


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBFC Convention Card 
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE			
Natural overcalls, liberal when nonVUL, direct 2nd level VUL overcall (i.e. (1♠) 2♦) can be lighter than standard.	Suit	Lead	in Partner's Suit		Category : Green Country: Croatia Event: Open Players: Goran Čekol & Goran Dražić
4th position bidding, 1st and 3rd level new suit is forcing,	NT	1/3/5	Count if not supported		
4th pos, 2nd level (jump or no jump) is NF constructive	Subseq	attitude (lower=more encouraging)	Count if not supported		
Jump in partners suit=preemptive, 4th pos 4th level new suit is fit jump (i.e.(1♠) 1♣ (2♥) 4♦=3+♣ and decent diamonds.)	Other:	count through dummy, att through declarer	same		
		if confirmed fit, can lead attitude at NT.			
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY	GENERAL APPROACH AND STYLE 2/1, Agressive non-vulnerable 1♠ =2+ cards (can be any weak balanced hand) wbal=11-14 1♦ = 9+ unbal, 4+♦ unbal, 5+♦ if balanced 1M = 9+unbal(11+ if bal), 5+M 2♣ = strong or 9 tricks GF; 2♦/2♥/2♠ = 5+ cards, weak 1NT Openings: 15-17 bal, possibly a bit off-shape (5422, 6322, 5431 stiff Q/K/A) 2 OVER 1 Responses: 2/1 GF
direct=(14)15-17(18), 4th position live also 15-17.	Lead	Vs.Suit	Vs. NT		
1m p p 1NT = 11-14, 1M p p 1NT = 11-16, 1x p p 2NT = 18-20 system on if passed hand, 1NT = minors/unusual (other two suits/lower two suits)	Ace	AKx(+), Ax(+)	AKx(+), AKJx(+)		
	King	AK, KQx(+), Kx	AKx(+), KQx(+), AKJx(+), KQTx(+)		
	Queen	QJx(+), Qx	QJT+, QJ9+, AQJ+, Qx		
	Jack	JTx(+), KJTx(+), Jx	JTx(+), AJTx(+), KJTx(+), Jx		
	10	HT9x(+), T9xx(+), Tx	same + AQT9(+)		
JUMP OVERCALLS(Style; Responses; Unusual NT)					
(1♠) 3♣ is intermediate, single jump overcall when VUL is intermediate (13-16, 6+card suit), double jump when VUL and any jump nonVUL is weak, can be light when nonVUL. Jump to 2NT = lowest suits.	9	9x	9x		
(1♠) 2♣ (x/pass) ? = transfers from 2NT to 3♥. Similar for any weak jump overcall on 2nd level. Reopening: constructive NF.	Hi-x	Xx	Xx, xXx, xXx(+), HXx, HxXx		
	Lo-x	xxX, xxXx, xxxX	HHx(+), HHHx(+), H9X, H9xX		
SIGNALS IN ORDER OF PRIORITY					
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)	Partner's Lead	Declarer's Lead	Discarding		SPECIAL BIDS THAT MAY REQUIRE DEFENCE transfers after 1M or Weak 2 opening, after 1M or weak 2 overcall. 1x (dbl) rdbl 12+ without fit intermediate jump overcalls if vulnerable, or (1♠) 3♣ any vulnerability
direct or passout cuebid=michaels. (1♠) p (1♠) 2♣=other two suits, (1♠) p (1♠) 2♣=NATURAL. (1♠) 3♣=intermediate. (1♦/♥/♣) 3♦/♥/♣=stop ask	Suit:1st	Low = odd	Low = enc		
	2nd	Low = enc	count		
	3rd	Suit-pref	suit pref		
	NT: 1st	Low = odd	Reverse Smith		
VS. NT(vs. Strong/Weak; Reopening;PH)	2nd	Low = enc	Low = enc		
vs strong, X=pen, 2♣=MM(44+), 2♦/♥/♣ natural, 3rd level natural pree (1NT) 2NT = strong two suiter, at least one Major.	3rd	Suit-pref	Suit-pref		
vs weak (max hcp in 1NT is 14), X=bal with at least max HCP of 1NT or strong, 2♣=MM, 2♦/♥/♣ natural, 3x=intermediate, 2N=strong two suiter, at least one major	Signals (including Trumps):		trumps=suit pref, reverse smith in NT		
DOUBLES					
TAKEOUT DOUBLES(Style;Responses;Reopening)					
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)	Dbl=(9)10+ HCP and support for unbid suit (especially majors) OR strong				
2NT/3NT natural. Over 2 and 3 level preempts, 4m=(non)leaping Michaels (2A) 3A=stop ask, if 2A is natural weak. DBL is for takeout, Lebensohl if DBL is made over 2nd level preempt.	ELC (correcting clubs to diamonds shows NO extra strenght)				
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
vs 1♠ strong (DBL=MM) 1♦/♥/♣ natural, 1NT=mm, rest natural.	(optional) support double through 2♥.				
	penalty double after overcall in GF situation, after RDBL, after weak 2 opening, after preempt				
	after showing strength from both players.				
	2♣ (suit) x = 0-4HCP, no ace, 2♣ (x) xx=same.				
OVER OPPONENTS' TAKE OUT DOUBLE					
1♥ (x) --> 1♠, 1NT = nat, 2♥=nat, 2♣/♦=transfers, 2♣, 3♣, 3♦=natural invita	Psychics: rare				
1♣ (x) -->1NT = nat, 2♣=nat, 2♦/♥/♣=transfers, 3♦/♥/♣=invitational, 2NT=Ja	3rd hand openings may be light, 3rd hand preempts may be stronger (0-14 HCP)				
rdbl=strong, no fit, always in direct(3rd) position.					

