

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style, Responses, ½ Level, Reopening)
Style: Aggressive on 1 st level, normal on 2nd
Responses: natural; new suit F; Jump =PREE
After (1X) – 1M – (dbl) we play transfers
Reopening: jumps are intermediate [11-16] Hcp
1NT OVERCALL (2nd/4th Live; Responses, Reopening)
2nd position: (13,14) 15-17 (18) balanced hand
4th position: 1NT [8-14], does not show stopper
Responses: system on
In sandwich position 1NT by unpassed hand is NAT
JUMP OVERCALLS (Style, Responses, Unusual NT)
Style: wide range
Reopening: Stronger 10-14 Hcp; (5)6+ cards
Responses: Natural. 2NT=F, new suit =SemiF, good hand
Unusual NT: jump to 2NT or 4NT is two suiter (two lowest unbid suits)
DIRECT and JUMP CUE BIDS (Style, Resp., Reopening)
Style: Michaels (unlimited); jump cue shows solid suit and asks for stopper
Responses: Natural.
Over unknown minor 3♣ P/C; 3♦ invit for Major
Reopening: same
VS. NT (vs. Strong / Weak; Reopening; PH)
Strong & Weak: Dbl is strong; 2♣ shows Majors
2♦ is♥ or♠, 2♥/♠ is twosuit with minor (5M – 4 ⁺ m)
2NT shows both minors
Reopening: same
Passed Hand: same
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
Doubles: take out up to 4♥, general strength over 4♠.
Cue bids: primary asking for stopper
Jumps: leaping Michaels (5M-5m)
NT bids: 2/3NT-natural; 4NT-twosuit
VS. ARTIFICIAL STRONG OPENINGS
vs artif 1♣: dbl-♥, 1♦-♠
1♥/♠/NT two-suit 4 ⁺ -4 ⁺ shape/color/rank
OVER OPPONENTS' TAKE OUT DOUBLE
Over double of 1M we play transfers

LEADS AND SIGNALS
OPENING LEADS AND SIGNALS
Lead In Partners' suit
Suit 2 nd /4 th 2 nd /4 th
NT 2 nd /4 th 2 nd /4 th
Subseq 2 nd /4 th * 2 nd /4 th
Other: *Through declarer in NT we sometimes play attitude
From doubleton honor we lead high; A asks for sp/att, K asks for count
LEADS
Lead vs. Suit vs. NT
Ace AK(+);Ax AK(x); Ax
King AK(+); KQ(+); Kx AKQ(+); KQ10(+); KQx,Kx
Queen QJx(+); QJ; Qx AQJx(+);QJ9x(+); QJx; Qx
Jack J10(+); Jx; KJ10(+) HJ10(+);J108(+); J10x; Jx
10 109x;10x;H109(+); HTx 109x;10x;H109(+); HTx
9 H9x, 9 H9x, 9
Hi-x xXx xXx
Lo-x xxxX, xxxXx, xX, xXx xxxX, xxxXx, xX, xXx
SIGNALS IN ORDER OF PRIORITY
Partner's Lead Declarer's Lead Discarding
Suit: 1 ST count smith count
2 ND suit preference count suit preference
3 RD suit preference suit preference
NT: 1 ST count smith count
2 ND suit preference count suit preference
3 RD suit preference suit preference
count = (Hi Lo = odd), smith = (low encouraging in original suit)
Discard =count from suit we want to discourage (if possible)
Suit preference when lead and/or dummy require shift
DOUBLES
TAKEOUT DOUBLES (Style, Responses, Reopening)
Style: 7+ Hcp & support for unbid suits (especially Ms) or very strong
Responses: 1 ST level is 0-8, jump is invitational, cue is 12+ Hcp
Reopening: similar
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES
Support double (after 1♦) below 2 in our major (can also pass)
competitive and cooperative doubles
After 1NT X Rdbl is penalty in direct seat
Maximum overcall dbl, Dopi, Ropi, lightner
Could be transfer in some sequences

