DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

Nat style	8 - 15 HCP

Responses: CUE fit 11+HCP, 1/2NT Nat, New suit F1,
Jump support 4+ cards 8-10 HCP

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

System off: 2cue= Stayman; 2x=SO; 3x=5+cards. Inv

2NT: system on.

1NT 4th live – Nat (if not passed hand)

1NT in pass/out= 11-13. System off: 2cue= Stayman; 2x=SO;

3x=5+cards. Inv

JUMP OVERCALLS (Style; Responses; Unusual NT)

2X= 6 cards. 4-8HCP

2cue, 2NT, 3♣ = 2 suiter   **(Note 1.)**

4m = 5m + 5M, strong suits

Reopen: Same

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

2cue = 2 suits   **(Note 1.)**

3cue = Ask for stopper

VS. NT (vs. Strong/Weak; Reopening;PH)

2♣ = minors

2♦ = Majors

2♥/♠ = ♥/♠ + minor

Dbl = one suiter

VS. weak NT = Same

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

3x = Ask for stopper

4m (with or w/o jump) = 5m + 5M strong suits

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

Nat

OVER OPPONENTS' TAKEOUT DOUBLE

New suit – 5(4)+, NF; Simple raise – 6-9 HDP, 3 cards

Jump raise – 0-7 HDP, 4+for M, 5+for m

RDBL 1st bid -10+ HCP, tends to deny fit

2NT(over 1M opp) - 10+ HCP, 4+for M

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	4th	Count
NT	4th	4th
Subseq		
Other:		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	**A**Kx - **A**KJx - **A**KJ10x	**A**Kx - **A**KJx - **A**KJ10x
King	**K**Qx - **K**QJx–**K**Q(10/9)x	**K**Qx - **K**QJx–**K**Q(10/9)x
Queen	**Q**Jx -**Q**J - **Q**J109 - AK**Q**x	**Q**Jx - **Q**J - **Q**J109 - AK**Q**x
Jack	**J**10 - **J**10x - K**J**109	**J**10 - **J**10x - K**J**109
10	**10**x – **10**9x - K**10**9x	**10**x – **10**9x - K**10**9x
9	**9**x - 10**X**x	**9**x - 10**X**x
Hi-X	Even	even
Lo-X	odd	odd

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
	1	COU= H-L= even		Don't like
Suit	2			l/h=lower/higher suit
	3			
	1			
NT	2			
	3			

Signals (including Trumps):

We discard what we don't like: low/high=for lower/higher suit

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DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Take-out -12+HDP, min. 3 good cards in unbid suits or 15+ HCP

(1X) – dbl – (1Y) –(2Y) = Nat

(1X) – dbl – (1Y) – dbl = 4+/4+ two other suits 8+ HCP

Take-out in reopening – 8+ HCP

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

COMPETITIVE – We base decisions to pass comp DBL on
the LAW. DBL's are for T/O when opps have raised a suit.

1x – (p) – 1y – (Dbl) – RDbl = 3 cards x

1x – (p) – 1y – (1/2z) – Dbl = 3 cards x (up to 2x)

