

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; ½ Level; Reopening)

Sound style, but can be weak at favorable position.

Possible 4-card overcalls at 1st level with good suit. (very rare)

INT 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 (except 1♣-(2♦))

Unusual 2NT lower 2 suits

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

1M-(2M) = M+m; 1m- (2♦) MM

1M-3M asks for stopper

1m-3m = 5♠5♣

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

Multi Landy;

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

Take out doubles through 4♥. ; 4♠ x = penalty oriented, 4 NT=t/o dbl

Leaping Michaels (also over 1st level opening, thru 3♥)

Lebensohl after (2M) – x

2NT = 15-18 HCP

3NT = to play, tricks or strong bal.

VS. ARTIFICIAL STRONG OPENINGS

Vs 1♣: Dbl = 4♥4♠, 1NT = 5♣5♦, 2♦=5♥5♠

Vs 2♣: Dbl = 5♥5♠, 2NT = 5♣5♦

OVER OPPONENTS' TAKEOUT DOUBLE

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

2M-1 = 8-9HCP, 2M = <7HCP 3-card supp.

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's suit
Suit	4 th , 2 nd from nothing	low from xxx if not supported
NT	4 th , 2 nd from nothing	low from xxx if not supported
Subseq	Attitude	Attitude

LEADS

Lead	Vs. Suit	Vs. NT
Ace	Akx asks for attitude	Akx asks for attitude
King	KQx, AK, asks for count	KQ109, AKJ10, unblock or count
Queen	QJx,	QJ10(x), AQJ(x)
Jack	J10x, Jack denies	J109(x), Jack denies
10	KJ10, 10x	KJ10, 10x
9	9x, A109, K109, Q109	A109, K109, Q109
Hi-x	Xx, xXx, xXxx	Xx, xXx, xXxx
Lo-x	HxxX(x)	HxxX(x)

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= discouraging, hi= encouraging

COUNT: low=odd, hi=even

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

Invitational double

Lightner double

WBF Convention Card



CATEGORY: Green

PLAYERS: Alenka Rus SLO1501

Jaka Strohsack SLO7155

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

2/1 almost GF

We open 5 card majors, better minor.

1NT = 15-17 HCP

2♦ w2 in a major, 2♥, 2♠ weak with 5♥/♠ and 4+ card minor

Forcing 1NT, strong jump shifts

3NT opening is gambling

4th vs suit and notrump,

std att, std count,

CONVENTIONS:

MINOR: inverted minors

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

1NT: Smolen, NF Stayman, 4-suit trf., bicolours on 3rd lev. SA Texas, Lebensohl

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

1M – (DBL) – bid bellow M = constructive raise

2M = weak, 2NT=Jordan (supp. Inv. +),

New suit on second level after they intervene is NF

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 any w/o 4c major, 2♣ = inverted minor, 10+ HCP, 2♥/♠/3♣ = SJS	NMF	
					2NT = 10-11(12) HCP, balanced inv., 3♣ = 0-6 HCP, 5+♣		
1♦		3		11-20 HCP	1♥/♠=natural F1, 1NT=6-9(10) HCP any w/o 4c major, 2♦ = inverted minor, 10+ HCP, 2♥/♠/3♣ = SJS		
					2NT = 10-11(12) HCP, balanced inv., 3♦=0-6 HCP, 5+♦		
1♥		5		11-20 HCP	1♠=nat. F1, 1NT=F1, 2♣=nat. GF or strong suit inv., 2♦ = nat. GF or strong suit inv., 2♠=SJS., 2NT=4c supp. GF (Jacoby), 3♣/♦=Bergen, 3♥=weak 4c supp.	After 1M-2NT: 3x=shortness, 4x=strong 5c suit, 4M=11-12HCP bal., 3NT = 13-15HCP bal., 3M=16+HCP bal.	Drury, fit showing jump shifts, 2NT = inv. 4-card supp for M
1♠		5		11-20 HCP	1NT = F1, 2♣=nat. GF or strong suit inv., 2♦ = nat. GF or strong suit inv., 2NT=4c supp. GF (Jacoby), 3♣/♦=6+♣/♦ inv., 3♣/♦=Bergen, 3♥=spl., 3♠=weak 4c supp.		
1NT		2		15 -17 HCP (semi)balanced	2♣ =NF Stayman, 2♦/♥/♠/NT=transfer ♥/♠/♣/♦	Smolen, 1NT-2♦/♥: 2NT=4c supp+max., 3M = 4c supp + min.	
					3♣=55 minor weak, 3=55 minor GF, 3♥=55 major inv, 3♠=55 major GF, 3NT = to play,		
					4♣/♦=transfer to ♥/♠, 4♥/♠ = trf. to ♣/♦, 4NT=quant.		
2♣	x	0		22 HCP+ or less with playing strength	2♦=wait., 2♥=2nd negative 0-4 HCP, 2♠=5+♥ at least 2 top H, 2NT=5+♠ at least 2 top H, 3♣/♦=nat. 5+♣/♦ at least 2 top H	2♣-2♦/♥/♠-2NT system on as if opening 2NT	
2♦	x	6		6+either major, 6-10HCP	2♥/2♠/3♥/3♠ = p/c, 2NT = ask, 3♣/3♦=nat. NF, 4♣/4♦=S/T	After 2NT: 3♣/♦ = MIN♥/♠, 3♥/♠ = MAX♥/♠	
2♥	x	5		5+♥4+m 6-10 HCP	2♠=nat. NF, 2NT = ask, 3♣=p/c, 3♦=inv. for ♥, 3♥/4♥ to play	After 2NT: 3♣/♦ = MIN♣/♦, 3♥/♠ = MAX♣/♦	
2♠	x	5		5+♠4+m 6-10 HCP	2NT = ask, 3♣=p/c, 3♦=inv. for ♠, 3♠/4♠ to play		
2NT				20-22 HCP, balanced	3♣ =Puppet Stayman, 3♦/♥=transfer ♥/♠, 3♠=minor Stayman, 3NT=4♠+5♥, 4NT = quantitative raise, 4♣/♦/♥/♠=transfer to 4♥/♠/5♣/♦	After 2NT-3♣-3♦: 4♣=both major SI, 4♦=both major only game	
3♣		6		preemptive	3♦=F1, 3♥/♠=GF, 3NT = to play		
3♦		6		preemptive	3♥/♠=GF, 3NT = to play		
3♥		6		preemptive	4♣=RKCB		
3♠		6		preemptive			
3NT	x	7		gambling	4♣/5♣ = p/c, 4♦=shortn. ask, 4♥/♠ = to play		
4♣		6		preemptive			
4♦		6		preemptive			
4♥		6		to play			
4♠		6		to play			
4NT	x	5		Minors preempt			
5♣		7				HIGH LEVEL BIDDING	
5♦		7				RKCB 1430, Voidwood 1430, DOPI, ROPI	