

DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			WBFC Convention Card 
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE			
1st LEVEL = light 8-16 HCP, usually 5(4)+		Lead	in Partner's Suit		Category: Blue
2nd level = VUL-SOUND		Suit	2nd/4th	2nd/4th	Country: Croatia
		NT	2nd/4th	2nd/4th	Event: All Events
Reopening: 8-13		Subseq	2nd/4th	2nd/4th	Players: Matea Grgurić & Toni Vidović
		Other:	sometimes we lead lowest from Hxxxx (when 5+cards known)		
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
Direct seat = (15-18) HCP, system on		Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE
ball seat = (10-14) HCP, jump to 2NT (18-20) HCP, system on		Ace	AK, Ax(+)	AKx, AKJx(+)	Precision 1♠ = 17+ HCP or any good unbal hand w/min 14+HCP, F Opening
responses: system on		King	KQx(+), AKJx(+), KQTx(+)	same	1♠ = 0+♠, (10-16) HCP w/o 5M;
sandwich NT = NAT		Queen	QJx(+)	QJx(+), AQJx(+), AQTx(+)	1♥/♣ = 5+♥/♣ (10-15) HCP
		Jack	JTx(+), AJTx(+), KJTx(+), Jx	same	2♠ = 5+♠ w/4M or 6+♠ (10-15) HCP
JUMP OVERCALLS(Style; Responses; Unusual NT)		10	HTx(+), Tx, HT9x(+), T9xx(+)	same+AQ9(+)	2NT = (19-20) HCP, could be semi bal (5M, 6m, SGL H); MUPP
VUL=WK, NV=very WK, 2NT=55+ mm		9	H9x 9	same	1NT Opening: (14-16) HCP, could be semi bal (5M, 6m, SGL H); 4 TRF; RUB
balancing seat = Intermediate		Hi-x	xS xSx xsxS xsxSx	same	2 OVER 1 Responses: 2/1 FG; comp 2/1 = NF if not TRF, FSJ or CUE
Responses natural, jump is pree, CUE is F, new is F1		Lo-x	Hsx HxxS(+)	same	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
jump to 2NT or 4NT is two suiter - 2 lowest unbid suits		SIGNALS IN ORDER OF PRIORITY			
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)			Partner's Lead	Declarer's Lead	Discarding
1m - 2m = Michaels (NAT over 1C strong)		Suit:1st	HI=DISC (ODD if Ace)	HI=ODD	HI=HI SUIT
1m - 2m = Michaels, 1M-3M = 7+SOL S, asking stopper		2nd	HI=HI SUIT	HI=HI SUIT	HI=ODD
1m - 3m = 7+ SOL S, asking for stopper(NAT over 1C strong)		3rd			
responses natural, jump is pree, CUE is F, new is F1		NT: 1st	HI=DISC (ODD if Ace)	HI=ODD	HI=HI SUIT
VS. NT(vs. Strong/Weak; Reopening;PH)		2nd	HI=HI SUIT	HI=HI SUIT	HI=ODD
vs ANY NT: 8-16 HCP, 2♠ = MM, 2♦ = M, 2♥/♣ 5+♥/♣, 4+m		3rd			
2NT = strong 2-suiter, DBL = PEN		Signals (including Trumps):			
reopening: same		Ace asks for count, King asks for attitude - UDCA			
		DOUBLES			
		TAKEOUT DOUBLES(Style;Responses;Reopening)			
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		10+ HCP & support for unbid suits (especially Ms)			
