

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS		WBF CONVENTION CARD
OVERCALLS (Style; Responses; 1/2 level; Reopening)	OPENING STYLE		CATEGORY: Green
Style: 8-15 (18) HCP (4) 5+,			NCBO: LATVIA
Resp: new suit below OPP suit =NAT F1; above=TRF			PLAYERS: Ivars Rubenis – Andis Mikus Geste
Jump Raise=PRE, Cue=F1,			EVENT: ALL
Jump New= Fit-bids			SYSTEM SUMMARY
Splinter only in opponent suit			GENERAL APPROACH AND STYLE
Reopen: 8-15; Resp: Cue=F1, other NF			NATURAL
			1♣ = 2+, 11-14 BAL or NAT, may be 5♦-3-3-2, TRF responses
INT OVERCALL (2nd/4th Live; Responses; Reopening)			1♦ = 4+, NAT, 11+ hcp
2 nd : 15-18/4 th 10 – 14 (maybe without stopper),			1♥/♠ = 11+, 5+, Resp: 2♣=GF, 2M=5-8hcp,
Responses: SYSON			1NT = (14) 15-17 bal, could be any 5332, 6322, 5422
			2♣ = Strong, GF or 20-21 BAL
JUMP OVERCALLS (Style; Responses; Reopen)			2♦ = 7-10 HCP 4+4+ M
Constructive in VUL, random NONVUL			2M = weak two, 6-10 hcp, 6+ →2NT ask
			2NT = 22-23 balanced
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)			
(1m) - 2♣ = ♥+Om; 2♦ = ♠ + any other			
(1♥/♠) - 2♥/♠ = OM + m, 2NT = minors			SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Jump cue vs 1 st level natural opening: asking for stopper			2♦ = 7-10 HCP 4+4+ M
			3nt= Gambling
VS Weak NT (average less 15 HCP)			
DBL=NAT; following double NEG; 2♣ = Majors; 2♦ = One M,			
2M=4+M&5+m			
VS Strong NT (average more or equal 15 HCP)			
SAME as VS Weak			
VS PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)			SPECIAL FORCING PASS SEQUENCES
DBL=T/O; NT=NAT;			1) After penalty redoubles in GF situations, 2) till 2NT when we
Natural and two suited overcalls			have more strength on 1 st or 2 nd level 3) GF situations
VS ARTIFICIAL STRONG OPENINGS			IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE
vs 1♣: 2♣ = ♥+m; 2♦ = ♠ + any			1♣ – 2M= NAT, 3-7 hcp 6 cards, 3M= NAT 7-10 hcp 6+
2♣/♦/♥/♠ = as VS 1NT; 2nt= 2-Suiter			1♣/♦-(1♥) - 2♠= NAT, 6+, 11+ hcp
vs 2♣: DBL = ♥+m; 2♦ = ♠ + any			
VS OPPONENTS' TAKEOUT DOUBLE			
RDBL= Strong; new suit = F1; Jump Raise= PRE;			PSYCHICS
Transfers after 1M-[dbl]			Rare

