DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGN	WBF CONVENTION CARD		
OVERCALLS (Style; Responses; 1/2 level; Reopening)	OPENING S	STYLE			
Style: 8-15 (18) HCP (4) 5+,		Lead	In Partner's suit		
Resp: new suit below OPP suit =NAT F1; above=TRF	Suit	1-3-5	1-3-5	CATEGORY: Green	
Jump Raise=PRE, Cue=F1,	NT	1-3-5	1-3-5	NCBO: LATVIA	
Jump New= Fit-bids	Subsequent	2-4 through declarer	2-4 through declarer	PLAYERS: Aigars Germanis – Janis Bendiks	
Splinter only in opponent suit	OTHERS: of	on lead in partners 6+ suit enc=middle	, Hhi/low= suit preference	EVENT: All	
Reopen: 8-15; Resp: Cue=F1, other NF				SYSTEM SUMMARY	
				GENERAL APPROACH AND STYLE	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	GĀJIENI			NATURAL	
2 <sup>nd</sup> : 15-18/4 <sup>th</sup> 10 - 14	Lead	Vs. Suit	Vs. NT	1 = 2 + 11 + hcp, TRF resp: 1 = 7, 1 = 8, 1 = NT, 1NT = 8, 2 = 1	
Responses: SYSON	Ace	AK, Ax, AQx, AJx	AK+, Ax, AQx, AJx	$1 \bullet = 4+$ , NAT, usually UNBAL, 11+ hcp	
	King	AK+, KQ, Kx	KQ+, Kx, AKJ+	1 ♥ / ♠ = 11+, 5+	
4th: 10-14 (may be without stopper),	Queen	QJ, AQJ, Qx	QJ, AQJ, Qx, KQ10+	1nt = (14) 15-17 bal, could be any 5-3-3-2	
JUMP OVERCALLS (Style; Responses; Reopen)	Jack	J10, Jx, KJ10	J10, Jx, KJ10, QJ9+	2♣ = 1) BAL 20+ 2) any FG	
Constructive in VUL, random NONVUL	10	109, Q109, AJ10+, AK109+	109, Q109, AJ10+, AK109+	2♦ = both Majors no 5-4, 6-10 HCP	
(1m)-2M and (1♥) - 2▲= NAT, 6+, 9-13 hcp vul	9	9x+, A(K)109, A(K)J9,	9x+, A(K)109, A(K)J9,	2M = weak two, 6-10 hcp, 6+	
	S	Sx(+), xxS, xxSx, xxxxS, xxSxxx	Sx(+), xxS, xxSx, xxxxS, xxSxxx	2nt = 22-23 balanced	
	SIGNALS IN ORDER OF PRIORITY			1nt over 1M= semi-forcing	
		Partner's Lead	Declarer's Lead	2 over 1= Natural FG, except if rebid suit over 1M opening	
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)		Count, small=even	Count, small=even	1M - 2 •=2+*	
$(1 \clubsuit) - 2 \clubsuit = $ natural; $(1 \clubsuit/ \blacklozenge) - 2 \blacklozenge = $ both majors	Suit	Att, small = enc	S/P		
$(1 \checkmark \land) - 2 \checkmark \land OM and \blacklozenge, (1 \lor \land) - 3 \blacklozenge = OM and \blacklozenge$		S/P		SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Jump cue vs 1st level natural opening: asking for stopper		ATT, small=enc	Count, small=even	2♦ = both Majors no 5-4, 6-10 HCP	
VS NT (lowest 12+ HCP)	NT	Count, small = even	S/P	3nt= Gambling	
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=♣+◆		LOW=ENC, first small discard=en	c. first lead, high-low in trumps		
On mini NT (9-13): DBL=points, 2C=Majors, constr, 2 ♦/♥/ ♠-nat constr	Disc	ability to ruff			
2NT=12-16 6+ minor, 3m- pre.					
