠=ask feat, 3♦ to play 2nt = ask shortage	After 2NT feature if not min	
2♥		6		6, pre-emptive	2♣= F1, 3♦=nat. GF, 3♥ to play 2NT = ask short 3♠=ask feat	After 2NT feature if not min	
2♠		6		6, pre-emptive	3♦, ♥=nat. GF, 3♠ to play 2NT = ask short 3♣=ask feat	After 2NT feature if not min	
2NT				20-21 HCP, balanced	3♣ = Puppet; 3♦,3♥ = transf, 3♠ = m. Stayman 3NT = 5♥4♣	After 2NT -3♦ or 3♥: 4 m= cue., 4M = all controls.	
3♣		6		preemptive	new suit is F for 1 round		
3♦		6		preemptive	3NT = to play		
3♥		7		preemptive	New suit Level 4: slam interst in partner's suit		
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				HIGH LEVEL BIDDING	
5♦		7				RKCB 1430, Exclusion 0314	