

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style; Responses; ½ Level; Reopening)	
Sound style, but can be weak at favorable position.	
INT OVERCALL (2nd/4th Live; Responses; Reopening)	
15-17 HCP, System on as over 1NT opening	
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)	
V.S. NT (vs. Strong/Weak; Reopening; PH)	
V.S. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	
Take out doubles through 4♥; 4♠ x = penalty oriented, 4 NT=t/o dbl	
2NT = 15-18 HCP	
3NT = to play, tricks or strong bal.	
V.S. ARTIFICIAL STRONG OPENINGS	
OVER OPPONENTS' TAKEOUT DOUBLE	
RDBL = 10+, penalty oriented, in general no fit for partner's suit	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	1/3/5 th	1/3/5 th	
NT	1/3/5 th	1/3/5 th	
Subseq	Attitude	Attitude	
LEADS			
Lead	Vs. Suit		Vs. NT
Ace	AKx	AKx	
King	KQx	KQ(x)	
Queen	QJx		QJ10(x), AQJ(x)
Jack	J10x, KJ10		J10x, KJ10, AJ10
10	1098		1098
9	9x, A109, K109, Q109		9x, A109, K109, Q109
Hi-x	Xx, xxXx		Xx, xxXx
Lo-x	xxX		xxX
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 attitude	attitude	attitude
	2		
	3		
NT	1 attitude	attitude	attitude
	2		
	3		
ATTITUDE: low=encouraging, hi=discouraging			
SUIT PREFERENCE: hi=for higher suit;			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Low take out doubles, low promises shape			
12p+			
Responses: suit without a jump = 0-7 HCP, with a jump 8-10(11) HCP,			
1NT = constructive, 7-10 HCP with stopper,			
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
Negative double			
Redouble			

WBF Convention Card	
♠♥♦♣	
CATEGORY:	Green
PLAYERS:	Gašper Terglav, Dan Paraschiv
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
2/1 Game Force	
We open 5 card majors, better minor	
1NT = 15-17 HCP	
2♦s 2♥'s, 2♠'s weak 6-10	
Semi-forcing 1NT	
1/3/5 vs suit and notrump,	
rev attitude,	
CONVENTIONS:	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
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, INT=6-9(10) HCP nat, 2 ♣ = 5+♣ 6-9(10) HCP	4SF	
					2NT = 10-11(12) HCP, balanced inv, 3 ♣ = 0-6 HCP, 5+♣		
1 ♦		3		11-20 HCP	1 ♥/♠=natural F1, INT=6-9(10) HCP nat., 2 ♣=GF nat, 2 ♦ = 5+♦ 6-9(10) HCP		
					2NT = 10-11(12) HCP, balanced inv., 3 ♦=0-6 HCP, 5+♦		
1 ♥		5		11-20 HCP	1 ♠=nat. F1, INT=SF, 2 ♣/♦=GF nat., 2 ♥=3+♥ 6-10 HCP. 3 ♥=3+♥ 11-12 HCP		
1 ♠		5		11-20 HCP	INT = SF, 2 ♣/♦/♥=GF nat., 2 ♠=3+♠ 6-10 HCP ,3 ♠=3+♠ 11-12 HCP		
INT		2		15 -17 HCP (semi)balanced	2 ♣ = Stayman, 2 ♦/♥=transfer ♥/♠, 2 ♠ = relay to ♣ (minor weak), 2NT = balanced inv., 3NT = to play, 4NT=16-17p, 6NT=18-20p, 7NT=21p		
2 ♣	X	0		22 HCP+ or less with playing strength	2 ♦=wait, 2 ♥=5+♥ at least 2 top, 2 ♠=5+♠ at least 2 top H, 3 ♣/♦=nat. 5+♣/♦ at least 2 top H	2 ♣-2 ♦/♥/♠-2NT system on as if opening 2NT	
2 ♦		6		6+♦ 6-10HCP	2 ♠, ♥ = F1, 3 ♣=nat. GF, 3 ♦ to play, 2NT = ask	After 2NT feature if not min	
2 ♥		6		6+♥ 6-10 HCP	2 ♠=F1, 3 ♣/♦=nat. GF, 3 ♥/4♥ to play, 2NT = ask	After 2NT feature if not min	
2 ♠		6		6+♠ 6-10 HCP	3 ♣/♦/♥ nat. GF, 3 ♠/4♠ to play, 2NT = ask	After 2NT feature if not min	
2NT				20-21 HCP, balanced	3 ♣ = Stayman, 3 ♦/♥=transfer ♥/♠, 3NT=to play, 4NT = quantitative raise,		
3 ♣		7		preemptive	new suit is F for 1 round		
3 ♦		7		preemptive	3NT = to play		
3 ♥		7		preemptive	New suit Level 4: slam interst in partner's suit		
3 ♠		7		preemptive	Partner suit on level 4 or 5 = to play		
3NT				25-27 HCP, (semi)balanced			
4 ♣		8		preemptive			
4 ♦		8		preemptive			
4 ♥		8		to play			
4 ♠		8		to play			
4NT							
5 ♣		8		to play		HIGH LEVEL BIDDING	
5 ♦		8		to play		RKCB 1430	