		DOUBLES			
VS PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)			SPECIAL FORCING PASS SEQUENCES	
DBL=T/O; NT=NAT; Leaping and Nonleaping Michaels on 4 <sup>th</sup> level, GF.	T/O thru $4 =$ opening values, but may be light with classic shape			1) After penalty redoubles in GF situations, 2) till 2NT when we	
Natural and two suited overcalls	RESP: - 1 <sup>st</sup> available level =NAT, 0-8hcp/ -2 <sup>nd</sup> available level=TRF, 9+hcp/ -4 in a			have more strength on 1 <sup>st</sup> or 2 <sup>nd</sup> level 3) GF situations	
	suit=NF, may be weak/ -2♠ =TRF to NT/ -3m=INV /-3M=PRE				
VS ARTIFICIAL STRONG OPENINGS	Reopen: normally 10+			IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE	
vs 1*: DBL = *; $1x = NAT$ , may be 4 cards; $1nt = (44) + minors$	-	ARTIFICIAL AND COMPETITIVE D	1 - (1 + ) - 2M = NAT, 6 + NF		
$2 / \langle \mathbf{V} \rangle = as VS 1NT (13+); 2nt= 2-Suiter$	NEG DBL thru 4♥			1 / (1 ) - 2	
vs 2 $\clubsuit$ : DBL= $\clubsuit$ ; 2 $\bigstar$ / $\checkmark$ / $\bigstar$ = NAT; 2nt= 2-Suiter					
VS OPPONENTS' TAKEOUT DOUBLE	1				
RDBL= Strong; new suit = F1; Jump Raise= PRE;	1			PSYCHICS	
Transfers after 1M-[dbl]	11			Rare	

OP.	TICK MIN NEG IF NO OF DBL DESCRIPTION ART CARDS THRU		DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING	
1♣ 2 4♥ 2+, NA		2	4♥	2+, NAT, 11+ hcp	TRF resp: $1 \blacklozenge = \blacktriangledown, 1 \blacktriangledown = \bigstar, 1 \bigstar = NT, 1NT = \bigstar, 2 \bigstar = \diamondsuit$	1♣ - 1x-1y: 2♣ = Puppet to ♦ (weak with ♦ or any INV,	SAME
		2♦= 6+ major 8-9 hcp, 2M=6+, 4-7 hcp	3m=5+m & 4M, INV); 2♦ = FG, ART, 1♣-TRF M-1NT=18-19				
		2NT=5+4, 0-5 hcp, $34/4=NAT$ , INV, $3NT = to play$	1♣-TRF m: accepted=any minimum 11-14, others=extras				
	<del></del>				1♣-TRF M: 2NT=Strong, 4M Supp/; 3♣=5♣-4M, ~ 13-15 hcp		
1		4	4♥	4+, NAT, usually UNBAL	1M = NAT; 1NT/3NT = limit; 2♣/♦=4+, 11+hcp;	1D - 1x-1y: $2 = Puppet to (weak with or any INV),$	SAME
				11+ hcp	2M=6+, 4-7 hcp, 2NT=4+♦, 0-5 hcp,	3m=5+m & 4M, INV); 2♦ = FG, ART; 1♦-1 ▲-1NT=4♥	
					3 = NAT, INV; $3 = 4 + 4$ , 6-9; $3NT = to play$	1+-1M-2NT= Strong, 4M SUPP	
						1♦-1M-2♣=6+♦, 11-14 or 5♦&4♣, 17+ or 5♦-5♣,18+	
						1♦-1M-2♦=54♦♣ any, 11-16; 1♦-1♠-2♦-2♥=forcing/2NT=NAT	
1♥/▲		5	4♥	10+, 5+ ♥/♠	1NT= NF, 7-12 hcp; 2♣=2+, FG, if not rebid, 2♦=5+, FG	1 <b>V</b> -1 <b>▲</b> -1NT: 2 <b>♣</b> = Puppet to ♦ (weak with ♦ or any INV,	1M-2C-max hand with M supp. 2M- weakest bid.
