


DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style, Responses, ½ Level, Reopening)</b>
<b>Style:</b> sound when (semi)balanced; light with shape
<b>Responses:</b> new suit is often transfer; direct raise= ~[8-11] Jump=fit-showing; jump cue=mixed raise
<b>Reopening:</b> similar
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses, Reopening)</b>
<b>2<sup>nd</sup> position:</b> (14 <sup>+</sup> )15-17 (18) balanced hand
<b>Responses:</b> system on
<b>4<sup>th</sup> position:</b> 10-14 Hcp
<b>JUMP OVERCALLS (Style, Responses, Unusual NT)</b>
<b>Style:</b> nv: natural Weak, 0-9 Vul: intermediate [11-14];
<b>Responses:</b> transfers (2NT and 3 <sup>rd</sup> level); 2M is natural
<b>Unusual notrump:</b> jump to 2NT or 4NT is two suiter – two lowest unbid suits
<b>Reopening:</b> Stronger 10-14 Hcp; (5)6+ cards
<b>DIRECT and JUMP CUE BIDS (Style, Resp., Reopening)</b>
<b>Style:</b> Michaels (unlimited); jump cue shows solid suit and asks for stopper (over 1M)
<b>Responses:</b> Nat.-new suit is F, 3NT is to-play, cue & 2NT F.
<b>Reopening:</b> Michaels
<b>VS. NT (vs. Strong / Weak; Reopening; PH)</b>
<b>Strong &amp; Weak:</b> multi landy
Dbl is points vs Weak, and 4M5m vs Strong
<b>Reopening:</b> same; dbl is points
<b>Passed Hand:</b> same; dbl is 4M5m
<b>VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)</b>
<b>Doubles:</b> take out
<b>Cue bids:</b> majors over minor pree
<b>Jumps:</b> leaping Michaels (5M-5m)
<b>NT bids:</b> natural / minors
<b>VS. ARTIFICIAL STRONG OPENINGS</b>
<b>vs artif 1♣:</b> 1♦ - minors, dbl – majors other bids – natural wide range
<b>OVER OPPONENTS' TAKE OUT DOUBLE</b>
Rdbl is transfer on 1 <sup>st</sup> level ,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 <sup>rd</sup> /low (count)	3 <sup>rd</sup> /low (count)	
NT	Att	3 <sup>rd</sup> /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 <sup>ST</sup>	Enc	SP	Enc
2 <sup>ND</sup>	Cnt	Cnt	Cnt
3 <sup>RD</sup>	SP		
NT: 1 <sup>ST</sup>	Enc	Smith	SP
2 <sup>ND</sup>	Cnt	SP	Cnt
3 <sup>RD</sup>	SP	Cnt	
LEGEND: Cnt – (Hi Lo = even), SP – Suit preference Enc - (Lo – Hi = enc), Smith – (Lo = positive for 1 <sup>st</sup> suit) Signals (including Trump suit): suit preference.			
DOUBLES			
TAKEOUT DOUBLES (Style, Responses, Reopening)			
<b>Style:</b> (7+)10+ Hcp & support for unbid suits (especially Ms) or very strong			
<b>Responses:</b> natural			
<b>Reopening:</b> same			
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES			
Support double up to 2♥ (Majors only), dbl is often 1 <sup>st</sup> step of transfer scheme (shows next suit) After opp doubles our weak twos Rdbl is transfer Maximum overcall dbl, Dop, Ropi sometimes dbl is inv to 4M, competitive and cooperative double			

WBF Convention Card	
<b>Category:</b> Green	
<b>NCBO:</b> Croatian Bridge League	
<b>Event:</b> All Events	
<b>Players:</b> Ognjen Staničić & Vedran Zorić	
<b>Modified 2/1 with transfers</b>	
GENERAL APPROACH AND STYLE:	
1♣ natunbalanced or any (11)12-14 balanced; transfer responses	
1♦ natural unbalanced 5 card major	
1♠ response over 1♥ is artificial	
1NT response over 1M is semi-forcing; over 1♦ GF any	
2♣ 18-19 balanced; 2♦ strong, GF any	
competition: transfers (non-jumps) and fit showing jumps	
1NT opening: (14)15-17 Hcp	
2 over 1 Response: GF over 1M	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
<b>Openings:</b>	
2♣ = 18-19 balanced	
2♦ = GF strong	
2♥ and 2♠ = weak two 3-10	
<b>Responses:</b> 1♥-1♠ could be i) natural, ii) balanced inv, iii) 3♥s inv, iv) [0-5] with 3+♥	
transfers after 1♣: 1♦ = 4+♥; 1♥ = 4+♠; 1♠ = 11+ no 4c M.	
transfers after weak 2M	
1♦ - 1NT = GF; 1♦ - 2♥ = 6+♣ inv+; 1♦ - 2♠ = 6+♦ inv+	
2♣-2♦/♥ = transfers; 2♣-2♠ = puppet to 2NT;	
2♦ - 2♥ = waiting; 2♦-2♠/NT = ♥/♠; 2♦ - 3♣/♦ = ♦/♣	
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	
many relays	
4 <sup>th</sup> suit forcing to game	
<b>Psychics:</b> rare	
- with fit	
- on third position	

