

DEFENSIVE AND COMPETITIVE BIDDING

LEADS AND SIGNALS

WBF Convention Card



OVERCALLS (Style, Responses, 1/2 Level, Reopening)

Style: 1st level light
Responses: new suit is forcing; jump in partners' suit is pree; cue is F
Reopening: 8-12 Hcp

OPENING LEADS AND SIGNALS

	Lead	In Partners' suit
Suit	3/5th	3/5th
NT	attitude	3/5th
Subseq		
Other:		

Category: Green
NCBO: Croatia
Event:
Players: Mladenka Čupić (11032)– Renata Müller (12099)

1NT OVERCALL (2nd /4th Live; Responses, Reopening)

2nd position over 1x or 2x :15-18 Hcp
Responses: same as over 1nt opening opening
4th position: 11-15 Hcp
Responses: same as after 1NT oppening

LEADS

Lead	Vs. Suit	Vs. NT
Ace	ask for att in this suit	same, lo encouraging
King	ask for count	same, lo is even
Queen	AQJ+; QJ+; Qx	same
Jack	HJ10+; J10+; Jx	same
10	H109+; 109+, 10x	same
9	98xx; 9x	same
Hi-x	Xx; xxXx	JxXx; xXxxx
Lo-x	xxX; HxX; xxxX;HxxxX	HxxX, HxxxX

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE:

2/1 game forcing
 we open 1 in suit with 5♠5♥4♦2♣
VALUATION: Heavy reliance on Losing Trick Count (LTC), with HCP often only a secondary criterion

JUMP OVERCALLS (Style, Responses, Unusual NT)

Style Vul.; intermediate
 NV: weak
Responses: natural, 2NT is Ogust
Unusual notrump: 2 lowest unbid suit
 (if 1♣ is 2+ crds then ♦+M)
Reopening:same

SIGNALS IN ORDER OF PRIORITY

Partner's Lead	Declarer's Lead	Discarding
Suit: 1 ST lo enc	lo is even	lo enc
2 ND lo is even	S/P	S/P
3 RD suit preference		
NT: 1 ST same	same	same
2 ND		
3 RD		

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

Openings:
 2♣ - strong, almost GF
 2♦ /2♥/2♠ - W2
xfers after 1x-(dbl)
 - 1♣ (dbl) =>1NT= to play; rdbl/1♦/1♥/1♠=xfers
 - 1♦ (dbl) =>1NT= to play; rdbl/1♥/1♠/2♣=xfers
 - 1♥ (dbl) => rdbl/1♠ /1NT/2♣/2♦=xfers
 - 1♠(dbl) => rdbl/1NT/2♣/2♦/2♥=xfers
 *Princip: if partner have fit in opener major without honor in this major the first make xfer in 1NT and then bid 2 of major.

DIRECT and JUMP CUE BIDS (Style, Responses, Reopening)

Style: 5oM-5m, 9-16Hp, Michaels
 (only after 1♣ 2+crds 2♣ is natural and (1♣) 2♦ are majors)
Responses: natural
Reopening: same

Signals (including Trump suit):

DOUBLES

VS. NT (vs. Strong / Weak; Reopening; PH)

Strong & Weak: Cappeleti (2♣= any 1-suit, 2♦ = majors;
 2♥=5♥+5m; 2♠=5♠+5m
Reopening: same
Passed Hand: same

Responses:

Opener is not obligatory to bid xfer if he is short in this suit

VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)

Doubles: takeout
Cue bids: 2-suiter
Jumps: leaping Michaels
NT bids: natural

TAKEOUT DOUBLES (Style, Responses, Reopening)

Style: 10+ Hcp & support for unbid suits (specially Ms)
 16+ Hcp any shape
Responses: 1ST level is 0-8, jump is invitational, cue is 11+ Hcp
Reopening: can be lighter

SPECIAL FORCING PASS SEQUENCES

after 2♣ opening forc to 3M

VS. ARTIFICIAL STRONG OPENINGS

natural

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES

support DBL and RDBL
 negative dbl (exception: 1m (1♥) dbl = not promise 4crds ♠)
 responsive dbl
 competitive dbl
 lead direction dbl

IMPORTANT NOTES THAT DOES NOT FIT ELSEWHERE

4th suit forcing (usually to game)

