

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level - 5-card suit generally QJxxx or better, 7-16 hcps
2 level - sound, 2m usually 6 cards, 10-16 hcps
Responses to 1M: 2NT is 4+ card 10+, fit showing jumps
Responses to 2-level: cue is 3+ card 10+, else nat.
May be lighter in pass-out position
Good/bad 2NT
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Live: 15-18 hcps + stops in enemy suits
Reopening: 15-18 hcps + stops
Responses as to 1NT opening
JUMP OVERCALLS (Style; Responses; Unusual NT)
(1c/d)-2d both majors min/max (2NT F1 response), else natural
2NT: 2 lower suits, may be 5-4 NV, min/max
3NT: Gambling with stop in enemy suit
Responses natural, reopening same
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1m)-2d both majors, (1M)-2M oM and m, min/max
2NT F1 response, else nat.
Reopen: Same
VS. NT (vs. Strong/Weak; Reopening;PH)
2c majors, 2d one major 6+ cards, 2M M and m, 2NT minors
2-suiters 54+ NV, 55+ V
Same for reopening and PH
Double vs strong: 5+cards in m and 4cards in M (10+hcp) or
Strong(18+), vs weak: penalty
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Dbl T/O, cue undefined (both majors against 3m), jumps pree,
NT nat. with good stops
leaping and non-leaping Michaels
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Over 1C: Dbl - red suits or black suits, 1D majors or minors
1NT pointed or rounded suits (in NV can be 44)
Over 2C: natural
OVER OPPONENTS' TAKEOUT DOUBLE
Rdbl - 10+ hcps, no fit, further doubles are penalty
Else as no interference

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd /5 th	Same	
NT	low enc.	Same	
Subseq	Count	Same	
Other: Always lead high from doubleton			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ask CT	Ask unblock	
King	ask ATT	Ask ATT	
Queen	KQx(+), QJ, QJx(+),ask CT	Ask unblock	
Jack	J10, J10x(+), KJ10(+)	KJ10(+), J108(+)	
10	109(+), Q109(+)	109(+), Q109(+)	
9	9x(+)	9x(+)	
Hi-X	Sx	Sx	
Lo-X	HxS, HxSx, HxxxS(+), xxS(+), xxxS(+)	HxS, HxSx, HxxxS(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	CT	CT:lo/hi=E	S/P
Suit 2	S/P	S/P	
3	ATT		
1	ATT	as above	as above
NT 2	CT		
3	S/P		
Signals: S/P: lo=lower suit, hi=higher suit			
CT: lo/hi=E, on trumps: reversed prism signals			
Vs NT: reversed Smith echo			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be lighter if shapely or reopening			
Responses: Cue=F; 1NT = 7-10, stopper			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDBLS			
Neg dbl thru 3S, opener double is support if responder bid M			
1m-(1H)-X - T/O without 4 S			
After 1M-2M dbl in competition is general game try			
All unclear doubles are informative			
Vs U2NT: double is penalty on one of their suits: further X are penalty			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: CROATIA
PLAYERS: Matko Ferenca & Kristijan Štefanec
EVENT: All
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card majors, SF 1NT over 1M
Weak 2M
Balanced minimum=upgradeable 11 hcps
1NT opening: 15-17 hcps
2/1=GF, 1D-2C always GF
open 1D with 5+ cards unbalanced (or 4441)
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Gambling 3NT - solid minor, no entry
Lebensohl: After reverse, interference over 1NT and (W2)-X
