


DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS</b> (Style; Responses; ½ level; Responses)
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 partner to bid)
<b>INT OVERCALL</b> (2nd/4th Live; Responses; Responses)
15-17 HCP, System on as over 1NT
11-15 HCP in reopening, system on.
4th Live 15-17 HCP, system on.
<b>JUMP OVERCALLS</b> (Style; Responses; Unusual 1NT)
Weak jump overcalls,
Unusual 2NT lower 2 suits
<b>DIRECT AND JUMP CUE BIDS</b> (Style; Responses; Responses)
1M-(2M) = M+m; 1m-(2m) MM
<b>VS. NT</b> (vs. Strong/Weak; Reopening; Responses)
Multi Landy;
<b>VS. PREEMPTS</b> (Doubles; Cue-bids; Jump; NT bids)
Take out doubles through 4♥; 4♠ x =
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			
OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	1/3/5th	low from xxx if not suggested	
NT	2/4th	low from xxx if not suggested	
Subse	Attitude	attitude	
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(xxx) asks	AKx asks for attitude	
King	KQx, asks for count	KQ109, AKJ10, sublead on	
Queen	QJx,	QJ10(x), AQ(x)	
Jack	J10x, KJ10	J10x, KJ10, A10	
10	1098, 10x, K109	1098, A109, K109 Q109	
9	9x	987, A109, K109 Q109	
Hi-x	Xx, xxXx	Xx, xxxXx	
Lo-x	xxX	xXx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declare Attitude	Discard
Suit	1	attitude	attitude
	2	count	count
	3	suit	
NT	1	attitude	count / suit
	2	count	count
	3	suit	
ATTITUDE: hi=encouraging, low=discouraging			
COUNT: low=odd, hi=even			
SUIT PREFERENCE: hi=for higher suit;			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Responses)			
Low and high take out doubles, low promises show			
Responses: suit without a jump = 0-7 HCP with a jump = 8-10/11 HCP			
1NT = constructive, 7-10 HCP with a jump = 11-12 HCP			
SPECIAL, ARTIFICIAL AND COMPETITIVE (BE) DOUBLES			
Take-out, negative			
Support double and redouble			
Rosenkrantz double			
Lightner double; lead-directing double			
ELCD			

WBF Convention Card	
♠♥♦♣	
CATEGORY:	
PLAYERS: Silvana Rojko	
Ksenija Čare	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
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	
4th 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 below M = constructive raise	
2M = weak, 2NT=Jordan (game try)	
Short- and long-suit game tries kokish style	
Kokish game tries	
Smolen	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	



OP ENING	T A I r C t K i f I r	Mi no of D BL cards thru	Ne g. of BL cards thru	DESCRIPTI ON	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3		11-20 HCP	1NT = 6-10 HCP, 2♣ = inv minor, 2NT = 10-11(12) HCP, balanced, inv., 2♣ = 6-9 HCP, 5+♣	NMF;	
1♦		3		11-20 HCP	1NT = 7-9(10) HCP, 2♦ = inv m., 2NT = 10-11(12) HCP, balanced, inv.,		
1♥		5		11-20 HCP	1NT = semi-F, 2♣ natural or balanced GF, 2♦ = GF natural, 2♣ = 6-9 HCP, 5+♣, 2♥ = GF	After 1M-2NT: level 3 short, 3M=strong 16+, 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,		
1NT		1		15 -17 HCP	2♣ = Stayman, 2♦, 2♥, transfer 2♠/ 2NT transfer to ♣/♦, 3♣= both		
				(semi)balance d	3♦ = both minor (5-5) GF, 3♥ = 5-5 MM inv, 3♠ = 5- 5 MM GF 3 NT = to		
					4♣ = transfer to ♥'s , 4♦ = transfer to ♠,	After 1NT -2♦ or 2♥: 2NT=4c supp+max., 3M = 4c supp + min.	
2♣		0		22 HCP+ or less with	2♦ = waiting,		
2♦		6		6, pre-emptive	2♠, ♥ = F1, 3♣ = ask feat., 3♦ to play	After 2NT feature if not min	
2♥		6		6, pre-emptive	2♠ = F1, 3♦ = nat. GF, 3♥ to play	After 2NT feature if not min	
2♠		6		6, pre-emptive	3♦, ♥ = nat. GF, 3♠ to play 2NT =	After 2NT feature if not min	
2NT				20-21 HCP, balanced	3♣ = Puppet; 3♦, 3♥ = transf, 3♠ =	After 2NT -3♦ or 3♥: 4 m= cue., 4M	
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♣		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	