


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; ½ Level; Reopening)
aggressive style
Possible 4-card overcalls at 1st level with good suit.
New suit F1 if unpassed hand, cue = support + inv+
2N = 4 card fit, inv+
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17 HCP, System on as over 1NT opening (can be point up/down)
11-15 HCP in reopening, system on.
4th Live 15-17 HCP, system on.
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak jump overcalls,
Unusual 2NT lower 2 suits
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
1M-(2M) = M+m; 1m- (2m) MM
VS. NT (vs. Strong/Weak; Reopening; PH)
Dbl = clubs + M (or very strong); 2C = Majors, 2D = D+M, 2M = natural
Vs weak (low + high < 28): dbl = points, 2C = majors, 2x natural
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
Take out dbls
Lebensohl after (2M) - x
2NT = 15-18 HCP
3NT = to play, tricks or strong bal.
VS. ARTIFICIAL STRONG OPENINGS
1♣ - dbl majors
1♣ - (1NT) = both minors
Other = natural
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL = 10+, penalty oriented, in general no fit for partner's suit

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	1/3/5	low from xxx if not supported	
NT	1/3/5	low from xxx if not supported	
Subseq	Attitude (low enc)	Attitude (low enc)	
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx asks for attitude	AK	
King	KQx, AK, asks for count	KQ109, AKJ10	
Queen	QJx,	QJ10(x), AQJ(x)	
Jack	J10x, KJ10	J10x, KJ10, AJ10	
10	1098, 10x, K109	1098, A109, K109, Q109	
9	9x	987, A109, K109, Q109	
Hi-x	Xx, xxXx	Xx, xxxXx	
Lo-x	xxX	xXx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 attitude	suit preference	Even/odd
	2 count		count
	3 suit preference		
NT	1 attitude	count / suit preference	Even/odd
	2 count		count
	3 suit preference		
ATTITUDE: low=encouraging, hi=discouraging			
COUNT: low=odd, hi=enc			
SUIT PREFERENCE: hi=for higher suit (inc. in trump)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Low and high take out doubles, low promises shape			
Responses: suit without a jump = 0-7 HCP, with a jump 8-10(11) HCP,			
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
Negative double			
Support double and redouble			
Invitational double			

WBF Convention Card	
♠ ♥ ♦ ♣	
CATEGORY: Green	
COUNTRY: Slovenia	
PLAYERS: Tina Drnovšek with Hana Rus or Teo Kukuljan	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
2/1 Game Force	
We open 5 card majors.	
1NT = 14-16 HCP (upgrades possible, 5M,6m, singleton AKQ poss)	
2♦'s 2♥'s, 2♠'s weak 2 (,can be 5 card suit), aggressive	
3NT opening is gambling	
1/3/5 leads	
rev att, std. count	
First discard = odd enc, even suit preference	
CONVENTIONS:	
MINOR: inverted minors; XYZ	
MAJOR: 2 NT (Jacoby)	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
1M – (DBL) – bid bellow M = constructive raise	
2M = weak, 2NT=Jordan (supp. Inv. +),	
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	

OPENING	T A I r C t K i f I i F c	Min no of cards	Neg. DBL thru	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2		11-20 HCP	1NT = 7-10 HCP, 2♣ = inverted minor, 10+ HCP, 2♦♥♠ = 3-7 HCP	XYZ	
					2NT = 10-11(12) HCP, balanced, inv., 3♣ = 6-9 HCP, 5+♣		
1♦		4		11-20 HCP	1NT = 6-9(10) HCP, 2♦ = inverted minor, 10+ HCP, 2♥, 2♠ = 3-7 HCP		
					2NT = 10-11(12) HCP, balanced, inv.,		
1♥		5		11-20 HCP	1NT = semi-F, 2♣ natural or balanced GF, 2♦ = GF natural, 2♠ = mixed raise, 3♣, 3♦ = inv natural, 2NT = inv+ with fit (if invit, can be only 3)		Drury
1♠		5		11-20 HCP	1NT = semi-F, 2♣ natural or balanced GF, 2♦, ♥ = GF natural, 3♣, 3♦ = naravno inv, 2NT = 4+♥'s, GF (Jacoby), 3♥ = 3+♠ invitational		
1NT		1		14-16HCP	2♣ = Stayman, 2♦, 2♥, transfer 2♠ bid better m in trf, 2N invit, 3x GF with shortness in x, 4D/H trf	Lebensohl, Smolen	
				(semi)balanced		1N-2C-3m/M 5cM min, max	If overcalled negative dbl
2♣		0		22 HCP+ or less with	2♦ = waiting, 2M natural positive		
				playing strength			
2♦		6		5+♦ 6-10HCP	Level 2 new suit NF	After 2NT feature if not min	
2♥		6		5+♥ 6-10 HCPL	Level 2 new suit NF	After 2NT feature if not min	
2♠		6		5+♠ 6-10 HCP	2N asks feature	After 2NT feature if not min	
2NT				19-21 HCP, balanced	3♣ = Stayman, 3♦, 3♥ = transfer, 3♠ = bid better m in trf	After 2NT -3♦ or 3♥: 4 m= 4c supp+cue., 4M = 4c supp + all controls.	
3♣		6		preemptive	new suit is F for 1 round		
3♦		6		preemptive	3NT = to play		
3♥		7		preemptive			
3♠		7		preemptive	Partner suit on level 4 or 5 = to play		
3NT	x	7		gambling	4♣, 4♦, 5♠ = pass or correct, 4♥, 4♠, 5♦ = to play, 4NT=RKCB		
4♣		7		preemptive			
4♦		7		preemptive			
4♥		6		to play			
4♠		6		to play			
4NT	x	5		both min. preemptive			
5♣		7				HIGH LEVEL BIDDING	
5♦		7				RKCB 1430	