WBFC Convention Card
Category: Blue
NCBO: Croatian Bridge Federation
Event: All Events
Players: Kiril Marinovski & Vedran Zoric
Precision
GENERAL APPROACH AND STYLE:
1♣ = 16+ any, (could be 14+ if strong distributional)
1♦ = 10-15, 0+♦s (4405), 1♥/♠=5+ (longer minor possible)
2♣ = 6+♣s or 5♣/4M with decent club suit quality
2♦ = wagner (weak major one-suit)
2♥/♠ = weak two-suit with minor
2NT = 19-20
1NT response over 1M is F1 [0-12]
1NT opening: 14-16
2 over 1 Response: GF
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Strong 1♣ and 1♦ negative response
Short 1♦ preparatory opening bid
2♦ Wagner
Transfer bids in special sequences
3NT opening bid shows weak minor preempt on 4 th level
4♣/♦ opening bid shows that minor and 5card major preempt
1♦-1M-1NT-2♣ is puppet to 2♦ (weak ♦ or any invitational)
1♦-1M-1NT-2♦ is any GF
2♣-2♦ is relay
SPECIAL FORCING PASS SEQUENCES
only when it is very clear that hand belongs to us
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Psychics: rarely



Opening	Artificial	Min.	Neg-Double	Description	Response	Subsequent Auction	Passed Hand
1♣	yes	0	5♦	16+ Hcp 17-18 or 21+ if bal	1♦-negative (0-7), suits are natural 8+hp 1NT-[10+] balanced, 2♥-[8-9] balanced 2♠ and higher bids show (4441) Over intervention we play transfers.	1♣-1♦-1♥=multi (nat, 21+ bal, 6♠s 8 tricks or 23+) Over 1♣-1♦ jumps are two-suiters, Over 1♣-1X jumps are splinters.	
1♦	yes	0	5♦	(9)10-15	1M-F1, 1NT-nF, 2m-GF, 3m-INV, 2♥(5-4Ms), 2♠- weak ♣or♦ or balanced invitational 2NT – weak ♣and♦ Over intervention we don't play transfers.	2-way check-back over 1NT (2♣ is puppet to 2♦) 1♦-1M-2oM = unbalanced 4card raise (2M is bal) 1♦-1M-2NT =balanced 6+♦s (3♦ is unbalanced)	
1♥	no	5	5♦	(9)10-15	1♠=F1; 1NT=F1 [0-12]; 2♣=2+cards GF, 2♦=5+cards GF; 3m is invitational; 2♠=any mini splinter, 2NT is 4+ card support (invitational or more) 3♥=preemptive 3-9 Hcp & (3)4+ cards; Over intervention we play transfers.	over 1♥-1♠ and 1♥-1NT: 2♣ can be 1) natural 5-4; 2) reverse (not 5-5) 2NT is ♥ one suiter GF 1♥-1♠-3NT shows natural raise to 4♠	1NT is not F
1♠	no	5	5♦	(9)10-15	same as after 1♥, except 3♥ is invitational	Similar as over 1♥,	
1NT	no	-	-	14-16 Hcp	NF stayman (doesn't promiss 4cM), 4suit transfers. 3M is (13)(54). Over intervention we play lebensohl and takeout doubles.		
2♣	no	5	5♦	(9)10-15	2♦-reley, 2M not forcing, 2NT is puppet to 3♣, 3♣ invit		
2♦	yes	0	2♠	Wagner 6+♥ OR 6+♠ [0-10]	2NT=F1; 3m = semiF, 3M=pass/correct, 4♣=bid suit bellow your suit, 4♦=bid your suit		
2♥	semi	5	-	5♥ and 5♣or♦ [0-10]	2NT=F1; 3♣ p/c; 3♦ invitational for M		
2♠	semi	5	-	5♠ and 5♣or♦ [0-10]	2NT=F1; 3♣ p/c; 3♦ invitational for M		
2NT	no	-	-	19-20	Puppet stayman		
3♣	no	6	-	Weak three	natural, new suit is F1	3NT could be weak with support	
3♦	no	6	-	Weak three	natural, new suit is F1	3NT could be weak with support	
3♥	no	6	-	Weak three	natural, new suit is F1		
3♠	no	6	-	Weak three	natural, new suit is F1		
3NT	yes	-	-	7+cards in a minor	4♣=pass/correct		
4♣/♦	yes	6	-	6+cards in a minor AND 5card major	natural	HIGH LEVEL BIDDING	
4♥/♠	yes	6	-		natural	CUE , Splinters, fit showing jumps	
4NT	yes	-	-		natural	Key card blackwood (RKCB) 03-14 for ♦ or ♠; 14-03 for ♣ or ♥;	