DBLs T/O through 4♣, Leaping Michaels		16+ any shape T/O thru 4♣			
LEB 2NT RESP, over 4M-4NT = 2 places; 3m-4m=MM; 2M-3M = stop ask		reopening can be lighter			
NT bids =natural, jump to 4nt is 2 suiter-2 lowest unbid suits		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES / REDOUBLES			
VS. ARTIFICIAL STRONG OPENINGS		SUPP DBL thru 2h			
		MAX O/C DBL			
		COMP DBL			
		SOS RDBL			
		LIGHTNER			
OVER OPPONENTS' TAKE OUT DOUBLE		PEN DBL after O/C in FG, after RDBL, after opening 2♥/♥/♣, PRE, WJO/C			
new suit = F1, 1♦ - DBL - 1M = 4 cards F1 (bluff possible)		If forcing pass at game level+, pass = I want to X, dbl = I want to bid on			
Weak jumps; 1M-DBL-TRF; 2NT = 4 cards supp, INV+, 3M = WK					
RDBL TRF after 1M, with no fit, no 5c suit 10+ HCP usually pass					
					SPECIAL FORCING PASS SEQUENCES
					General principle - In all pass non forcing sequences up to 4m Dbl from the strong hand=T/O and Pass=17-18 BAL OR PEN
					In pass / forcing sequences such as 1♠ - (anything) - GF by responder : DBL = PEN; Bid of suit: minimum; Pass = requires active bidding
					When we are on 4m upwards in forcing sequence we use DPI = Double/Pass Inversion
		IMPORTANT NOTES THAT DON'T FIT ELSEWHERE			
					Psychics: rare
					Possible bluff position: 3rd, all openings except 1♠
					Possible bluff sequences: 1♥-1♠ and 1♦ - 1M

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♠	yes	0		STR 15+ HCP UnBAL or 17+ HCP BAL	1♠ = (0-7) HCP; 1♥/♠/2♠/2♣ = 5+ cards 8+ HCP FG; 1NT 10+ HCP 2♥ = 8-9 HCP BAL; 2♠ = 4441 12+HCP 2NT/3♠/3♥/3♣ = 4441 (8-11)HCP	1♠-1♠-1♥=F1 including: A) 5+♥ any B) 21-22 C) ANY FG D) 25+BAL E) (54) or (64) MM 20+HCP FG F) 6+ M 8-8,5 tricks	
1♠	yes	0	4♥	10-16 HCP w/o 5 card M	1M = 4(3)+ cards F1, 1NT (7-11) HCP, could be unbal, 2m: 4+cards FG 2♥ = 5+♠, 4♥(9-11); 2♠=11-13 bal or 6+m SOFF; 2NT(54m) SOFF 3♠/♣ = 6+ cards 9-12HCP; 3♥= 7+ PREE; 3♣=7+ PREE; 4♠/♣= Deep Texas; 4M=to play	1♠ - 1♥ - 1♠/1NT - 2♠ = puppet to 2♣ WK w/ ♠ or any INV 1♠-1♥-1♠(1NT)-2♠=ANY GF 1♠-1♥-2♠ = ANY SPL; 1♠-1♠-2♥=ANY SPL-2NT-(R)	1♠-1M-1NT-2♠=NAT 5+cards NF
1♥		5	4♠	10-15 HCP	1♠ = 4(0)+♠ (bluff poss); 1NT=NF (0-13) HCP; 2♠ = GF with minor/s without 3♥; 2♣ = 3♥ INV+ 2♥ = 3(4) ♥ 4-8 (9) HCP; 2NT = 4+♥ INV+ 3♠/3♥ = nat inv 3♥ = 4+♥ pre (0-7) HCP, 3♠/4♠/4♣ = maxi splinter (10-12) HCP	1♥-2♠-2♣ = min opening or NAT; 1♥-2♠-2♥ = 6+ NAT 1♥-2♠/♣-2♥ = 6+ cards; 1♥-2♠-2♣ = 4+ cards or BAL min 1♥ - DBL - TRF	
