

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style, Responses, ½ Level, Reopening)
Style: 8-15 light style
Reopening: 6+ Hcp
1NT OVERCALL (2nd/4th Live; Responses, Reopening)
2nd position: (14) 15-17 (18) balanced hand
Responses: over m=same as after 1NT opening; natural over M
4th position: 10-14 balanced hand
Responses: over m=same as after 1NT opening; over M
2♣ is asking for other M, 2♦ shows 5 cards in diamonds ...,
Jump is invitation, cue = F ask for 4 card M
JUMP OVERCALLS (Style, Responses, Unusual NT)
Style: nv: Weak, could be 5 cards. 0-11 HP. undisciplined
Vul: intermediate 10-16, sound 6 cards
Responses: Natural. 2NT=F, new suit =NF, good hand
Unusual notrump: jump to 2NT or 4NT is two suiter – two lowest unbid suits
Reopening:
DIRECT and JUMP CUE BIDS (Style, Resp., Reopening)
Style: Michaels (unlimited); jump cue shows solid suit and asks for stopper
Responses: Nat.-new suit is NF, 3NT is to play, cue & 2NT F.
Reopening: Michaels
VS. NT (vs. Strong / Weak; Reopening; PH)
Strong & Weak: 2♣ is Ms (Landy); 2NT is ms;
2♦, 2♥ and 2♠ = natural; Dble shows strong hand (15+ Hcp);
Reopening: same; dble is often with 4♠ (10+ Hcp)
Passed Hand: same
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
Doubles: take out up to 3♠, general strength over 3♠.
Cue bids: support limit+ or asking for stopper
Jumps: vs weak NT 3m = 4H and 6+minor
NT bids: minors, vs weak 4S and 6+ minor
VS. ARTIFICIAL STRONG OPENINGS
vs artif 1♣: dbl = majors, 1♦ minor, 1NT mélange
OVER OPPONENTS' TAKE OUT DOUBLE
Rdbl is strong, jump is PRE, 2NT over 1M is inv+ with 4+ cards support

LEADS AND SIGNALS
OPENING LEADS AND SIGNALS
Lead In Partners' suit
Suit 3 rd / 5 th 3 rd / 5 th
NT attitude 3 rd / 5 th
Subseq Same Same
Other:
LEADS
Lead vs. Suit vs. NT
Ace AKQ(+); AKJ(+); AK(+);Ax AKQ(x); AKJxx(+); Ax
King AK; KQJ(+); KQ(+); Kx KQJ(+); KQ10x(+); Kx
Queen QJx(+); QJ; Qx AQJx(+);QJ9x(+); QJx; Qx
Jack J10(+); Jx; KJ10(+) HJ10(+);J108(+); J10x; Jx
10 109x;10x;K109(+);Q109(+) H109(+);109(+);10x
9 9x H98x; 9x
Hi-x Xx, xxXx, HxXx Xx, xxXx, HxXx
Lo-x xxX, HxX, xxxX, HxxxX HxX; HxxxX; xxX; xxxX
SIGNALS IN ORDER OF PRIORITY
Partner's Lead Declarer's Lead Discarding
Suit:1 ST Enc C S
2 ND C S C
3 RD S
NT: 1 ST Enc C S
2 ND C S C
3 RD S
LEGEND: C – count (Hi Lo = even), S – Suit preference
E – enc (Lo – Hi = enc)
Signals (including Trump suit): Lavinthal discards, standard count
DOUBLES
TAKEOUT DOUBLES (Style, Responses, Reopening)
Style: natural
Responses: 1 ST level is 0-9, jump is invitational, cue is 12+ Hcp
Reopening: can be lighter
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES
On the first level responder's double shows suit
Support double up to 2♥, double cue for higher suit

