


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; ½ Level; Reopening)
Sound style, but can be weak at favorable position.
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17 HCP, System on as over 1NT opening
11-14 HCP in reopening, system on.
4th Live 15-17 HCP, system on.
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak jump overcalls,
Unusual 2NT lower 2 suits
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
(1M)-2M = M+m; (1m)-2m = MM
VS. NT (vs. Strong/Weak; Reopening; PH)
Multi-Landy
Dbl for penalty vs. weak
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
Take out doubles through 4♥. ; 4♠ x = penalty oriented, 4 NT=t/o dbl
2NT = 15-18 HCP
3NT = to play, tricks or strong bal.
Lebensohl after (2x) – dbl
Leaping Michaels
VS. ARTIFICIAL STRONG OPENINGS
(1C) – DBL = majors
(1C) – 1NT = minors
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL = 10+, penalty oriented, in general no fit for partner's suit

LEADS AND SIGNALS			
OPENING LEADS STYLE			
		Lead	In Partner's suit
Suit		1/3/5 th	1/3/5 th
NT		1/3/5 th	1/3/5 th
Subseq		Same	Same
LEADS			
Lead		Vs. Suit	Vs. NT
Ace		AKx asks for att.	AKx asks for att.
King		KQx, AK, asks for count	KQJ(x), AKJ10, asks for deblock/count
Queen		QJx,	QJ10(x), AQJ(x)
Jack		J10x, KJ10	J10x, KJ10, AJ10
10		1098	1098
9		9x, A109, K109, Q109	9x, A109, K109, Q109
Hi-x		Xx, xxXx	Xx, xxXx
Lo-x		xxX	xxX
SIGNALS IN ORDER OF PRIORITY			
		Partner's Lead	Declarer's Lead
Suit	1	attitude	count / suit preference
	2	count	count
	3	suit preference	
NT	1	attitude	count / suit preference
	2	count	count
	3	suit preference	
ATTITUDE: low=encouraging, hi=discouraging			
COUNT: low=even, hi=odd			
SUIT PREFERENCE: hi=for higher suit;			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Low and high take out doubles, low promises shape			
Responses: suit without a jump = 0-7 HCP, with a jump 8-10(11) HCP,			
1NT = constructive, 7-10 HCP with stopper, cue = F ; Reopen: -2 HCP			
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
Negative double			
Support double and redouble			
Lead-directing double			
Invitational double			

WBF Convention Card	
♠ ♥ ♦ ♣	
CATEGORY: Green	
PLAYERS: Jon Mikoš, Jaka Strohsack	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
2/1 Game Force	
We open 5 card majors, better minor	
1NT = 15-17 HCP	
2♦s 2♥s, 2♠s weak 6-10 with 5+ cards,	
Weak jump shifts	
Semi-forcing 1NT	
Limited splinters (just enough for game)	
1/3/5 vs suit and notrump,	
rev attitude, reverse count	
CONVENTIONS:	
MINOR: inverted minors	
MAJOR: 2NT (Jacoby)=4-card support inv+, Non-serious 3NT	
1NT: Smolen, NF Stayman, 2♠=range ask, 2NT=inv. with minor, SA Texas	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Transfers after 1M – (DBL)	
1M – (DBL) – 2NT=Jordan (4+card support inv+)	
-- 3M=weak 4+card supp.	
Non-serious 3NT	
Lebensohl after interference over 1NT	
Michaels cuebid and Unusual 2NT	
Leaping Michaels	
Inv.+ Jacoby 2NT	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	

