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

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

2nd: 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

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 1st level natural opening: asking for stopper

VS Weak NT (average less 15 HCP)

DBL=nat; following double NEG; 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

VS PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)

DBL=T/O; NT=nat;

Natural and two suited overcalls

VS ARTIFICIAL STRONG OPENINGS

vs 1♣: DBL = ♣; 1x = nat, may be 4 cards; 1nt = (44)+ ♣+♦

2♣/♦/♥/♠ = as VS 1NT; 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 LEADS STYLE

	Lead	In Partner's suit
Suit	1-3-5	1-3-5
NT	1-3-5	1-3-5
Subseq	1. count 2. attitude (high=passive)	same

OTHERS:

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(+), Ax+	AKx(+), Ax+
King	AKx(+),KQx(+),AK;	AKx(+),AKJ10(+),KQ10(+);AK;
Queen	QJ; QJx(+);AQJ+	QJ; QJx(+); Qx; AQJ+
Jack	KJ10x(+), J10x(+),	KJ10x(+), J10x(+)
10	Q109(+), 10x	Q109(+), 10x
9	9xx+;9x,	9x;9xx+,
S	xSxx,xSx,Sx	xSxx,xSx,Sx

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead
Suit	Att, small = pos	Count, small=even
	Count, small=even	Lavintal
	Lavintal	
NT	Att, small = pos	Count, small=even
	Count, small=even	Lavintal
	Lavintal	
Disc	Lavintal	

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, Lebensohl 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♥

WBF CONVENTION CARD

CATEGORY: GREEN

NCBO: LATVIA

PLAYERS: Elizaveta Gavrilova – Rūdolfs Barons

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

NATURAL

1♣ / ♦ = 3+, better minor

1 ♥ / ♠ = (8) 11+, 5+

1nt = (14) 15-17 bal, could be 4441 or 5any or 54any or 6322

2♣ = Forcing to game or 20-21 BAL

2♦ = both Majors from 4-5, (0) 6-10 HCP

2♥ = weak two, can be 5 cards

2♠ = weak two, can be 5 cards

2nt = 22-23 balanced, could be 4441 or 5any or 54any or 6322

1nt over 1M= semi-forcing

2 over 1= F1

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2♦ = both Majors from 5-4, (0) 6-10 HCP

3nt= Gambling

SPECIAL FORCING PASS SEQUENCES

After penalty redoubles

In GF situations

IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE

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, 2♣=inverted	2 way Gadget / 4th suit forcing	SAME
					1NT/2NT/3NT = limit	1♣-1y-1NT-3x=5+5+ GF	
					2♦=5♥&4♠ majors, weak, 2M=nat, very weak		
					3♣=6-9		
					3♦/♥/♠=SPL		
1♦		3	4♥	3+, better minor	1x = natural	2 way Gadget / 4th suit forcing	SAME
					1NT/2NT/3NT = limit	1♣-1y-1NT-3x=5+5+ GF	
					1♦-2♥/2♠/3♣ = nat, weak		
					Same structure as 1♣		
1♥/♠		5	4♥	(8) 10+, 5+ ♥/♠	Not forcing NT	2 way Gadget after 1♥-1♠ / 4th suit forcing	2♣=Drury
					2♣=2+ F1, 2♦=(4) 5+, F1, 2♥ after 1♠ = nat, FG	Gazilli	
				3/4 pos – may be weaker ,	3♣=6-9 with (3) 4 c support, 3♦ = 10-11 with sup		
				may be 4 cards suit	2NT = FG with support		
					Void Splinters		
1NT			4♥	(14) 15-17 bal	2♣= NF Stayman; 2♦/♥/nt= TRSF ♥/♠/♦;	1NT-2♣-2♥-3♦=FG with ♥	
					2♠=TRSF ♣ or inv 3nt or 6nt or inv 6m with 44 minors	1NT-2♣-2♠-3♥=FG with ♠	
					3♣/♦/♥/♠ = NAT, FG		
2♣	X		4♥	Strong or 20-21 BAL	2♦=waiting, 2x/3x-NF 2NT-minors	2♣-2♦-2♥=Kokish	
2♦	X	0	-	(0)7-10 HCP 4+4+ M	2♥/♠ = NF	2♦-2NT-3♣=minimum, 3♦=5-5; 3♥=5♥/4♠, 3♠=5♠/4♥	
					2NT=relay		
2♥/♠		(5)6+	-	(4)7-10 HCP (5)6+ ♥/♠	2♠=NF, 2NT-akas, 3x-F1		
2nt				22-23, bal	Puppet stayman		
3♣/♦		6	-	HHxxxx+	New suit forcing		
3♥/♠		7(6)	-	Could be very weak in green	New suit forcing		
3nt	X	0	-	AKQxxxx in any minor	4/5/6 m = P/C	**HIGH LEVEL BIDDING**	
					4M = nat, to play	CUE= 1st or 2nd round	
						RKCB= 0314	
4♣/♦		7	-	Weak pre	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	4NT=RKCB; new suit=CUE		
4nt	X		-	(65)+ minors PRE			
5♣/♦		7		PRE (but may be strong)			