

DEFENSIVE AND COMPETITIVE BIDDING

LEADS AND SIGNALS

WBF Convention Card

OVERCALLS (Style, Responses, ½ Level, Reopening)

Style: At one-level occasionally 4-card suit for lead; never wild

Responses: new suit F1; jump-raise = less than INV; cue = F1

Reopening: typically 8-12 Hcp; maybe a bit more at 2-level when no other call is appealing

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

Always: Good 14 up to 18 if by Unpassed Hand

System on (to the extent possible)

Transfer into Opener's MAJOR = INV with both minors

Lebensohl

JUMP OVERCALLS (Style, Responses, Unusual NT)

Obstructive – Can be a bit stronger than classic if facing PH

Unusual notrump: 2 lowest unbid suits

Reopening: INTERMEDIATE

OPENING LEADS AND SIGNALS

Lead In Partners' suit

Suit 3rd/5th. same

NT small ENC. same

Subseq count

Other:

LEADS

Lead Vs. Suit Vs. NT

Ace. from AK, Ax- asks for attit. same

King. from KQ, Kx, asksfor count. same

Queen. from QJ.Qx, asks for attitude. Same

Jack. from J10, KJ10. same

10. 10,9, 10x

9

Hi-x. even

Lo-x. odd

SIGNALS IN ORDER OF PRIORITY

Category: GREEN

NCBO: CROATIA

Event: WOMEN'S CHAMPIONS CUP 2023 (Dubrovnik HR)

Players: IVA MRKIC -- SANDRA PROBST

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE:

Minimum suit lengths for opening at one-level: 5542 (S/H/D/C)

Strong NT = 15-17 (occasional upgrade)

2/1 GF – Minimum suit lengths for Responder: 552 (H/D/C)

Three weak-2 openings, strong 2C

Doubles below game = Non-penalty, except where obvious

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

DIRECT and JUMP CUE BIDS (Style, Responses, Reopening)
Michaels: any 2-level cuebid; when showing MM, may be 4S+5H
JUMP CUE – asks for a stopper in Opener's suit
Responses: Overcaller's repeat of suit is typically weakest action
Reopening: As above
Leaping Michaels over opposing weak-2
VS. NT (vs. Strong / Weak; Reopening; PH)
Strong & Weak: 2C=Majors; 2D=One Major; 2M=Natural with minor side-suit; 2N=minors
Reopening: As above
Passed Hand: As above
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
Doubles: Takeout; Lebensohl
Cue bids: Stopper ask below 3N, otherwise typically Michaels
Jumps: Strong
NT bids: Natural
VS. ARTIFICIAL STRONG OPENINGS

Partner's Lead	Declarer's Lead
Discarding	
Suit: 1 ST . Count.	Small ENc
2 ND . Attitude.	Count
3 RD .	
NT: 1 ST . Count.	Laventhal
2 ND	
3 RD	
DOUBLES	
TAKEOUT DOUBLES (Style, Responses, Reopening)	
Style: 10+ Hcp & support for unbid suits (specially Ms)	
16+ Hcp, distributionally wide-ranging (but many hands of this strength can choose to overcall instead; show suit is common priority)	
Responses: 1 ST level is 0-8, jump is invitational, cue is 11+ Hcp	
Reopening: can be lighter	
X vs.	
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES	
Negative & Responsive; Doubles below game are rarely penalty	

Openings:
1C = 2+ cards, GF
2♦/2H/2S = Natural, 5-10
2C = strong; 2N = 20-22
1M-2C may be doubleton; 1M-2C-2D may be fewer than 4 cards
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SPECIAL FORCING PASS SEQUENCES
Rarely FP when we have jumped to game (unless our side has already clearly shown balance of power). Generally no FP if we have had an alternative opportunity to establish one but have not done so.
IMPORTANT NOTES THAT DO NOT FIT ELSEWHERE
After opponent TOX: XX = 10+, usually nonfitted & quasi-balanced
4 th suit forcing (almost always to game)
After 1M (X) = Non-jumps Natural; Jumps & 2N as if no X

