

## 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

Unusual 2NT lower 2 suits

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

1M-(2M) = M+m; 1m- (2m) MM

### 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

Lebensohl after (2M) – x

2NT = 15-18 HCP

3NT = to play, tricks or strong bal.

### VS. ARTIFICIAL STRONG OPENINGS

1♣ - (dbl) = majors

1♣ - (1NT) = minors

### 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	2/4 <sup>th</sup>	low from xxx if not supported
NT	2/4 <sup>th</sup>	low from xxx if not supported
Subseq	Attitude	Attitude

### LEADS

Lead	Vs. Suit	Vs. NT
Ace	Axx asks for attitude	Axx asks for attitude
King	KQx, AK, asks for count	KQ109, AKJ10, unblock or count
Queen	QJx,	QJ10(x), AQJ(x)
Jack	J10x, KJ10	J10x, KJ10, AJ10
10	1098, 10x, K109	1098, A109, K109, Q109
9	9x	987, 9x
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
	2	count	
	3	suit preference	
NT	1	attitude	count / suit preference
	2	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: Hubert Fröhlich

Tina Drnovšek, Jaka Strohsack

### SYSTEM SUMMARY

#### GENERAL APPROACH AND STYLE

2/1 almost GF

We open 5 card majors, better minor.

1NT = 15-17 HCP

2♦, 2♥, 2♠ weak 6-10

Forcing 1NT

3NT opening is gambling

2/4<sup>th</sup> vs suit and notrump,

std att, std count,

#### CONVENTIONS:

MINOR: inverted minors

MAJOR: 2 NT (Jacoby)

1NT: Smolen, Stayman, 4-suit trf.

#### SPECIAL BIDS THAT MAY REQUIRE DEFENCE

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

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

#### 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	1NT=7-10 HCP, 2♣ = inverted minor, 10+ HCP, 2♦/♥/♠= 3-7 HCP	NMF	
					2NT = 10-11(12) HCP, balanced inv., 3♣ = 0-7 HCP, 5+♣		
1♦		3		11-20 HCP	1NT=6-9(10) HCP, 2♦ = inverted minor, 10+ HCP, 2♥/♠= 3-7 HCP		
					2NT = 10-11(12) HCP, balanced inv., 3♦=0-7 HCP, 5+♦		
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♣/♦=Bergen	After 1M-2NT: 3x=shortness, 4x=strong 5c suit, 4M=11-12HCP bal., 3NT = 13-15HCP bal., 3M=16+HCP bal.	Drury
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♣/♦=Bergen,		
1NT		2		15 -17 HCP (semi)balanced	2♣ = 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♥/♠ = to play, 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♦		6		6+♦, 6-10HCP	2♥/2♠ = F1, 2NT = ask shortness, 3♣ ask feature, 3♦=nat. GF,		
2♥		6		6+♥ 6-10 HCP	2♠ = F1, 2NT = ask shortness, 3♣ ask feature		
2♠		6		6+♠ 6-10 HCP	2NT = ask shortness, 3♣ ask feature		
2NT				20-21 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	New suit = F1		
3♦		6		preemptive	3NT = to play		
3♥		6		preemptive	New suit Level 4: slam try in partner's suit		
3♠		6		preemptive			
3NT	x	7		gambling	4♣/4♦/5♣ = p/c, 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, Exclusion 0314, DOPI, ROPI	