

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 level; Reopening)
Style: aggressive 8-15 (18) HCP (4) 5+,
Resp: new suit= F1;
Jump Raise=PRE, Cue=F1,
Transfers
Fit-bids
Splinter only in opponent suit
Reopen: 8-15; Resp: Cue=F1, other NF
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd: 15-17
Responses: System on after 1m and some modifications after 1M;
4th: same
JUMP OVERCALLS (Style; Responses; Reopen)
Constructive VUL, random NVUL
[1M]-2M=OM and minor, [1M]-2NT = both minors
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
(1♣ if 2 or less) - 2♣ = natural; (1♦) - 2♦ = both majors
(1♥/♠) - 2♥/♠ OM and ♣, (1♥/♠) - 3♣ = OM and ♦
Jump cue vs 1 <sup>st</sup> level natural opening: asking for stopper
VS Weak NT (average less 15 HCP)
DBL=nat; following double NEG; 2♣=♥+♠ Resp: 2nt=F1, asking
2♦=Major 1-Suiter Resp: 2nt=F1; 2♥/♠=4+-5+m Resp: 2nt=F1; 2nt=minors
VS Strong NT (average more or equal 15 HCP)
DBL =4+M-5+m, 2♥/♠= 5+M-4+m, other same as vs weak NT
VS PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
DBL=T/O; NT=nat;
Natural and two suited overcalls
[3M] – 4m = nat + OM
VS ARTIFICIAL STRONG OPENINGS
vs 1♣: DBL = ♣; 1x = nat, may be 4 cards; 1nt = (44)+ ♣+♦
2♣/♦/♥/♠ = as VS 1NT; 2nt= 2-Suiter
vs 2♣: DBL= ♣; 2♦/♥/♠ = nat; 2nt= 2-Suiter
VS OPPONENTS' TAKEOUT DOUBLE
RDBL= Strong; new suit = F1; Jump Raise= PRE;

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	Lead	In Partner's suit
Suit	1-3-5	1-3-5
NT	1-3-5	1-3-5
Subseq	Same	2-4 through declarer
OTHERS: we might lead 1 <sup>st</sup> from 3 or more cards		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AK+, Ax, AQx, AJx	AK+, Ax, AQx, AJx
King	AKQ, KQ, Kx	AKQ, KQ, Kx, AKJ+
Queen	QJ, AQJ, Qx	QJ, AQJ, Qx,
Jack	J10, Jx, KJ10	J10, Jx, KJ10,
10	109, Q109, AK109+	109, Q109, AK109+
9	9x+, A(K)109, A(K)J9,	9x+, A(K)109, A(K)J9,
S	Sx(+), xxS, xxSx, xxxxS, xxxxSx	Sx(+), xxS, xxSx, xxxxS, xxxxSx
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
Suit	Att, small = positive	Count, small=even
	Count, small=even	S/P
	S/P	
NT	Att, small = pos	Count, small=even
	Count, small=even	S/P
	S/P	
Disc	Suit preference: small card – lowest suit, high card – highest suit	
	Against high level contracts K asks for count	
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
T/O thru 5♦ = opening values, but may be light with classic shape		
RESP: Cue=F1, Other=nat limit, Lebensohl after [2M]-dbl-[p]		
Reopen: norm 10+, may be very weak, when feeling pd's trapping		
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES		
NEG DBL thru 4♥		
Support double/redouble after 1x-p-1y-[1/2z]		