Over 2C or strong 1C: X = Majors, NT = minors	Double of 3N (by partner who has not bid) asks for Spade lead	Psychics: rare
	Lightner vs. slams	

Opening	Artificial	Length	Neg. Double	Description	Response	Subsequent Auction	Passed Hand Bidding
1♣		2	4H	11-20	Inverted raises: 2C = 10+, 5+ cards, usually no M 2D/H/S = like weak-2 opening 1NT=6-10, usually no 4-card Major; 2NT=11-12	Opener's 1M rebid shows 4+ clubs, not 4432 shape 2-way CB after 1m-1M-1N; On GF 2D, fit first At any time after 2C raise, 2N/3C are always NF	2C response only Invitational 2C is the only CB bid
1♦		4	4H	11-20	See 1C	See 1C	
1♥		5	4D	11-20	1N = NF, typically 2-card tolerance at most 2D = GF, 5+ cards 2C = GF, 2+ cards 2N = 4+ fit, INV+; 3H = Preemptive 3C = 4+ fit, 6-9; 3D=3-card fit, 9-11	After 2D, 2H may be only 5 cards After 2C: 2H = 6+ cards, 2D may be <4 cards After 2N: 3C=Any minimum; 3D=Balanced 3H/S/NT=Stiff C/D/OM; 4m=Void	2C = Drury: 3+ cards fit, INV 2N = 4+ fit, INV only, values for 3-level (1M made this hand like an opening bid)
1♠		5	4H	11-20	2H=5+ GF; 3H = Nat INV, All other as with 1H	After 1S-2H, 2S may be 5 cards. For others see 1H.	See 1H
1NT		-	3S-	15-17	2C=Stayman; 2D/H=TR; 2S=minor-oriented hands; 2N/3m=Nat INV; 3M=Short, GF, 2 Minors; LEB	Over 2R, super accept rare; Over 2S, OP bids 2N/3C (3C=club preference); 3m @ RP2=INV+	
2♣	Yes	0		23+ balanced OR too strong for 1-of-a-suit	2D=waiting; 2N=7-9, NAT, at most one control; 2M=if only 5, 2/3 top honors; if 6+, AJ/AT/KJ/KT 3m=6+ cards, at least 2/3 top honors	After 2N rebid, same as with 2N opening Otherwise natural, except for Splinters	Suit=quality requirements for positive response in a suit are slightly less restrictive
2♦		6		5-10	2M = F1; 2N asks feature; 3C = lead directional	New suit rebid after 2D-2M = feature & support Opener might not show feature if above 3D	Nothing is forcing
2♥		6	-	5-10	2N asks feature; others constructive NF		

2♠		6	-	5-10	See 2H		
2NT		-	-	20-22	3C=Stayman; 3D/H & 4D/H=TR, 3S=MSS; 4C=MM; 4S=INV mm; 4N=INV balanced		
3♣		7 (6)	-	4-9	Nat, new suit F1		
3♦		7 (6)	-	4-9	See 3C		
3♥		7 (6)	-	4-9	See 3C		
3♠		7 (6)	-	4-9	See 3C		
3NT	Yes	7-	-	Gambling; solid+entry	4♣=Pass/Correct; 4♦=asks for shortage		
4♣		8 (7)	-	7-8 tricks @ colors	To Play	HIGH LEVEL BIDDING	
4♦		8 (7)	-	See 4C	4M to play	SPLINTER – May not be active slam try; Shows control in any suit that can no longer be control-bid below game EXCLUSION: Jump above game; RKC & Exclusion Responses: 0314; DEPO/REPO 4N – 5N = 2 KCs & useful void 4N – 6C = One KC & useful void Jump to 5N = “Pick A Slam“	
4♥		8 (7)	-	See 4C	Control		
4♠		8 (7)	-	See 4C	Control		
4NT		6+ & 5+	-	Extreme minor 2 suiter			