DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS						WBF Convention
OVERCALLS (Style; Responses; ½ Level; Reopening)	OPENING LEADS STYLE						
Sound style, but can be weak at favorable position.	Lead		In Partner's suit		♦ ♥ ♦ ♣		
1	Suit	1/.	3/5 th		1/3/5 th		
	NT	1/.	3/5 th		1/3/5 th		CATEGORY: Green
	Subseq	Attitude		Attitude			
							PLAYERS: Gašper Terglav, Lui
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS						SYSTEM SUI
15-17 HCP, System on as over 1NT opening	Lead	Vs. Suit		Vs. NT		SISIEMISC	
11-14 HCP in reopening, system on.	Ace	Al	AKx asks for att.		AKx askes for att.		GENERAL APPROACH AND S
4th Live 15-17 HCP, system on.	King				AKJ10 asks for	2/1 Game Force	
	Queen QJx		QJ10(x), AQJ(x)		We open 5 card majors, better minor		
	Jack	J10x, KJ10		J10x, KJ10, AJ10		1NT = 15-17 HCP	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	10	1098		1098		2 ♦ 's 2 ♥ 's, 2 ♦ 's weak 6-10
Weak jump overcalls,	9	9x	x, A109, K109, Q1	09	9x, A109, K109, Q109		Semi-forcing 1NT
Unusual 2NT lower 2 suits	Hi-x	I	x, xxXx		Xx, xxXx		1/3/5 vs suit and notrump,
	Lo-x	xxX		xxX		rev attitude, reverse count,	
		SIN	ORDER OF PE	RIORIT	Y		
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)			Partner's Lead		arer's Lead	Discarding	
1M-(2M) = M+m; 1m-(2m) MM	Suit	1	attitude		t / suit rence	attitude	
	Suit	2	count			count	CONVENTIONS:
		3	suit preference				MINOR: inverted minors
	NT	1	attitude		t / suit rence	attitude	MAJOR: 2 NT (Jacoby)=4-card su
VS. NT (vs. Strong/Weak; Reopening; PH)	111	2	count	Press		count	
Total (18. 20 ong. 11 out, 11 oppning, 11)			suit preference				SPECIAL BIDS THAT MAY RE
	ATTITUDE: low=encouraging, hi=discouraging						Lebensohl after interference over 1NT
	COUNT: low=even, hi=odd						Inv+ Jacoby 2NT
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)			ENCE: hi=for hig	ther suit;			
Take out doubles through $4 \checkmark$.; $4 \land x = \text{penalty oriented}$, 4 NT=t/o dbl	DOUBLES						
2NT = 15-18 HCP	m	III -	OLIDA FOR AS			. ,	
3NT = to play, tricks or strong bal.	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						SPECIAL FORCING PASS SEQ
VS. ARTIFICIAL STRONG OPENINGS	HCP SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES						
	Negative of						
			and redouble				
OVER OPPONENTS' TAKEOUT DOUBLE	Lead-directing double						IMPORTANT NOTES THAT DO
RDBL = 10+, penalty oriented, in general no fit for partner's suit				-			

on Card



Luna Strah, Jaka Strohsack

UMMARY

STYLE

support INV+

REQUIRE DEFENCE

QUENCES

OON'T FIT ELSEWHERE

OPENING	I r C t K i f I i	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 2NT = 10-11(12) HCP, balanced inv, 3 ♣ = 0-6 HCP, 5+♣	NMF, 4SF	
1 •		3		11-20 HCP	1 ♥/♠=natural F1, 1NT=6-9(10) HCP nat., 2♣=GF nat, 2♦ = inverted minor 10+ HCP		
					$2NT = 10-11(12)$ HCP, balanced inv., $3 \leftarrow = 0-6$ HCP, $5+ \leftarrow$		
1♥		5		11-20 HCP	1♠=nat. F1, 1NT=SF, 2♣/♦=GF nat., 2♥=3+♥ 6-10 HCP, 2NT=4c supp. INV+ (Jacoby), 3♥=3+♥ 11-12 HCP	After 1M-2NT: 3♣: min, 3 ♦/♥/♠: 15+HCP and single or void in ♣/♦/ oM , 3NT: 15+HCP and w/o single or void,	
1 🛦		5		11-20 HCP	1NT = SF, 2♣/♦/♥=GF nat., 2NT=4c supp. GF (Jacoby), 3♠=3+♠ 11-12 HCP		
1NT		2		15 -17 HCP (semi)balanced	2♣ = Stayman, 2♠/♥=transfer ♥/♠, 2♠ = relay to ♣ (minor weak), 2NT = balanced inv., 3NT = to play, 4NT=quant.	Lebensohl	
2*	X	0		22 HCP+ or less with playing strength	$2 \leftarrow =$ wait., $2 \checkmark = 5 + \checkmark$ at least 2 top, $2 \spadesuit = 5 + \spadesuit$ at least 2 top H, $3 \spadesuit / \spadesuit =$ nat. $5 + \clubsuit / \spadesuit$ at least 2 top H	2♣-2♦/♥/♠-2NT system on as if opening 2NT	
2♦		6		6+♦ 6-10HCP	$2 \spadesuit$, \checkmark = F1, $3 \clubsuit$ =nat. GF, $3 \spadesuit$ to play, 2NT = ask	After 2NT feature if not min	
2♥		6		6+ ♥ 6-10 HCP	$2 \clubsuit = F1$, $3 \clubsuit / \spadesuit = nat$. GF, $3 \checkmark / 4 \checkmark$ to play, $2NT = ask$	After 2NT feature if not min	
2 🏟		6		6+ ♠ 6-10 HCP	$3 \clubsuit/♦/♥$ nat. GF, $3 \spadesuit/4 \spadesuit$ to play, 2NT = ask	After 2NT feature if not min	
2NT				20-21 HCP, balanced	3♣ = Stayman, 3 ♦/♥=transfer ♥/♠, 3NT=to play, 4NT = quantitative raise,		
3♣		7		preemptive	new suit is F for 1 round		
3♦		7		preemptive	3NT = to play		
3♥		7		preemptive	New suit Level 4: slam interst in partner's suit		
3 🌲		7		preemptive	Partner suit on level 4 or 5 = to play		
3NT				25-27 HCP, (semi)balanced			
4 . *		7		preemptive			
4♦		7		preemptive			
4♥		6		to play			
4♠		6		to play			
4NT							
5 . *		7		to play		HIGH LEVEL BIDDING	
5♦		7		to play		RKCB 1430	