


DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			WBFC Convention Card		
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE					
Level 1 lead directing, can be very weak with good suit		Lead	in Partner's Suit		<b>Category: Green</b>	<b>Country: SLOVENIA</b>	
Level 2 opening strength, good suit	Suit	3/low	top if confirmed and without H				
Reopening with 8+ depending on vulnerability	NT	attitude	attitude				<b>Event:</b> all events
	Subseq						<b>Players:</b> SLO7128 - Barbara Drinovec Drnovšek
	Other:						SLO7045 - Tomaž Adamič
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY		
15-18, system on	Lead	Vs. Suit	Vs. NT		<b>GENERAL APPROACH AND STYLE</b>		
reopening 1NT after 1m = 11-14, dbl and 1NT = 15-17, system on	Ace	A, Ax, Ak(x)	A, Ax, AKx, ... Asking for deblock or count		2 OVER 1, ALMOST GF, TRANSFER WALSH		
reopening 1NT after 1M = 12-15, dbl and 1(2)NT = 16-18, system on	King	AK, Kx, KQ ... Asking count if 4♥ dbl+	AK, Kx, KQx		5 card M; 1♣ = nat. or 11-13 balanced or 17-19 balanced, can hold 2♣ and 5♦; transfer responses		
reopening 2NT after 1m = 18-19, dbl and 2NT = 20-21, system on	Queen	Qx, QJ(x), also AKQx(x)	Qx, QJ(x), AQJ(x)		2♣ = strong or weak in ♦; 2♦ = weak in M (can hold 5 card M)		
reopening 2NT after 1m = 18-19, dbl and 2NT = 20-21, system on	Jack	Jx, J10, J10(x), AJ10(x), KJ10(x)	Jx, J10, J10(x), AJ10(x), KJ10(x)		2M = 6 card M, 10-13		
JUMP OVERCALLS(Style; Responses; Unusual NT)		10	10(x), 109(x), A109(x) K109(x) Q109(x)		1NT Openings: 14-16 (15-17), can hold any singleton, no 5 card M, 5422 or 6 card m allowed		
1-1-Suiter: Light, natural weak 6 card	9	98(x)		2 / 1 Responses: almost GF, 5+ cards, except 2♣ (nebulous after 1M; puppet to 2♦ after 1♦)			
2-Suiters - always both suits known, any strength	Hi-x	Sx, xxSx, xxSxxx		<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>			
(1m) - 2NT = other m + ♥, (1M) - 2NT = oM + ♦	Lo-x	xxS, xxxS		Namyats 3NT (7+ card M, min AJ10xxx, 8.5+ playing tricks)			
DIRECT and JUMP CUE BIDS ( Style; Responses; Reopening)		SIGNALS IN ORDER OF PRIORITY			Unserious 3NT, Good/bad 2NT		
(1♣ - 2♣ = natural, (1m) - 2♦ = both M	Suit:1st	Partner's Lead	Declarer's Lead	Discarding	Romex after 2NT (see note n#2)		
(1M) - 2M = oM + ♣, (1M) - 2NT = oM + ♦ (1M) - 3M = both m	2nd	S/P	CT	CT	Three Way Trial bid (see note n#6)		
(1m)-3m=other m + ♣	3rd	CT	CT	CT	Modified Bergen raises (see note n#4 and n#5)		
	NT: 1st	ATT+obvious shift	Smith	ATT+obvious shift	Ambiguous and Standard splinters (see note n#5)		
VS. NT(vs. Strong/Weak; Reopening;PH)		2nd	Smith / SP	SP / CT	CT	Rubensohl on 1NT intervention, reverse and W2 dbl (see note n#7)	
Multi Landy: dbl is for penalty; 2♣ both M; 2♦ one M; 2M M and one m	3rd	SP / CT	CT	CT	Jacoby 2NT + SST (see note n#3)		
on reopening dbl is one m	Signals (including Trumps): S/P on first oppor., unless we signalled obvious shift on lead			Gazzilli with Kaplan Interchange			
Continuation after penalty dbl as after 1NT opening	At first trick HiLo ENC or even, later HiLo discourages or odd (count not compulsory)			Nebulous 2♣ after 1M opening (see note n#9)			
Passed hand: dbl is both M; 2♣ is 5+♣ and 4+M; 2♦ is 5+♦ and 4+M	On NT we signal Reverse Smith Echo (low enc), later S/P and count (not compulsory)			Leaping and Nonleaping Michaels			
2M is M and one m	DOUBLES			3 Way Drury (see note n#8)			
	TAKEOUT DOUBLES(Style;Responses;Reopening)			Kokish advances after 2♣ opening (see note n#1)			
