DEFENSIVE AND COMPETITIVE BIDDING

Agressive overcalls (just good suit can be enough)				
the higher the level, more constructive we get				
We use the switch principle in competitive bidding				
Some situations we use transfers				
1NT OVERCALL				
Generaly as 1NTopening, can be no stopper over 1m				
system on				
balancing position can be little less				
JUMP OVERCALLS				
weak (if partner is passed hand, anything goes)				
sometimes we try to be funny with jump overcalls				
Reopen: Intermediate				
DIRECT & JUMP CUE BIDS				
direct cuebid is 5-5 (in M if minor is opened, M+m otherwise)				
jump cue bid asks for stopper for 3N				
VS. NT				
vs strong (max $+ \min \ge 28$) vs weak				
$\frac{1}{2} \frac{1}{2} \frac{1}$				
24: Majors Majors				
$2\diamond: \diamond + M$ natural				
2M: natural natural				
VS. PREEMPTS				
Leaping michaels				
VS. ARTIFICIAL STRONG OPENINGS				
natural (x = majors, NT= minors)				
$\frac{1}{10000000000000000000000000000000000$				
OVER OPPONENTS' TAKEOUT DOUBLE				
xx = I'd like to defend				
over 1M-(x)-1N starts transfer				
2NTfit and good hand				

LEADS AND SIGNALS									
OPENING LEADS STYLE									
Q		Lead			rtner's Suit supp <u>x</u> xx				
Suit 1/3/5 Nature 1/2/5					as above $\underline{\mathbf{x}}$				
Notrump1/3/5Subsequentlow enc									
		low enc	1.0 /.	low enc					
Other: Can be strange card if creative lead									
LEADS									
Lead		Vs. Suit	Vs. Suit		Vs. NT				
Ace		AK+,Ax		AK+,AQJT,Ax					
King		AK,KQ+,Kx		KQ+,AKJT,Kx					
Queen		QJ+,KQ		QJ+,KQT9,Qx					
Jack		KJT+,JT+,QJ		KJT+,JT+,Jx					
10		Tx, KT9+,QT9+		HT9+,Tx					
9									
Hi-X									
Lo-X									
SIGNA	\mathbf{LS}	IN ORDER	OF PRIC	RITY					
	Pa	rtner's Lead	Declarer's	Lead	Discarding				
1	att	itude	count		attitude				
2 Suit	SP		SP		present count				
3									
1	sar	ne	as		above				
2 NT									
3									
		side down at	itude, std	\mathbf{count}					
		n(-) discards							
		nly second tric		low I	like the lead				
partner: low I prefer a switch									
DOUBLES									
		Γ DOUBLES							
Almost all low level doubles are takeout									
We have either the correct distribution, extra HCP or smart									
rebid prepared									
right shape take out dbl can be very light									
We can make at most 2 takeout dbls per board									
MISCELLANEOUS DOUDLES /DEDOUDLES									
MISCELLANEOUS DOUBLES/REDOUBLES									
in competition dbl = i have extra strength maximal dbl if no space									
please don't lead my suit dbl									
picase don i read my suit doi									

WBF CONVENTION CARD

CATEGORY: Red NCBO: Bridge zveza Slovenije (BZS) EVENT: Any PLAYERS: Hana Rus (SI6069) - Gregor Rus (SI6035)





SYSTEM SUMMARY					
GENERAL APPROACH AND STYLE					
Polish club					
our 1& opening shows :					
a) 12(11)-14 bal					
b) 11 ⁺ 441\\$4 hand,					
c) 15^+ generally unbalanced with \clubsuit					
d) 18 ⁺ any (but not 20-22 bal)					
Then over $1\clubsuit$ or $1\diamondsuit$ shows:					
a) 0-7 any (but not 7HCP with 4^+M)					
b) 8-11 minor oriented hand					
c) 16 ⁺ bal (no 4M or 5m)					
1N = 15-17 bal, normal variations $(5M, 6(7)m, 5422)$, singelto	n				
AKQ allowed)					
2, (precision style), 5+, (either 5, 4M or 6 ⁺ ,)					
$2\diamondsuit = w2 \heartsuit, 2\heartsuit$ preemptive both Majors (44), $2\blacklozenge = w2 \diamondsuit$					
All preempts can be very funny, especially but no	ot				
necessary only when NV					
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	i -				
$1\clubsuit, 2\clubsuit, 2$ red opening					
responses to 1					
switch principle in competitive auctions					
transfers in competitive auctions					
SPECIAL FORCING PASS SEQUENCES					
after we are in non fit invitation					
after we are in GF situation					
IMPORTANT NOTES					
HCP is more like a guideline					
We ofter try to find passive lead (even if strange)					
PSYCHICS: Rare, but possible.					

