

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF CONVENTION CARD		
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE					
Style: aggressive (6) 8-15 (17) HCP, 5+			Lead	In Partner's suit			
Resp: 1x = F1; 1NT = NF with stopper		Suit	1-3-5	1-3-5	CATEGORY: GREEN		
Jump raise = Suit with support, INV, after that new suit = F1		NT	1-3-5	1-3-5	NCBO: LATVIA		
Transfers		Subseq	2-4 through declarer	2-4 through declarer	PLAYERS: SAMOLCEVS Marcis – FREIBERGS Andrejs		
SPL only in opponent suit		OTHERS:					
					SYSTEM SUMMARY		
Reopen and resp: Same as overcalls					GENERAL APPROACH AND STYLE		
INT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			1m = 3+, better minor		
2nd: 15-17 HCP against 1m, Responses: System on		Lead	Vs. Suit	Vs. NT	1M = (8)11+ HCP, 5+		
4oM and 5+ minor with 8-15 range against 1M		Ace	AK+, Ax, AQx+, AJx	AK+, Ax, AQx+, AJx	INT = (14)15-17 HCP, could have 5332 any or 5422 or 6m322		
Responses: 2/3/4m = P/C ; 2 opp M = INV to M ; 2NT = asks for minor, F1		King	AK+, AK, KQ+, Kx	AK+, AK, KQ+, Kx	2C = FG or 20-21 BAL		
4th 10-13(14), may be without stopper		Queen	KQ, AQJ+, Qx	KQ, AQJ+, Qx	2D = 5+4+ in M, (4)6-10 HCP		
JUMP OVERCALLS (Style; Responses; Reopen)		Jack	J10+, QJ, KJ10+, AJ10+	J10+, QJ, KJ10+, AJ10+	2M = (5)6+, 6-10 HCP		
Constructive before passed hand, destructive after passed hand in NONVUL (sometimes could be in VUL)		10	109, Q109+, AJ10+	109, Q109+, AJ10+, AK109+	2NT = 22- 23 BAL		
		9	9x	9x	3x = PRE		
IC - 2D = 5h & 4s in VUL, 5+4+ in M in NONVUL		S	Sx, xxS, xxSx, xxxxS, xxSxxx	Sx, xxS, xxSx, xxxxS, xxSxxx	1NT after 1x = NF		
(1m) - 2NT = om and major; (1M) - 2NT = both minors		SIGNALS IN ORDER OF PRIORITY			2 over 1 = FG		
			Partner's Lead	Declarer's Lead	1M - 2NT = from INV with support		
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)		Suit	Att, small = pos	Count, lo-hi = even			
(1m) - 2m = both majors; (1M) - 2M = oM and minor			Count, lo-hi = even	S/P			
Jump cue vs 1st level natural opening: asking for stopper			S/P		SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
		NT	Att, small = pos	Count, lo-hi = even	2D = (4) 6-10 HCP, 5+4+ in M		
VS Weak NT (average less 15 HCP)			Count, lo-hi = even	S/P	3NT = Gambling		
Multi-landy; 2nd: DBL = (13)14+ HCP, resp: NAT;			S/P				
Multi-landy; 4th DBL = (9)10+ HCP, resp: NAT;		Disc	LAVENTHAL				
VS Strong NT (average more or equal 15 HCP)							
Multi-landy (2C = could be 54 in majors if NONVUL)							
3x = PRE		DOUBLES					
VS PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		TAKEOUT DOUBLES (Style; Responses; Reopening)			SPECIAL FORCING PASS SEQUENCES		
DBL = T/O; NT = NAT		T/O thru 4NT = opening values			After penalty RDBL		
Natural and two suited overcalls		RESP: Cue = F1; new suit and NT = NAT, limit;			in FG situations		