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1♣	x	2	4♣	9-23HCP unbal,11-14, 18-19 if bal. 2+♣. weak balanced can have 4 card	natural, 2♥/2♠/♣=invitational, 2NT=invitational, 3NT=to play, 1♣-3x = weak, 1♣-2♣=inverted, forcing to 2NT/3♣	1♣ - 1X - 1NT - 2way CB, 1♣ - 1M - 2M is 3+cards, 1♣ - 1M - 2♣ is either natural strong or very strong monocolour clubs	1♣ (1♥) 1♥=5+♥, 1♣ (1♥) 1♠=5+♠, 1♣ (1♥) X=4♥, not 5♣ 1♣ (1♥) X=4♠,
1♦		4	4♣	9-23 HCP unbal, 4+♦, 11-14 or 18-19 if bal (always 5+ if bal)	natural, 2♥/2♠/3♣=invitational, 2NT=invitational, 3NT=to play, 1♦-3M = weak, 1♦-2♦=inverted, forcing to 2NT/3♦	1♦ - 1M - 1NT - 2way CB, 1♦ - 1M - 2M is 3+cards, 1♦ - 1M - 3♣ is either natural strong or very strong monocolour diamonds	1♦ (1♥) 1♠=5+♠, 1♦ (1♥) X=4♠,
1♥		5	4♣	9-23 HCP unbal, 5+♥, 11-14/18-19 bal	1NT=natural, 2NT=invitational or better with 4+cards, 2♣/3♣/3♦ natural invitational, 3♥ below invitational, 3♣/4♣/4♦ splinter. Invitational hands with exactly 3♥ bid via 1NT then jump/raise in ♥.	1♥-1NT-2m can be 3 cards 1♥-2NT-3m is any minimum	Drury (2♣), transfers over DBL
1♠		5	4♥	9-23 HCP unbal, 5+♠, 11-14/18-19 bal	1NT=natural, 2NT=invitational or better with 4+cards, 3♣/3♦/3♥ natural invitational, 3♠ below invitational, 4♣/4♦/4♥ splinter. Invitational hands with exactly 3♠ bid via 1NT then jump/raise in ♠.	same as 1♥	Drury (2♣), transfers over DBL
1NT			4♣	15-17 HCP. 5M, 6m possible	2♣= Stayman, 2♥/2♠=transfers, 2♠=> Range ask or ♣ GF (2NT min/3♣ max), 3♥/3♦ shr 2NT=> ♣ signoff or 3suited GF (3♥/3♦/3♠ shr, 3NT ♠ shr) 3♣=> 6+♦ (3♥/3♦ shr, 3NT ♠ shr) 3♦=> 5+♥ 5+♠ inv+ (4♣>3♥>4♥=♥ fit, 4♦>3♣>4♠=♠fit, 3N to play) 3♥=> 31(45) 3♠=> 13(45) 4♣/4♦=> transfer (♣=>♥, ♦=>♠), 4♥/4♠=> to play	standard, natural	rubensohl, double of natural suit is takeout, double of artificial bid is points, GF.
2♣	x	0		GF or 23-24 bal	2♣=waiting; 2M=good suit, 8+	Kokish	2♣ (bid) x (or xx) = 0-4 HCP, no ACE
2♦		5		Weak 5+ 3-10 HCP	2M=NF constructive, 2NT=♣, 3♣=inv+ with 4+♦, 3M=natural GF. 4♣=optional RKCB, 4M=to play.	over transfer, accept=no fit, with fit bid the shortness (or 3♦)	4th: 11-13 HCP, 6+♦
2♥		5		Weak 5+ 3-10 HCP	2♣=NF constructive, 2NT=♣ or game choice, 3♣=♣, 3♦=inv+ with 3+♥, 3♠=natural GF. 4♣=optional RKCB, 4♦=pick a major game, 4♥=to play	over transfer, accept=no fit, with fit bid the shortness (or 3♥)	4th: 11-13 HCP, 6+♥
2♠		5		Weak 5+ 3-10 HCP	2NT=♣ or game choice, 3♣=♣, 3♦=♥, 3♥=inv+ with 3+♠, 4♣=optional RKCB, 4♦=pick a major game, 4♥=to play	over transfer, accept=no fit, with fit bid the shortness (or 3♠)	4th: 11-13 HCP, 6+♠
2NT				20-22, 5M, 6(7)m possible	3♣=stayman with smolen, 3♥/♥ transfer, accept with fit, 3♠=minor suit stayman, 4♣/♦= natural slamish, 4M=short and 55mm strong		
3♠		6		preemptive, liberal in nonVUL 1st, 3rd	4♦=optional RKCB		
3♦		6		preemptive, liberal in nonVUL 1st, 3rd	4♣=optional RKCB		
3♥		6		preemptive, liberal in nonVUL 1st, 3rd	4♣=optional RKCB		
3♣		6		preemptive, liberal in nonVUL 1st, 3rd	4♣=optional RKCB		
3NT		1		To play in 3rd and 4th position			
4♣		7		Pre-emptive	natural,4NT-RKCB		
4♦		7		Pre-emptive	natural,4NT-RKCB		
4♥		7		To play	natural,4NT-RKCB		
4♠		7		To play	natural,4NT-RKCB		
4NT	x			Minors 6+5+			

High Level Bidding

Roman Key Card Blackwood (RKCB) 14/03

Exclusion RKCB 03/14

5NT is frequently pick a slam

Optional Blackwood (first step negative, after that 1,1.5,..)

Splinter Bids