

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 Level; Reopening)

5-card overcalls, at 1st level possible with bad suit

OC 2♣ on 1♠ = NAT, 2♦ on 1♠ = MCB (5-4M), 3♠/3♦ on 1♠/1♦ = UNT(5♠ + lic. 5♦)

Advancer's cue = supp and F

Advancer's new suit level 1/3 = F1, level 2 = NF

INT OVERCALL (2nd/4th Live; Responses; Reopening)

Direct: INT=15-18 HCP, system on as over 1 NT opening

Passout 4th position: INT=11-14 HCP, system on

JUMP OVERCALLS (Style; Responses; Unusual NT)

Weak jump overcalls (majors, minors)

Michaels Cue Bids (6-10 or 16+)

Unusual NT (6-10 or 16+)

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

All bids showing two-suiters are usually made with weak or strong hands, rarely intermediate (11-15)

Jump Cue Bid asks for stopper

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

Multy landy (2♣ – one 6 card colour) 2♦ (majors 5:4)

2NT(minors) 2♥ or 2♠(5 card major + 4 card minor)

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

Take out doubles through 4♥

Cue bid asks for stopper in the first instance

2 NT = 15-18 HCP whit stopper (system on)

3 NT = to play

VS. ARTIFICIAL STRONG OPENINGS

Natural

OVER OPPONENTS' TAKEOUT DOUBLE

RDBL = 10 + penalty oriented

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's suit
Suit	4th,	Low from xxx if not supported
NT	4th, 2nd from xxxx	Low from xxx if not supported
Subseq	attitude	attitude

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx	Asking for attitude or suit preference
King	KQx, AKx	Asking to unblock/count
Queen	QJx	Asking for attitude
Jack	J10x	J10x
10	1098, KJ10, 10x	1098, KJ10x, AJ10x
9	987, 9x, H109,	987, H109,
Hi-x		
Lo-x		

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
Suit	1	attitude	count	suit preference
	2	suit preference	suit preference	count
	3	count		attitude
NT	1	attitude	count	attitude
	2	suit preference		suit preference
	3	count		count

ATTITUDE: HI=ENCOURAGING, LOW=DISCOURAGING

COUNT: HI-LO = EVEN-ODD

SUIT PREFERENCE: HI = FOR HIGHER SUIT

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Take out doubles through 4♥

Responses: suit without jump = 0-7, with jump = 8-10(11),

1 NT = constructive 8-10 with stopper, cue=forcing (11+)

SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES

Negative double, Lead directing double, Support double

WBF Convention Card



CATEGORY: GREEN

NCBO: Slovenia

EVENT:

PLAYERS: **Janez Pavšek SLO7140**

Marko Rožanec SLO1564

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

2 over 1

5 card Majors and better minor

1NT = 15-17, 2NT = 20-22

2♣ = 23+ or less than 4 losers; 2♦, 2♥/2♠ = weak

We lead 4th best.

CONVENTIONS:

New minor forcing, 4th suit forcing,

Jacoby and SA Texas transfers, Smolen,

Bergen Raises, Splinters, Multy landy, Lebensohl

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

1M - (X) - bid below M = constructive raise (8+)

2M = Weak (5-7)

Mixed Raises = New suit 3rd level, 7-10, 4card support

HIGH LEVEL BIDDING

RKCB 1430

Relay bid ask for trump Q

DOPI, ROPI

PSYCHICS:

O p e n i n g s	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		10-21 HCP	Level 1 = natural, 1 NT= 8-10 HCP, 2♣ = inverted minors, 2 NT= balanced 11-12 HCP, 3♣=5+♣ weak,		
1♦		3		10-21 HCP	Level 1 = natural, 1 NT= 6-9 HCP, 2♦ = inverted minors; 2 NT= balanced 11-12 HCP, 3♦=5+♦ weak;		
1♥		5		10-21 HCP	1NT= semi forcing, 2♣/♦ = 4+ cards 11+ HCP 3♣/♦=Bergen Raises , 3♥=weak (4+♥), 2 NT= Jacoby	After Jacoby: 3♥ 17+,3NT=13-16, 4♥ = weak 10-12 HCP	Reverse Drury
1♠		5		10-21 HCP	1NT= semi forcing, 2♣/♦/♥ = 4+ cards (5+ cards ♥) 11+ HCP, 3♣/♦ = Bergen Raises 3♠ = weak (4+♠), 2 NT = Jacoby	After Jacoby: 3♠ 17+,3NT=13-16, 4♠ = weak 10-12 HCP	Reverse Drury
1 NT				15-17 HCP,balanced Possible 5M or 6m	2♣ = NF Stayman, 2♦/♥/♠/NT= transfers; 4♦/♥ = transfer (Texas), 4♣ Gerber, 4 NT= invitation	Smolen after 1NT- 2♣ 2♦ - 3 M = GF	
2♣	X	0		23+ HCP or less than 4 losers	2♦ = 4+ HCP (at least one K or A), 2♥ = 0-3 HCP, 2♠ = transfer for 5+♥ suit with 2 from 3 top honors, 2NT = transfer for 5+♠ suit with 2 from 3 top honors, 3♣/♦= 5+card suit with 2 from 3 top honors, 3 NT = 11-12 HCP, no 5 cards suit, bal		
2♦		6+		preemptive	2NT=asking bid, 3NT=to play, 5♦=to play		
2♥/♠		6+		preemptive	2NT=asking bid, 3NT=to play, , 4♥/♠ =to play		
2NT	X			20-22, Balanced, Possible 5M or 6m	3♣ = Puppet Stayman, 3♦/♥ = transfer to ♥/♠, 3♠ = transfer to minors,		
3♣/3♦/3♥/3♠		7		preemptive	New suit = forcing for 1 round, bid Game = to play, 4 NT = RKCB		
4♣/4♦/4♥/4♠		7+		8-9 tricks	Pass = to play, 4 NT = RKCB,		
4NT	X	5		Both m			
5♣, 5♦		7+		to play			