

| DEFENSIVE AND COMPETITIVE BIDDING |
|--|
| OVERCALLS (Style; Responses; 1/2 level; Reopening) |
| Style: aggressive (6) 8-15 (17) HCP, 4+ |
| Resp: 1x = F1; 1NT = NF with stopper |
| Jump raise = Suit with support, INV, after that new suit = F1 |
| OPP suit shows a good rise with support if M, asks stopper if m |
| SPL only in opponent suit |
| |
| Reopen and resp: Same as overcalls |
| 1NT OVERCALL (2nd/4th Live; Responses; Reopening) |
| 2nd: 15-17 HCP |
| Responses: System on |
| |
| 4th 11-13(14), may be without stopper |
| JUMP OVERCALLS (Style; Responses; Reopen) |
| Constructive before passed hand, destructive after passed hand in NONVUL (sometimes could be in VUL) |
| 1C - 2D = 5h & 4s in VUL, 5+4+ in M in NONVUL, pre |
| (1m) - 2NT = om and major; (1M) - 2NT = both minors |
| Constructive before passed hand, destructive after passed hand in NONVUL (sometimes could be in VUL) |
| DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen) |
| (1m) - 2m = both majors; (1M) - 2M = oM and minor |
| Jump cue vs 1st level natural opening: asking for stopper |
| |
| VS Weak NT (average less 15 HCP) |
| NAT; DBL = 15+ HCP, resp: NAT, 2NT=F1: Puppet stayman on |
| NAT; 4th DBL = 13+ HCP, as above; |
| VS Strong NT (average more or equal 15 HCP) |
| DBL = penalty; 2x=nat+other suit, 3x=pre |
| |
| VS PREEMPTS (Doubles; Cue-bids; Jumps; NT bids) |
| DBL = T/O; NT = NAT |
| Natural and two suited overcalls |
| (2M)-4m = NAT + om; (3m)-4om = NAT + major; (3M)- 4m= NAT + oM |
| VS ARTIFICIAL STRONG OPENINGS |
| Against strong 1c: DBL=clubs;1x=NAT;1NT=minors,2x= nat+other suit;3x=pre |
| Against 1c (2+ or polish): 2c=clubs |
| |
| VS OPPONENTS' TAKEOUT DOUBLE |
| RDBL = Penalty |
| Transfers after 1M/1NT - (DBL) |
| |

| LEADS AND SIGNALS | | |
|--|---|---------------------------|
| OPENING LEADS STYLE | | |
| | Lead | In Partner's suit |
| Suit | 1-3-5 | 1-3-5 |
| NT | 1-3-5 | 1-3-5 |
| Subseq | 2-4 through declarer | 2-4 through declarer |
| OTHERS: Often top of nothing | | |
| | | |
| | | |
| LEADS | | |
| Lead | Vs. Suit | Vs. NT |
| Ace | AK+, Ax, AQx+, AJx | AK+, Ax, AQx+, AJx |
| King | AK+, AK, KQ+, Kx | AK+, AK, KQ+, Kx |
| Queen | KQ, AQJ+, Qx | KQ, AQJ+, Qx |
| Jack | J10+, QJ, KJ10+, AJ10+ | J10+, QJ, KJ10+, AJ10+ |
| 10 | 109, Q109+, AJ10+ | 109, Q109+, AJ10+, AK109+ |
| 9 | 9x | 9x |
| S | Sx, xxS, xxSx, xxxxS, xxSxxx | Sx, xSx+, HxS, HxxS+ |
| SIGNALS IN ORDER OF PRIORITY | | |
| | Partner's Lead | Declarer's Lead |
| Suit | Att, small = pos | Count, lo-hi = even |
| | Count, lo-hi = even | S/P |
| | S/P | |
| NT | Att, small = pos | Count, lo-hi = even |
| | Count, lo-hi = even | S/P |
| | S/P | |
| Disc | ITALIAN: odd card encourage this suit, small even to the lowest suit, high even – to the highest suit | |
| DOUBLES | | |
| TAKEOUT DOUBLES (Style; Responses; Reopening) | | |
| T/O thru 4NT = opening values | | |
| RESP: Cue = F1; new suit and NT = NAT, limit; Lebensohl after (2M) - DBL - (p) | | |
| Reopen: any, if suitable | | |
| SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES | | |
| NEG DBL thru 4NT | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |

| WBF CONVENTION CARD |
|--|
| CATEGORY: GREEN |
| NCBO: LATVIA |
| PLAYERS: KREITĀLS Rainers - JANSONS Druvis |
| |
| SYSTEM SUMMARY |
| GENERAL APPROACH AND STYLE |
| 1m = 3+, better minor |
| 1M = (8)11+ HCP, 5+ |
| 1NT = (14)15-17 HCP, could have 6m, 5M, 5422, rarely singletons |
| 2C = FG or 20-21 BAL |
| 2D = 5+4+ H&S, (4) 6-12 HCP |
| 2M = (5)6+, 6-10 HCP |
| 2NT = 22- 23 BAL |
| 3x = PRE |
| 1NT after 1x = NF |
| 2 over 1 = FG |
| 1M - 2NT = from INV with support |
| |
| SPECIAL BIDS THAT MAY REQUIRE DEFENCE |
| 2D = (4) 6-12 HCP, 5+4+ H&S |
| 3NT = AKQxxxx in one minor |
| |
| |
| |
| |
| |
| SPECIAL FORCING PASS SEQUENCES |
| After penalty RDBL or passed T/O DBL |
| in FG situations |
| |
| IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE |
| Specific agreements are rare, bids are based on logic and principles |
| Rare penalty DBL, light reopen |
| ROPI DOPI |
| PSYCHICS |
| hardly ever; sometimes 1m=worse minor |

