

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1-level: Could be lead-directing with 4 cards; never wild
New suit F1; Jump raise < INV, Q=F1 with fit
Re-opening: 8-12, can be more @ 2-level if no other call is appealing
If two cue-bids are available, higher one is stronger
After 1M overcall, 2N still 4+ fit, but new-suit rebids are Natural GT
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Good 14 up to 18 (UPH); System on to the extent possible
Transfer to Opener's MAJOR: both Minors, INV
Lebensohl
JUMP OVERCALLS (Style; Responses; Unusual NT)
Obstructive – but can be stronger than classic if facing PH
Unusual NT = 2 lowest suits
Reopening: INTERMEDIATE
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1m) 2m = Majors; (1M) 2M = Major + Minor; (2D) 3D=Asks stop
Leaping Michaels (GF)
(2D)-4C=Majors, Spades are not longer
(2D)-4D=Majors, Spades are longer
VS. NT (vs. Strong/Weak; Reopening;PH)
2C=Majors; 2D=One Major; 2M=Natural with side minor; 2N=mm
Same in any position against any strength 1N
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
X = T/O NT=Natural Jumps=Natural, Strong
Q = 3-level: Stopper ask; Otherwise Michaels
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = Majors, NT = Minors
OVER OPPONENTS' TAKEOUT DOUBLE
XX=10+, usually non-fitted & balanced
1M (X): Non-jumps natural; 2N & jumps: same as if no X

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5	same	
NT	Low ENC	same	
Subseq	Generally COUNT	same	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Asks for ATT signal	Same	
King	K (AK/KQ) asks COUNT	Asks Unblock; else COUNT	
Queen	Asks ATT, usually no K	Same + AQJ.../AQT...	
Jack	Denies Q: from (K)JT...	Shows 10, can have A or K	
10	Shows 9; can have K or Q	Same, but could be AT9	
9	Denies 10; could be KJ9x	Same but may just be DISC	
Hi-X	Typically short suit	Could be DISC from 3+	
Lo-X	3/5	ENC (or no shift welcome)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	COUNT (standard)	ATT (small ENC)	Lavinthal
Suit 2	ATT	COUNT	
3			
1	COUNT	COUNT	Lavinthal
NT 2			
3			
Signals (including Trumps): High trump might show ENC for suit led @T1			
Standard Count			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
10+ with support for the other suits (especially MM)			
Many hands with enough strength to Double will overcall instead			
Response: NonJump=0-8; Jump=INV; Cue= 11+			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Doubles below game seldom for penalty			
Negative / Responsive			
Lead-directing			
X of their 3N when we have previously done nothing asks for Spade lead			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: CROATIA
PLAYERS: Iva Mrkić – Sandra Probst
EVENT Women/
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Minimum suit length for 1-level opening: 5/5/4/2 (S/H/D/C)
1N=15-17; Upgrade, 5M/6m, and stiff A/K are all allowed
2C strong; other 2-level openings natural and weak
2/1 GF (but only F1 in competition)
Minimum suit lengths for 2/1 response: 5/5/2 (H/D/C)
Doubles below game non-penalty, except where obvious
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Opening 1C = Can be a doubleton
1M-2C can be a doubleton club
1M-2C-2D may be fewer than 4 cards
PSYCHICS: Rare
SPECIAL FORCING PASS SEQUENCES
Rarely FP if we jump to game (unless we already showed clear balance of power).FP is generally not on if we passed up some earlier opportunity to establish one.
IMPORTANT NOTES
We open & they X: XX=10+, usually non-fitted & balanced
1M (X): Non-jumps natural ; Jumps & 2N same as if no X
4thSF=>game Except: (a) 1C-1D-1H-1S; (b) Our only fit is in a minor, and we explored for 3N without success – than 4m NF

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4H	(10) 11-20	2C=10+, 5+ cards (M rare); 2D/H/S=Natural,<INV 1N=6-10 (M rare); 2N=11-12; 3N=13-15	1M now by Opener shows 4+ clubs, not 4432 2-way CB after 1m-1M-1N; Fit first after 2D; At any time, 2N/3C can be passed	2C is only Checkback
1♦		4	4H	(10) 11-20	Parallel to 1C (1D-2C=5+ cards GF)	Parallel to 1C	2C is only Checkback
1♥		5 (4)	4D	(10) 11-20	1N=NF, 2C=2+ GF; 2D=5+ GF; 2S=Natural, <INV		
1♠		5 (4)	4H	(10) 11-20			
INT		--	3S	(14) 15-17			
2♣	x	--	--	23+ Balanced; OR Too strong to open at 1-level			
2♦		(5) 6	--	5-10 (11)			
2♥		(5) 6	--	5-10 (11)	2N asks feature; New suit=Constructive but NF		
2♠		(5) 6	--	5-10 (11)	See 2H		
2NT		--	--	20-22			
3♣		(6) 7	--	4-10			
3♦		(6) 7	--	4-10			
3♥		(6) 7	--	4-10			
3♠		(6) 7	--	4-10			
3NT	(x)	--	--	Solid minor, can have side bits outside (not Ace when UPH)			
4♣		8 (7)	--	7/8 tricks @ vulneraility			
4♦		8 (7)	--	See 4C			
4♥		8 (7)	--	See 4C			
4♠		8 (7)	--	See 4C			
4NT		6+ & 5+	--	Both Minors			
5♣					HIGH LEVEL BIDDING		
5♦					RKCB/Exclusion 0314 (Exclusion must be jump above game)		
5♥					4N-5N = 2KCs + useful void (one KC plus void jumps to 6C)		
5♠					DEPO/REPO		
					Jump to 5N = Usually "Pick A Slam"		
					SPLINTER – May not be active slam try, but always shows control in any suit that can no longer be bid below game		