1♠		5	4♠	10-15 HCP	1NT=NF (0-13) HCP; 2♠ = GF with minor/s without 3♠; 2♥ = 5+ ♥ WK2 or better; 2♥ = 3♥ INV+ 2♣ = STAY; 2♥/♥=TRF to ♠/♣; 2♥/2NT=TRF to ♠/♣; 3♣=ms weak, 3♠ = ms FG; 3♥ = 31(54)FG; 3♠ = 13(54)FG, 4m = TRF to 4M, 4♥/♠ = to play, 4NT = Quant	1♠-2♠/♣/♥-2♣ = 6+ cards; 1♠-2♠-2♥ = 4+ cards or BAL min; 1♠-2♥-2♥ = 0-2 (3)♥ bad hand, 1♠-2♠-3♥ = 3♥ min offensive hand. 1♠-2♠-2NT or SPL = 3♥ max	
1NT				14-16 HCP, 5M, 6m, singl H possible		1NT-O/C-DBL=T/O; 1NT-DBL-RDBL=PEN; lebensohl	
2♠		5		10-15 HCP 5+♠ w/ 4M or 6+♠	2♠=R; 2M=6(5)+cards NF; 2NT=puppet to 3♠ (WK ♠.INV 55+M.inv 6+M) SPL, 17-20 BAL; 3♠=INV; 3♥/♥/♠=6+cards S-SOL FG; 3NT=to play 4♠=PREEMPT; 4♥ =RKCB ♠; 4M=to play	2♠-2NT-3♠-now;pass=WK♠; 3♠=55+M INV; 3M = 6+INV 3NT = 17-18 BAL, 4♠/♣/♥ = SPL ♠/♥/♠, 4NT = 19-20 BAL	
2♠	yes	0		6(5) M 3-10 HCP	pass = to play or ♠ bluff; 2♥ = P/C; 2♠=P/C; 2NT = RELAY 3♠ = ask for other M, 3♥=INV in M (now 3M=NAT min, 4♠/♣=♥/♠ MAX) 3♥ = P/C; 3♠=P/C; 3NT = to play; 4♠=bid the suit in TRF 4♠ = bid your suit; 4♥/♠ = NAT to play	2♠ - 2nt - 3♠ (max) - 3♣ = RELAY, now 3♥ = ♠ 3♠ = ♥ SGL ♠, 3NT = ♥ no SGL, 4♠/♣=♥+SGL ♠/♣ 2♠ - 2NT - 3♠ - 3♥ (MAX ♠) - 3♣ = RELAY, now 3NT BAL 4♠/♣/♥=SGL	
2♥		5		3-10 HCP 5+ ♥ & 5(4)+m	2NT=(R) for the m INV+, 3♠=P/C,3♥ INV in ♥ 3M = PREEMPT	2NT=(R)for the m, now 3m NAT min, 3♥=clubs-max 3♠ = ♠-max	
2♠		5		3-10 HCP 5+ ♠ & 5(4)+m	2NT=(R) for the m INV+, 3♠=P/C,3♥ INV in ♠ 3M = PREEMPT	2NT=(R)for the m, now 3m NAT min, 3♥=clubs-max 3♠ = ♠-max	
2NT				19-20 HCP; could be semi-bal, 5M, 6m, singl H are possible	3♠ = stayman 3♥/♥ = TRF 3♠ = 54+mm, FG 3NT to play	3M = 3cards; 3nt = 1-2 cards, 4x=CUE+4c, 4M = 4c+min	
						High Level Bidding	
					4m = deep texas; 4M = corresponding m, slam try+	RKCB=4NT; now 5♠=1/4KC, 5♣=0/3, 5♥=2, 5♠=2+Q	
3X		6		WK, VUL (2 nd seat) = interm, NO VUL, 1 st or 3 rd seat could be very light	natural ,new suit is F1	5NT = even KC+VOID, 6x = odd+VOID in the suit (or higher suit if jump is in the trump suit) 4NT-5X-now-5♠ puppet to 5NT = either to play or to play a slam in different denomination or as a Gr SLAM/T, asking for add trump length	
3NT	yes	7		PREEMPT: 7+ cards in minor	4/5♠ = P/C; 4♠ = ask; now 4♥/♠=♠/♣; now 4nt RKCB,4NT=bid m	5NT=asking for specific K;now 6x = have this K or other 2K, 5x(next step) = ask for Q trump Suit on iv 6 is ask for 3rd control (Qxx or dbl) in the suit; now 7 in suit = ruffing control, or with the Q; 6in our suit = no 3rd control.	
