


DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses; ½ Level; Reopening)</b>
Sound style, but can be weak at favorable position.
Possible 4-card overcalls at 1st level with good suit.
Overcaller's partner: new suit=constructive, NF, Cue bid=F, support, invitational + or strong hand
<b>INT OVERCALL (2nd/4th Live; Responses; Reopening)</b>
15-18 HCP, System on as over INT opening
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak jump overcalls, strength depending on vulnerability.
1M-(2NT) = minors; 1 m-(2M) - weak (6+cards or 5,4)
1 m .- (2NT) = ♥ + other minor ;
1 m - ( 2m) = both majors (at least 5+ 4 +)
<b>DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)</b>
1M-(2M) = other M+m
Jump cue bid ask for stopper in opp's suit..
<b>VS. NT (vs. Strong/Weak; Reopening; PH) Brozel</b>
Vs weak NT DBL =16+, suit = 12-15
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)</b>
DBL=16+ HCP; suit =12-15HCP
2NT 10-15 no 5 card suit (4th) partner must bid.
Cue-bid asks for stopper in opp's suit.
3NT = to play, tricks or strong bal.
<b>VS. ARTIFICIAL STRONG OPENINGS</b>
1 of suit = natural 5+cards
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
RDBL = 10+HCP, penalty oriented, in general no fit for partner's suit

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's suit	
Suit	4th from honer, Middle from 3 small, High from double cards	small card promises H High spot from double cards	
NT	4th, Middle from 3 small, High spot from double cards	Small card promises H High spot from double cards	
Subseq	Attitude	attitude	
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx	AKx	
King	KQx, AK, AKxxx (count on higher levels)	KQ109, AKJ10, unblock or count	
Queen	QJx,	QJ10(x), AQJ(x)	
Jack	J10x, denies higher Honor	J10x, KJ10x, AJ10x	
10	1098, 10x, K10 9	1098x, 10x, K109x, Q109x	
9	987, 9x, K109, Q109	987, A109, K109, Q109	
Hi-x	Xx	top of nothing, Xx	
Lo-x	4th, even from H	4th from H	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 attitude	count	attitude
	2 count	suit preference	count
	3 suit preference		suit preference
NT	1 attitude	count	attitude
	2 count		count
	3 suit preference		suit preference
ATTITUDE: LOW=ENCOURAGING, HIGH=DISCOURAGING			
COUNT: HI=2cards, LOW=3+			
SUIT PREFERENCE: HI=FOR HIGHER SUIT			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Low and high take out doubles, low promises shape (ex. 1M-(DBL) -p-2♣-p-2♦=not promise extra strength).			
Responses: suit without a jump = 0-8 HCP, with a jump 9+ HCP,			
1NT = constructive, 7-10 HCP with stopper, cue = F ; Reopen:			
<b>SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES</b>			
Negative double			

WBF Convention Card	
♠ ♥ ♦ ♣	
CATEGORY: Green	
NCBO: Slovenia	
PLAYERS: <b>Rajko Čeh</b> <b>Marec 2024</b>	
<b>Marko BAŠA</b>	
<b>SYSTEM SUMMARY</b>	
<b>GENERAL APPROACH AND STYLE</b>	
5 card major - Natural	
We open 5 card ♥ ♠ . 4 card ♦ , 2 card ♣	
1NT = 15-17 HCP (may be 18 HCP) 2NT = 20-22	
2♣ = 23+ or 9 tricks	
2♦'s = weak 6 card minor	
2♥'s and 2♠'s WEAK 6 card major	
3NT = gambling (long minor)	
We lead 4th best against NT, high spot from 2cards, small from figure	
Even ENC, Odd NotENC	
<b>CONVENTIONS:</b>	
MAJOR: 1 NT , 2 NT (Jacoby),	
1NT: 4 way transfers, Stayman,	
2NT: transfers, puppet Stayman	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>	
Capeletti after 1NT	
Unusual 2NT – 2 lower suits	
Michael's cuebid (6-13 HCP)	
Splinter bid's	
Lebensohl over opp's weak 2 bid	
<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>	