VS.PREEMPTS( Doubles; Cue-bids; Jumps; NT bids)		light			Heeman after 1NT (see note #10)		
dbl = TO, Cue-bid = asking for stopper, NT = natural, leaping and non-leaping	Natural responses below cue-bid			Gladiator after (2M) - 2NT (see note #11)			
Rubensohl after dbl of 2M	Transfer responses between cue-bid (level 2) and cue-bid (level 3)			<b>SPECIAL FORCING PASS SEQUENCES</b>			
Multi landy versus 3♠NT showing m one suiter;				Forcing Pass general rules apply			
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			Pass promises a stopper in most cases when our artificial bid gets doubled		
Multi Landy on level 2	Italian style (seldom penalty) in competition			<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>			
	Lead directing rdbl after opps negative dbl (alerted)			Lots of transfers in competition			
	Lightner dbl. Lead directing dbl after splinter			2♦ Michaels after both 1m openings			
	Support dbl - always after 1♦ opening, after 1♣ opening only if unbalanced			When NV and on 1st or 3rd seat, 2♦ openings can hold only 5 card M			
OVER OPPONENTS' TAKE OUT DOUBLE		Rdbl shows no stopper and no bid in most cases after they double our artificial bid			Psychics: very rare		
System on or special after 1♣, natural after 1♦, transfers after 1M							

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1♣	✓	2	4♣	nat or bal 11-13(*) or bal 17-19, can hold 2♣ and 5♦ * on 3rd and 4th seat 11-14 or 18-19 bal	1♦ = 4♥ 1♥ = 4♠ 1♣ = bal 6-11 or ♣ inv or ♦ GF (can hold 4cM) 1NT = bal 14-16 or ♣ GF (can hold 4M) or bal 17+; 2♣ = puppet to ♦ 2♥ = nat, 6+, very weak 2NT = bal 12-13; 3♣ = preempt; 3NT = bal 14-16 with M stoppers	1♥ after 1♦ = 11-13, 2 or 3 M 1NT = 17-19, 2 or 3 M 2♥ after 1♦ = 11-13, 4 M 2♦ = reverse or 17-19, 4 M	
1♦		4	4♣	11+, 4441 or 5+♦ unbalanced unless 6+♦ or reverse follow up	1♥ = NT = natural; 2♣ = puppet to ♦ weak or inv with ♦ or invit+ with ♣ or GF 1♦ 1M-2♦ = 5+♠ 3M 11-13 2♥ = 4(5)♥ 5♣, weak/invitational	1♦ 1M-1NT/2♣ = puppet to ♣♦	
1♥		5	4♣	11+, 5♥ any, except 6(7)♥ 10-13	1♣ = 6-12, holds MAX 4♣ 2♥ = 6-9; 1NT = 5+♠ 6+; 2♣ = nebulous (nat or bal GF or 3♥ inv.+); 2♦ = Jacoby+ 2NT = 5+♠♥ GF; 3♣ = Berg. mod.; 3♦ = ambig. splinter	after 1♣: 2♣ = Gazzilli; 2♦ = 6+♥ 2♥ = 4♣ after 1NT: 2♣ = Gazzilli	3 way Drury, see note n#7
1♠		5	4♥	11+, 5♠ any, except 6(7)♠ 10-13	1NT = SF; 2♣ = nebulous (nat or bal GF or 3♥ inv.+) 2NT = Jacoby+; 3♣ = Bergen modified; 3♥ = ambiguous splinter	2♣ = Gazzilli	
1NT				14-16 on 1 <sup>st</sup> and 2 <sup>nd</sup> position, 15-17 else 5422 allowed, no 5 M, can hold 6+ m can hold any singleton (very seldom)	2♣ = Puppet to 2♦ 2♥ = transfer (4+M); 2NT = invit with 5♠ 2♦ = weak ♣ or balanced invitational or (31)(54) GF 3♣ = M55, invit+; 3♥ = 6+♥ invit+; 3♦ = m55, GF 4m = SA Texas, 4M = TP, 4NT = quantitative	after puppet 2♦ OP shows: weak ♦ or 4-4 M pass/correct, or 5 card ♥ invit, or 5+ card M GF or 55m weak or 5+m GF	
2♣	✓			22+ bal or 3LT in M or 4LT in m or weak in ♦	2♦ = waiting; other assume W2♦ opening: 2NT = asking; 2♥ = 3♠ = nat, F1; 3♦ = preemptive	2♥ Kokish (see note n#1); 2NT = 24+	
2♦	✓			weak, 6M, 2-9, can hold 5 card M when NV	2♥ = P/C; 2♣ = P/C, 3♥ 2NT = asking; 3♣ = 5+ card ♥ 3♦ = 5+ card ♠ 3NT = TP; 3♥ = P/C 4♣ = asking to transfer to M; 4♦ = asking to bid M; 4♥ = TP	after 2NT: 3♣ = min, then 3♦ = asking 3♥ = 7-9, bad 6 card suit ♥♠ 3♠ = NT = 7-9, 5 card suit ♥♠	on 4th position: 6+♦ 10-13
