



## WBF Convention Card

**Category:** Artificial - RED  
**NCBO:** Croatian Bridge Federation  
**Event:** 2004 Malmo European Championship  
**Players:** Dubravko DIKLIC & Ivica MILADIN

### SYSTEM SUMMARY

#### GENERAL APPROACH AND STYLE:

**RELAY-BLUE CLUB**  
**Strong 1♠: CONTROLS resp.**  
 1♦: 1+ cards  
 4-card M. open light if UNBAL  
**PREE:** Classic  
 Specialized 2-level Openings  
 Frequent non-PEN DBL  
**INT opening:** 12-14 NV, 15-17 VUL  
**2 over 1 Response:** ART: non forsing  
**SPECIAL BIDS THAT MAY REQUIRE DEFENCE**

#### Openings:

1♦: preparatory, may be 5(332), NV 15-17 bal, V 12-14 bal  
 2♦: a) weak M, b) 4441 17-23 HP, c) 21-22 bal  
 2♥/♠ = 5/6 ♥/♠ + 4m 12-14  
 2NT: minors, weak  
 3NT: gambling may be in M

#### Conventions:

Lebensohl  
 INT overall - over M or preparatory m: 4-4 minors  
 - over minor: 15-18 balance

#### SPECIAL FORCING PASS SEQUENCES

DOPE, ROPE  
 INT-(DBL)-PASS: transfer to RDBL  
 1♠-(pass)-positiv answer: GF

#### IMPORTANT NOTES THAT DOESN'T FIT ELSEWHERE

We do not pass when unclear  
 (Note 5.)

#### Psychics: rare

may have defensive tricks

## LEADS AND SIGNALS

### OPENING LEADS AND SIGNALS

	Lead	In Partners' suit
Suit	ATT, SPEC RNOW	COUNT, ACE
NT	ATT, SPEC RNOW	COUNT, ACE
Subseq	ATT, ACE	COUNT, ACE
Other:	-	-

### LEADS

	vs. Suit	vs. NT
<b>Lead</b>		
Ace	AK, Ax(+), AKJ(+), AKQx(+)	same
King	KQ, AKx(+), KQJ(+), KQ10(+)	same
Queen	KQx(+), QJ, QJ10/9x(+)	same
Jack	J10, J10x(+), QJx(+), Jx	same + AQJx(+)
10	HJ10x(+), 109x(+), 10x	same
9	H98x(+), H109x(+), 9x, 98x	same
Hx-x	xSx, xSxx, Sx, Sxxx	same + Sxx
Lo-x	HxS, Hxxx, Hxxxx	same

### SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit: 1 <sup>ST</sup>	low - E	?	circle S/P
2 <sup>ND</sup>	low - 1	low - 1	even - E
3 <sup>RD</sup>	circle S/P	?	low - 1
NT: 1 <sup>ST</sup>	low - E	?	Discorg
2 <sup>ND</sup>	low - 1	low - 1	circle S/P
3 <sup>RD</sup>	suit preference		even - E

LEGEND: 1 – odd no. of cards, E – encouraging

Signals (including Trump suit): CIRCLE LAVINTHAL

Trumps:

### DOUBLES

#### TAKEOUT DOUBLES (Style, Responses, Reopening)

Style: May be light (10) with classic shape  
 Promise 4OM or 43+Ms; offshape OK  
 Responses: natural

Reopening: natural

#### SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES

NEG DBLs beyond 2♠: 7+HCP, any shape.  
 RESP DBLs beyond 3♠: Useful values, any shape  
 OPT DBL: use Law of Total Tricks

DOPE

weak -STRONG-NT hand

RKRNZ DBL/RDBL

## DEFENSIVE AND COMPETITIVE BIDDING

### OVERCALLS (Style, Responses, ½ Level, Reopening)

Style: Light

Responses: New suit JUMP: NF, Jump RAISE: PREE, RKRNZ DBL/RDBL

Reopening: natural

### INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses, Reopening)

2<sup>nd</sup> position: 1M-1NT: opening values with both minors(4-4)

Responses: 2M: F1

1m-1NT: 15-18 or same as above if m is preparatory

Responses: 2♣: F1

Reopening: 11-13 HCP, natural Responses: natural

1X - pass - 1Y - INT: other two suits ((4)5<sup>+</sup>-5<sup>-</sup>)

