DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS					
OVERCALLS (Style; Responses; 1/2 level; Reopening)	OPENING LEADS STYLE					
Style: aggressive (5) 8-15 (18) HCP (4) 5+,		Lead	In Partner's suit			
Resp: new suit= F1;	Suit	1-3-5	1-3-5			
Jump Raise=PRE, Cue=F1,	NT	1-3-5	1-3-5			
Transfers	Subseq	2-4 through declarer	2-4 through declarer			
Fit-bids	OTHERS: we might lead 1st from 3 or more cards					
Splinter only in opponent suit						
Reopen: 8-15; Resp: Cue=F1, other NF						
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS					
nd: 15-18		Vs. Suit	Vs. NT			
Responses: System on after 1m and some modifications after 1M;	Ace	AK+, Ax, AQx, AJx	AK+, Ax, AQx, AJx			
	King	AKQ, KQ, Kx	AKQ, KQ, Kx, AKJ+			
4th: 10-16 (may be without stopper), Resp same	Queen	QJ, AQJ, Qx	QJ, AQJ, Qx, KQ10+			
JUMP OVERCALLS (Style; Responses; Reopen)	Jack	J10, Jx, KJ10	J10, Jx, KJ10, QJ9+			
Constructive in VUL, random NONVUL	10	109, Q109, AJ10+, AK109+	109, Q109, AJ10+, AK109+			
[1M]-2M=OM and ♣, [1M]-3♣ = OM and ♦	9	9x+, A(K)109, A(K)J9,	9x+, A(K)109, A(K)J9,			
2♦ after 1♣ or 1♦ shows both majors	S	Sx(+), xxS, xxSx, xxxxS, xxxxSx	Sx(+), xxS, xxSx, xxxxS, xxxxS			
	SIGNAI	SIGNALS IN ORDER OF PRIORITY				
		Partner's Lead	Declarer's Lead			
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)		Att, small = positive	Count, small=even			
(1 ♣ if 2 or less) - 2 ♣ = natural; (1 ♦) - 2 ♦ = both majors	Suit	Count, small=even	S/P			
$(1 \checkmark / \clubsuit) - 2 \checkmark / \clubsuit$ OM and $\clubsuit$ , $(1 \checkmark / \clubsuit) - 3 \clubsuit = OM$ and $\spadesuit$		S/P				
Jump cue vs 1 <sup>st</sup> level natural opening: asking for stopper		Att, small = pos	Count, small=even			
VS Weak NT (average less 15 HCP)	NT	Count, small=even	S/P			
DBL=nat; following double NEG; 2♣=♥+♠ Resp: 2nt=F1, asking		S/P				
2♦=Major 1-Suiter Resp: 2nt=F1; 2♥/♠=4+-5+m Resp: 2nt=F1; 2nt=minors		Suit preference: small card – lowe	st suit, high card – highest suit			
VS Strong NT (average more or equal 15 HCP)	Disc					
SAME		Against high level contracts K asks for count				
		DOUBLES				
VS PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)					
DBL=T/O; NT=nat;		T/O thru 5♦ = opening values, but may be light with classic shape				
Natural and two suited overcalls		RESP: Cue=F1, Other=nat limit, Lebensohl after [2M]-dbl-[p]				
[3M] - 4m = nat + OM		Reopen: norm 10+, may be very weak, when feeling pd's trapping				
VS ARTIFICIAL STRONG OPENINGS						
vs 1*: DBL = *; $1x = \text{nat}$ , may be 4 cards; $1\text{nt} = (44) + * + *$	SPECIA	L, ARTIFICIAL AND COMPETIT	TIVE DOUBLES			
$2 + / + / \psi / = $ as VS 1NT; 2nt= 2-Suiter		NEG DBL thru 4♥				
vs 2♣: DBL= ♣; 2♦/♥/♠ = nat; 2nt= 2-Suiter		Support double after 1x-p-1y-[1/2z]				
VS OPPONENTS' TAKEOUT DOUBLE	- * *					
RDBL= Strong; new suit = F1; Jump Raise= PRE;						
Transfers after 1M-[dbl]						

## WBF CONVENTION CARD

CATEGORY: GREEN

NCBO: LATVIA

PLAYERS: ALFEJEVA Jelena – RUBINS Karlis

## SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

NATURAL

1 - 4 = 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) 5-4, (3) 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 (4) 5-4, (3) 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 = 10+, 4+	1♣-1y-1z-2♣=INV hands or to play 2♦	SAME	
					1NT/2NT/3NT = limit	1♣-1y-1z-2♦=ANY FG		
					2♦=5♥&4♠ majors, 0-8 hcp, 2M=nat, 0-8 hcp	1 <b>♣</b> -1y-1NT-3x=5+5+ GF		
					3♣=6-9 hcp with (4) 5+♣	1♣-1y-1NT-2NT = puppet to 3♣		
					3♦/♥/♠=short ♦/♥/♠ with 5+♣, FG		+	
1♦		3	4 🗸	3+, better minor	1x = natural	1♦-1y-1z-2♣=INV hands or to play 2♦	SAME	
1,				or, cetter minor	1NT/2NT/3NT = limit	1♦-1y-1z-2♦=ANY FG	DI II/IL	
					1♦-2M=nat, 0-8 hcp, 1♦-3♣=nat, 0-8 hcp	1♦-1y-1NT-3x=5+5+ GF		
					Same structure as 1♣	1♦-1y-1NT-2NT = puppet to 3♣		
1♥/♠		5	4♥	(8) 10+, 5+ ♥/♠	Not forcing NT	1♥-1♠-2♣ and 1♥-1NT-2♣ and 1♠-1NT-2♣ shows clubs or any 16+	2♣=9-11 with	
					2 - 2 + F1, $2 + (4) 5 + F1$ , $2 $ after $1 - 2 $ after $1 - 2$		Support	
				3/4 pos – may be weaker,	3♣=6-9 hcp 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 <b>♦</b> -2 <b>V</b> -3 <b>♦</b> =FG with <b>V</b>		
					2♠=TRSF ♣ or inv 3nt or 6nt or inv 6m with 44 minors	1NT-2♣-2♠-3♥=FG with ♠		
					3♣/♦/♥/♠ = NAT, FG			
					4 <b>♦</b> =both M, 5+5+			
					4♦=TEXAS to ♥, 4♥= TEXAS to ♠			
2*	X		4♥	Strong or 20-21 BAL	2♦=waiting, 2M=0-4 hcp, NF, 2NT= minors, 3m=0-4 hcp, NF	2♣-2♦-2♥=natural or balanced forcing game		
						2 <b>.</b> 2•-2NT=20-21, 2 <b>.</b> 2•-2 <b>.</b> 2•-2NT=bal, FG		
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+ ♥/♠	New suit=F1, 2NT=forcing relay			
					2M-3M=not inviting			
2nt				22-23, bal	3♠ = STAY, 3♦ / ♥ = transfers, 3♠ = minors			
3♣/♦		6	-	Pre, depending on vulnerability 0-10 hcp	New suit forcing			
3♥/♠		7(6)	-	Pre, depending on vulnerability	New suit forcing			
3♥/♠		7(0)	-	0-10 hcp	New Suit folding			
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= 1430, Kick-back		
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	, , , , , , , , , , , , , , , , , , , ,			
	- 11	7		PRE (but may be strong)				
5♣/♦		/		PKE (but may be strong)				