OPENING	T A I r C t K i f I i F c	Min no of cards	Neg. DBL thru	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	∞	11-20 HCP	1♦/♥/♠=nat. F1, 1NT=6-9(10) HCP nat, 2♣ = inverted minor, 10+ HCP, 2♦=4♣ mixed raise, 2♥/♠=6♥/♠ 3-7 HCP 2NT = 10-11(12) HCP, balanced inv, 3♣ = 0-6 HCP, 5+♣	XYZ , NMF, 4SF, Wolff signoff	Wolff signoff
1♦		3	∞	11-20 HCP	1♥/♠=natural F1, 1NT=6-9(10) HCP nat., 2♣=GF nat, 2♦ = inverted minor, 10+ HCP, 2♥/♠=6♥/♠ 3-7 HCP 2NT = 10-11(12) HCP, balanced inv., 3♣=4♦ mixed raise, 3♦=0-6 HCP, 5+♦		
1♥		5	∞	11-20 HCP	1♠=nat. F1, 1NT=SF, 2♣/♦=GF nat., 2♥=3+♥ 6-10 HCP, 2♠=3♥ inv., 2NT=4c supp. inv.+, 3♣/♦=6+♣/♦ inv., 3♥=4♥ <7HCP	After 1M-2NT: 3♣: min, 3♦/♥/♠: shortness in 1st, 2nd, or 3rd unbid suit, not min, 3NT: bal, not min, 4x: cue	2♣: 8+-11, 3 card support 2NT: 8+-11, 4+ card support
1♠		5	∞	11-20 HCP	1NT = SF, 2♣/♦/♥=GF nat., 2NT=4c supp. inv.+, 3♣/♦=6+♣/♦ inv., 3♥=3♠ inv., 3♠=4♠ <7 HCP		
1NT		2		15 -17 HCP (semi)balanced	2♣ = Stayman, 2♦/♥=transfer ♥/♠, 2♠=range ask, 2NT = invite with 6+ m, 3♣=55 minors weak, 3♦=55 minors GF, 3♥=55 majors inv, 3♠=55 majors GF, 3NT = to play 4♣/♦=transfer to ♥/♠, 4♥/♠ = to play, 4NT=quant.	Smolen, Delayed SA Texas 1NT-2♦/♥: 2NT=4c supp+max., 3M = 4c supp + min. 1NT-2♣-2M-3oM = slam try in M	
2♣	x	0		22 HCP+ or less with playing strength	2♦=GF positive, 2♥=negative, 2♠=5+♥ at least 2 top H 2NT=5+♠ at least 2 top H, 3♣/♦=nat. 5+♣/♦ at least 2 top H	2♣-2♦/♥/♠-2NT (22-23 HCP) system on as if opening 2NT 2♣-2♦-2♥ = Kokish (balanced 24+ HCP or hearts)	
2♦		6		5+♦ 6-10HCP	2♠,♥= F1, 3♦ to play, 2NT = ask, 3♣ = shortness ask	After 2NT feature if not min	
2♥		6		5+♥ 6-10 HCP	2♠=F1, 3♦=nat. GF, 3♥/4♥ to play, 2NT = ask, 3♣ = shortness ask	2x-3♣: 3♦= no shortness, 3♥/♠/NT=shortness in 1., 2. or 3. suit (not x)	
2♠		6		5+♠ 6-10 HCP	3♦/♥ nat. GF, 3♣/4♣ to play, 2NT = ask, 3♣ = shortness ask		
2NT				20-21 HCP, (semi)balanced	3♣ = Stayman, 3♦/♥=transfer ♥/♠, 3♠=transfer to 3NT, 3NT=to play, 4NT = quantitative raise 4♣/♦=transfer to 4♥/♠, 4♥=55 majors just game, 4♠=55 majors SI	2NT - 3♦/♥: 4♥/♠ = 4c supp+max+all controls, 4x = 4c supp+max+control in x missing controls in skipped suits 2NT - 3♣ - 3NT: 4m=6+ m SI, 4M=55 minors SI single or void in M. After 4M 4NT and 5m are signoff.	
3♣		7		preemptive	new suit is F for 1 round		
3♦		7		preemptive	3NT = to play		
3♥		7		preemptive	New suit Level 4: slam interest in partner's suit		
3♠		7		preemptive	Partner suit on level 4 or 5 = to play		
3NT	x	7		gambling	4♣,4♦,5♣ = pass or correct, 4♥, 4♠, 5♦ = to play		
4♣		7		preemptive			
4♦		7		preemptive			
4♥		6		to play			
4♠		6		to play			
4NT							
5♣		7		to play			
5♦		7		to play			
HIGH LEVEL BIDDING							
							RKCB 1430, 5NT pick a slam, voidwood, void showing responses: 5th step=2 with void, further steps are 1 or 3 with void in suit, 6 of agreed suit is 1 or 3 with void above the suit