WBF CONVENTION CARD
CATEGORY: GREEN
NCBO: LATVIA
PLAYERS: LITVAK Sofia – BRIEDIS Martins
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
NATURAL
1♣ / ♦ = 3+, better minor
1♥ / ♠ = (8) 11+, 5+
1nt = 15-17 bal,
2♣ = Forcing to game or 22+ BAL
2♦ = both Majors from (4) 5-4, (3) 6-10 HCP
2♥ = weak two, can be 5 cards and may have minor suit
2♠ = weak two, can be 5 cards and may have minor suit
2nt = 20-21 balanced,
1nt over 1M= semi-forcing
2 over 1= GF
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2♦ = 9-12 6+card MAJ
2♥/♠ = destructive weak 2 in MAJ
3nt= Gambling
SPECIAL FORCING PASS SEQUENCES
After penalty redoubles
In GF 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 = natural, 2♣=10+, 4+♣ 1NT/2NT/3NT = limit 2♦/♥/♠=nat, 0-8 hcp 3♣=6-9 hcp with (4) 5+♣ 3♦/♥/♠=short ♦/♥/♠ with 5+♣, FG	1♣-1y-1z-2♣=INV hands or to play 2♦ 1♣-1y-1z-2♦=ANY FG 1♣-1y-1NT-3x=5+5+ GF 1♣-1y-1NT-2NT = puppet to 3♣	SAME
1♦		3	4♥	3+, better minor	1x = natural 1NT/2NT/3NT = limit 1♦-2M=nat, 0-8 hcp, 1♦-3♣=nat, 0-8 hcp Same structure as 1♣	1♦-1y-1z-2♣=INV hands or to play 2♦ 1♦-1y-1z-2♦=ANY FG 1♦-1y-1NT-3x=5+5+ GF 1♦-1y-1NT-2NT = puppet to 3♣	SAME
1♥/♠		5	4♥	(8) 11+, 5+ ♥/♠  3/4 pos – may be weaker , may be 4 cards suit	Semi-forcing NT 2♣=2+ GF, 2♦♥=(4) 5+, GF, 3♣♦ = 9-11 HHxxxx, no support 2NT = GF with support Splinters	1♥-1♠-2♣ and 1♥-1NT-2♣ and 1♠-1NT-2♣ shows clubs or any 16+	2♣=9-11 with Support
1NT			4♥	(14) 15-17 bal	2♣= Stayman; 2♦/♥/nt= TRSF ♥/♠/♦; 2♠=TRSF ♣ or inv 3nt or 6nt or inv 6m with 44 minors 3♣♦/♥/♠ = NAT, FG	1NT-2♣-2♦-3M=Smolen 1NT-2♣-2♦-2♥ = NF, weak, 4-4 MAJ	
2♣	X		4♥	Strong, GF	2♦=NEG, 0-6; other 6+	2♣-2♦-2NT=22+, resp as after 2NT OP.	
2♦	X	0	-	9-12 HCP 6+ any M	2/3/4♥ = P/C, 2♠=for play with ♠, INV+ with ♥ 2NT=relay	2♦-2NT-3♣/♦=good hand with ♥/♠, 2♦-2NT-3♥/♠=weak with ♥/♠	
2♥/♠		(5)6+	-	(0)-8 HCP (5)6+ ♥/♠, VUL 6+ or 5-5+m NVUL mb 5-4+m	New suit=NF, 2NT=forcing relay 2M-3M=not inviting	2♥/♠-2NT-3♣/♦=NAT, max 2♥/♠-2NT-3♥/♠ = weak, mb w/ minor.	
2nt				20-21, bal	3♣ = PUP-STAY, 3♦ / ♥ = transfers, 3♠ = minors		
3♣/♦		6	-	Pre, depending on vulnerability 0-10 hcp	New suit forcing		
3♥/♠		7(6)	-	Pre, depending on vulnerability 0-10 hcp	New suit forcing		
3nt	X	0	-	AKQxxxx in any minor w/o A/K aside	4/5/6 m = P/C 4M = nat, to play	<b>HIGH LEVEL BIDDING</b>	
4♣/♦		7	-	Weak pre	4M = nat, to play	CUE= 1st or 2nd round RKCB= 1430, Kick-back Relay following 5♥/♠ responses to RKCB or relay+1 following 5♣/♦ responses to RKCB asks for trump Q or K (if not contract).	
4♥/♠		7	-	PRE	4NT=RKCB; new suit=CUE		
4nt	X		-	(65)+ minors PRE			
5♣/♦		7		PRE (but may be strong)			