W B F CONVENTION CARD

CATEGORY: GREEN

NCBO: SERBIA

PLAYERS: Mirjana Bukarica – Sofija Altman

EVENT: WBF Online Women's Team

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

new MIN = GF; 4Suit = GF; 2/1 = GF

RESP 1NT: NF

1NT 15-17 HCP

Inverted minors

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♣ strong

1M - 3♣= 8-10 HCP, 4 cards support

1M - 3♦= 10-11 HCP, 3-4 cards support

SPECIAL FORCING PASS SEQUENCES

1x – (1/2y) – PASS my be penalty on y

IMPORTANT NOTES

Principe Fast Arrival – support is NF

PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	11-20 HCP	1♦/♥/♠ = Nat 4+ cards; 2♦/♥/♠ = Nat, weak	New minor = GF	After o/c cue = fit, 10+HCP
					1/2/3NT = Nat; 2♣ = Inverted (Note 2.)		
1♦		3	4♥	11-20 HCP	Same as 1♣ oppening		
					1NT= 6-11HCP; 2♣ = 2+♣; 2♦/♥= 5+♦/♥, GF		
1♥		5	4♦	11-20 HCP	2♠ = weak, 6+ cards		
					Fit bids = See (Note 3.)		
1♠		5	4♥	11-20 HCP	Same as on 1♥ oppening		
INT				15-17 HCP (semi)balansed	2♣=Staym (0+HCP); 2♦/♥/♠/NT=TRF	1NT-2♦; 2♠/3♣♦ dubleton, 4+♥, 2NT 4333 max	Lebensohl (Note 3.) Dbl = TO
					3♣/♦/♥/♠= 5+♣/♦/♥/♠ SI; 4♦/♥= TRF		
					4NT=inv (if Acc.=Blackwood)		
2♣	x			23+ HCP BAL or 8,5+ tricks or 21+ HCP	2♥/♠/3♣/♦= 5cards HH; 3♥/♠=6 cards, 0-5 HCP		Dbl = TO
					2♦ = 5+ HCP		
					2NT = 8+ HCP		
2♦		6		6+ cards, 0-10 HCP	2NT = Art, ask for side H		Dbl = Pen
2♥		6		6+ cards, 0-10 HCP	2NT = Art, ask for side H		Dbl = Pen
2♠		6		6+ cards, 0-10 HCP	2NT = Art, ask for side H		Dbl = Pen
2NT				20-22 HCP BAL	3♣ Staym; 3♠ Staym ♣/♦; 3♦/♥/=TRF		
3♣		6		6+ cards, 0-10 HCP	New suit = F1; fit = NF; 3NT = To play		Dbl = Pen
3♦		6		6+ cards, 0-10 HCP	New suit = F1; fit = NF; 3NT = To play		Dbl = Pen
3♥		6		6+ cards, 0-10 HCP	New suit = F1; fit = NF; 3NT = To play		Dbl = Pen
3♠		6		6+ cards, 0-10 HCP	New suit = F1; fit = NF; 3NT = To play		Dbl = Pen
3NT	x	7		AKQxxxx ♣/♦			
4♣		7		Pree			
4♦		7		Pree			
4♥		7		Pree			
4♠		7		Pree			
4NT	x			5/6 ♣/♦	Strong hand, up to 4 lossers		
5♣		8		Pree		**HIGH LEVEL BIDDING**	
5♦		8		Pree		RKCB: 0314, next question Q ask	
5♥				Pree		(trump negative) or improved King ask	
5♠				Pree		4NT = RKCB for Majors; 4♣/♦ RKCB for ♣/♦	
						Cue= 1st /2nd round control	

Mirjana Bukarica – Sofija Altman

SUPPLEMENTARY SHEET

Note 1. : Our Two suits O/C

- 2NT = 2 lowest suits

- 3♣ = 2 highest suits

- 2 cue = Highest and lowest suit

Note 2. : Inverted minors (1m-2m = 5+ cards support, 11+ HCP)

- 2x (3x w/o jump) = Stopper

- 2NT = Nat, all (half) stoppers in side suits

- 3x (4x) with jump = Splinter, 14+ HCP

Note 3. : Fit bids on 1Major oppening

- 2M = 6-9 3 cards

- 3♣ = 8-10 4 cards

- 3♦ = 10-11 3 (4 in balanced) cards

- 3♠/4m = Singleton, 7-11 HCP, 4 cards

- 2NT = 12+ HCP, 4+ cards. Responses: 3x= singleton; 4x= 5 cards suit with HH; 3M= 18+ (no singl.); 3NT=15-17 no singl.4M=11-14, no sinl.

Note 4. : Lebensohl after 1NT – (2X)

- 2y = To play
- 2NT = Forcess 3♣
  - 3y (lower rang then x) = To play
  - 3y (higher rang then x) = GF 5cards y with x stopper
  - 3x = Stayman with stopper x
  - 3NT = To play with stopper x
- 3y (w or w/o jump) = 5 cards y, GF
- 3NT = GF w/o x stopper