

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 level; Reopening)
Style: 8-15 (18) HCP (4) 5+,
Resp: new suit=F1; transfer bids in some positions
Jump Raise=PRE, Cue=F1,
Jump New= Fit-bids
Splinter only in opponent suit
Reopen: 8-15; Resp: Cue=F1, other NF
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd : 15-18/4 th 11 - 14
Responses: System on after 1m and some modifications after 1M;
4th: 11-14 (may be without stopper),
JUMP OVERCALLS (Style; Responses; Reopen)
Constructive in VUL, random NONVUL
(1m)-2M and (1♥) - 2♠ = NAT, 6+, 9-13 hcp VUL
[1M]-2M=OM and a minor, [1M] - 2NT=both minors
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
(1♣) - 2♣ = natural; (1♦) - 2♦ = both majors
(1♥/♠) - 2♥/♠ OM and a minor
Jump cue vs 1 st level natural opening: asking for stopper
VS Weak NT (average less 15 HCP)
DBL=nat; following double NEG on NAT suit; 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)
SAME as VS Weak
VS PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
DBL=T/O; NT=NAT; 4m = always two suiter
Natural and two suited overcalls
VS ARTIFICIAL STRONG OPENINGS
vs 1♣: DBL = ♣; 1x = NAT, may be 4 cards; 1nt = (44)+ minors
2♣/♦/♥/♠ = as VS INT; 2nt= 2-Suiter
vs 2♣: DBL = ♣; 2♦/♥/♠ = NAT; 2nt= 2-Suiter
VS OPPONENTS' TAKEOUT DOUBLE
RDBL= Strong; new suit = F1; Jump Raise= PRE;
Transfers after 1M-[dbl]

LEADS AND SIGNALS		
OPENING STYLE		
	Lead	In Partner's suit
Suit	1-3-5	1-3-5
NT	1-3-5	1-3-5
Subsequent	1. Count 2. Attitude(high=passive)	Same
OTHERS: we might lead 1 st from 3 or more cards againt NT		
Through declarer 2/4		
Leads		
Lead	Vs. Suit	Vs. NT
Ace	AK+, Ax, AQx, AJx	AK+, Ax, AQx, AJx
King	KQ, Kx	KQ, Kx, AKJ+
Queen	QJ, AQJ, Qx	QJ, AQJ, Qx, KQ10+
Jack	J10, Jx, KJ10	J10, Jx, KJ10, QJ9+
10	109, Q109, AJ10+, AK109+	109, Q109, AJ10+, AK109+
9	9x+, A(K)109, A(K)J9,	9x+, A(K)109, A(K)J9,
S	Sx(+), xxS, xxSx, xxxS, xxSxxx	Sx(+), xxS, xxSx, xxxS, 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 5 th level or higher contracts K asks for count 1 st lead rev SMITH signal with small when necessary.	
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]		
Reopen: norm 10+, may be very weak, when feeling pd's trapping		
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES		
NEG DBL thru 4♥		
Support double after 1x-p-1y-[1/2z]		
1m-(1♥)-DBL shows four or five spades, 6+HP		
1m-(1♠)-DBL strongly suggests at least four hearts, 6+ HP		

WBF CONVENTION CARD
CATEGORY: Green
NCBO: LATVIA
PLAYERS: Oļļa Edgars– STRAUME Toms
EVENT: All
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
NATURAL
1♣ = 2+, 11+ hcp, TRF resp: 1♦=♥, 1♥=♠, 1♠=NT, 1NT=nat
1♦ = 4+, NAT, usually UNBAL, 11+ hcp
1♥/♠ = 11+, 5+
1nt = 9-11 or 15-17 (depends on vul/pos)
2♣ = Forcing to game or 20-21 BAL
2♦ = 18-19 bal or both Majors from 5-4, 7-10 HCP (depends on vul/pos)
2M = weak two, 6-10 hcp, 6+
2nt = 22-23 balanced, could be 4441 or 5any or 54any or 6322
1nt over 1M= semi-forcing
2 over 1= Natural FG
1M - 2♣=2+♣
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2♦ = both Majors from 5-4, 6-10 HCP or 18-19 bal (depends on vul/pos)
1nt = 9-11 or 15-17 (depends on vul/pos)
3nt= Gambling
SPECIAL FORCING PASS SEQUENCES
1) After penalty redoubles, 2) 1NT – [x] – pass = forcing redouble
3) GF situations
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
PSYCHICS
Rare