				3 <sup>rd</sup> seat – may be weaker,	$1 \checkmark -2 \bigstar$ and $1 \bigstar -3 \checkmark = INV$ , 3 card SUPP, 10-12 hcp	3m=5+m & 4M, INV); 2♦ = FG, ART;	
				may be 4 cards suit	3 <b>♣</b> =4+M,6-9 hcp; 3 <b>♦</b> =4+M,10-11 hcp; 3M=4+M, PRE	1M-1x-2NT=5M-5lower, FG or 5♥-4♠ after response 1♠	
					2NT = FG with support	1M - 1♠/1NT - 2♣: 1) 5-4, 17+/ 2) 5M&4♣, 11-16 / 3) 6+, 18+	
					SPL=void	1M-2m-2NT: 1) 5-4, 17+/2) 5-5, 18+/ 3) BAL, 18-19	
1NT			4♥	15-17 BAL	$2 \bigstar = STAY; 2 \bigstar / \heartsuit = TRF \heartsuit / \bigstar;$	1NT-2♣: 2♦=No Majors, 2M=4-5, after + 2FG relay	
				May be any 5-3-3-2	2 = INV or minor s/o, $2NT = ASK$ for xx	1NT-2C-2D-3M= both M, shortest suit.	
				(14) with M 5-3-3-2	$3 \neq 3 \neq 4 = 4 + 4 + 1$ with short suit $+1, 4 \neq 4 = \text{TRF} \neq 4$		
					4♥/♠ = to play, game strength		
2*	Х		4♥	1) any FG	2♦=waiting, 2M/3m=NAT, NF,	2♣-2♦-2♥=Puppet to 2♠ (BAL or NAT UNBAL)	
				2) BAL 20-21	3M=NAT, HHxxxx	2♣-2♦-2NT=20-21, 2♣-2♦-2♥-2♣-2NT=BAL, FG	
2•	Х	0	-	(0)7-10 HCP 4+4+ M	2♥/♠=to play; 2NT=relay; 3♣/♦ =NAT FG,	2♦-2NT-3♣=minimum, 3♦=5-5; 3♥=5♥/4♠, 3♠=5♠/4♥	
					3♥/♠=PRE; 3NT/4♥/♠= to play		
2♥/♠		(5)6+	-	(4)7-10 HCP (5)6+ ♥/♠	2 <b>▲</b> =NF, 3m=F1, 3M=pre	2M-2NT-3♣=min, 3♦=extras, no short, 3♥/♠/NT=short ♣/♦/oM	
					2NT=INV+ with support		
2NT				22-23, BAL	$3 = Puppet STAY; 3 \neq = TRF \neq \&; 3 = minors$	2NT-3♣: 3♦=at least one 4M, 3M=5M, 3NT=no M	
					3NT=4♥-5♠, NF; 4m=NAT, ST		
3≉/♦		6+	-	6-10 hcp	New suit forcing, lead directing; game = to play	3m-New suit-4m=NF	
				Could be less Non-VULN			
3♥/♠		7(6)	-	6-10 hcp Could be less Non-VULN	New suit forcing, lead directing; game = to play		
2NT	v	0			4/5/6  m = P/C		
3NT	Х	0	-	AKQxxxx in any minor	4/5/6  m = P/C $4M = NAT,  to play$	HIGH LEVEL BIDDING CUE= 1st or 2nd round	
					$4iv_1 - ivA1$ , to play	RKCB= 1430, 5NT 2A +Q and useful void	
4♣/♦		7	-	PRE, 6-10 hcp	4M = NAT, to play	RCB= 1430, 5N1 2A +Q and useful void 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	
4NT	Х		-	(65)+ minors			
5 <b>*</b> /		7		To play			

<u>2020</u>