

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS

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

Generally as 1Nopening, 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 ≥ 28) | vs weak |
| dbl: ♣+ M or too strong to pass | points |
| 2♣: Majors | Majors |
| 2◇: ◇+ M | natural |
| 2M: natural | natural |

VS. PREEMPTS

Leaping michaels

VS. ARTIFICIAL STRONG OPENINGS

natural (x = majors, NT= minors)

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

| | | |
|------------|---------|-------------------------------|
| | Lead | In Partner's Suit |
| Suit | 1/3/5 | 3 rd , if supp xxx |
| Notrump | 1/3/5 | same as above |
| Subsequent | low enc | low enc |

Other: Can be **strange** card if creative lead

LEADS

| | | |
|-------|---------------|-------------|
| Lead | 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 | | |

SIGNALS IN ORDER OF PRIORITY

| | | | |
|--------|----------------|-----------------|---------------|
| | Partner's Lead | Declarer's Lead | Discarding |
| 1 | attitude | count | attitude |
| 2 Suit | SP | SP | present count |
| 3 | | | |
| 1 | same | as | above |
| 2 NT | | | |
| 3 | | | |

Signals: **upside down atitude, std count**

odd(+)/even(-) discards

SmithEco only second trick: **leader: low I like the lead**

partner: low I prefer a switch

DOUBLES

TAKEOUT 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 DOUBLES/REDOUBLES

in competition dbl = i have extra strength
maximal dbl if no space
please don't lead my suit dbl

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 ♣
- d) 18⁺ *any* (but not 20-22 bal)

Then over 1♣ or 1◇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, singleton AKQ allowed)

2♣(precision style), 5+♣(either 5♣4M or 6⁺♣)

2◇= w2 ♥, 2♥preemptive both Majors (44), 2♠= w2 ♠

All preempts can be very funny, especially but not necessary only when NV

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

1♣, 2♣, 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 offer try to find passive lead (even if strange)

PSYCHICS: Rare, but possible.

Additional notes:

1. GF relay:

After 1M - 2♣(unopposed):

- 2♦min no 4♠, 2♥4♠, 2♠4+ ♦max, 2N one suiter max, 3♣5=4♣, 3♦6+=4♣, 3♥= 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 singleton, 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 singleton)
- 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♣)-2♦(♠, 8+); 2♠(♦, 10+)

(3♣)-3♠-pass-4♦(=♥); 4♥(=♦)

1N - (3♣)-3♦(=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♥ opening and response

2N asks:

3♣any minimum (then 3♦gf ask)

3♦5-5 min

3M smolen max

3N 4-4 max

4♣5-5 max, better ♥

4♦5-5 max, better ♠

5. 2♣- 2♦relay:

- 2♥: one major
 - 2♠: ask (GF, doesn't promise M)
 - * 2N: 4♥
 - * 3♣: 4♠
 - (then 3♥slam try ♣, 3♠slam try M)
 - 2N invit 4♥
 - 3♣invit 4♠
 - 3x natur GF
- 2♠: 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)