

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style, Responses, ½ Level, Reopening)
Style: standard when (semi)balanced; light with shape
Responses: new suit is F1, jump cue=mixed raise
Cue=good raise;
Reopening: similar
1NT OVERCALL (2nd/4th Live; Responses, Reopening)
2nd position: (14 ⁺)15-17 (18) balanced hand
Responses: system on
4th position: 10-14 Hcp
JUMP OVERCALLS (Style, Responses, Unusual NT)
Style: nv: natural Weak, 0-9
Vul: intermediate [11-14];
Responses: transfers (2NT and 3 rd level); 2M is natural
Unusual notrump: jump to 2NT or 4NT is two suiter – two lowest unbid suits
Reopening: Stronger 10-14 Hcp; (5)6+ cards
DIRECT and JUMP CUE BIDS (Style, Resp., Reopening)
Style: Michaels (unlimited); jump cue shows solid suit and asks for stopper (over 1M)
Responses: Nat.-new suit is F, 3NT is to-play, cue & 2NT F.
Reopening: Michaels
VS. NT (vs. Strong / Weak; Reopening; PH)
Strong & Weak: multi landy
Dbl is points over weak, 5M4m over strong NT
Reopening: same; dbl is points
Passed Hand: same; dbl is 4M5m
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
Doubles: take out
Cue bids: majors over minor pree; stop ask over major pree
Jumps: leaping Michaels (5M-5m)
NT bids: natural / minors
Non leaping Michaels
VS. ARTIFICIAL STRONG OPENINGS
vs artif 1♣: 1♦ - minors, dbl – majors; 1NT - 5-5 M/m
other bids – natural wide range
OVER OPPONENTS' TAKE OUT DOUBLE
natural

LEADS AND SIGNALS
OPENING LEADS AND SIGNALS
Lead In Partners' suit
Suit 3 rd /low (count) 3 rd /low (count)
NT Att 3 rd /low (count))
Subseq Att / count Att / count
Other:
LEADS
Lead vs. Suit vs. NT
Ace AKQ(+); AKJ(+); AK(+);Ax AKQx+; AKJx+; Ax
King AK; KQJ(+); KQ(+); Kx KQ10x; Kx
Queen QJx(+); QJ; Qx AQJx;QJ9x; QJx; KQT9x
Jack J10(+); Jx; KJ10(+) HJ10x;J108x; J10x; Jx
10 109x;10x;K109(+);Q109(+) H109x;109x;10x
9 98xx, 9x 98xx, 9xx, 9x
Hi-x Xx, xXxx, HxXx xx(+)
Lo-x xxX, HxX, xxxX, HxxxX Hx(+)
SIGNALS IN ORDER OF PRIORITY
Partner's Lead Declarer's Lead Discarding
Suit:1 ST Enc Cnt SP
2 ND Cnt SP
3 RD SP
NT: 1 ST Enc Cnt SP
2 ND Cnt SP
3 RD SP
UDCA, Cnt – (Hi is Even), SP – Suit preference (natural)
Enc = (Lo is enc)
Signals (including Trump suit): suit preference.
DOUBLES
TAKEOUT DOUBLES (Style, Responses, Reopening)
Style: (7+)10+ Hcp & support for unbid suits (especially Ms)
or very strong
Responses: natural
Reopening: same
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES
Support double up to 2♥ (Majors only),
Maximum overcall dbl, Dopi, Ropi
sometimes dbl is inv to 4M, competitive and cooperative double

WBFC Convention Card
Category: Green
NCBO: Croatian Bridge League
Event: All Events
Players: Marina Pilipović & Vedran Zorić
2over1
GENERAL APPROACH AND STYLE:
Natural system, 2 over 1 GF
1♣ could be 4432, 1♦ 4+♦
1NT response over 1M is semi-forcing
2♦ = both majors
4 th suit forcing to game
Gazzilli over 1M-1NT and 1♥-1♠
1NT opening: (14)15-17 Hcp
2 over 1 Response: GF over 1M
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Openings:
2♣ = GF strong
2♦ = both majors
2♥ and 2♠ = weak two 3-10
Responses:
transfers after weak 2M
SPECIAL FORCING PASS SEQUENCES
only when it is very clear that hand belongs to us
after 1NT (X) XX we can't defend 2m undoubled
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Psychics: rare
- with fit
- on third position



Opening	Artificial	Min.	Neg. Doubl e	Description	Response	Subsequent Auction	Passed Hand Bidding
1♣	no	2	5♦	[10-22] natural 2cards only when 4432	1♣-2♣ inverted 1♣-2♦/♥/♠ pree	1♣-1X-1Y=unbalanced; 1♣-1♦/♥-1NT=11-14 bal; can have 4♠ 1♣-1X-1NT-2♣ = puppet to 2♦(to play or any inv) 1♣-1X-1NT-2♦ = any GF(not 5-5) 1♣-1X-1NT-2NT = puppet to 3♣(to play or 5-5GF)	
1♦	no	4	5♦	[10-22] Natural	1♦-2♦ inverted	Similar as after 1♣	
1♥	no	5	5♦	[10-22] Natural	1NT=nat/SF; 2♣=GF (bal or clubs); 2♦/♥=5+c GF 2 NT= 4+♥ (inv+); 3♣=4+♥[6-9]; 3♦=3♥[10-12]; 3♠/4♠/4♦ = splinter 10-14 hp; 3♥=pree	1♥-1♠/NT-2♣ = gazzilli (4♣ or 16+ any) 1♥-1♠/NT-3m =5-5[14-17] 1♥-1♠/NT-2NT =GF onesuiter 1♥-2NT-3♣ =[10-15]any, (other bids show 16+)	
1♠	no	5	5♦	[10-21]	similar as 1♥,		
1NT	no	-	5♦	[(14)15-17] 5c M possible	2♣=stayman; 2♦/2♥=trf; 2♠=asking for range or♣ 2NT= ♦; 3♣= puppet stayman; 3♦=5-5 MM inv+		
2♣	yes	0	5♦	GF	2♦=waiting; 2M/3m=HHxxx(x)		
2♦	yes	0	-	[5-4+] majors; 3-10 Hcp	2♥/♠=to play; 2NT=ask; 3♥/♠=pree		
2♥	no	5-6		Weak two; 3-10 Hcp	Transfers; 2♠=♠; 2NT=♣; 3♣=♦ 3♦=inv+♥; 3♥=pree;		
2♠	no	5-6	.	Weak two; 3-10 Hcp	Analogous as over 2♥		
2NT	no	-	-	20-22	3♣=Stayman vulgaris; 3♠=minors		
3♣	no	5	-	Weak three	natural, new suit is F1; 4♦ = RKC		
3♦	no	6	-	Weak three	natural, new suit is F1; 4♣ = optional RKC		
3♥	no	6	-	Weak three	natural, new suit is F1; 4♣ = optional RKC		
3♠	no	6	-	Weak three	natural, new suit is F1; 4♣ = optional RKC		
3NT	yes	-	-	Gambling			
4X	no	6	-		natural	HIGH LEVEL BIDDING	
					RKC 14//30//2noQ//2+Q//even+void//odd+void in suit bid D0P1 & R0P1; 1 st step 2-Q, 2 nd step 2+Q; Exclusion RKC 03-14-2no!-2Q 1st step asks for trump Queen and Kings, 2 nd step for Kings; answers are King or other two Kings, Asking for Q (or xx) in specifit suit		