OVER OPPONENTS' TAKE OUT DOUBLE

if we open 1x then look at ' xfers after 1x-(dbl)' on the right over any other oppening natural

PSYCHICS

rare

Opening	Artificial	Min.	Neg. Double	Description	Response	Subsequent Auction	Passed Hand Bidding
1♣	no	2	4♠	11-19 Hcp	2♣=+5c♣ 6-9 Hcp; 3♣= Pree; 3♦/♥/♠= Splinter; 2♦/♥/♠ = solid 6c suit 9-11Hcp;1NT=6-9 Hcp, usually no 4 c M; 2NT=10-11Hcp; 3NT= 13-15Hcp	- 2way CB -1x p 1M p 2M (can be 3 cards support) now 2NT asking: 3♣ = min with 3crds; 3♦ = max with 3c; 3♥ = min with 4crds; 3♠ = max with 4crds	
1♦	no	4	4♠	11-19 Hcp	same as on 1♣ (2♣=6+c, 7LTC, 2♦=4+c♦,6-9)	same as on 1♣	
1♥	no	5	4♠	11-19 Hcp	2♣= a) GF with 3+c♣ OR b) INV+ with 3c support; 2NT= INV+ with 4+c support; 3♠/4♣/♦ = Splinter 2♦ = GF with 5+c ♦; jump in new suit is solid 6c suit 9-11Hcp;	2NT Jackoby 2way 2♣ Kombinirani trial	2♣= reverse Drurry
1♠	no	5	4♠	11-19 Hcp	same as on 1♥	same as on 1♥	2♣= reverse Drurry
1NT	no	-	-	15-17 Hcp, balance	2♣= Stayman, 2♠= 6+♣ or ♦; 2♦/♥/4♦/♥= xfer; 3♣/♦/♥/♠= 13+ with good 5+c suit	Smolen	
2♣	yes	0	-	23+ with balance OR 16+ with 4& less LTC	2♦ = relay; 2NT= 8+HP, bal with max 1 control; 2♥/2♠ = other M 5crds w 2+TH or 6+crds w 1+TH; 3♣ = any minor 6+crds with 2 TH; 3♦/♥ = weak, 6+ cards in ♥/♠ 1-dimensional hand; 3♠ = 5+-5+ m's w/ 7- LTC & at least 1 control & reasonable suits	2♣-2♦-2N=22-23 HCP (semi-)balanced; shape profile like 1N/2N opener 2♣-2♦-2♥ = Relay to 2♣ (modified Kokish) with 3 types of hand: a) 5+ ♥ b) Balanced 24+HCP c) Will ask for specific Aces via 3NT at next turn	
2♦	no	0	-	6-10 Hcp; (5) 6+ ♦	2NT= relay; new suit= F1, game is to play	after 2NT: 3♣ = weak suit and minimum; 3♦ = good suit and min; 3♥ = weak suit and maximum; 3♠ = good suit and maximum; 3NT= AKQxxx	
2♥	no	5	-	6-10 Hcp; (5) 6+ ♥	same as on 2♦	same as on 2♦	
2♠	no	5	-	6-10 Hcp;(5) 6+♠	same as on 2♦	same as on 2♦	
2NT	no	-	-	20-22 Hcp;	3♣ = modified Puppet Stayman;3♦/3♥/4♣/4♦/4♥ = xfers; 3NT = 55/mm game choice only; 3♠ = TR => 3N (either to play, or ST w/ 55mm, or ST w/ ♣) ; 4♠/4NT = quantitative with/without 44/(45) mm	After 3♣: 3♦ = At least one 4-crd Major, 3♥ = Denies 4-card (+) Major; 3♠ = 5-card ♠ ; 3NT = 5-card ♥ After 3♠-3NT: 4♣ = 55 minors ST; 4♦ = 6+♣ , ST with some shortage; 4♥ = RKCB for ♣; 4♠ = 6+♣ without shortage; 4NT = QNT w/ 5♣ 's	
3♣	no	-6	-	3-9 Hcp; 6-7 ♣	natural, new suit is F1		
3♦	no	-7	-	3-9 Hcp; 6-7 ♦	natural, new suit is F1		
3♥	no	-7	-	3-9 Hcp; 6-7 ♥	natural, new suit is F1		
3♠	no	-7	-	3-9 Hcp; 6-7 ♠	natural, new suit is F1		
3NT	yes	-	-		4♣=P/C; 4♦=asks for singleton/void	4♥/♠ shortnes in bid suit, 3NT no shortnes, 5m= shortnes in other minor	
4♣	no	8	-	7-8 tricks	natural	HIGH LEVEL BIDDING	
4♦	no	8	-	7-8 tricks	natural	CUE SPLINTER RKCB BLACKWOOD 0314 QUANTITATIVE 4NT & 5NT DOPI ROPI	
4♥	no	8	-	7-8 tricks	natural		
4♠	no	8	-	7-8 tricks	natural		
4NT	yes	-	-	minor two suiter	natural		
Players: Čupić Mladenka – Müller Renata NCBO: Croatia Last change 09-02-24							