| OP. | TICK IF ART | MIN NO OF CARDS | NEG DBL THRU | DESCRIPTION | RESPONSES | SUBSEQUENT AUCTION | PASSED HAND BIDDING |
|------|-------------|-----------------|--------------|--|---|--|----------------------|
| 1♣ | | 3 | 4♥ | 3+, better minor | 1x = NAT; 2C = 10+, 4+ C | 1x-1y-1z: 2C = puppet to 2D – shows invitational or weak hands; 2D=FG | SAME |
| | | | | | 1NT/2NT/3NT = limit | 4th suit forcing game | |
| | | | | | 2D = 5h & 4s, weak; 2M = NAT, 0-7 hcp | 1C - 1x - 1NT - 3y = 5+5+, FG | |
| | | | | | 3C = PRE | 1C - 1x -1NT - 2NT =PUPPET to 3C | |
| | | | | | 3D/3H/3S = short + club support | 1C - 1x - 2C - 2NT = relay | |
| 1♦ | | 3 | 4♥ | 3+, better minor | 1x = NAT; 2D = 10+, 4+ D | 1x-1y-1z: 2C = puppet to 2D – shows invitational or weak hands; 2D=FG | SAME |
| | | | | | 1NT/2NT/3NT = limit | 4th suit forcing game | |
| | | | | | 2C = 5c+, FG; 2M = NAT, 0-7 hcp | 1D - 1x - 1NT - 3y = 5+5+, FG | |
| | | | | | 3C = INV, HHxxxx+; 3D = PRE | 1D - 1x -1NT - 2NT =PUPPET to 3C | |
| | | | | | 3H/3S/4C = short + diamond support | 1D - 1x - 2D - 2NT = relay | |
| 1♥/♠ | | 5 | 4♥ | (8) 10+ HCP, 4+in 3rd | 1S = NAT; 1NT = NF | 1x-1y-1z: 2C = puppet to 2D – shows invitational or weak hands; 2D=FG | 2C = 8-11 w support |
| | | | | | 2 over 1 = NAT, FG; 2C = 2c+, FG 2S after 1H = NAT, weak | 4th suit forcing game | |
| | | | | 3. pos - may be weaker | 2NT = INV+ with support | 1M-1NT-2C = nat or 16+, 1H-1S-2C=nat or 16+ | |
| | | | | | 3C/3D after 1M and 3H after 1S = INV, HHxxxx+ 3M = PRE | 1M - 1x - 2NT = 6-4, FG | |
| | | | | | Double jump = short + support | 1M - 2NT - 3C = any minimum, 3D = extras, 3H/3S/3NT = Shortness in C/D/oM, 4C/4D/4H = Void in C/D/oM | |
| 1NT | | | 4♥ | (14) 15-17, BAL, | 2C = Stayman; 2D/2H/2NT = TRF to H/S/D | 1NT - 2C - 2H - 3D = FG with h | |
| | | | | Could have 6m,5M, 5332 and 5422 are possible | 2S = TRF to C or INV to 3NT/6NT/7NT | 1NT - 2C - 2S - 3H = FG with s | |
| | | | | | 3x = NAT, ST | 1NT - 2C - 2D - 3H = Smolen, 5s & 4h | |
| | | | | | 4C = 5+5+ in M | 1NT - 2C - 2D - 3S = Smolen, 5h & 4s | |
| | | | | | 4D/4H = TEXAS, TRF to H/S | | |
| 2♣ | X | | 4♥ | FG or 20-21 BAL | 2D = waiting | 2C - 2D - 2H = nat or balanced forcing to game | |
| | | | | | 2M/3m = NAT, very weak (0-5 hcp) | 2C - 2D - 2NT = 20-21 HCP, BAL | |
| | | | | | 2NT = minors | 2C - 2D - 2H - 2S - 2NT = BAL, FG | |
| 2♦ | X | 0 | - | (4) 6-12 HCP, 5+4+ in M | 2M = NF; 2NT = relay | 2D - 2NT - 3C = any minimum, 3D = 5+5+ in M, 3H = 5h & 4s, 3S = 5s & 4h, | |
| 2♥/♠ | | (5)6 | - | (4) 6-10 HCP, (5)6+ H/S | 2NT = relay | 2M - 2NT - 3C = minimum, 3D = extras 3H/3S/3NT = Shortness in C/D/oM, 4C/4D/4H = Void in C/D/oM | Could be destructive |
| 2nt | | | | 22-23 HCP, BAL | 3C = asking, 3D/H = transfers H/S, 3S = minors | | |
| | | | | 5332 any is possible | | | |
| 3♣/♦ | | (6)7 | - | (4) 6-10 HCP, HHxxxx+ | 3x = F1 | | Could be destructive |
| 3♥/♠ | | (6)7 | | (4) 6-10 HCP, HHxxxx+ | 3x = F1 | | Could be destructive |
| 3nt | X | 0 | - | AKQxxxx in any minor | 4C/5C/6C/7C = P/C | HIGH LEVEL BIDDING | |
| | | | | | 4M = NAT, to play | | |
| 4♣/♦ | | 7 | - | PRE | 4M = NAT, to play | CUE = 1st and 2nd round RKCB = 1430 Relay +1 following any responses to RKCB (Relay +2, if +1 bid is contract), asks for trump Q and K | |
| 4♥/♠ | | 7 | - | PRE | 4NT = RKCB; new suit = CUE | | |
| 4nt | X | | - | 6+5+ minors, PRE | 5m = to play | | |
| 5♣/♦ | | 7 | - | PRE | | | |