

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; ½ Level; Reopening)

Sound style, but can be weak at favorable position.

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

15-17 HCP, System on as over 1NT opening

11-14 HCP in reopening, system on.

4th Live 15-17 HCP, system on.

JUMP OVERCALLS (Style; Responses; Unusual NT)

Weak jump overcalls,

Unusual 2NT lower 2 suits

DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)

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

Dbl for penalty vs. weak

VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)

Take out doubles through 4♥; 4♠ x = penalty oriented, 4 NT=t/o dbl
2NT = 15-18 HCP

3NT = to play, tricks or strong bal.

VS. ARTIFICIAL STRONG OPENINGS

OVER OPPONENTS' TAKEOUT DOUBLE

RDBL = 10+, penalty oriented, in general no fit for partner's suit

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's suit
Suit	1/3/5 th	1/3/5 th
NT	1/3/5 th	1/3/5 th
Subseq	Attitude	attitude

LEADS

Lead	Vs. Suit	Vs. NT
Ace	Akx, AK	Akx, AK
King	KQJ, KQx	KQJ(x), KQ109
Queen	QJx,	QJ10(x), AQJ(x)
Jack	J10x, KJ10	J10x, KJ10, AJ10
10	1098	1098
9	9x, A109, K109, Q109	9x, A109, K109, Q109
Hi-x	Xx, xxXx	Xx, xxXx
Lo-x	xxX	xxX

SIGNALS IN ORDER OF PRIORITY

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

ATTITUDE: low=encouraging, hi=discouraging

COUNT: low=even, hi=odd

SUIT PREFERENCE: hi=for higher suit;

DOUBLES

TAKEOUT DOUBLES (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: -2 HCP

SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES

Negative double

Support double and redouble

Lead-directing double

WBF Convention Card



CATEGORY: Green

PLAYERS: Jon Mikoš

Luna Strah

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

Semi-forcing 1NT

Limited splinters (just enough for game)

1/3/5 vs suit and notrump,

rev att, reverse count,

CONVENTIONS:

MINOR:

MAJOR: 2 NT (Jacoby)=4-card support GF, Non-serious NT

1NT: Smolen, NF Stayman, 2♠-relay to minors, SA Texas

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

1M – (DBL) – 2NT=Jordan (supp. Inv. +)

-- 3M=weak 4+card supp.

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	1♦/♥/♠=nat. F1, 1NT=6-9(10) HCP nat., 2♣ = 5+♣ 6-9(10) HCP, 2♦/♥/♠=6♦/♥/♠ 3-7 HCP	NMF	
					2NT = 10-11(12) HCP, balanced inv, 3♣ = 10-11(12) HCP, 5+♣		
1♦		3		11-20 HCP	1♥/♠=natural F1, 1NT=6-9(10) HCP nat., 2♣=GF nat, 2♦ = 5+♦ 6-9(10) HCP, 2♥/♠=6♥/♠ 3-7 HCP		
					2NT = 10-11(12) HCP, balanced inv., 3♦=10-11(12) HCP, 5+♦		
1♥		5		11-20 HCP	1♠=nat. F1, 1NT=SF, 2♣/♦=GF nat., 2♥=3+♥ 6-10 HCP, 2♠=6♠ 3-7 HCP, 2NT=4c supp. GF (Jacoby), 3♣/♦=6+♣/♦ inv., 3♥=3+♥ 11-12 HCP	After 1M-2NT: 3M: max, 3x: single or void in x, 3NT: med, 4M: min, 4x: 5+card x	
1♠		5		11-20 HCP	1NT = SF, 2♣/♦/♥=GF nat., 2NT=4c supp. GF (Jacoby), 3♣/♦=6+♣/♦ inv., 3♠=3+♠ 11-12 HCP		
1NT		2		15 -17 HCP (semi)balanced	2♣ = Stayman, 2♦,2♥=transfer ♥/♠, 2♠=relay to ♣ (minor weak or SI), 2NT = balanced inv.,	Smolen	
					3♣=55 minor weak, 3♦=55 minor GF, 3♥=55 major inv, 3♠=55 major GF, 3NT = to play,		
					4♣/♦=transfer to ♥/♠, 4♥/♠ = to play, 4NT=quant.		
2♣	X	0		22 HCP+ or less with playing strength	2♦=wait., 2♥=5+♥ at least 2 top, 2♠=5+♠ at least 2 top H, 3♣/♦=nat. 5+♣/♦ at least 2 top H	2♣-2♦/♥-2NT system on as if opening 2NT	
2♦		6		6+♦ 6-10HCP	2♠,♥= F1, 3♣=nat. GF, 3♦ to play, 2NT = ask	After 2NT feature if not min	
2♥		6		6+♥ 6-10 HCP	2♠=F1, 3♣/♦=nat. GF, 3♥/4♥ to play, 2NT = ask	After 2NT feature if not min	
2♠		6		6+♠ 6-10 HCP	3♣/♦/♥ nat. GF, 3♠/4♠ to play, 2NT = ask	After 2NT feature if not min	
2NT				20-21 HCP, balanced	3♣ = Stayman, 3♦/♥=transfer ♥/♠, 3NT=to play, 4NT = quantitative raise		
3♣		7		preemptive	new suit is F for 1 round		
3♦		7		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				25-27 HCP, (semi)balanced			
4♣		7		preemptive			
4♦		7		preemptive			
4♥		6		to play			
4♠		6		to play			
4NT							
5♣		7		to play		HIGH LEVEL BIDDING	
5♦		7		to play		RKCB 1430	