### JUMP OVERCALLS (Style, Responses, Unusual NT)

Style: weak-5-card possible

Responses: 2NT=F1, natural

Unusual notrump: if m is preparatory 2NT: ♣+♦

(1m)-2NT: ♥+om; (1M)-2NT: ♣+♦

Reopening: As above

### DIRECT and JUMP CUE BIDS (Style, Resp., Reopening)

Style: Michaels cue: ... (PRE or STR)

(1m)-2m: ♠+any(54+); (1M)-2M: OM+m(55+)

jump cue bid: gambling

Responses: natural

Reopening:

VS. NT (vs. Strong / Weak; Reopening: PH)

Strong & Weak: DON'T: dbl: monocolour (suits are 4<sup>+</sup>-4<sup>+</sup>)

2♠: ♣+any, 2♦: ♦+M, 2♥: ♥+♠, 2♠: ♠ weaker then dbl

Reopening: same

Passed Hand: same

Responses: natural

### VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)

LEB after (WK2x)-(DBL)-(P)-

3M - 4m: 5<sup>+</sup>M + 5<sup>+</sup>oM

3m - 4m: 5<sup>+</sup>M + 5<sup>+</sup>om

VS. ARTIFICIAL STRONG OPENINGS

vs strong 1♠: aggressive 1♠2♠=any hand (NV/VUL)

1NT: one suiter or two suiter

### OVER OPPONENTS' TAKE OUT DOUBLE

natural, rdbl: 10<sup>+</sup> HCP, suit: NF,

jump: piece

2NT: support

Opening	Artificial	Min.	Neg. Double	Description	Response	Subsequent Auction	Passed Hand Bidding
1♣	yes	0	3♣	17 <sup>+</sup> except: 21-22 bal, 17 bal, 17-23 (4441)	1♣: 0-6, 1♥: 7 <sup>+</sup> 0-2 controls, 1♠/1NT/2♣: 3/4/5/6 <sup>+</sup> controls, 2M: 3-5 HP 6 <sup>+</sup> , 2NT: KQJxxx 1♥ relay (may be weak) other NF, 2NT 11-12 balance	1♣-1♦-1♥: 20 <sup>+</sup> , 2♠: ask for honers, 1♠/2♣/2♦/2♥: 17-20 HP, 1NT/2NT: 18-20/23-24 balance	2♦: 3-5Hcp 6 cards, other: same
1♦	yes	1	3♣	11-17 Hcp, preparatory	1♥ relay (may be weak) other NF, 2NT 11-12 balance	1♦-1♥-1♠: 4441 or 5(332), 1NT: bal, 2m: mono or m/m 5 <sup>+</sup> /4 <sup>+</sup> , 2M/2NT/3m: reverse	1♦-2♣ 10+, other: same
1♥	no	4	3♣	11-16Hcp, canape with minor or reverse	1♠: relay, 2♥: may be weak, 2♠: weak ♠, 3♣/3♦ nat. limit, other: NF, INT: NAT with ♠	1♥-1♠-1NT: BAL, 2m: canape, 2NT: 15-16♠ 4m, 2♣/3♣/3♦/3♥: reverse	1♠: nat, 1NT: nat, 2X: nat (10+), other: same
1♠	no	4	3♥	11-16 Hcp, canape with minor or reverse	1NT: relay, new suit: NF, jump new suit: mix splinter, 2♠: may be weak, 2NT: 10-11	As for 1♥	1NT: 6-9, 2/1: nat, other: same
1NT	no	-	3♣-3♠	12-14 NV, 15-17 VUL, may be 5M, 6m	relay stay., does not promise 4M, jacobly trf, 2NT trf to 3♣, 4M: to play, SA texas, TRF, 3m: inv, 3M: FG	after 2♣: relay and negativ cue-bid, super fit for jacobly, natural	same
2♣	yes	6	2♠	11-16 Hcp, may be 4(5) cards in other suit	2♦: relay F1, 2M: NF, 3♦/♥/♠: GF, 2NT/3♣: invit	2♣-2♦-2♥/♠: 12-14, 2NT: 14-16, 3♣: 12-14, 3NT: AKQxxx, 3♦/♥/♠: 15-16	same
2♦	yes	0	-	multi: - weak ♥/♠ -21-22 BAL -17-23(4441)	2♥: P/C NF, 2♠: relay, 2NT: 6/1 majors invit, 3m: invit good suit, 3♥: PREE	2♦-2♥: natural, 2♦-2♠: relay answering (Note 1.)	same
2♥	yes	5	-	11-14 Hcp, 5-6♥ +4m	2♠: relay, 3♣: P/C, 3♦: GT with ♠, jump: splinter	2♥-2♠: relay answering (Note 2.)	same
2♠	yes	5	-	11-14 Hcp, 5-6♠ +4m	2NT: F1 relay, 3♣: P/C, 3♥/♠: invit, 3♦: invit(NT), 4♣/♦/♥: splinter	2♠-2NT: relay answering (Note 3.)	same
2NT	yes	-	-	minors (4)5-5, 6-10 Hcp, 3rd pos - weaker	3♣/♦: S/O, 3♥/♠: F1, 4♣/♦: prec	natural	4♣/♦: invit
3♣, 3♦, 3♥, 3♠	no	6 <sup>+</sup>	-	preemptive	new suit: F1, jump: asking bid (note 4)	natural	
3NT	yes	7	-	gambling, may be M	4♣: P/C, 4♦/♥/♠: P/asking	natural	
4♣, 4♦, 4♥, 4♠	no	-	-	to play	RKCB, cue bid, natural	natural	
4NT	yes	-	-	minors	5♣/♦: SO, 5♥: ?H, 5♠: ?void	natural	
<b>HIGH LEVEL BIDDING</b>							
CUE: 1st + 2nd round equally, Zoom (Note 6.)							
EXCLUSION RKCB,							
DOPE, SPL, JOSEPHINE, LIGHTNER, NEG SLAM DBL,							
after relay asking for distribution (Note 5.)							