OP.	TICK IF ART	MIN NO OF CARDS	NEG DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	X	2	4♥	2+, NAT, 11+ hcp	TRF resp: 1♦ = ♥, 1♥ = ♠, 1♠ = NT, 1NT=nat, 2♣ = nat 2♦ = nat, FG 2M=nat, 0-8 hcp 2NT=pre with both minors, 3♣/♦/♥=NAT, PRE, 3♠ = TRF to 3NT, 3NT = to play	1♣ - 1x-1y: 2♣ = Puppet to ♦ (weak with ♦ or any INV, 3m=5+m & 4M, INV); 2♦ = FG, ART, 1♣-TRF M-1NT=18-19 Vul 1♣-TRF m: accepted=any minimum 11-14, others=extras 1♣-TRF M: 2NT=STRONG, SUPP	SAME
1♦	X	4	4♥	4+, NAT, usually UNBAL 11+ hcp	1♥♠ = NAT; 1NT = ♣; 2♣ good ♦ raise or better; 2♦ = weak raise; 2M=nat, 0-8hcp, 2NT = INV with 2♦ 3♣=NAT, INV; 3♦= PRE; 3NT = to play 3♥♠ = NAT PRE	1♣ - 1x-1y: 2♣ = Puppet to ♦ (weak with ♦ or any INV, 3m=5+m & 4M, INV); 2♦ = FG, ART; 1♦-1♠-1NT=♣ 1♦-1M-2NT= STRONG, SUPP 1♦-1M-2♠=6+♦, 1♦-1♥-2♦=6+♦&3♥ NF 1♦-♠-2♦=5+♦&4♥	SAME
1♥/♠		5	4♥	10+, 5+ ♥/♠ 3 rd seat – may be weaker, may be 4 card suit	1NT= NF, 7-12 hcp; 2♣=2+, FG, 2♦=5+, FG 1♥-2♠ and 1♠-3♥ = INV, 3 card SUPP, 10-12 hcp 3♣♦ = NAT INV 3M=4+M, Mixed 2NT = INV+ with 4 card support SPL=void	1♥-1♠-1NT: 2♣ = Puppet to ♦ (weak with ♦ or any INV, 3m=5+m & 4M, INV); 2♦ = FG, ART; 1M - 1♠/1NT - 2♣: 1) 5-4, 17+/2) 5M&4♣, 11-16 / 3) 6+, 18+ 1M-2♣-2♦=Bal with ♣ supp or nat	2♣=9-11 with Support
1NT			4♥	9-11 NV 1st/2nd/3rd (14)15-17 V and 4th Can have singleton A or K/5M/6m	2♣ = NF Stay; 2♦ = Any GF; 2♥/♠=NF 2♣ = Stay; 2♦/♥/nt= TRSF ♥/♠/♦; 2♠=TRSF ♣ or inv 3nt or 6nt or inv 6m with 44 minors 3♠/♦/♥/♠ = NAT, FG 4♣=both M, 5+5+, 4♦=TEXAS to ♥, 4♥= TEXAS to ♠	1NT-2♦-2♥=4♥, 1NT-2♦-2♠=4♠, 1NT-2♦-2NT=No 4M and 5m 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		-	18-19 bal NV 1st/2nd/3rd 6-10 HCP 4+4+ M V and 4th	2♥=Puppet to ♣; 2♠=TRSF to 2NT; 3♣=Stayman 2♥/♠ = NF; 2NT=relay	2♦-2♥-2♠-2NT=Puppet to 3♣ (ST in ♣) 2♦--2♠-2NT-3♣ = Stayman for ♥ 2♦-2NT-3♣=minimum, 3♦=5-5; 3♥=5♥/4♣, 3♠=5♠/4♥	
2♥/♠		(5)6+	-	(4)7-10 HCP (5)6+ ♥/♠	New suit=F1, 2NT=forcing relay, asking for Distribution, 2M-3M=not inviting		
2NT				22-23, bal	3♣ = Puppet stayman, 3♦ / ♥ = transfers, 3♠ = minors	2NT-3♠-4♣=4♦ 2NT-3♠-4♦=4♣	
3♣/♦		6+	-	6-10 hcp	New suit forcing, lead directing	3m-New suit-4m=NF	
3♥/♠		7(6)	-	6-10 hcp	New suit forcing, lead directing		
3NT	X	0	-	AKQxxxx in any minor	4/5/6 m = P/C 4M = NAT, to play	HIGH LEVEL BIDDING Cue style: first and second round controls up the line RKCB= 1430, Kick-back	
4♣/♦		7	-	PRE, 6-10 hcp	4M = NAT, to play	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, 6-10 hcp	4NT=RKCB; new suit=CUE	If not RKC 1430, 4NT 2-places to play and 5NT pick a slam	
4NT	X		-	(65)+ minors			
5♣/♦		7		To play			