2♣ opening

"PR" = positive response; "TH" = top honor(s): A/K/Q

"@" = relay; "RP" = responder

2♣			
2♦	Default response, denies "picture bid" hand-type	2♥	Kokish
		2♠	Natural
		2NT	22-23 HCP (semi-) balanced
		3♣	Natural
		3♦	Natural, denies a 4-card Major
3♥/♠	Natural 4 cards & longer diamonds		
2♥	PR in ♠: (a) 5 with 2+ TH (b) 6+ with A and/or K		
2♠	PR in ♥: Same criteria as just above		
2NT	PR, balanced NAT, 8+HCP but at most one control		
3♣	PR, either minor: 6+cards with 2+ TH	3♦@	3♥=♣, 3♠=♦
3♦/♥	Negative TRANSFER -- weak ♥/♠, 6-7 cards lacking A & K, bad 1-dimensional hand	<i>RP doesn't promise another bid, so if OP doesn't want to play in RP suit at the 3-level he must break the Transfer</i>	
3♠	PR -- mm 5+/5+, "mild-plus" slam interest, 1+ control card in each minor	3NT to play 4♣ = RKCB for ♣ 4♦ = RKCB for ♦ 4M = Natural	

2♣-2♦			
2♥-2♠			
2NT	24+HCP natural (semi-) balanced	Same as after 2NT opening	
3any	Natural: Hearts plus that suit		
3NT	Specific-Ace asking	4♣	no Ace
		4♦/♥/♠/NT	♦/♥/♠/♣ Ace
		5♣/♦/♥	2 aces: Co/Ra/Mx
		5♠	3 aces
4any	Control-asking	1 st step	No control
		2 nd step	2 nd control
		3 rd step	Ace
		4 th step	Void

2♣-2♦	
3♣	
3♦	Check back, no 5-card Major, <i>unless</i> (5/4) MM a) Very weak hand without 4-card M b) Looking for 4-4 major suit fit Suitable for 3NT, though maybe OK for clubs
3♥	5-card <u>Spades</u> without 2 TH
3♠	5-card <u>Hearts</u> without 2 TH
3NT	5-card Diamonds , no 4-card M, no 3-card ♣, positive hand
4♣	♣ Support, serious slam interest, no void
4♦	♣ Support, weak slam interest
4♥/♠/NT	♣ Support, serious slam interest, void in ♥/♠/♦
5♣	♣ Support, GOOD 5 card Diamonds, no shortage

After opponents DBL our 1NT opening

1NT - (X)	XX	1-suiter
	2C	Clubs & another
	2D	Diamonds & M
	2H	Hearts & Spades
	other	system on

DEFENCE vs. WEAK NT

(including 8-11)

	DIRECT POSITION	REOPENING
X	(semi-) balanced with at least top of their range	Same
2C	MM, usually 5/4+	a) MM b) minor 1-suiter
2D	Major 1-suiter, good hand	Same
2M	Natural, just competitive	Same
2NT	a) D & C, 5/5 good hand b) D & H, 5/5 good hand	Same
3C	C & S, 5/5 good hand	Same
3D	D & S, 5/5 good hand	Same
3H	H & C, 5/5 good hand	Same
3S	mm, 5/5, 4LTC (or better)	Same
4C	Pick a Major	Same
4D/4H	Transfers => H/S	Same

