

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 st leve 8-15HCP, 5-cards suit
2 nd leve 10+ HCP, 5 cards suit
INT OVERCALL (2nd/4th Live; Responses; Reopening)
1NT – 15-17 HCP, balanced, semblanced, stopper in bided suit
Response : as over !NT opening
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak
2NT lower suits
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Gesthem
Cue bid after already bidding – ask for stopper
Unusual 2 NT
VS. NT (vs. Strong/Weak; Reopening;PH)
2 ♣ 9 cards in major suits
2 ♦ long major
2 ♥ - ♥ and minor
2 ♠ - ♠ and minor
NT in any level - minors
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
natural
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
natural
OVER OPPONENTS' TAKEOUT DOUBLE
Cue – invit + with support

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Xx, xXx,KxxX,Xxxx	Xx, xXx,KxxX, Xxxx	
NT	Xx, xXx,KxxX, Xxxx	Xx, xXx,KxxX,	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ax..., AK		
King	AKx..., KQ, KQx,KQJ10	AK Jxx, KQJ10,KQ109	
Queen	QJ109, QJ,	QJ109	
Jack	J10,J1098	KJ109	
10	109,10987,H109x	same	
9			
Hi-X	xXxx	xXxx	
Lo-X		AQxXx, KxxXx,QxxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low encourages	udca	udca
Suit 2			
3			
1	Low encourages	udca	udca
NT 2			
3			
Signals (including Trumps):			
Lavinthal			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
It can be strong 16+, or other major, or 12+ and good distribution in other suits			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Hrvatski Bridz savez
PLAYERS: Dubravka Zvrko & Mario Majstorović
EVENT
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural, 5-card Majors
Better minor
1NT response = not forcing
Int opening 15-17HCP
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ opening = strong, 23+ HCP or weak ♦
2♦ Opening = 6M weak or strong balance
2♥ Opening = 55 H and other suit weak
2♠ opening = 55 S and minor weak
All level 3 openings = 7+ weak
2NT Overcall = 2 lower unbid suits
Cue = lowest and highest unbidden suits
Jump in minor = 2 higher suits
Overcall with jump = 6+suit, weak
SPECIAL FORCING PASS SEQUENCES
High levels –when is obvious that opps are stealing contract pass is invitational, dbl is minimum
IMPORTANT NOTES
Jump in new suit = weak
PSYCHICS: 3 rd chair can be light

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3		11+ HCP	Inverted minor Jump in other suit weak 1NT 6-9 HCP	1♣-1♦-1NT:12-14 1♣-1♥♠-1♠NT-2♦:CHECKBACK	
1♦		3		11+ HCP	Inverted minor Jump in other suit weak 1NT 6-9 HCP	1♦-1♥♠-1♠NT-2♣:CHECKBACK	
1♥		5		11+ HCP	Single raise stronger than double raise 1♠ 4 card suit 2NT support + 4♥ 5+ cards support, weak 1NT 6-9 HCP	1♥-1♠1-1NT-2♣ CHECKBACK	
1♠		5		11+ HCP	As for 1♥	As for 1♥	
INT				15-17 BALANCED or SEMIBALANCED	2♣:Stayman –might not have M 2♥:Jacoby 2♠: Transfer to ♣ 2NT – transfer to ♦ 3♣ minors, weak 3♦ minors, invitational 4NT – invitation for small slam 5NT – invitation for big slam		
2♣	X			ARTIFICIAL,STRONG, 23+ or weak ♦	2♦ waiting	Mainly natural	
2♦				WEEK M or strong balance	2♥ relay 2♠ invit if ♥ 2NT strong, asking	pass with weak ♥ 2♠ = weak ♠ 2 NT strong balance	
2♥		55		WEEK ♥ and other suit	pass 2♠ relay 2NT asking	Pass with ♠ 3♣ natural 3♦ natural	
2♠		55		WEEK ♠ and minor	pass 2NT stronger, asking 3♣ pass-correct	3♣ natural 3♦ natural	
2NT		55		Minors, weak	3♣ natural 3♦ natural All other strong invite		
3♣♦♥♠		7		Weak 6-11	New suit forcing		
3NT	X			1 closed suit			

4 ♣		7		Slamish with long ♥			
4 ♦				Slamish with ling ♠			
4 ♥				To play			
4 ♠				To play			
4NT	X			RKCB		HIGH LEVEL BIDDING	
						RKC	
						Gerber	
						Cue bid	