


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style, Responses, ½ Level, Reopening)
Style: standard when (semi)balanced; light with shape
Responses: new suit is F1
Reopening: similar
1NT OVERCALL (2nd /4th Live; Responses, Reopening)
2nd position: (14+)15-17 (18) balanced hand
Responses: system on
4th position: 10-14 Hcp
JUMP OVERCALLS (Style, Responses, Unusual NT)
Style: nv: natural Weak, 0-9
Vul: intermediate [11-14];
Responses: transfers (2NT and 3 rd level); 2M is natural
Unusual notrump: jump to 2NT or 4NT is two suiter – two lowest unbid suits
Reopening: Stronger 10-14 Hcp; (5)6+ cards
DIRECT and JUMP CUE BIDS (Style, Resp., Reopening)
Style: Michaels (unlimited); jump cue shows solid suit and asks for stopper (over 1M)
1m-2m = natural when 1m doesn't show 4
Responses: Nat.-new suit is F, 3NT is to-play, cue & 2NT F.
Reopening: Michaels
VS. NT (vs. Strong / Weak; Reopening; PH)
Strong & Weak: multi landy
vs strong Dbl is 4M5m ; vs weak Dbl is points
Reopening: same;
Passed Hand: same;
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
Doubles: take out
Cue bids: asking for stopper
Jumps: leaping Michaels (5M-5m)
NT bids: natural / minors
Non leaping Michaels
VS. ARTIFICIAL STRONG OPENINGS
vs artif 1♣: dbl=Ms, 1D=ms, 1♥/♠ = natural, 1NT = M+m
other bids – natural wide range
OVER OPPONENTS' TAKE OUT DOUBLE
transfers,

LEADS AND SIGNALS
OPENING LEADS AND SIGNALS
Lead In Partners' suit
Suit Count+Attitude 3 rd /low (count)
NT Att 3 rd /low (count))
Subseq Att / count Att / count
Other: Vs NT K is strong lead;
L E A D S
Lead vs. Suit vs. NT
Ace AKx (+); Ax AKx+; AKx+; Ax
King AK; KQ(+); Kx KQJx; AKJx
Queen QJx(+); QJ; Qx KQx, QJx; QJT, QJ9
Jack J10(+); Jx; KJ10(+) J10x; HJ10x; JT8x
10 109x;10x;H109(+); 109x, HT9x
9 98xx, 9x 98x, 9xx,
Hi-x Xx, xXx, xXxx HxXx, xx(+)
Lo-x HxX, HxxxX Xx(+)
SIGNALS IN ORDER OF PRIORITY
Partner's Lead Declarer's Lead Discarding
Suit:1 ST Att Cnt Att
2 ND Cnt SP
3 RD SP
NT: 1 ST Att Cnt Att
2 ND Cnt SP
3 RD SP
UDA, Cnt – (Hi Lo = even), SP – Suit preference
Att – Attitude Reverse (Lo – Hi = enc),
Signals (including Trump suit): suit preference.
DOUBLES
TAKEOUT DOUBLES (Style, Responses, Reopening)
Style: (8+)10+ Hcp & support for unbid suits (especially Ms)
or very strong
Responses: natural
Reopening: same
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES
Support double up to 2♥ (Majors only),
Maximum overcall dbl, Dopi, Ropi
sometimes dbl is inv to 4M, competitive and cooperative double

WBFC Convention Card

Category: Green
NCBO: Croatian Bridge League
Event: All Events
Players: Nikica Šver & Vedran Zorić
2over1
GENERAL APPROACH AND STYLE:
Natural system, 5 card Major, 3card minor; 2 over 1 GF
1♣/♦ = 3+cards; (with 3-3 open 1♣, with 44 open 1♦)
1NT response over 1M is F1 forcing for one round up to 13Hp
2♦ = both majors [4-10]; 2♥/♠ = (5)6 cards [4-10]
4 th suit forcing to game
1M-1NT-2C = natural weak or strong any (same after 1H-1S)
2way check-back
1NT opening: (14)15-17 Hcp
2 over 1 Response: GF
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Openings:
2♣ = GF strong
2♦ = both majors
2♥ and 2♠ = weak two 3-10
Responses:
transfers after weak 2M
Transfers after opp dbles our 1X opening bid
Two way check-back
SPECIAL FORCING PASS SEQUENCES
only when it is very clear that hand belongs to us
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Psychics: rare
- with fit
- on third position