4♠		6		6+♠ & 5M 7-13HCP,at least 1KC/any suit for 1st and 2nd seat openings	4♠ ask for M, 4♥/♠=p/c, 4NT=RKCB for ♠, 5♠=S/T in M	answers to ask for Q: lowest trump iv = no; 5NT=yes; new suit = yes + K in the suit or other 2K	
4♠		6		at least 3 top honors in the suits for 1st and 2nd seat openings	RKCB = 1, 2, 2 with Lo void, 2 with Hi void	6 in trump suit if with jump = Q+extra length	
4♠		6		6+♠ & 5M 7-13HCP, at least 1KC/any suit for 1st and 2nd seat openings	4♥/♠ = p/c; 4NT ask for M, 5♠=RKCB for ♠, 5♥ to play	ExRKCB (only when we have agreed a fit or opps bid the suit) = 0/3, 1/4; next step Q ask	
				at least 3 top honors in the suits for 1st and 2nd seat openings	RKCB = 1, 2, 2 with Lo void, 2 with Hi void		
4♥		7(6)+		random preempt	natural, 4NT=RKCB		
4♠		7(6)+		random preempt	natural, 4NT=RKCB		
4NT	yes			minor 2 suiter 6+5+		DOP1, ROP1, DEPO, REPO	

Matea Grguric & Toni Vidovic – Notes

1C opening:

- 1C – 1D:
 - o 1H = F1, can be: 5+H any **OR** 21-22 Hp
BAL **OR** GF with 4+H **OR** 25+ Hp BAL **OR**
(54) or (64) MM, 20+ Hp, GF **OR** 6+M,
good hand, 8 - 8 ½ tricks **OR** some other
GFs
 - 1NT/2C/D/H = 0-4 Hp, trf 6+ C/D,
5+H/S, no A/K in the suit
 - Trf accept = to play
 - Trf accept in jump = INV
 - New suit = NAT (with hearts!), NF
 - New suit in jump (below 3NT) =
NAT (not hearts), GF
 - New suit in jump (above 3NT) =
5+H, 5+ new suit, GF
 - 2NT = asks for SHR
 - o 3 in the trf suit = no shr, min
 - o 3NT = no shr, max
 - o Other 3x = SHR x
 - 1S = 0-7, almost any
 - 1NT = GF or 25+ BAL
 - o 2C asks
 - 2D/H/S/3C = NAT 5+
 - 2NT = 25+ BAL
 - 2m = 5+ H, 4+m, NF
 - 2H = 6+H, NF
 - 2S = (54) or (64) MM, 20+ Hp
 - 2NT = 21-22 BAL
 - 3m = 5+H, 5+m, GF
 - 3M = 6+M, good hand, 8 - 8 ½
tricks
 - 4m = 6+m, 4H, GF
 - o 1S/2C/D/H = NAT, 16-22 Hp, NF
 - o 2S = 5+S, 5+m, 20+ Hp, GF
 - o 3C/D/H/S = 55+ mm NF / mm GF / MM
NF / MM GF
 - 4C/D/H/S = good raise in H/S/C/D
(when applicable)
 - 1C – 1M:
 - o Mostly NAT
 - o 2NT = 4+ fit, asking
 - 3x = SHR
 - 3M/NT = no SHR, min/max
 - 1C – 1NT:
 - o 2C smart stayman
 - 2D/H = 4H/S
 - 2S = 4+4+ mm
 - 2NT = 33(43)
 - o 2D = 5+ NAT
 - 2M = NAT
 - 2NT = waiting
 - 3C/H/S = 4c, conc of values, fit
 - 3D = 4+c
 - o 2M = 5+ NAT
 - 1st step = no fit
 - 2nd step = 3+fit, 13+ Hp
 - 3rd step = 3 fit, 10-12 Hp, good hand
 - 4th step = 4 fit, 10-12 Hp, good hand
 - 3M = 3 fit, 10-12 Hp, bad hand
 - above 3M = SPL
 - 4M = 4 fit, 10-12 Hp, bad hand
 - o 2NT = 6+C
 - 3C = asks for SHR
 - o 3x = NAT, sets trumps
- 1C – 2H:
 - o 2S/3C/D/H = NAT
 - o 2NT = smart stayman
 - 3C = 44 MM
 - 3D/H = 4 H/S
 - 3S = 44 mm
 - 3NT = 33(43)
- 1C – 2S:
 - o 2NT = asking
 - 3x = singleton x
 - New suit sets trump
 - 4NT over 3S = RKCB for H!
 - o 3x = 6+, sets trump
- 1C – 2NT/3C/D/H:
 - o Next step = ask for control
 - Resp: 0-1;2;3;4;5
 - o New suit sets trump
 - o 4NT over 3H = RKCB for H!
- 1C – (1x or dbl):
 - o pass = 0-4 or trap
 - o RDBL = 5-7 BAL
 - o 1NT = NAT GF
 - o All up to 2x-1 (including DBL) = trf to next
suit, 5+ Hp, 5+c
 - o Trf to opp suit = 5-7 Hp, t/o
 - o 2x = 8+ BAL, no stop
 - o 2NT = 55+ highest suits, 5-7 Hp
 - o 2x+1 – 3x = 4441 with SGL in bid suit, 8+
Hp