


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style, Responses, ½ Level, Reopening)
Style: 8-15
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: (14) 15-17 (18) 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: weak, 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:
NT bids: sometimes shows minors
VS. ARTIFICIAL STRONG OPENINGS
vs artif 1♣: dbl = Ms
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	3 rd /5 th	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	98xx, 9x	H98x; 98xx, 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			
Support double up to 2♥,			

WBF Convention Card	
Category: Green	
NCBO: Croatian Bridge League	
Event: Ostend - 54th European Team Championships	
Players: Goran Borevkovic & Branko Refi	
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	
1♦	no	4	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		
1♥	no	5	4♠	10-20 Hcp	1NT is semi-forcing; 2X=F to game; 2 NT is support (invitational +) 2♠/3♣/3♦= strong 16+ Hcp GF; 3♠/4♣/4♦= splinter 8+ hp; 3♥=limit bid 3 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	
4♦	no	6	-		natural	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			
4NT	yes	-	-	Minors	natural		