WBF Convention Card
Category: Green
NCBO: Croatian Bridge League
Event: Lisbon - 1st European Mixed Team Championships
Players: Nikica Šver - Goran Borevković
2/1
GENERAL APPROACH AND STYLE:
1♣ natural unbalanced or 11-14 balanced
1♦ natural unbalanced or 18-19 balanced
5 card major
1 NT response over 1M is semiforcing
2♥/♠ - weak two (five cards regularly)
2♦ - weak with both majors (5-4)
Transfers after 1♣
1NT opening: (14)15-17 Hcp
2 over 1 Response: GF over 1M
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Openings:
2♣ = strong, asking for aces
2♦ = 5 – 4 M, weak
2♥ and 2♠ - weak two 3-10, 5+
3NT gambling
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
pass is the weakest action
4 th suit forcing to game
Psychics: Sometimes
- with fit
- after weak two
- on third position



Opening	Artificial	Min.	Neg. Double	Description	Response	Subsequent Auction	Passed Hand Bidding
1♣	semi	2	4♠	10-20 Hcp	1♦/♥= transfers, 4 cards in ♥/♠ 1♠= invit if partner bal, denies M, 11+Hcp 1NT= up to 9 (10), natural 2m = 5 (6)+ cards, 6-10 Hcp 2M= 6+ cards, 8-10 Hcp 2NT= 5-5 m, up to 8 Hcp 3X=6+ cards, 0-7 Hpc	1♥/1♠=3 or 4 cards, weak balanced hand; 1NT=2cards; all other bids= natural After 1♠→1NT=11-12 balanced;2NT=13-14 bal 2♣ = check-back, 1-1x;1y-2NT = transfer to 2♣ 1-1x;1y-3m = game forcing longer minor	
1♦	semi	2	4♠	10-20 Hcp	1NT=weak, 0-6Hcp; 2♣=♣ or ♦ F to 3♦, 11+Hp 2♥/♠=exactly 3 cards, 9-11 balanced 2NT= 9-11 with 4♦, 3♦=preemptive 3M=splinter, 8-11 Hp	2♣ = check-back, 1-1x;1y-2NT = transfer to 2♣ 1-1x;1y-3m = game forcing longer minor	
1♥	no	5	4♠	10-20 Hcp	1NT is semi-forcing; 2♦ is 8-14 3 cads support 2♣=F to game; 2 NT is support (invitational +) 2♠/3♠/3♦ = strong 16+ Hcp GF; 3♠/4♠/4♦ = splinter 8+ hp; 3♥ below invitational	1♥/1♠-2♣-2♦ = natural or 11-14 balanced 1♥/1♠-2♣-2NT = 16+ any Gazzilli, Jacoby 2NT	2♣ = support and maximum no key cards 2♦ = support and maximum 1+ key cards
1♠	no	5	4♥	10-20 Hcp	same as on 1♥		
1NT	no	-	-	15-17 Hcp	Stayman; Jacoby, 3♣ Puppet, transfers		
2♣	yes	0		Strong asking for aces 23+Hcp or 9+ tricks	2♦ no aces no 2 K, 2♥ ♠3♣♦ = ace in this suit, 2NT=2K or 8+, 3♥♠NT=2 aces CRM, 4♣ 3 aces		
2♦	yes	0	-	5-4 M, 6-10 Hcp	2NT = forcing		
2♥	no	5	Comp.	Weak two; 3-10 Hcp	2NT=F1; suit = NF, jump=strong invitational		
2♠	no	5	Comp.	Weak two; 3-10 Hcp	2NT=F1; suit = NF, jump=strong invitational		
2NT	no	-	-	20-22 Hcp balanced	3♣=Puppet, Jacoby, 4m slam try		
3♣/♦/♥/♠	no	6	-	Weak three, 3-10 Hcp	natural, new suit is F1		
3NT	yes	-	-	Gambling	4♦ asking for singleton	4M=singleton, 4NT=singleton m, 5m=7,2,2,2	
4♣	no	6	-		natural	HIGH LEVEL BIDDING CUE, Splinter, fit showing jumps, Key card blackwood (RKCB), Gerber 1NT-4♣ After 4NT DOPI (after 4NT(5♣) we don't play DOPI), after 2♣(2x) we show aces (2♦/♥ we ignore overcall, 2♠ dbl = ace in one major, 2NT dbl = 7+ and 3x = ace)	
4♦	no	6	-		natural		
4♥	no	6	-		natural		
4♠	no	6	-		natural		
4NT	yes	-	-	Minors	natural		