DEFENSIVE AND COMPETITIVE BIDDING

Sound	
Weak jun	np overcalls
	ERCALL (2nd/4th Live; Responses; Reopening)
	I: system on
	opening = 11-14 2NT in reopening = 18-20, system on
(1x)-pass-	-(2x)-2NT = natural, 16-19, system on
	DVERCALLS (Style; Responses; Unusual NT)
	6(5) cards, natural, weak
	7(6) cards, natural, weak
(1M) - 21	NT = both minors
	FAND JUMP CUE BIDS (Style; Responses;
Reopen)	
Michael's	s que bid: $(1M)-2M = other Major + minor$
	(1m)- $2m = both Majors$
(1X/2X) -	-3X = asking for stopper, strong one suiter
	vs. Strong/Weak; Reopening)
	ANDY 2 = majors, 2 = one major, 2M = M+m
dbl over S	Strong $NT = 5m + 4M$
VS DDI	EEMPTS (Doubles; Cue-bids; Jumps; NT bids)
Take-out	
	ping Michael's, also over 2M/3M PREE
	w2 with strong one suiter
	FIFICIAL STRONG OPENINGS
Lead dir	ecting Doubles
-	OPPONENTS' TAKEOUT DOUBLE
Rdbl = Fc	brcing to minimum raise, 2NT or penalty without a fit. after 1M-(dbl); $1 - (dbl) - 2 = 0 - 7$, $2 = 8 + 3 = $

OPENING LEADS STYLE Lead In Partner's suit 3rd/4th 4th best Suit $3^{rd}/4^{th}$ NT 4th best similar similar Subseq LEADS Vs. Suit Lead Vs. NT AK AK Ace KO unblock King OJ OJ Oueen J denies higher honor J denies higher honor Jack 1098, 10x, KJ10 AJ10, KJ10, 109x 10 9x, K109, Q109 A109, K109, Q109, 98x, 9x 9 Hi-x doubleton, MUD top of nothing 3 or more cards **usually active** Lo-x SIGNALS IN ORDER OF PRIORITY Partner's Lead Declarer's Lead Discarding CNT ENC/DIS ENC (OS) CNT SP CNT Suit 2 3 1 ENC (OS) ENC/DIS smith echo 2 CNT CNT NT CNT ATTITUDE: HIGH=ENCOURAGING, SMALL=DISCOURAGING COUNT: HIGH=EVEN, SMALL=ODD SUIT PREFERENCE: STANDARD DOUBLES **TAKEOUT DOUBLES** (Style; Responses; Reopening) High-low take out doubles, low promises distribution SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES support double up to 2^{\checkmark} , support redouble

LEADS AND SIGNALS

WBF Convention Card * * * CATEGORY: Green NCBO: Slovenija EVENT: 13.01.2024 PLAYERS: Metod GANTAR – 9912 Miro NOVAK – 7004 SYSTEM SUMMARY GENERAL APPROACH AND STYLE 1♣ balanced or clubs, 1♦ unbalanced (5332 possible) 2/1 almost GAME FORCE F 1NT over 1M, 2♥♠ weak 2 STANDARD CARDING **OBVIOUS SHIFT, SMITH ECHO** 2♥♠ weak w2 in major 2 good w2 in one major SPECIAL BIDS THAT MAY REQUIRE DEFENCE $2 \neq =$ good weak two in one major (multi) transfer lebensohl after intervention over 1NT and some other situations fit jumps after double, after passed hand and after overcall transfers after 1M-(dbl) 1M-(xy)-2NT = 4+FIT support, INV+, cue = 3cd FIT good bad 2NT in competition first DBL after RDBL after our 1m or 1NT opening is for T/O SPECIAL FORCING PASS SEQUENCES IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

4th position $2 \diamond \heartsuit = 6+$, 11-14 hp

PSYCHICS:

rarely

Openings	Artificial	Min. no. of cards	Neg. DBLthrough	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING	
1*		2	5♦		Level 1 = natural, 2♣ = inverted minor, 2♦=w2 in M	XYZ, Lebensohl after reverse, Wolf sign off		
					2♥=6-9,5♠ ⁺ +4 ⁺ ♥, 2♠=10-12, 5 ⁺ ♠+4♥, 2NT=INV,NAT	1 - 1M - 3 = strong 4M raise; 1 - 1M - 4M = distributional raise		
					3 ♦♥ splinter, 6(5)+, FG			
1 🔶		5(4)	5♣		2♥=6-9, 5+♠+4+♥, 2♠=10-12, 5+♠+4♥; 3♥♠ splinter, 6(5)+, FG	XYZ, Lebensohl after reverse, Wolf sign off		
1♥		5	5♦	10-20 HCP, natural	1&=natural, 1NT=F1, 2&,2&=NAT almost GF, 2&=weak, &'s, 3NT = BAL, 13-15, no fit	jumps in own suit are limited	1NT=NF, 2♣=Drury	
					2NT=Jacoby FG, 3♣,3♦=Bergen,3♥=weak,4♥'s, 3♣4♣4♦=SPL	jumps in new suit are FG	nat., 2♠,3♣,3♦=fit jump	
1 🗙		5	5♦	10-20 HCP, natural	1NT = F1, 2 = NAT, almost GF, 2 = 6-9 HDP,			
					2NT=Jacoby FG, 3♣3♦=Bergen			
1NT			5♦	15-17	$2 = \text{Stayman}, 2 \neq 2\text{NT} = \text{transfers}$	$1N-2 \leftrightarrow 2NT = \max raise/3M = weak raise both with 4M support$		
					3♣3+3♥3♠=singleton, 4♣=balanced, SL-INV	1N-2•NT-1. step = accepts invitation to 3NT		
					4+=transfer ♥, 4♥=transfer ♠, 4NT=balanced, SL-INV, usually 4333			
2*			5♦	STRONG 23+ or tricks	$2 \blacklozenge =$ waiting, FG(K/2Q/5hp+), $2 \blacktriangledown =$ 2nd negative 0-4hp			
					suit, FG, 5+, 2/3 TH, 2NT=5♥+			
2•		-		good w2 in one M	2♥♠3♥ P/C, 2NT=?, 3♣♦ NF,3♠=? about M;	2NT: 3♣=♥ min, 3♦=♠ min, 3♥=♠ max, 3♠=♥ max	11-14, good suit	
					4♣=transfer your major, 4♦ slam try m's			
2♥		6		w2 in ♥ 's	New suit = F1, 2NT = asking for shortness, $3 = ?$ feature		11-14, good suit	
2		6		w2 in ♦ 's	New suit = F1, 2NT = asking for shortness, $3 = ?$ feature		11-14, good suit	
2NT				20-22	3♣=STAYMAN, 3♦, 3♥ = transfer, 3♠ = minor suit Stayman			
					4 ◆ = SL-INV+, like 4NT			
3♣				PREEMPTIVE	New suit = F1			
3•				PREEMPTIVE	New suit = F1			
3♥				PREEMPTIVE	New suit = F1			
3				PREEMPTIVE	New suit = F1			
3NT				PREE in one M	4 ≜ =P/C			
4♣		7-8		NAMYATS in ♥'s	4+=asking for 1st round control			
4•		7-8		NAMYATS in \$'s	4♥=asking for 1st round control			
4♥		6+		♥'s				
4🛧		6+		≜' S				
4NT								
5*						HIGH LEVEL BIDDING		
5♦						RKCB = 14-30		