

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
1NT 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
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
If 1♣ is not natural (less than 3 cards), 2♦ = both majors
(1♥/♠) - 2♥/♠ OM and a minor
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♥/♠=5+-4+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 1NT
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	4 th best	1-3-5
NT	4 th best	1-3-5
Subsequent	Same, attitude	Same, attitude
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	J10, Jx, QJ9+
10	109,HJ10+	109, HJ10+
9	9x, H109+	9x, H109+
S	Sx, xSx, xSxx	Sx, xSx, xSxx
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		
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES		
NEG DBL thru 4♥		

WBF CONVENTION CARD
CATEGORY:
NCBO: LATVIA
PLAYERS: Germanis Aigars – Jansons Ugis
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
STRONG CLUB
1♣ = 16 +
1♦ = 4+, NAT, usually UNBAL
1♥ / ♠ = 11+, 5+
1nt = 12-15 bal
2♣ = Precision
2♦ = both Majors 5-4, 5-10 HCP
2M = weak 2, 5-10
2nt = both minors, 5-5, weak
1nt over 1M= semi-forcing
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2♦ = both Majors 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
PSYCHICS
Rare

OP.	TICK IF ART	MIN NO OF CARDS	NEG DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	X	0	4♥	16+ hcp (can be weaker with distributional values)	1♦ = 0-7 hcp, 1♠ = NT, 1NT=♣ 2M=6+, 4-7 hcp 2NT=any 4-4-4-1		
1♦		4	4♥	4+, NAT, usually UNBAL	1M = NAT; 1NT/3NT = limit; 2♣/♦=4+, 11+hcp; 2M=6+, 4-7 hcp, 3♦=4+♦, 6-9; 3NT = to play		
1♥/♠		5	4♥	(8) 10+, 5+ ♥/♠ 3/4 seat – may be weaker, may be 4 card suit	1NT= NF, 7-12 hcp; 2♣=3+, FG, if not rebid 2NT = FG with support	1♥-1♠-1NT: 2♣ = Puppet to ♦ (weak with ♦ or any INV, 2♦ = FG, ART;	Drury
1NT			4♥	12-15 BAL May be any 4-4-1-4	2♣= STAY; 2♦/♥ = TRF ♥/♠; 2♠= INV or minors, 2NT = ASK for xx 3♣/ 3♦/♥/♠ = natural slam tries 4♥/♠ = to play, game strength		
2♣	X	5	4♥	10-15 HCP, 5+♣ (if only 5, then a 4 card Major)	2♦=relay, 2M=NAT, NF, 2NT=relay 3 rd level - transfers		
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 5-4, 3♦=min 5-5; 3♥=5♥/4♠, 3♠=5♠/4♥ 3NT=MAX 5-5	
2♥/♠		(5)6+	-	(4)7-10 HCP (5)6+ ♥/♠	2♣=NF, 3m=F1, 3M=pre 2NT=relay	2M-2NT-3♣min-3♦=asks shortness	
2NT	X			5-10 hcp, at least 5-5 in minors	3♥ = forcing relay		
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	4M = NAT, to play		
4♥/♠		7	-	PRE	4NT=RKCB; new suit=CUE		
4NT	X		-	(65)+ minors			
5♣/♦		7		To play			