(1NT) - P - (P) - 2C		
2D= INQUIRY		
2M= Better Major; < INV		
2NT= POSITIVE hand, F1		
3C= POS for MM; NEG for C	3D	Nat, NF
	3H	MM, S not longer
	3S	MM, S longer
	3NT	to play (C stop)
	4m	Natural, INV
	4H/S	to play

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2NT opening

2NT = (19)20-21 HCP, (semi-) balanced, can contain: (a) 5-card Major; (b) 6-card minor; (c) stiff A/K/Q (seldom)	
3C	Muppet Stayman
3D	Transfer => H
3H	Transfer => S
3S	Relay => 3N: a) To play; b) mm, Try+; c) C, Try+
3NT	5-5 minors, Choice-of-Games, NF
4C/D/H	Transfer=>D/H/S (4R usually -> signoff, <i>but</i> also <i>ONLY path to any KC-ask in absence of known fit.</i>)
4S	Quantitative, normally (23) 44
4NT	Quantitative, normally 33 (34)

3 C = Muppet Stayman (modified)

3D =	3H	4-card S, <4 H		
1 or 2	3S	4-card H, <4 S		
4-card	3N	To play		
Majors	4C	At least 4/4 MM, Try+		
(not 5)	4D	At least 4/4 MM, C-of-G		
3H = Denies Major longer than 3 cards	3S	Transfer to 3NT	3NT	obligatory
	→4C	31(54), Try+	4D	RKCB for C
			4H	RKCB for D
			4NT	To play
	→4D	13(54), Try+	4H	RKCB for C
			4S	RKCB for D
			4NT	To play
	3NT	5 Spades + 4 Hearts		
	4C/D	Try+ with 5+ cards in the other minor (and at least one Major of 3+ cards)		
	4H	5+/5+ Majors, p/c		
5m	5+/5+ Majors, Splinter			
3S = 5-card Spades	3NT	To play		
	4C	5+ D (& 3~4 H), Try+	4D	LT for D
	4D	5+ C (& 3~4 H), Try+	4S	LT for C
	4H	Fit (4~3 cards), Try+		
	4S	To play		
4NT	Quantitative			
3NT = 5-card Hearts	4C	5+ D (& 3~4 S), Try+	4D/H/S	Cue (4D = C)
	4D	Transfer => 4H	4NT	To play
	4H	5+ C (& 3~4 S), Try+	4S	LT for Clubs
		4NT/5C	To play	

3D = Transfer => H

3H = Doubleton H, <5 Spades	3S	Transfer => 3NT
	3NT	4 Spades & 5 Hearts
	4C	4+ Diamonds, Try+
	4D	4+ Clubs, Try+
	4H	Mild Try (1-suiter)
3S = Doubleton H & 5 Spades	3NT	To play
	4C	(a) D, Try+ (b) H, mild Try
	4D	(a) C, Try+ (b) H =>signoff
	4H	3+ Spades, Try+
	4S	To play
4NT	Quantitative	
3NT = 3 cards in H	4C	Artificial Slam Try (+)
	4D	Re-transfer => 4H
4C = Fit 4+, Slam Try, positional hand	4D	Re-transfer => 4H
4D = Fit 4+, Slam Try, non-positional hand		
4H = 4+ H, non-maxi		

3H = Transfer => S

3S Doubleton S	3NT	To play
	4C	4+ D, C-of-G (+)
	4D	4+ C, C-of-G (+)
	4H	Serious Try
	4S	Mild Try (1-suiter)
3NT 3 cards in S	4NT	Quantitative
	4C	
	4D	
4H	Short H, Try+	
4C = Fit 4+, Try+, positional hand		
4D = Fit 4+, Try+ non-positional hand		
4H = Fit, non-positional		
4S = Fit 4+, non-maxi		

3S Transfer to 3NT	3NT	Obligatory
	4D	RKCB for D
	4H	RKCB for C
	4S	Asks shortage (4N=H, 5C=S)
	4NT	To play
4C 5+/5+ mm, Try+	4D	6+ C, some shortage
	4H	Asks (4S=D, 4N=H, 5C=S)
	4S	RKCB for Clubs
	4S	1~4 out of 5 (etc.)
	4NT	To play
4D 6+ C, some shortage	4NT	To play
	5C	To play

4C Transfer to 4D	4D	Obligatory
	4H	6+, some shortage
	4S	Asks (4N=C, 5C=H, 5D=S)
	4NT	1~4 out of 5 (etc.)
	5D	Last Train (for D)

4D/H	Transfer to 4H/S	4H/S	obligatory
4NT	RKCB for transferred suit		
new suit	Exclusion RKCB (0314)		

Rubensohl

1NT - (2♦) - ??

