

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.

Overcaller's partner: simple raise = 5-8 HCP, double raise = weak, cue bid = inv+, new suit levels 1/3 = F1, new suit level 2 = NF but constructive

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

15-18 HCP, system on as over 1NT opening

JUMP OVERCALLS (Style; Responses; Unusual NT)

Weak jump overcalls in M, strength depending on vulnerability.

(1m) - 2♦ = Michael's cue bid (4♠, 5♥+)

(1m) - 2NT = ♥+om

(1♣) - 3♣ = ♠+♦

(1M) - 2NT = minors

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

(1M) - 2M = oM+m

All bids showing 2-suiters are usually made with weak or strong hands, not intermediate.

Jump cue bid asks for stopper.

OVER OPPONENTS' 1NT

DONT: X=one suiter, 2suit=suit + higher, 2NT=minors

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

Take out doubles through 4♥.

Cue-bid asks for stopper in the first instance.

2NT = 15-18 HCP (system on)

3NT = to play

Leaping Michael's

VS. ARTIFICIAL STRONG OPENINGS

1♣ - (X) = 44/45 Majors

1♣ - (1♦/♥/♠) = natural

1♣ - (1NT) = 55+ minors

1♣ - (2♣) = natural

1♣ - (2♦) = Michael's (55+ Majors)

1♣ - (2M) = weak in that M

Otherwise double of an artificial bid is lead directing.

OVER OPPONENTS' TAKEOUT DOUBLE

RDBL = 10+, penalty oriented

LEADS AND SIGNALS**OPENING LEADS STYLE**

	Lead	In Partner's suit
Suit	3rd/5th, small card usually promises an honour	low from xxx if not supported
NT	4th, top of nothing	low from xxx if not supported
Subseq.	attitude	attitude

LEADS

Lead	vs. Suit	vs. NT
Ace	AKx	asking for unblock or count
King	KQx, AK	KQJ(x), AKxx(x)
Queen	QJx	QJ10(x), AQJ(x)
Jack	J10x, denies higher honor	
10	1098, 10x, KJ10	1098, A 10, KJ10
9	987, 9x, H109	987, H109
8	87x, 8x, H98	87x, H98

SIGNALS IN ORDER OF PRIORITY

		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: HI=ENCOURAGING, LOW=DISCOURAGING

SUIT PREFERENCE: HI=FOR HIGHER SUIT

DOUBLES**TAKEOUT DOUBLES (Style; Responses; Reopening)**

Low and high take out doubles through 4♥, 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

SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES

Negative double

Support double and redouble

Lead directing double

Equal level conversion double (t/o double after opp's M opening can be made with shortness in ♣ if I have 5♦+4oM)

Rosenkranz double

WBF Conventon Card

Country: **SLOVENIA**

Event: All

Players: **Gregor RUS SLO6035**
Maruša BAŠA SLO4029

SYSTEM SUMMARY**GENERAL APPROACH AND STYLE**

2/1 almost GF

We open 5 card majors and better minor.

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

2♦ is Ekren.

2♥/♠ are constructive WEAK 2 openings.

3NT opening is Gambling.

We use standard carding and signals.

We lead 4th best at NT and 3th/5th in suit contracts.

The lead of J denies a higher honor.

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

1M - (X) - bid bellow M = constructive raise (8-10)

2M = weak

2NT = inv+

new suit level 3 = fit jump

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE**HIGH LEVEL BIDDING**

Gerber over 1NT and 2NT

RKCB 1430

EKCB 1430

Relay bid asks for trump Q

DOPI, ROPI

OTHER CONVENTIONS

New minor forcing, 4th suit forcing

Two way reverse drury

Jacoby and Texas transfers, Smolen, DONT

Leaping Michael's

Lebensohl (over opp's intervention to partner's 1NT, over partner's X over opp's W2 openings, after partner's reverse)

Opening	Artificial?	Min. cards	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION
1♣		3	11-19 HCP	Level 1 natural, 1NT=8-10 HCP, 2♣ = inverted minor, 2♦/♥/♠ = strong jump shift (16+ HCP), 2NT = balanced inv. (11-12 HCP), 3♣ = 5+♣, weak	
1♦		3	11-19 HCP	Level 1 natural, 1NT=8-10 HCP, 2♦ = inverted minor, 2♥/♠ = strong jump shift (16+ HCP), 2NT = balanced inv. (11-12 HCP), 3♦ = 5+♦, weak	
1♥		5	11-19 HCP	1NT = F1, 2♣/♦ = 5+ strong natural (aGF), 3♣/♦ = Bergen raises, 3♥ = weak (4+♥), 2NT = Jacoby Passed hand bids: 1NT semiF, 2♣/♦ Drury, 3♣/♦ fit jump	Long suit trial bids, short suit relay trial bids 2NT (Jac.) - 3♥ = 18+ 3NT = 13-17
1♠		5	11-19 HCP	1NT = F1, 2♣/♦/♥ = 5+ strong natural (aGF), 3♣/♦ = Bergen raises, 3♠ = weak (4+♠), 2NT = Jacoby Passed hand bids: 1NT semiF, 2♣/♦ Drury, 3♣/♦ fit jump	Long suit trial bids, short suit relay trial bids 2NT (Jac.) - 3♠ = 18+ 3NT = 13-17
1NT			15-17 HCP, balanced	2♣ = NF Stayman, 2♦/♥/♠/NT = transfer, 3♣ = 5card Stayman, 3♦ = 55M inv, 3♥ = 55M SI, 3♠ = puppet to 3nt, further bids show strong (slammish) minor hands (44, 45, 55), 4♣ = Gerber, 4♦/♥ = Texas, 4NT = quant.	
2♣	X		23 HCP+ or less than 4 losers	2♦ = GF, 2♥ = negative (0-4 HCP), 2♠ = 5+♥ (2 top H), 2NT = 5+♠, 3♣/♦ = natural (2 top H)	
2♦	X		Ekren (44, 45 or 55 in both M, 3-10 HCP)	2♥/♠ = p/c, 2NT = asking bid, 3♣ = nat NF, 3♦ = inv 33M, 4♣ = asks p to trsf to his better M, 4♦ = asks p to bid his better M	
2♥		6	weak two in ♥	2NT = asking for shortness, 3♣ = asking for feature, new suit = F1 (NF only if no fit and bad hand), raises = to play, 4♣ = keycard ask	
2♠		6	weak two in ♠		
2NT			20-22 HCP, balanced	3♣ = Puppet Stayman, 3♦/♥ = transfer to M, 3♠ = trsf to 3NT (further bids show slamish minor hands), 3NT = 5♠4♥, 4♣ = Gerber, 4♦/♥ = Texas, 4NT = quant.	
3♣		6	preemptive	new suit is F1, 3NT = to play, 4♦ = KC ask	
3♦		6	preemptive		
3♥		7	preemptive		
3♠		7	preemptive	new suit is F1, 3NT = to play, 4♣ = KC ask	
3NT	X	7	Gambling		
4♣	X	7	Namyats (strong ♥ opening)	4♦ = slam try, 4♥ = to play	Cuebidding after slam try bid
4♦	X	7	Namyats (strong ♠ opening)	4♥ = slam try, 4♠ = to play	
4♥		7	to play		
4♠		7	to play		
5♣		7	to play		
5♦		7	to play		