

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 level; Reopening)
Style: 8-15 (18) HCP (4) 5+,
Resp: new suit below OPP suit =NAT F1; above=TRF
Jump Raise=PRE, Cue=F1,
Transfers
Fit-bids
Splinter only in opponent suit
Reopen: 8-15; Resp: Cue=F1, other NF
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd: 15-18
Responses: SYSON
4th: 10-14 (may be without stopper),
JUMP OVERCALLS (Style; Responses; Reopen)
Constructive in VUL, random NONVUL
(1m)-2M and (1♥) - 2♠ = NAT, 6+, 9-12 hcp
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
(1♣) - 2♣ = natural; (1♣/♦) - 2♦ = both majors
(1♥/♠) - 2♥/♠ OM and ♣, (1♥/♠) - 3♣ = OM and ♦
Jump cue vs 1 st 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=♣+♦
VS Strong NT (average more or equal 15 HCP)
SAME as VS Weak
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)+ minors
2♣/♦/♥/♠ = as VS INT; 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 STYLE		
	Lead	In Partner's suit
Suit	1-3-5	1-3-5
NT	1-3-5	1-3-5
Subsequent	2-4 through declarer	2-4 through declarer
OTHERS:		
GĀJIENI		
Lead	Vs. Suit	Vs. NT
Ace	AK+, Ax, AQx, AJx	AK+, Ax, AQx, AJx
King	AKQ, KQ, Kx	AKQ, KQ, Kx, AKJ+
Queen	QJ, AQJ, Qx	QJ, AQJ, Qx, KQ10+
Jack	J10, Jx, KJ10	J10, Jx, KJ10, QJ9+
10	109, Q109, AJ10+, AK109+	109, Q109, AJ10+, AK109+
9	9x+, A(K)109, A(K)J9,	9x+, A(K)109, A(K)J9,
S	Sx(+), xxS, xxSx, xxxS, xxSxxx	Sx(+), xxS, xxSx, xxxS, xxSxxx
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
Suit	Count, small=even	Count, small=even
	Att, small = enc	S/P
	S/P	
NT	Count, small=even	Count, small=even
	Att, small = enc	S/P
	S/P	
Disc	LOW=ENC, first small discard=enc. first lead, high-low in trumps ability to ruff	
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
T/O thru 4♣ = opening values, but may be light with classic shape		
RESP: - 1 st available level =NAT, 0-8hcp/ -2 nd available level=TRF, 9+hcp/ -4 in a suit=NF, may be weak/ -2♠ =TRF to NT/ -3m=INV /-3M=PRE		
Reopen: normally 10+		
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES		
NEG DBL thru 4♥		

WBF CONVENTION CARD
CATEGORY: GREEN
NCBO: LATVIA
PLAYERS: RUBENIS Ivars- NEIMANIS Jānis
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
NATURAL
1♣ = 2+, TRF resp: 1♦ = ♥, 1♥ = ♠, 1♠ = NT, INT=♣, 2♣ = ♦
1♦ = 4+, NAT, usually UNBAL
1♥/♠ = 11+, 5+
1nt = (14) 15-17 bal, could be any 5-3-3-2
2♣ = 1) BAL 22+ 2) any m 18+ 3) any FG
2♦ = both Majors no 5-4, 6-10 HCP
2M = weak 2, 6-10
2nt = 20-21 balanced
1nt over 1M= semi-forcing
2 over 1= Natural FG, except if rebid suit over 1M opening
1M - 2♣=2+♣
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2♦ = both Majors no 5-4, 6-10 HCP
3nt= Gambling
SPECIAL FORCING PASS SEQUENCES
After penalty redoubles in GF situations
IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE
1♣-(1♦) - 2M= NAT, 6+, 11+ hcp
1♣/♦-(1♥) - 2♠= NAT, 6+, 11+ hcp
PSYCHICS
Rare

