DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS								
Agressive overcalls (just good suit can be enough)								
the higher the level, more constructive we get								
We use the switch principle in competitive bidding								
Some situations we use transfers								
1NT OVERCALL								
Generaly as 1NTopening, can be no stopper over 1m								
system on								
balancing position can be little less								
JUMP OVERCALLS								
weak (if partner is passed hand, anything goes)								
sometimes we try to be funny with jump overcalls								
Reopen: Intermediate								
DIRECT & JUMP CUE BIDS								
direct cuebid is 5-5 (in M if minor is opened, M+m otherwise)								
jump cue bid asks for stopper for 3N								
VS. NT								
vs strong (max $+ \min \ge 28$) vs weak								
dbl: ♣+ M or too strong to pass points								
2 . Majors Majors								
$2\Diamond: \Diamond + M$ natural								
2M: natural natural								
VS. PREEMPTS								
Leaping michaels								
VS. ARTIFICIAL STRONG OPENINGS								
natural ($x = majors$, $NT = minors$)								
OVER OPPONENTS' TAKEOUT DOUBLE								
xx = I'd like to defend								
over 1M-(x)-1N starts transfer								
2NTfit and good hand								

LEADS AND SIGNALS OPENING LEADS STYLE											
OPEN	IING		YLE								
<u>a</u>		Lead			rtner's Suit						
Suit		1/3/5			f supp <u>x</u> xx						
Notrum		1/3/5		same as above							
Subsequ		low enc		low enc							
Other: Can be strange card if creative lead If 2 nd card is unreadable, we can lead top of nothing											
		s unreadable, [,]	we can lead	top of	nothing						
LEADS											
Lead		Vs. Suit		Vs. NT							
Ace		AK+,Ax		AK+,AQJT,Ax							
King		AK,KQ+,Kx		KQ+,AKJT,Kx							
Queen		QJ+,KQ		QJ+,KQT9,Qx							
Jack		KJT+,JT+,QJ		KJT+,JT+,Jx							
10		Tx, KT9+,Q	2T9+	HT9+,Tx							
9											
Hi-X				MUD)						
Lo-X											
SIGNA	ALS	IN ORDER	OF PRIC	RITY	-						
	Pa	rtner's Lead	Declarer's	Lead	Discarding						
1	att	itude	count		attitude						
2 Suit	SP		SP		present count						
3					*						
1	sar	ne	as		above						
2 NT											
3			+ + + + + + + + + + + + + + + + + + + +								
Signals:	ups	ide down at	itude. std	count							
		n(-) discards	,								
			k: leader:	low I	like the lead						
		w I prefer a									
				al on tr	umps: High show						
EEEO			0								
DOUB	LES	5									
TAKE	OUT	r doubles	5								
Almost	all lo	ow level double	es are takeo	ut							
We hav	e eit	her the correc	t distributio	on, ext	ra HCP or smart						
rebid prepared											
right shape take out dbl can be <i>very</i> light											
We can make at most 2 takeout dbls per board											
		ANEOUS D			DUBLES						
in competition $dbl = i$ have extra strength											
maximal dbl if no space											
please don't lead my suit dbl											

WBF CONVENTION CARD

CATEGORY: Green

NCBO: Bridge zveza Slovenije (BZS) EVENT: EBL pair competition

PLAYERS: any pair of Hana Rus, Teo Kukuljan, Gregor Rus



SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
variable NT, special two level bids, 1M-24 relay gf auction
5533, 1NT: 11-13 (NV and IV), 14-16 V
frequent upgrades and downgrades
agressive preempts and overcalls
transfers in some competitive situations
Switch principle in some competitive situations
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1M - (dbl): trf from 1NT; 2M-1 (very bad or limit raise)
(1x)-1y-p: trf from 2x on
(1x)-1y-(dbl/1z): trf from 1NT on (2y-1: raise without honor)
1x - (1y/2y/3y): if z and w are unbid suits on same level, and
p is unpassed
then $2z = w$ and $2w = z$ (bellow game level)
XYZ after 1x-1y-1z (silent opp)
1x-1y-2N strong hand (one suiter or three card support)
1M-2M (weak, can be Kxx and out) raise in M
After $1x - (1N)$: same defence as on weak NT
IF our NT gets dbl: $rdbl = bussines$, 24: 4 or ANY two
suiter
SPECIAL FORCING PASS SEQUENCES
after we are in non fit invitation
after we are in GF situation
IMPORTANT NOTES
We are not afraid to use judgment in any situation
Upgrades and downgrades possible
We ofter try to find passive lead
even if not the by the book card
PSYCHICS: Hana not, boys will be boys.