- dbl : t/o
- 2♥/♠ : to play
- 2NT : transfer to 3♣
- 3♣ : transfer to opponent's suit -> asks for four card major
- 3♦ : transfer to hearts (at least invitational)
- 3♥ : transfer to spades (at least invitational)
- 3♠ : transfer to 3NT -> game values but no major suit and no stopper in opponent's suit
- 3NT : to play

Similar schedules apply following a natural two-level overcall in any of the other suits.

RKCB

With agreed M, 4N asks KCs (4 Aces + trump K) & trump Q When fit is believed to be 10+ cards, Q is shown regardless	
5C	1/4 → 1 st free step (not trump suit) asks Q (& Ks)
5D	0/3 → 1 st free step (not trump suit) asks Q (& Ks)
5H	2 KCs, NO trump Q
5S	2 KCs, WITH trump Q
5NT	2 KCs & useful Void
6L	(lower-ranking suit than trump): 1 KC & Void in L
6H*	(*when H is trump): 1 KC & void in Spades

When **H** is trump, then: 4NT - 5C - 5D (Q ask) - 5H denies Q

KF = (side-suit) "King Focus": the only king I *have*, or only one I *lack*

After 4NT - 5D (= 0/3) when trump is H:	
5H	To play
5S	Q ask, does NOT promise all KCs
→	5NT Denies trump Q (all 6-level replies show Q)
	6C (a) no K; OR (b) Club KF → 6D @ → 6H = no K
	6D Diamond KF
	6H Spade KF
5NT	K ask, promises all KCs
→	6C/D/H same as above

1M - 2NT		
3C = <15 HCP, and/or worse than 6LTC (Still may continue to 4M even if RP shows only INV strength)	3D= INQUIRY GF -- & likely slam interest -- IF facing a proper opener	3H=Double Negative 3S=Normal opener, with some shortage (3NT now asks where) 3N=Normal opener, Bal 4C/4D/4H=5-card suit C/D/oM, with 1.5 holes
3D=15+ bal	3H= single C 3S= singl D 3NT=singl OM	
3H=shortage in C, 6-LTC (or better)		
3S=shortage in D, 6-LTC (or better)		
3N=short in oM, 6-LTC (or better)		
4C/4D/4H=5-card suit (C/D/OM) with 1.5 holes		
THIS SYSTEM IS «ON» IN ANY SITUATION WHEN WE OPEN 1M and the 2N bidder is an unpassed hand		
(a) When our 1M is an overcall; <u>OR</u> (b) When 2N is bid by PH		
3C	NATURAL	
3D	NATURAL	
3H	Minimum (after 1H) <u>OR</u> 2nd suit (after 1S)	
3S	Minimum (after 1S)	
All Other (below game): NATURAL		

A. Versus Weak 2M: (2M) - 2NT - (P)		
	vs. 2H	vs. 2S
3m	To play	
3H	Transfer: 5(+) S	Transfer to 3NT
3S	Transfer to 3NT	5(+) H, C-of-G
3NT	4-card S, C-of-G	4-card H, C-of-G
B. Versus Weak 2D: (2D) - 2NT - (P)		
3C	Muppet Stayman	
3D / 3H	Transfers => H / S	
3S	5+ Clubs, C-of-G	
3NT	To play	
C. Versus 2D weak in a Major: (2D) - 2NT - (P)		
3C	Muppet Stayman	
3D / 3H	Transfers => H / S	
3S	Both minors	
3NT	To play	

After 1m (1N): same structure as after our 1N opening

After 1M* (1N): 2C = D & oM

2D = 5-card oM & Doubleton M*

After 1M (simple overcall in suit)

- 2NT= INV+ with 4+cards support
- cue = INV+ with 3 cards support

After opponents dbl 4th suit forcing or lead direction dbl

- RDBL = 2+cards without stopper
- pass = stopper or half stopper; partner with rdbl ask for proper stopper
- 3NT= 2 stoppers
- bid= shortness

After (1x) 3x is asking for stopper