Vs 2-suited O/C: Cue their suit = limit+ raise
2D opening = Both majors (5-4NV, 5-5V vs V, 5-5V vs NV)
2C opening = 18-19 balanced or any GF or 23+balanced or
6card M 18-21hcp 6(322) or 7222
SPECIAL FORCING PASS SEQUENCES
Vs interference over RKCB – DOPI, ROPI
When we are GF or have actively bid game all passes are F;
IMPORTANT NOTES
4m is RKCB (in m) if in GF or similar sequence
Psychs: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU					
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1♣	X	2	3S	11-21 HCP 5+cards (4414) or 11-14 any balanced hand w/o 5 cards in M	1d = h, 1h = s, 1s = no 4M, 1NT = GF bal., 2m = GF; 3m = PRE 0-5; weak jump shift, 2NT and 3X are trf, pree or GF with 7+cards	NAT; Reverses 16+; 2way checkback	2C = 5-9	
1♦		(4)5	3S	10-23 HCP unbalanced, 5+cards or (4441)	2m = F1(10+); 3m = PRE 0-5; 1NT = 6-9, weak jump shift, 2NT and 3X are trf, pree or GF 7+cards	NAT; Reverses 16+; modified checkback	2D = 5-9	
1♥		5	3S	11-21 HCP	After 1♥:1s=4-11HCP 0-4♠ cards,1NT=4+ F 5+♠ cards(Kaplan inversion);After 1♠: 1NT=4-11HCP SF; 2/1 GF; 2(M-1) = bad raise (or nat.); 2M = good raise;* 3M PRE, 4M PRE, double JS=SPL; 2NT 10+ 4+M, 3C 6-9 4+ M; 3D 12-15 SPL *vice versa if passed hand	1M-2M: cheapest bid is asking for values, next cheapest is clubs shortage etc. 1M-1NT-2C – Gazzilli (modified for 1♥ opening)		
1♠		5	3S	11-21 HCP				
1NT				15-17 HCP,5m(422) and 6m(322) ok,usually without 5M	Transfers: 4 suits (2S=C, 2NT=D); SA Texas 3D=both majors GF, 3M=SPL, both minors, GF	Superaccepts to M transfer; Stayman may be weak and without 4M, Smolen	Lebensohl, X is T/O, when we are doubled transfer takeouts	
2♣	X			18-19 bal or 23+ bal or any GF or 18-21 6M(322)	2D=waiting; 2M weak with M, 2NT/3c weak with c/d, other both majors, 55+	After 2D: 2NT rebid= 18-19bal, 2H 23+bal or 4+H else nat.	Lebensohl, as if opener has 18-19 bal	
2♦	X			Both majors, 54+	2M, 3C, 3M, 3NT, 4M - SOFF, 2NT=INV+ ask, 3D=INV w/ 3-3 majors	2D-2NT- depends on vulnerability, shows number of cards and strong/weak		
2♥		6	NO	0-9 NAT PRE	Suit=F1, 2NT=ART F	2M-2NT asks: 3c is clubs shortage etc...		
2♠			NO					
2NT			NO	20-22 HCP, any (4333), (4432) or (5332), possibly 6m with 6(322)	3C=Muppet STAY, Transfers, 3S=both minors minor stayman, 4c/d=both majors(55+) slam try/pick a game, 4M = RKCB for m	2NT-3C-3H=no 4 M, 2NT-3C-3NT= 5♥ cards; accepting M transfer shows 2 cards in M, 3NT is 3 cards and cue is 4		
3♣		6	NO	0-9 NAT PRE	Suit bids F1, raises to play, 3NT to play			
3♦	6							
3♥	6							
3♠	6							
3NT	X	7		Solid minor (AKQxxxx), no side entry	C bids=P/C; 4D ask shortness	3NT-4D: 4h=short m, 4s=short h, 4NT=short s, 5m=7m(222)		
4♣		7		0-9 NAT PRE				
4♦	X	7		NAT PRE, may be stronger w/ 6 cards if partner is PH				
4♥								
4♠								
4NT								
5♣					NAT PRE, may be stronger if partner is PH		HIGH LEVEL BIDDING	
5♦					Asks for A/K in h/s		SPL raises: double jumps /opening and first RESP; Control principles: bid 2 nd round control first (4 level), rebid to show both, first cue of a suit at 5-level is 1 st round control; Slam methods: RKCB-1403; DOPI; ROPI, 4m as minor RKCB	
5♥								
5♠								