(2M) - 4m = NAT + om; (3m) - 4om = NAT + major; (3M) - 4m = NAT + oM		Lebensohl					
VS ARTIFICIAL STRONG OPENINGS		Reopen: 14+ HCP			IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE		
		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES					
		NEG DBL thru 4H					
DBL = 12+ HCP; 1x = NAT							
VS OPPONENTS' TAKEOUT DOUBLE							
RDBL = Penalty					PSYCHICS		
Transfers after 1M/1NT - (DBL)					hardly ever		

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 = inverted 1NT/2NT/3NT = limit 2D = 5h & 4s, weak; 2M = NAT, very weak 3C = PRE 3D/3H/3S = SPL	2-way Gadget; 4th suit forcing 1C - 1x - 1NT - 3y = 5+5+, FG 1C - 1x - 1NT - 2NT = PUPPET to 3C	SAME
1♦		3	4♥	3+, better minor	1x = NAT; 2D = inverted 1NT/2NT/3NT = limit 2C = 5c+, FG; 2M = NAT, very weak 3C = INV, HHxxxx+; 3D = PRE 3H/3S/4C = SPL	2-way Gadget; 4th suit forcing 1D - 1x - 1NT - 3y = 5+5+, FG 1D - 1x - 1NT - 2NT = PUPPET to 3C	SAME
1♥/♠		5	4♥	(8) 10+ HCP, 5+	1S = NAT; 1NT = NF 2 over 1 = NAT, FG; 2C = 2c+, FG 2S after 1H = NAT, weak 3. pos - may be weaker 2NT = from INV with support 3C/3D after 1M and 3H after 1S = INV, HHxxxx+ 3M = PRE Double jump = SPL	2-way Gadget; 4th suit forcing Gazilli 1M - 1x - 2NT = 5-5, FG 1M - 2NT - 3C = any minimum, 3D = extras, 3H/3S/3NT = Shortness in C/D/oM, 4C/4D/4H = Void in C/D/oM	2C - Drury
1NT			4♥	(14) 15-17, BAL, Could have 5M, 5332 and 5422 are possible	2C = Stayman; 2D/2H/2NT = TRF to H/S/D 2S = TRF to C or INV to 3NT/6NT/7NT 3x = NAT, ST 4C = 5+5+ in M 4D/4H = TEXAS, TRF to H/S	1NT - 2C - 2H - 3D = FG with h 1NT - 2C - 2S - 3H = FG with s 1NT - 2C - 2D - 3H = Smolen, 5s & 4h 1NT - 2C - 2D - 3S = Smolen, 5h & 4s	
2♣	X		4♥	FG or 20-21 BAL	2D = waiting 2M/3m = NAT, very weak 2NT = minors	2C - 2D - 2H = Kokish 2C - 2D - 2NT = 20-21 HCP, BAL 2C - 2D - 2H - 2S - 2NT = BAL, FG	
2♦	X	0	-	(4) 6-10 HCP, 5+4+ in M	2M = NF; 2NT = relay	2D - 2NT - 3C = any minimum, 3D = 5+5+ in M, 3H = 5h & 4s, 3S = 5s & 4h,	
2♥/♠		(5)6	-	(4) 6-10 HCP, (5)6+ H/S	2NT = relay	2M - 2NT - 3C = minimum, 3D = extras 3H/3S/3NT = Shortness in C/D/oM, 4C/4D/4H = Void in C/D/oM	Could be destructive
2nt			-	22-23 HCP, BAL 5332 any is possible	Puppet stayman		
3♣/♦		(6)7	-	(4) 6-10 HCP, HHxxxx+	3x = F1		Could be destructive
3♥/♠			-	(4) 6-10 HCP, HHxxxx+	3x = F1		Could be destructive
3nt	X	0	-	AKQxxxx in any minor	4m/5m/6m/7m = P/C 4M = NAT, to play	HIGH LEVEL BIDDING CUE = 1st and 2nd round RKCB = 1430	
4♣/♦		7	-	PRE	4M = NAT, to play	Relay +1 following any responses to RKCB (Relay +2, if +1 bid is contract), asks for trump Q and K After intervention on our 4NT RKCB bid: PASS = 1/4, DBL/RDBL = 3/0. If intervention is higher than our suit in 5 th level, then we play DEPO.	
4♥/♠		7	-	PRE	4NT = RKCB; new suit = CUE		
4nt	X		-	6+5+ minors, PRE			
5♣/♦		7	-	PRE			