2♥	✓			6(7)♥ 10-13	2♣ = fit, asking shortness, 2NT = 5+♠ 3♣ = asking: 3♦ = max, good suit, 3♥ = min, 3♠ = 6♥♠	3NT = max, bad suit	on 4th position system on
2♠	✓			6(7)♠ 10-13	2NT = fit, asking shortness 3♣ = asking: 3♦ = max, good suit, 3♥ = 6♠♥ 3♠ = min	3NT = max, bad suit	on 4th position system on
2 NT				20-21 bal can hold singleton A or K, can hold 5 M or 6m, 5422 allowed	3♣ = Romex (see note n#2); 3♥ = transfer; 3♠ = transfer to 3NT 4m = Texas, 4M = TP, 4NT = quantitative		
3 any				Preemptive, natural		High Level Bidding	
3 NT	✓			7+ card M, min AJ10xxxx, 8,5+ playing tricks	4♣ = tr to M; 4♦ = bid M; 4M = SI with 0 or 1 card in M	4NT = RKCB	
4 any				Preemptive, natural		1430; 0314 at Voidwood; DOPI/ROPI	
4NT	✓			Ace asking	5♣ = no A; 5♥ = ♥♥♥♥ A; 5NT = two A; 6♣ = ♣A	5NT = 2 KC with useful void	
5m				Preemptive, natural		6 below trump = 1 or 3 KC + void in suit; 6 trump = 1 or 3 KC + void above trump	
5M				Strong M one suiter with 2 LT in the suit		4♣ = RKCB after partners preempt	

Note #	Description
1	2♣ 2♦- 2♥: puppet to 2♠ then nat or 2NT (showing 22-23, bal)
Kokish	2♣ 2♦- 2NT : 24+, bal
	2♣ 2♦- 2♠: natural, puppet to 2NT (accepted if no support and non minimal)
2	2NT - 3♣ 3♦: no 4 card ♥ or 5 card ♠ Responder's 3♥ now asks about 4 card ♠ Opener's 3♠ shows 4 card ♠
Romex	2NT - 3♣ 3♥: 4 or 5 card ♥
	2NT - 3♣ 3♠: 5 card ♠
3	1♥- 2♠: 2NT = min, but not 5332; 3♣ = singleton or void 14+; 3♦ = 5422 or 5332 14+; 3♥ = 6322 14+; 3NT = 7222 14+; 4M = min, 5332
Jacoby	1♠- 2NT : 3♣ = min, but not 5332; 3♦ = singleton or void 14+; 3♥ = 5422 or 5332 14+; 3♠ = 6322 14+; 3NT = 7222 14+; 4M = min, 5332
	1M - 2NT : 4 any = 5 card suit with at least 1 T3H
4	1M - 3♣: 7-9 any or 10-12 bal or 10-12 + 5 card side suit
Modified Bergen	1M - 3♣ 3♦: asking; 3M = min; 3oM = singleton; 3NT = 10-12, bal, 4+ CT; 4M = 10-12, bal, 3- CT; 4m(♥) = side suit
	1M - 3♣ 3M : TP
5	2 range splinters through Modified Bergen (7-9) or Ambiguous splinters (10-12) or Standard (7-9 and void)
Splinters	Ambiguous: 1♥- 3♦ or 1♠- 3♥: unknown singleton or void 10-12; Standard: 1♥- 3♦ 4m or 1♠- 4x = void, 7-9
6	1♥- 2♥- 2NT/3m : long suit trial (2NT for ♠)
Trial bids	1♥- 2♥- 2♠: short suit trial - responder bids a suit with useless strength in case of opener's shortness
	1♠- 2♠- 2NT : short suit trial - responder bids a suit with useless strength in case of opener's shortness
	1M - 2M - 3M : trump trial - responder bids 4M if holding any two of: trump H, side A, extra trump length
7	Standard after natural intervention on 1NT
Rubensohl	When they intervene with a two suiter - transfer into their suit does not promise 4 card M
	When they preempt our 1♣♥ openings on level 2, our double is for take out
8	2♣ shows good 9 or 10 HC and 2 card support, any or 7-9, 4 card support, balanced
3 way Drury	2♦ shows good 9 or 10 HC and 3 card support, any
9	1M - 2♣ shows either GF or invitational hand
Nebulous 2♣	If GF then with 5+♣ or 3 card M support or 4 card oM or balanced
	If invitational, then either with 6+♣ or 3 card M support
10	1NT - 2♣ puppet to 2♦, shows weak ♦ or 4-4 M pass/correct or 5 card ♥ invit or 5+ card M GF or 55m weak or 5+m GF

Heeman	1NT - 2♦♥ shows 4♥♠, invit +, can hold longer m or 5+♥♠ weak or both M invit+
	1NT - 2♠ shows 6+♣ weak or balanced invit/SI or 1M3oM(54) GF; 1NT - 2NT invitational with long m
11	(2M) - 2NT → 3♠ shows all weak hands and GF balanced with m44, transfer to oM = invitation+, transfer to M = GF Stayman
Gladiator	