

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Sound at 2-level; up to about 18 HCP
Light in reopening
Response at level one and three is one round forcing
Cue after overcall is invitational+
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17(18) HCP al positions; System as over 1NT opening
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak at L3
At L2 : 2C = both M over m; 2D = w2M; 2H = H+m;
2S over m = S+m, 1m-3C = natural(12+Hp)
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels cue bids
Jump cue ask for stop for NT
VS. NT (vs. Strong/Weak; Reopening;PH)
Multi landy: X = 4M-5+m for strong NT, pen. oriented for weak NT
2C = 5/4 or 4/5M, 2D = 5+H or 5+S, 2H = at least 55 H+m,
2S = at least 55 S+m, 2NT = at least 55 minors; see notes
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Lebensohl after (WK2x)-DBL ; 2M-4m=OM + m; (notes)
Vs. Multi : supp. notes
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs 1C : 2C = Majors; 2D = w2M; 2H =H+m; 2S = S+m;
OVER OPPONENTS' TAKEOUT DOUBLE
New suit=F at 1-level only; JUMP raise=PRE
1M-(DBL)-2NT=limit raise or better;
JUMP SHIFT in m=supp + quality (inv)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5	Same	
NT	3/5	Same	
Subseq			
Other: MUD from 3 small			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+); Ax(+)	AKx(+)	
King	AK(+) ask count, KQx(+)	AK(+), KQx(+) ask UB/CT	
Queen	QJ; QJx(+)	QJx(+)	
Jack	J10(x+); KJ10x(+)	J10x(+);HJ10x(+)	
10	109(x+); H109x(+)	109;109x(+);H109x(+)	
9	9x;98x(+)	9x;98x(+)	
Hi-X	Sx;HxSx;	Sx;HxSx;	
Lo-X	HxS;HxxxS;xxxxS;xxS	HxS;HxxxS;xxxxS;xxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT: Lo=ENC	Count: Hi/lo=Odd	ATT: Lo= ENC
Suit 2	Count: Hi/lo=Odd		Count
3			
1	As above	As above	As above
NT 2	As above		As above
3			
Signals (including Trumps): upside down in trumps shows ruffing interest			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light in protection			
RESP DBL			
Support DBL/RDBL			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
NEG DBL thru 4D			
Responsive doubles			
Support double/redouble			

W B F CONVENTION CARD
CATEGORY: Natural – Green(2/1 GF)
NCBO: Slovenia
PLAYERS: Sadar Joze – Rasula Bogdan
EVENT : 52nd European Team Championships
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5-card Majors
One round forcing 1NT(Gazzilli) over 1H/1S
Multi 2D opening (w2 in M or 20-22 bal)
2H = 5H 4+m 6-11Hp
2S = 5S 4+m 6-11Hp
1NT = 15-17 Hp
2 over 1 response = GF
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
GAMBLING 3NT with little outside strength(Max Q)
COMP CUE=LIMIT+ RAISE, JUMP RAISE=PRE
LEBENSOHL
FIT-SHOWING JUMPS after X or overcall
2NT opening = 6+m mono, weak colour – max KJxxx(x)
REVERSE DRURY
SPECIAL FORCING PASS SEQUENCES
AT HIGH LEVELS IN FORCING SITUATIONS PASS
SHOWS 1st or 2nd ctrl
IMPORTANT NOTES
PSYCHICS: VERY RARE

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4H	11-21Hp	2C=F1(10+,no M);3C=PRE,1NT=6-10; 2NT = inv; 2M = 2-5Hp;3NT=13-15Hp	1C-2C = inverted(notes)	
1♦		3	4H	11-21Hp	2D=F1(10+,no M);3D=PRE,1NT=6-10; 2NT = inv; 2M = 2-5Hp;3NT=13-15Hp	1D-2D = inverted(notes)	
1♥		5	4D		1NT=F1, 2/1=GF, 2S=2-5(6+S),2NT=GF with 4CS, 2H=8-9Hp 3C=7-9Hp(4CS), 3D=10-11Hp(4CS), 4C =12-15(<3 KC), 4D=12-15Hp(3KC), 3S=any splinter	After double: 2C=7-9(3CS), 2D=7-9(4CS), 2NT=inv(4CS), 3C,3D=JUMP shift	See notes
1♠		5	4D		1NT=F1, 2/1=GF, 2S=8-9Hp,2NT=GF with 4CS 3C=7-9Hp(4CS), 3D=10-11Hp(4CS), 4C =12-15(<3 KC), 4D=12-15Hp(3KC), 3H=any splinter	After double: 2C=7-9(3CS), 2D=7-9(4CS), 2NT=inv+(4CS), 3C,3D=JUMP shift	See notes
INT				15-17Hp	4 suit transfers, texas, 3C=55m NF, 3D=55m GF+ 3H=55M inv, 3S=55M, GF, gerber, smolen	Using retransfers	See notes
2♣	X			23+Hp or 9+tricks	2D=waiting;2H=0-4Hp;2S=5+hearts(2 top H) 2NT = 5+spades(2 top H)	After 2D wait 2H relay, partner must bid 2S After 2D, 4C or 4D = splinter	
2♦	X			W2M 6-11Hp or 20-22 bal.	2,3,4Hor S = pass/correct;2NT = ask(notes) New suit = F1		See notes
2♥	X			5S-4+m 6-11Hp	2NT =ask(notes); 3C=pass/correct New suit = F1		See notes
2♠	X			5S-4+m 6-11Hp	2NT =ask(notes); 3C=pass/correct New suit = F1		See notes
2NT	X	6		Weak, 6-7m at most 1 top H in m	3C= pass/correct, new suit = F1		
3♣		6		Preemptive, 2+honours	New suit = F1;4NT = RKCB		
3♦		6		Preemptive, 2+honours	New suit = F1;4NT = RKCB		
3♥		7		Preemptive	New suit = F1;4NT = RKCB		
3♠		7		Preemptive	New suit = F1;4NT = RKCB		
3NT	X	7		Solid minor(7+), max Q outside			
4♣	X	7-8		Namyats(8-9 tricks in H)			
4♦	X	7-8		Namyats(8-9 tricks in S)			
4♥		7-8		Natural, weaker than 4C			
4♠		7-8		Natural, weaker than 4D			
4NT	X			Blackwood(14-30-2)			
5♣				Natural		HIGH LEVEL BIDDING	
5♦				Natural		RKCB, Void Wood, Josephine	
5♥				Natural		Forcing pass	
5♠				Natural		Splinters RIPO/DIPO	