OP.	TICK IF ART	MIN NO OF CARDS	NEG DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		2	4♥	2+, NAT	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	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=ST, SUPP, shortness/ 3♦=5♣-4M-2-2, 17+	SAME
1♦		4	4♥	4+, NAT, usually UNBAL	1M = NAT; 1NT/3NT = limit; 2♣/♦=4+, 11+hcp; 2M=6+, 4-7 hcp, 2NT=4+♦, 0-5 hcp, 3♣=NAT, INV; 3♦=4+♦, 6-9; 3NT = to play	1♣ - 1x-1y: 2♣ = Puppet to ♦ (weak with ♦ or any INV, 3m=5+m & 4M, INV); 2♦ = FG, ART; 1♦-1♠-1NT=4♥ 1♦-1M-2NT= ST, SUPP, shortness 1♦-1M-2♣=6+♦, 11-14 or 5♦&4♣, 17+ or 5♦-5♣, 18+ 1♦-1M-2♦=5♦&4♣, 11-16; 1♦-1♣-2♦-2NT=forcing	SAME
1♥/♠		5	4♥	(8) 10+, 5+ ♥/♠ 3/4 seat – may be weaker, may be 4 cards suit	1NT= NF, 7-12 hcp; 2♣=2+, FG, if not rebid, 2♦=5+, FG 1♥-2♠ and 1♠-3♥ = INV, 3 card SUPP, 10-12 hcp 3♣=4+M, 6-9 hcp; 3♦=4+M, 10-11 hcp; 3M=4+♥, 0-5hcp 2NT = FG with support SPL=void	1♥-1♠-1NT: 2♣ = Puppet to ♦ (weak with ♦ or any INV, 3m=5+m & 4M, INV); 2♦ = FG, ART; 1x-1y-2NT=5M-5lower, FG 1M - 1♠/1NT - 2♣: 1) 5-4, 17+/ 2) 5-5, 18+/ 3) 6+, 18+ 1M-2m-2NT: 1) 5-4, 17+/ 2) 5M&4♣, 11-16 / 3) BAL, 18-19	
1NT			4♥	15-17 BAL May be any 5-3-3-2 (14) with M 5-3-3-2	2♣ = STAY; 2♦/♥ = TRF ♥/♠; 2♠ = INV or minors, 2NT = ASK for xx 3♣ = SO, 3♦♥/♠/NT = 4-4-4-1, 4♣/♦ = TRF ♥/♠ 4♥/♠ = to play, game strength	1NT-2♣: 2♦=No M, 2M=4-5 M; 2NT=both M, min; 3♣=both M, max After STAY responses: 2NT=Puppet to 3♣; 3♣= TRF♦; 3♦=minor ASK; 1NT-TRF M-2M: +1=4(5) M, INV; 3♣= FG, 5+M, UNBAL; 3♦=TRF M; 3♥ = 5-5♣, FG; 3♠ = 5-5♦, FG	
2♣	X		4♥	1) any FG 2) BAL 22-23 3) any minor 18+	2♦=waiting, 2M=NAT, positive, 2NT-3♥=TRF, HHxxxx	2♣-2♦-2♥=Puppet to 2♣ (BAL or NAT) 2♣-2♦-2NT=22-23, 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=puppet to 3♣ Jump OM/4♣/♦ = ST asks for control in this suit	2M-2NT-3♣-3♦=SO, 3M=INV, 3NT=to play 2M-Jump OM/4♣/♦: 4M=no control, +1=A or K, +2=shortness and 1-4 A, +3= shortness and 0-3 A, +4= shortness and 2 A without Q, +5= shortness and 2 A with Q	
2NT				20-21, 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	
4♣/♦		7	-	Weak pre	4M = NAT, to play	CUE= 1st or 2nd round RKCB= 1430 Relay following to RKCB responses asks for trump Q and K: +1: no Q, +2: Q, 0 - 3 K, +3: youngest K or 2 others, +4: middle K or 2 others, +5: eldest K or 2 others	
4♥/♠		7	-	PRE	4NT=RKCB; new suit=CUE		
4NT	X		-	(65)+ minors			
5♣/♦		7		To play			