OP.	TICK IF ART	MIN NO OF CARDS	NEG DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		2	4♥	2+, 11-14 BAL or NAT May be 5♦-3-3-2	TRF resp: 1♦ = ♥, 1♥ = ♠, 1♠ = NT, 1NT = ♣, 2♣ = ♦ 2♦ = 6+ major 8-9 hcp, 2M=6+, 4-7 hcp 2NT=5+♣, 0-5 hcp, 3♣/♦=NAT, INV, 3NT = to play 4♣/♦-TRF to ♥/♠, 4♥/♠ 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 1♣-TRF m: accepted=any minimum 11-14, others=extras 1♣-TRF M: 2NT=STRONG, SUPP/ 3♦=5♣-4M, ~ 13-15 hcp	SAME
1♦		4	4♥	5+, NAT or 4-4-4-1 11+ hcp	1M = NAT; 1NT = NAT, 2♣/♦ = Inverted, 2M = 6M, 8-9, 2NT = PRE ♦, 0 - 5, 3♦ = PRE ♦, 6 - 9, 3♣/M = 6M, 10-12 3NT = to play	1♦ - 2♣/♦: show shortness, 3 rd level = NAT, 6-4	SAME
1♥/♠		5	4♥	10+, 5+ ♥/♠ 3 rd seat – may be weaker, maybe 4 cards suit	1NT= NF, 7-12 hcp; 2♣=any GF, 2♦ after 1♠= TRF ♥ 2M = (5) 6-8, TRF to 2M = 9-10 or GF with SUPP, 3M = PRE, 3 rd level = NAT, INV, 2NT = INV with 3+M, SPL=void	1♥-1♠-1NT: 2♣ = Puppet to ♦ (weak with ♦ or any INV, 3m=5+m & 4M, INV); 2♦ = FG, ART; 2NT=sign off ♣ or 5-5 GF, (5♥-4♠ after response 1♠) 1M - 1♠/1NT – 2NT = 18+	Drury
1NT			4♥	(14) 15-17 BAL May be any 5332, 5422 6322	2♣=ask; 2♦/♥ = TRF ♥/♠; 2♠= INV or signoff to C/D or 54m31 FG 2NT=ask minors or 54M31 FG 3C/D=6+C/D	1NT-2C-2D=no 5M 1NT-2S-2NT=min ->3C/D signoff, 3H/S=single 54m FG 1NT-2NT-3C/D=4C/D, 3H no 4 m	
2♣	X	0	4♥	1) any GF 2) BAL 20-21	2♦=waiting, 2M/3m=NAT, NF, 3M=NAT, HHxxxx	2♣-2♦-2♥=Puppet to 2♣ (BAL or NAT) 2♣-2♦-2NT=20-21, 2♣-2♦-2♥-2♠-2NT=BAL, FG 2♣-2♦-3m=NF, 6+m, 18+hcp	
2♦	X	0	-	(0)7-10 HCP 4+4+ M	2♥/♠=to play; 2NT=relay; 3♣/♦ =NAT FG, 3♥/♠=PRE; 3NT/4♥/♠= to play	2♦-2NT-3♠=minimum, 3♦=5-5; 3♥=5♥/4♠, 3♠=5♠/4♥	
2♥/♠		(5)6+	-	(4)7-10 HCP (5)6+ ♥/♠	2♠=NF, 3m=F1, 3M=pre 2NT= ask, INV+	2M-2NT-3C=min→3D ask single 2M-2NT-3M=max no single	
2NT				22-23, BAL	3♣=Puppet STAY; 3♦/♥ = TRF ♥/♠; 3♠=minors 3NT=4♥-5♠, NF; 4m=NAT, ST	2NT-3♣: 3♦=at least one 4M, 3M=5M, 3NT=no M	
3♣/♦		6+	-	6-10 hcp Could be less Non-VULN	New suit forcing, lead directing; game = to play	3m-New suit-4m=NF	
3♥/♠		7(6)	-	6-10 hcp Could be less Non-VULN	New suit forcing, lead directing; game = to play		
3NT	X	0	-	AKQxxxx in any minor	4/5/6 m = P/C 4M = NAT, to play	HIGH LEVEL BIDDING	
						CUE= 1st or 2nd round RKCB= 1430	
4♣/♦		7	-	PRE, 6-10 hcp	4M = NAT, to play	Relay following to RKCB responses asks for trump Q and K: +1: no Q, +2: Q, 0 - 3 K,	
4♥/♠		7	-	PRE, 6-10 hcp	4NT=RKCB; new suit=CUE	+3: youngest K or 2 others, +4: middle K or 2 others, +5: eldest K or 2 others	
4NT	X		-	(65)+ minors			
5♣/♦		7		To play			