


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card	
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE			NCBO Logo & Coloured Sticker:	
8-15 PC, natural			Lead	In Partner's Suit		
Rubens advances	Suit		2nd/4th, Rusinow	2nd/4th, Rusinow		
	NT		2nd/4th, Rusinow	2nd/4th, Rusinow		
Reopen 8+ NAT	Subseq		2nd/4th, Rusinow	2nd/4th, Rusinow		
Rubens advances	A and Q asks for attitude, K asks for count				CATEGORY: GREEN	
					NCBO: SLOVAKIA	
					PLAYERS: KOVÁČ-RUMANČÍK	
					EVENTS: All Events	
					UPDATE: 06/2017	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY	
Direct seat: 15+-18 balanced, system on	Lead	Vs. Suit		Vs. NT	GENERAL APPROACH AND STYLE	
Reopen:	Ace	Ax, Ax(x), AK(x)		AK(x), Ax(x), Ax	Natural, 5-card majors, 4-card ♠, 2+♣	
(1minor)-1NT= 11-14, system on	King	AK(x), KQ(x), Kx		AK(x), KQ(x), Kx	Forcing 1NT response after 1M opening	
(1major)-1NT = 11-16, system on	Queen	KQ(x), Qx		KQ(x), Qx	1st and 3rd level forcing, 2nd non-forcing	
	Jack	Jx, QJ(x)		Jx, QJ(x)	Weak jumps	
JUMP OVERCALLS (Style; Responses; Reopen)	10	J10, J10(x), HJ109(x), 10x		J10, J10(x), HJ109(x), 10x	1NT Openings: (14)15-17 5M/6m/(5422)/(4441)	
1-Suit: natural weak	9	109(x)		109(x)	2/1 Responses: GF unless repeated	
2-Suit: Ghestem – jump in lowest: two highest suits	Hi-x	bad suit		bad suit		
2NT: two lowest suits	Lo-x	4th best, 2nd from 3card suit		4th best, 2nd from 3card suit		
Reopening: 2NT: 19-21 bal, system on	SIGNALS IN ORDER OF PRIORITY					
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Direct: Ghestem – Lowest and highest ranking suits	Suit	1	low=encouraging	low=even count	o/e	Rubens advances
Jump: Stopper asking		2	low=even count	S/P		Good/bad 2NT
		3	S/P			Ghestem
	NT	1	low=encouraging	low=even count	o/e	Weak jump shifts
VS. NT (vs. Strong / Weak; Reopening; PH)		2	low=even count			1M-3♠/♦ 4-card fit 6-9/10-11
Double = strong vs weak NT, 5m+4M vs. strong NT		3	S/P			3NT gambling
2♠=majors	Smith vs. NT					
2♦ = 6+ M	Unnecessary High-low is suit preference					
2♥/♠ = natural with 4m						
2NT = minors or GF something except both Majors						
3♠/♦=natural	Doubles					
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)					
STD; 2x-DBL-pass-2N = LEBENSOHL	Usually standard, sometimes (green vs red) light, based on shape					
2NT=16-19, system after opening 2NT on						
	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES					
VS. ARTIFICIAL STRONG OPENINGS	Support double/redouble (obligatory up to 2♥ overcall)				SPECIAL FORCING PASS SEQUENCES	
Any bid in suit: either 1 suited (in +1 suit) or 2 suited in other two	Lightner double				Forcing pass after GF established	
Any bid in NT: 2 suited, rounded or pointed						
OVER OPPONENTS' TAKEOUT DOUBLE					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
System on, Redouble = 10+					3rd seat opening are more likely to be out of description	
					PSYCHICS: rare	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING / OTHER DEVELOPMENT
1♣		2	4♥	11-21 2+♣ 1♣ doubleton only if 4432	2♣ inverted minor; 2x=weak	1♣-1y-1z: 2♣ puppet to 2♦; 2♦ gf	
1♦		4	4♥	11-21 4+♦	2♦ inverted minor 2M weak, 3♣ 6+♣ invit	same as 1♣	
1♥		5	4♥	11-21 5+♥	1NT F1, 2NT GF with fit, 3♣/♦ 4-card fit 6-9/10-11, 3♥ - weak 3♣/4♣/4♦ splinter	1♥-1♠-1NT: 2♣ puppet to 2♦; 2♦ gf 1♥-2♥-2♠ - ask for values 1♥-2♥-2NT/3♣/3♦ - shortness	1♥-2♠= maximum 3+♥ Unusual jumps: suit+fit
1♠		5	4♥	11-21 5+♠	1NT F1, 2NT GF with fit, 3♣/♦ 4-card fit 6-9/10-11, 3♠ - weak 4♣/4♦/4♥ splinter		1♠-2♠= maximum 3+♠ Unusual jumps: suit+fit
1N				(14)15-17 includes 5M/6m/(5422)/(4441)	2♣ stayman, 4way TRF, 3M 13(54), 4♣/♦ trf to ♥/♠	Smolen, splinter, retransfer exclusion rkc	
2♣	x	0	4♠	GF any or 22+ balanced	2♦- waiting, other positive, good suit	2♣-2♦-2♥ = forcing to 2♣ either hearts or strong bal	
2♦	x	5		Weak			
2♥	x	5		Weak	2♠ - ask for shortness, 2NT – F with ♠, other natural		
2♠	x	5		Weak	2NT – ask for shortness, other natural		
2N				20-21 balanced 5M/6m/5422/4441 possible	3♣ puppet stayman; 3♦/♥ TRF; 3♠ 1/both m		
3x		6		preemptive			
3N	x	7		Complete 7 card minor max a Q in other suits	X♠ P/C, 4♦ ask for shortness, 4M to play	HIGH LEVEL BIDDING / CUE-BIDDING	
						rkc 1430	
4m		7		preemptive		exclusion blackwood CUE BID – 1 <sup>st</sup> /2 <sup>nd</sup> round equally	
4M		7		preemptive		LIGHTNER SLAM DOUBLE	
4N	x			preemptive both minors		DOPI, ROPI	