OPEN	ART	MIN CRDS	NEG. DBL	DESCRIPTION	RESPONSES		SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	x		∞	Polish club (see page 1)	1 \Diamond (see page 1), 1M (positive with 4+ in other M , 2m GF, 2 \heartsuit (invit 5 \heartsuit 4 \spadesuit), 2 \spadesuit bal invit		1 4 -1M - $2 \diamond odwrotka$, XYZ	
1\$		4 ⁺		shortness or $5\diamond + 4$ other or $6+\diamond$, limited to 17	2♣ gf relay			
1M		5 (can be 4 III/IV)	∞	limited to 17	1NT NF, 24 any GF, 2M-1 construc- tive (9-12) raise in M, 2M weak raise in M, 2N inv+ fit, JSM mix raise, 3m nat inv		Major game try 2M+1: LMH feature, min, LMH shortness, 3N/4M proposes contract	2♣ 3 card (9 good 8-11), 2◊ 4 card 5-8, 2M very weak raise
1♠		5 (can be 4 III/IV)	∞		as above, 2⊘up to i	nvit in \heartsuit		
					raise, 3m invitnessafter 1M - 2M (and all similar) 2M+1		2NT 3♣ minimum, 3♦ max no short- ness, LMH shortness	transfers after 1M-(x)
1NT				15-17- ish (can be 5422,6322 or singel- ton AKQ)			2NT 3M 3x supperaccept	if transfer dbl: rdbl = no stopper fit, 2M = stopper fit, pass = 2 trumps
2	\checkmark		∞	precision	then (3m to play, 3M ST $\langle \rangle$) 2 $\langle inv+$ relay, 2M NF, 2N preemptive raise or strong two suiter, 3x invit			if overcalled dbl = negative
$2\diamondsuit$	\checkmark		-	w2 ♡	2♠NF, 2NTand up transfers			
$2\heartsuit$	\checkmark		-	4^+4^+ \clubsuit \heartsuit , very agressive	$2NT$ asks, $3\Diamond$ invit in a major			
2			-	w2 🏚	as over $2\Diamond$			
2N			-	20-22	normal stayman, 3♠as over 1N		negative dbls	
3x		7(6/5+)	no	can be (very) agressive				
3NT	√			I and II: one solid suit, III and IV: to play	4♣ pass/correct			
4m				preemptive in nature				
4M				very wide range				
		BIDDIN				ADDITIONAL	L NOTES	
		Г specific k	ing ask					
	k a slam							
if ace as	sks get ov	ercalled, d	bl = 1st	step, $pass = 2nd$ step, etc.				

Additional notes:

1. GF relay:

After 1M - 2(unopposed):

- 2 \Diamond min no 4oM, 2 \heartsuit 4oM, 2 \clubsuit 4+ \Diamond max, 2N one suiter max, 3\$5=4\$, 3 \Diamond 6+=4\$, 3 \heartsuit = 5-5 high shortness, 3\$= 5-5 low shortness
- 5=4 then 5422, 5413, 5431, 5440 (if possible), 6=4 then: high shortness, low shortness
- one suiter: high shortness or 7222, middle shortness, 6322, low shortness 5332, 6331, 7 with singelton, 7 with void
- after shape, aces: 0/3, 1/4, 2
- then in established suit order yes/no question for either K or Q in suit (two times in suit with 2+, once in singelton)
- if relay is broken, natural bidding
- if overcall takes two bids or less, pass = relay; otherwise natural bidding
- 2. Switch principle

Some examples: $1M-(2\clubsuit)-2\diamondsuit(oM, 8+);2oM(\diamondsuit,10+)$ $(3\clubsuit)-3\bigstar-pass-4\diamondsuit(=\heartsuit),;4\heartsuit(=\diamondsuit)$ $1N - (3\clubsuit)-3\diamondsuit(=H)$, etc. etc.

- 3. Transfers in competition
 - 1M -(dbl): 1N to 2M-1 (good raise in M)
 - (1x)-1y-(dbl/1z): trf from 1N (or dbl if 1N by opp): trf to x, limit raise, 2y-1 raise with top card, 2y raise without top card
- 4. 2 \heartsuit opening and responses

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2N asks:
3♣any minimum (then 3令gf ask)
3◊5-5 min
3M smolen max
3N 4-4 max
4♣5-5 max, better ♡
4◊5-5 max, better ♠
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5. 2<br/>$- 2<br/>$<br/>relay:
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- 2 \heartsuit : one major
 - -2: ask (GF, doesn't promise M)
 - * 2N: 4♡
 - * 3♣: 4♠
 - (then 3^{\circ}slam try \$, 3\$ slam try M)
 - 2N invit 4 \heartsuit
 - 3**♣**invit 4♠
 - 3x natur GF
- 2
 \bigstar : minimum, no 4M
 - 2N, 3 $\$ to play
 - the rest natural GF (3 \$\can be waiting to show delayed \$\$ support\$)
- 2N (side 5 card suit): 3&(?) natural responses
- 3**\$**(max, no 4M, GF)