

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 level; Reopening)
Style: aggressive 8-15 (17) HCP, 4+
Resp: 1x = F1; 1NT = NF
Reopen and resp: Same as overcalls
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd: 15-17 HCP
Responses: System on
JUMP OVERCALLS (Style; Responses; Reopen)
Natural and preemptive
1M-2NT = both minors
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
1M-2M = other major and minor from 5+5+
VS Weak NT (average less 15 HCP)
Dbl = points, 2C= both majors, 2D = one major, 2H = nat + minor
2NT = both minors
VS Strong NT (average more or equal 15 HCP)
SAME
VS PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
DBL = T/O; NT = NAT
VS ARTIFICIAL STRONG OPENINGS
Natural
VS OPPONENTS' TAKEOUT DOUBLE
RDBL = Penalty

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	Lead	In Partner's suit
Suit	2/4 th , top from 2	2/4 th , top from 2
NT	2/4 th , top from 2	2/4 th , top from 2
Subseq	2/4 th , top from 2	2/4 th , top from 2
OTHERS:		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AK+, Ax,	AK+, Ax,
King	AK+, KQ+, Kx	AK+, KQ+, Kx
Queen	QJ+, Qx	QJ+, Qx
Jack	J10+, KJ10+, AJ10+	J10+, KJ10+, AJ10+
10	109, H109+,	109, H109+,
9	9x, 109+	9x, 109+
S	Sx, HxS, xSx, xSxxx, HxxS	Sx, HxS, xSx, xSxxx, HxxS
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
Suit	Att, small = pos	Count, lo-hi = even
	Count, lo-hi = even	S/P
	S/P	
NT	Att, small = pos	Count, lo-hi = even
	Count, lo-hi = even	S/P
	S/P	
Disc	small card to the lowest suit, high card – to the highest suit	
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
T/O thru 4NT = opening values		
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES		
NEG DBL thru 4NT		

WBF CONVENTION CARD
CATEGORY: GREEN
NCBO: LATVIA
PLAYERS: BETHERE Beatrise – STRAUME Lenarts
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1m = 3+, better minor
1M = (8)11+ HCP, 5+
1NT = (14)15-17 HCP, could have 5332
2C = FG
2D = weak 2 in one major or 22-23 bal
2M = 5+ and 4+ any minor, 6-10 HCP
2NT = 20-21 BAL
3x = PRE
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2D = weak 2 in one major or 22-23 bal
3NT = AKQxxxx in one minor
SPECIAL FORCING PASS SEQUENCES
in FG situations
IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE
PSYCHICS
rare

OP.	TICK IF ART	MIN NO OF CARDS	NEG DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		3	4♥	3+, better minor	1x = NAT; 2C = 10+, 4+ C	1x-1y-1z: 2C = puppet to 2D – shows invitational or weak hands; 2D=FG	SAME
					1NT/2NT/3NT = limit	4th suit forcing game	
					2M = PRE	1C - 1x - 1NT - 3y = 5+5+, FG	
1♦		3	4♥	3+, better minor	1x = NAT; 2D = 10+, 4+ D	1x-1y-1z: 2C = puppet to 2D – shows invitational or weak hands; 2D=FG	SAME
					1NT/2NT/3NT = limit	4th suit forcing game	
					2M = PRE	1D - 1x - 1NT - 3y = 5+5+, FG	
1♥/♠		5	4♥	(8) 10+ HCP, 4+in 3rd	1S = NAT; 1NT = NF	1x-1y-1z: 2C = puppet to 2D – shows invitational or weak hands; 2D=FG	
					2 over 1 = NAT, FG; 2C = 2c+, FG	4th suit forcing game	
				3. pos - may be weaker	2NT = INV+ with support		
					3C/3D after 1M and 3H after 1S = INV, HHxxxx+		
					3M = PRE		
					Double jump = short + support		
1NT			4♥	(14) 15-17, BAL,	2C = Stayman; 2D/2H/2NT = TRF to H/S/D	1NT - 2C - 2D - 3H = Smolen, 5s & 4h	
				Could have 5332	2S = TRF to C or INV to 3NT/6NT/7NT	1NT - 2C - 2D - 3S = Smolen, 5h & 4s	
					3x = NAT, ST		
2♣	X		4♥	FG	2D = 0-7 any hand		
					2M/3m = positive		
2♦	X	0	-	(4) 6-12 HCP, 6 in one major or 22-23 bal	2M = PC, 2NT = relay	2D - 2NT - 3C/D = min with H/S, 3H/S = max with S/H	
2♥/♠	X	5	-	(4) 6-10 HCP, 5+ & 4m	2NT = relay	2M - 2NT - 3C/D = min with C/D, 3H/S = max with C/D	
2nt				20-21 HCP, BAL	3C = asking, 3D/H = transfers H/S, 3S = minors		
				5332 any is possible			
3♣/♦		(6)7	-	(4) 6-10 HCP, HHxxxx+	3x = F1		
3♥/♠		(6)7		(4) 6-10 HCP, HHxxxx+	3x = F1		
3nt	X	0	-	AKQxxxx in any minor	4C/5C/6C/7C = P/C	HIGH LEVEL BIDDING	
					4M = NAT, to play		
4♣/♦		7	-	PRE	4M = NAT, to play	CUE = 1st and 2nd round	
						RKCB = 1430	
4♥/♠		7	-	PRE	4NT = RKCB;		
4nt	X		-	5+5+ minors, PRE	5m = to play		
5♣/♦		7	-	PRE			