


DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses; ½ Level; Reopening)</b>
5-card overcalls, at 1st level possible with bad suit
2♣ on 1♣ = MCB, 2 NT on 1 M = UNT
Overcaller's partner new suit = constructive, NF
Cue bid = F, Support, invitational+ or strong hand
<b>INT OVERCALL (2nd/4th Live; Responses; Reopening)</b>
Direct: 15 – 18 HCP, system on as over 1 NT opening
Passout: 11 – 14 HPC, system on
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
WJ overcalls, strength depends on distribution & vulnerability
Michaels Cue Bids (6 – 10 or 16 +)
Unusual NT (6 – 10 or 16 +)
<b>DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)</b>
Bids showing 2-suiters are made with weak hands or strong Hands, not intermediate (11 – 15)
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
2 cross = both M
2 M = M (5) +m(4+), 2NT = both minors
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)</b>
Take out doubles through 3♠ (T/O &/or optional)

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
		onLead	In Partner's suit
Suit		4th, MUD, S promises H	low from xxx if not sup
NT		4th, top of nothing, SprH	
<b>LEADS</b>			
Lead		Vs. Suit	Vs. NT
Ace		A(+)	AKx
King		KQ(+), AK(+)	KQ109, AKJ10
Queen		QJ(+), AQJ(+)	QJ(T/9)(+), AQJ(+)
Jack		JT(+), Jx	JT(+), Jx
10		1098, KJ10, 10x	1098, KJ10, AJ10x
9		98(+), 9x, H109	987, H109
<b>SIGNALS IN ORDER OF PRIORITY</b>			
		Partner's Lead	Declarer's Lead
			Discarding
Suit	1	ATT	CT
	2	CT	CT
	3	S/P	
NT	1	ATT	CT
	2	CT	CT
	3	S/P	
Signals : ATT: Hi= DISC, Lo= ENC			
COUNT: Hi=EVEN, Lo=ODD Signals : ATT:			
S/P: Hi=FOR HIGHER SUIT			

WBF Convention Card	
♠ ♥ ♦ ♣	
CATEGORY: <b>DIAMOND</b>	
NCBO: Slovenia	EVENT: All
<b>Zlata Zevnik SLO 6075</b>	
<b>Antonija Florjan SLO 6080</b>	
<b>SYSTEM SUMMARY</b>	
<b>GENERAL APPROACH AND STYLE</b>	
<b>NATURAL TWO OVER ONE ALMOST GF</b>	
We open 5 card M, 2♣, 4♦	
1NT = 15-17 HCP, 2NT = 20-22	
2♦, 2♥, 2♠ = weak, 2♣ GF	
We use standard carding and signals	
<b>CONVENTIONS:</b>	
Bergen	
1NT: 4 TRF	
Michaels CUE on 2 <sup>nd</sup> position	
Revers drury, Jacoby, Bergen reisen, Splinter, Smolen, Multi landy, Long trials	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>	

CUE bid asks for stopper in the first instance					<p style="text-align: center;"><b>DOUBLES</b></p> <p><b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>  Suit w/o a jump = 0-7 HCP, w/ jump 8-10(11) HCP  1NT = CONST, 8-11 HCP with stopper  CUE = 11+ HCP</p> <p><b>SPECIAL, ARTIF &amp; COMPETITIVE (RE-)DOUBLES</b>  NEG DBL</p>	
2NT = 15-18 HCP						
3NT = to play						
<b>VS. ARTIFICIAL STRONG OPENINGS</b>						<b>HIGH LEVEL BIDDING</b>
natural						RKCB 1430
1m(M) – (DBL) – 2om(oM) = NF						
1M – (DBL) – 2NT = F with SUPP for partner's suit						
RDBL = 10+, penalty oriented, no SUPP for partner's suit						
OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION
1♣		2		11-21 HCP	Level 1 natural, 1NT=8-10 HCP, 2♦/♥/♠= strong jump shift (16+ HCP), 2NT = balanced inv. (11-12 HCP)	
1♦		4		11-21 HCP	Level 1 natural, 1NT=6-9HCP, 2♥/♠= strong jump shift (16+ HCP), 2NT = balanced inv. (11-12 HCP),.	
1♥		5		11-21 HCP	2♣/♦=5+ strong natural (aGF), 3♣/♦=Bergen raises, 3♥=10+ (3+♥) Passed hand bids: 1NT semiF, 2♣/♦Drury, 3♣/♦ fit jump	
1♠		5		11-21 HCP	2♣/♦/♥=5+ strong natural (aGF), 3♣/♦=Bergen raises, 3♠=10+ (3+♠)	
1NT		1		15 -17 HCP	2♣ = Stayman, 2♦/♥/♠/2NT= transfer, 3♣ ,3♦ , 3♥, 3♠ =natural forcing, 4 NT %NT, quant	
2♣	X	0		STR 23+ HCP or less with <= 4 losers	2♦ =waiting bid, 2♥/♠, 3♣/♦= 5+card suit with 2 from 3 top honors, 2NT = 8-10 HCP ,3 NT = 11-12 HCP	
2♦	X	6		weak	2NT=asking bid, 3NT=to play, 5♦ =to play	
2♥	X	6		weak	2NT=asking bid, 3NT=to play, , 4♥=to play	

2♠	X	6		weak	2NT=asking bid, 3NT=to play, 4♠=to play	
2NT		1		20-22 HCP, balanced	3♣ = Pup Stayman, 3♦,3♥ = transfer, 3♠ = transfer for both minors, 4NT/5NT= quant.	
3♣		6		PRE	new suit is F1 for 1 round, 3NT = to play	
3♦		7		PRE	new suit is F1 for 1 round, 3NT = to play	
3♥		7		PRE	new suit is GF, 3NT = to play	
3♠		7		PRE	Partner suit on level 4 or 5 = to play	
4♥		7		PRE		
4♠		7		PRE		