

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 level; Reopening)
Style: aggressive (5) 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
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd 4th 15-18
Responses:system on after 1m and some modifications after 1M
JUMP OVERCALLS (Style; Responses; Reopen)
Constructive in VUL, random NONVUL
[1M]-2M=OM and minor, [1M]-2NT both minors
2♦ after 1♣ or 1♦ shows both majors
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
(1♣) - 2♣ = natural; (1♦) - 2♦ = both majors
(1♥/♠) - 2♥/♠ OM and minor
Jump cue vs 1 <sup>st</sup> level natural opening: asking for stopper
VS Weak NT (average less 15 HCP)
DBL=13+P, second level natural
VS Strong NT (average more or equal 15 HCP)
2C- both majors 5-4+, 2D- one major 6+, 2H=H+m 2S=S+m
VS PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
DBL=T/O; NT=nat;
Natural and two suited overcalls
[3M] - 4m = nat + OM; [3D] - 4C = nat + M
VS ARTIFICIAL STRONG OPENINGS
vs 1♣: DBL = ♣; 1x = nat, may be 4 cards; Int = (44)+ ♣+♦
2♣/♦/♥/♠ = Same VS 1NT; 2nt= 2-Suiter

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	1. attitude (high=passive 2. count)	Same
OTHERS: we might lead 1 <sup>st</sup> from 3 or more cards		
LEADS		
	Vs. Suit	Vs. NT
Ace	AK+, Ax, AQx, AJx	AK+, Ax, AQx, AJx
King	AKQ, KQ, Kx	AKQ, KQ, Kx,
Queen	QJ, AQJ, Qx	QJ, AQJ, Qx,
Jack	J10, Jx, KJ10, AJ10	J10, Jx, KJ10, AJ10
10	109, Q109, A(K)109, AK109+	109, Q109, A(K)109, AK109+
9	9x+, A(K)J9	9x+, A(K)J9
S	Sx(+), xxS, xxSx, xxxxS, xxSxxx	Sx(+), xxS, xxSx, xxxxS, xxSxxx
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 = positive	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, LEB after [2M]-dbl-[p] (2NT forces partner to bid 3C)		
Reopen: norm 10+, may be very weak, when feeling pd's trapping		
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES		
NEG DBL thru 4♥		

WBF CONVENTION CARD
CATEGORY: GREEN
NCBO: LATVIA
PLAYERS: JANSONS Druvis - Kreitāls Rainers
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
NATURAL
1♣ / ♦ = 3+, better minor
1♥ / ♠ = (8) 11+, 5+
Int = (14) 15-17 bal, may have 5M, 6m, 5422, any singleton
2♣ = Forcing to game or 20-21 BAL
2♦ = both Majors from (4) 5-4, (0) 6-10 HCP
2♥ = weak two, can be 5 cards
2♠ = weak two, can be 5 cards
2nt = 22-23 balanced, may have 5M, 6m, 5422, any singleton
Int over 1M= semi-forcing
2 over 1 = F1
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2♦ = both Majors from (4) 5-4, (0) 6-10 HCP
3nt= GAMBLING (AKQxxxx in one minor)
SPECIAL FORCING PASS SEQUENCES
After penalty redoubles
In GF situations
1NT - [x] - pass = forcing redouble
IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE
2NT usually FG after 3 suit are bid naturally
In unclear situations, we tend not to pass

vs 2♣: DBL=♣; 2♦/♥/♠ = nat; 2nt= 2-Suiter
VS OPPONENTS' TAKEOUT DOUBLE
• RDBL= Strong; new suit = F1; Jump Raise= PRE;

1m-(1♥)-DBL shows four or five spades, 6+HP
1m-(1♠)-DBL strongly suggests at least four hearts, 6+ HP

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, light, F1, 2♣=10+, 4+♠ 1NT/2NT/3NT = limit 2♦=5♥&4♠ majors, 0-8 hcp, 2M=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	Not forcing NT 2♣=2+ FG, 2♦=(4) 5+, FG, 2♥ after 1♠ = nat FG, 2♠ after 1♥=6+♠ 0-8P, , 3♥ after 1♠ invitational 6+H 3♣/3♦ = invitational with 6+♣/♦ 2NT = FG with support, Void, Splinters	1♥-1♠-2♣ and 1♥-1NT-2♣ and 1♠-1NT-2♣ shows clubs or any 16+ 1♥-1♠-1NT-2♣=INV hands or to play 2♦ 1♥-1♠-1NT-2♦=ANY FG	2♣=9-11 with Support
1NT	X		4♥	(14) 15-17 bal or May have 5M, 6m, 5422, any	2♣= Stayman; 2♦/♥/nt= TRSF ♥/♠/♦; 2♠=TRSF ♣ or inv 3nt or 44 minors 3♣/♦/♥/♠ = NAT, SF 4♠=both M, 5+5+ 4♦=TEXAS to ♥, 4♥= TEXAS to ♠	1NT-2♣-2♥-3♦=FG with ♥ 1NT-2♣-2♠-3♥=FG with ♠	
2♣	X		4♥	Strong or 20-21 BAL	2♦=waiting, 2M=0-4 hcp, NAT, NF, 2NT= minors, 3m=0-4 hcp, NF	2♣-2♦-2♥=natural or balanced forcing game 2♣-2♦-2NT=20-21, 2♣-2♦-2♥-2♠-2NT=bal, FG	
2♦	X	0	-	(0)6-10 HCP 4+4+ M	2♥/♠ = NF 2NT=relay	2♦-2NT-3♣=minimum, 3♦=5-5; 3♥=5♥/4♠, 3♠=5♠/4♥	
2♥/♠		(5)6	-	(0)6-10 HCP (5)6+ ♥/♠	New suit=F1, 2NT=forcing relay 2M-3M=not inviting		
2nt				22-23, bal May have 5M, 6m, 5422, any singleton	3♣ = puppet STAY, 3♦ / ♥ = transfers, 3♠ = minors		
3♣/♦		6	-	Pre, depending on vulnerability 0-10 hcp	New suit forcing		
3♥/♠		(5)6	-	Pre, depending on vulnerability	New suit forcing		

				0-10 hcp			
3nt	X	0	-	AKQxxxx in any minor	4/5/6 m = P/C	<b>HIGH LEVEL BIDDING</b>	
					4M = nat, to play	Cue style: first and second round controls up the line	
						RKCB= 1430	
4♣/♦		(6)7	-	Weak pre	4M = nat, to play	Relay following responses to RKCB asks for trump Q or K (if not contract).	
4♥/♠		(6)7	-	PRE (but may be strong)	4NT=RKCB; new suit=CUE		
4nt	X		-	(65)+ minors PRE			
5♣/♦		7		PRE (but may be strong)			