OPEN	ART		EG. BL	DESCRIPTION	RESPONSES S		SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		$3+$ ∞)		$2m = GF$ fit, 20m 6-9fit, 2 \heartsuit bal invit, 2 \blacklozenge unbal invit,2NT gf bal		XYZ after three 1 level bid, 1x-1y-2N: strong (possibly with 3 card fit)	
1♦		3		as above, 2 4 gf			strong (possibly with b card nt)	
1M		$\begin{array}{c c} 5 & (\operatorname{can} & \infty \\ & be & 4 \\ & \mathrm{III}/\mathrm{IV}) \end{array}$)	as asoro, -4 Sr	1NT NF, 24 any GF, 2M-1 construc- tive (9-12) raise in M, 2M weak raise in M, 2N inv+ fit, JSM mix raise, 3m nat inv		-12) raise in M, 2M weak raise min, LMH shortness, 3N/4M proposes 2N inv+ fit, JSM mix raise, 3m contract	
1		$\begin{array}{c cccc} 5 & (can & \infty \\ be & 4 \\ III/IV \end{array}$)					
							2NT 3. minimum, $3\Diamond$ max no shortness, LMH shortness	transfers after 1M-(x)
1NT	NT 11/13 or 14/16 (singelton AKQ)		11/13 or $14/16$ (can be 5422,6322 or singelton AKQ)	2♣ stayman, 2 red transfer, 2♠ minor ask		2NT 3M 3x supperaccept	if transfer dbl: $rdbl = no$ stopper fit, 2M = stopper fit, $pass = 2$ trumps	
					1NT 2 2NT better $A/3$ better \Diamond then (3m to play, 3M ST A/\Diamond)			
2 ♣	\checkmark	\propto		strong opening or 17-18 bal	2 waiting 2 \forall $4+$ weak or strong 4441		accept transfer in min bal, $2 - 2 $ 2 ϕ one major relay	if overcalled $dbl = negative$, lebensohl
$2\diamondsuit$	\checkmark	-		w2 \heartsuit	2♠asks feature LMH			
$2\heartsuit$	\checkmark	-		$4^+4^+ \clubsuit \otimes \heartsuit$, very agressive	2NT asks, 3 \Diamond invit in a major			
2♠		-		w2 🌲				
2N		-		19-21	normal stayman, 3♠as over 1N		negative dbls	
3x		7(6/5+) no)	can be (very) agressive				
3NT	\checkmark			I and II: one solid suit, III and IV: to play	4♣ pass/correct			
4m				preemptive in nature				
4M				preemptive in nature, but can be very wide range, used often				
HIGH	LEVEL	BIDDING				ADDITIONAL	NOTES	
1430 RK	CB, 5N	Γ specific king	g ask					
5NT pick	k a slam	-						
if ace as	ks get ov	rercalled, dbl	= 1 st	step, $pass = 2nd$ step, etc.				

Additional notes:

1. GF relay:

After 1M - 2 (unopposed):

- 2 \Diamond min no 4oM, 2 \heartsuit 4oM, 2 \bigstar 4+ \Diamond max, 2N one suiter max, 3 \bigstar 5=4 \bigstar , 3 \Diamond 6+=4 \bigstar , 3 \heartsuit = 5-5 high shortness, 3 \bigstar = 5-5 low shortness
- 5=4 then 5422, 5413, 5431, 5440 (if possible), 6=4 then: high shortness, low shortness
- one suiter: high shortness or 7222, middle shortness, 6322, low shortness 5332, 6331, 7 with singelton, 7 with void
- after shape, aces: 0/3, 1/4, 2
- then in established suit order yes/no question for either K or Q in suit (two times in suit with 2+, once in singelton)
- if relay is broken, natural bidding
- if overcall takes two bids or less, pass = relay; otherwise natural bidding
- 2. Switch principle

Some examples: $1M-(2\clubsuit)-2\diamondsuit(oM, 8+);2oM(\diamondsuit,10+)$ $(3\clubsuit)-3\spadesuit-pass-4\diamondsuit(=\heartsuit),;4\heartsuit(=\diamondsuit)$ $1N - (3\clubsuit)-3\diamondsuit(=H)$, etc. etc.

- 3. Transfers in competition
 - 1M -(dbl): 1N to 2M-1 (good raise in M)
 - (1x)-1y-(dbl/1z): trf from 1N (or dbl if 1N by opp): trf to x, limit raise, 2y-1 raise without top card, 2y raise with top card
- 4. 2 \heartsuit opening and responses

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2N asks:
3♣any minimum (then 3◊gf ask)
3◊5-5 min
3M smolen max
3N 4-4 max
4♣5-5 max, better ♡
4◊5-5 max, better ♠
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5. 2**4**- $2\diamond$ - 2 relay 2N asks:

 $\begin{array}{l} 3\clubsuit = \bigstar \ (\text{then } 3\diamondsuit \text{ sellow}) \\ 3\diamondsuit = \text{both majors (after } 3\heartsuit \text{: } 3\bigstar \text{better } \heartsuit, \text{ 3N better } \bigstar) \\ 3\heartsuit = \heartsuit \text{one suiter} \\ 3\bigstar = \heartsuit + \diamondsuit (4\clubsuit = \text{low suit}, 4\diamondsuit = \text{high suit}) \\ 3N = \heartsuit + \clubsuit \end{array}$