Opening	Artificial	Min.	Neg. Double	Description	Response	Subsequent Auction	Passed Hand Bidding
1♣	no	3	5♦	[10-22] natural	1♦/♥/♠/NT = nat; 3♦/♥/♠ = splinter inv 2♣ = natural GF; 2♠=♣invitational; 3♣=♣weak 2♦ = 4+♦ & 5♥ [4-9] 2♥ = 4+♥ & 5♠ [4-9]	1♣-1X-1NT=11-14 bal; can have 4cards in unbid M 1♣-1X-1NT-2♣ = puppet to 2♦ (to play or any inv) 1♣-1X-1NT-2♦ = any GF(not 5-5) 1♣-1X-1NT-2NT = puppet to 3♣(to play or 5-5GF)	
1♦	no	3	5♦	[10-22] Natural	Similar as above	Similar as above	
1♥	no	5	5♦	[10-22] Natural	1NT=F1; 2♣=GF (bal or clubs); 2♦=5+ GF 2 NT= 4+♥ (inv+); 3NT=4+♥ [12-14] bal 3♣=4+♥[6-9];3♦=3♥[10-12]; 3♥=pree 3♠/4♣/4♦ = splinter 10-14 hp	1♥-1♠(NT)-2♣= gazzilli 1♥-1♠/NT-3m =5-5 inv 1♥-1♠/NT-2NT =GF onesuiter 1♥-2♣-2♦ = [11-15] any, without 6 hearts	drury
1♠	no	5	5♦	[10-21]	similar as 1♥, 4♠5♥	1♠-2♣-2♦ = [11-15] without 4♥ or 6♠	
1NT	no	-	5♦	[(14)15-17] 5c M unlikely but possible	2♣=stayman; 2♦/♥=5♥/♠; 2♠/NT=♣/♦; 3♣ = minors 5/5; 3♥/♠=splinter (13)(45) 4♦ = majors 5/5	after transfer to minor -3m is positive after Major 2NT/3any is super-accept 1NT-2♣-3M = 4M, 5+oM 1NT-2♦-2♥-3♥ = slamish	
2♣	yes	0	5♦	GF	2♦=waiting; 2M/3m=HHxxx(x)		
2♦	yes	0	-	(4)5-4+ majors; [3-10]	2♥/♠=to play; 2NT=ask; 3♥/♠=pree	2♦ - 2NT - 3♣/♠ = longer ♥; 3♦/♥ = longer ♠	
2♥	no	5-6		Weak two; 3-10 Hcp	Transfers; 2♠=♠; 2NT=♣; 3♣=♦ 3♦=inv+♥; 3♥=pree; 4♣ = optional RKC		
2♠	no	5-6		Weak two; 3-10 Hcp	Analogous as over 2♥		
2NT	no	-	-	20-22	3♣=muppet Stayman; 3♠=minors	2NT-3♦-3♥=fit; 2NT-3♣-3♥=no 4cM	
3♣	no	5	-	Weak three	natural, new suit is F1; 4♦ = RKC		
3♦	no	6	-	Weak three	natural, new suit is F1; 4♣ = optional RKC		
3♥	no	6	-	Weak three	natural, new suit is F1; 4♣ = optional RKC		
3♠	no	6	-	Weak three	natural, new suit is F1; 4♣ = optional RKC		
3NT	yes	-	-	Gambling			
4X	no	6	-		natural	HIGH LEVEL BIDDING	
					Redwood, RKC 14//30//2noQ//2+Q//even+void//odd+void in suit bid DOP1 & ROP1; 1 st step 2-Q, 2 nd step 2+Q; Exclusion RKC 03-14-2noQ-2+Q 1st step asks for trump Queen and Kings, 2 nd step for Kings; answers are King or other two Kings, Asking for Q (or xx) in specifit suit		