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♣	(X)	2	4♠	11-19 HCP	1NT = 6-9 HCP, 2♣ = 6-10 HCP, 2♦♥♠ = strong 2NT = 10-12 HCP, balanced, inv., 3♣ = 10+ HCP, 5+♣ 3NT = 13-15 no 4 card M ; 1♥♠ = 6-15HCP ; 1♦, 4 card, 6-15HCP no dbl jump - splinter		SAME
1♦		4		11-19 HCP	1NT = 6-9 HCP, 2♦ = 6-9 HCP, 2♥, 2♠, 3♣ = strong 2NT = 10-11(12) HCP, balanced, inv., 2♣ = 10-15HCP 3NT = 13-15 no 4 card M ; 1♥♠ = 6-15HCP ; 3♦ 10+HCP, 4 cards♦ ; dbl jump - splinter		
1♥		5		11-19 HCP	1NT = 6-9 no fit, 2♣, 2♦ = 10-15 natural, 2♥ = 6-9 fit in ♥ 3♥ = 10-12 fit in ♥ ; 4♥ = to play no slam interes ; 2♠, 3♣, 3♦ = 16+ ; ; dbl jump - splinter 2NT = Jacoby	After 1♥-2NT: level 3 short, 3♥ = strong 16+, 3NT = 13-15 4♣, 4♦ = 5-5+ slam try, 4♥ = min. hand	
1♠		5		11-19 HCP	1NT = 6-9 no fit, 2♣, 2♦, 2♥ = 10-15 natural, 2♠ = 6-9 fit in ♠ 3♠ = 10-12 fit in ♠ ; 4♠ = to play no slam interes 3♣, 3♦, 3♥ = 16+ ; ; dbl jump - splinter 2NT = Jacoby	After 1♠-2NT: level 3 short, 3♠ = strong 16+, 3NT = 13-15 4♣, 4♦ = 5-5+ slam try, 4♠ = min. hand	
1NT		2(1)		15 -17(18) HCP balanced	2♣ = Stayman, 2♦, 2♥, 2♠ = transfer, 2NT = 8-9 inv. to 3NT 3♣ 3♦ = 6+ inv. to 3NT ; 3♥ 3♠ = inv. to slam with support in ♥♠ 3NT to play; 4NT slam try, 5NT-grand slam try ; 4♣ - Gerber		
2♣	X	0		23 HCP+ or 9+tricks unbalanced	2♦ = waiting 2♥ 2♠ 3♣ 3♦ -5+ cards with 2 of 3 top figures 2NT 8-10 HCP, 3NT 11+HCP <b>DIPO</b> after opponents' overcall <b>Pass = waiting</b> Ostalo glej zgoraj	Barva ali 2NT = 23-24 (nato Puppet stayman) ali 3NT = 25+ balanced	
2♥		6(5)		6+♥ (weak)	2NT : forcing raise of suit: signoff new suit: good suit with no support for ♥ nonforcing	After 2NT: 3♥ = min 3NT = max with 3♥ honors of 4 3♣, 3♦, 3♠ = max with H or long suit	
2♠		6(5)		6+♠ (weak)	2NT : forcing raise of suit: signoff new suit: good suit with no support for ♠ nonforcing	After 2NT: 3♠ = min 3NT = max with 3♠ honors of 4 3♣, 3♦, 3♥ = max with H or long suit	
2NT		2(1)		20-22 HCP, balanced	3♣ = puppet Stayman, 3♦, 3♥ = transfer, 3NT to play; 4NT slam try, 5NT-grand slam try; 4♣ - Gerber		
3♣		6		preemptive	new suit = good suit and no support for ♣, raise = signoff ; 3NT to play; 4NT = RKCB		
3♦		6		preemptive	new suit = good suit and no support for ♦, raise = signoff ; 3NT to play; 4NT = RKCB		
3♥		7		preemptive	new suit = good suit and no support for ♥, raise = signoff ; 3NT to play; 4NT = RKCB		
3♠		7		preemptive	new suit = good suit and no support for ♠, raise = signoff ; 3NT to play; 4NT = RKCB		
3NT	x	7		gambling	4♣, 4♦, 5♣ = pass or correct, 4♥, 4♠, 5♦ = to play, 4NT = RKCB		