(Note 1.)

- 2♦-2♠-2NT=21-22 BALANCE  
 3♣ = weak WEAK ♥ or singl ♠ 19-21  
 3♦ = weak WEAK ♠ or singl ♠ 19-21  
 3♥ = strong WEAK ♠  
 3♠ = strong WEAK ♥  
 3NT= AKQxxx ♥ or ♠  
 4♣/♦/♥/♠ = singl ♠/♥/♠/♣ 17-18 or 22-23  
 4NT/5♣ = singl ♣/♦ 19-21

(Note 2.)

- 2♥-2♠®  
 2NT 3♣® 3♦ 3♥® 3♠ 3NT 2641 (4♣ → zoom)  
 (6♥s no void) (4♦s) 4♣ 1642 (4♣ → zoom)  
 3♥ 1624 (3♠ → zoom) 3640  
 3♠ 2614  
 3NT 3604  
 3♣ 3♦® 3♥ 2524  
 (4♠s no void) 3♠ 3514  
 3NT 1534  
 3♦ 3♥® 3♠ 3541  
 (4♦s, 2-3♠s) 0634 (3♠ → zoom) 2542  
 3♥ 0643  
 3♠ 1543  
 3NT

(Note 3.)

- 2♠ - 2NT®  
 3♣ 3♦® 3♥ 3♠ 5314  
 (4♠s no 6♠s) 3♠ 5224  
 3NT 5134  
 3♦ 3♥® 3♠ 5341  
 (4♦s no 6♠s, min 2♥s) 3NT 5242  
 3♥ 3♠® 3NT 4♣® 4♦ 6043  
 (6♠s, 0-2♥s) (4♦s) 4♠ 6241  
 4♠ 6142

- 3♠ 4♣® 4♦ 4♠ 6124  
 (6♠s, 3♥s) 4♥ 6034  
 4♥ 6214  
 4♠ 6340  
 6304

4♦ → zoom

- 3NT 5143  
 4♣ 6340  
 4♦ 6304  
 4♥ 6034  
 4♠ 6043

(Note 4.)

- 3♣/♦/♥/♠-JUMP=ASKING BID - 1.STEP= NO CONTROL  
 2.STEP= II CONTROL (SINGL OR K)  
 3.STEP= I CONTROL (VOID OR A)

(Note 5.)

After additional RELAY asking (when all the necessary information had already been found out, some ex. trump fit or define the shortage), closing to game is slam invitational.

(Note 6.)

Negativ control answering - passing with and stopping without control