Opening	Artificial	Min.	Neg. Double	Description	Response	Subsequent Auction	Passed Hand Bidding
1♣	semi	2	5♦	<ul style="list-style-type: none"> <li>[12-14] balanced any</li> <li>[10-21] unbalanced 5+♣ or 4414</li> </ul>	1♦/♥= transfers, 1♠=no majors, inv+; 1NT = nat 2♣= majors 54 weak, 2♦ = 1 6cM weak ; 2♥= 6+♣ inv+ ; 2♠ = 6+♦ inv+	1♣-1♦-1♥=bal 3(4)♥; 1NT=2♥; 2M=4♥ bal; 2NT 4♥ unbal [14+]; 3♦/♥ = 4♥ unbal [10-14] 1♣-1♦-2♦=natural or GF ♣ onesuiter 1♣-1♥=same	
1♦	semi	4(5)	5♦	[10-22] unbalanced 5+♦ or 4♦(441)	1NT = GF (usually no 5c M, no 6c m) 2♣= 6+♣ weak; 2♦ = 3♦ 2♥= 6+♣ inv+ ; 2♠ = 6+♦ inv+	1♦-1♥ --> 1♠=♠, 1NT=♣, 2♣=♦, 2♦/♥=3♥, 2NT=4♥ strong, 3♥=4♥ weak 1♦-1♠-- same as over 1♦-1♥	1♦-1NT invitational
1♥	no	5	5♦	[10-22]	1♠=F1 (sometimes without 4♠) 1NT=nat; 2♣=GF (bal or clubs); 2 NT= 4+♥ (inv+) 2♠/3♣/3♦ = inv 6+ cards; 3♠/4♠/4♦ = splinter 10-14 hp; 3♥=mixed raise [5-9] 4+♥;	1♥-1♠/NT-2♣ = gazzilli (6♥ [10-14]) or 16+ any 1♥-1♠/NT-3m =5-5[14-17] 1♥-1♠/NT-2NT =GF onesuiter 1♥-1♠/NT-2♥= 5♥-4+♣ [10-15] 1♥-2♣-2♦ = balanced or 4+♦	2♣ = drury
1♠	no	5	5♦	[10-21]	same as on 1♥, 1NT is semi-forcing		
1NT	no	-	5♦	[(14)15-17] 5c M possible	2♣=puppet to 2♦; 2♦=5♥s or minors GF; 2♥=5♠ 2♠=asking for range; 3♣= puppet stayman		Most GF bids become inv+
2♣	yes	2	5♦	[(17)18-19] bal No 5c M	2♦=5♥ or minors GF; 2♥=5♠; 2♠=puppet 2NT 3♣ = both majors; 3♥/♠ = 4c in other major		
2♦	yes	0	-	Game forcing any	2♥=waiting; 2♠=♥; 2NT=♠; 3♣=♦; 3♦=♣	2♦-2♥-2♠- transfers	
2♥	no	(5)6		Weak two; 3-10 Hcp	Transfers; 2♠=♠; 2NT=♣; 3♣=♦ 3♦=inv+♥; 3♥=pree; 4♣= opt RKC		
2♠	no	(5)6		Weak two; 3-10 Hcp	Same as over 2♥		
2NT	yes	-	-	20-22	3♣=Stayman vulgaris; 3♠=minors		
3♣	no	5	-	Weak three	natural, new suit is F1; 4♦ = RKC	3NT could be weak with support	
3♦	no	6	-	Weak three	natural, new suit is F1; 4♣ = optional RKC	3NT could be weak with support	
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	-	-				
4X	no	6	-		natural	<b>HIGH LEVEL BIDDING</b>	
					Kickback; optional RKC when bellow kickback; 14-30-2noQ-2+Q-even+void; odd+void in suit bid D0P1 & R0P1; 1 <sup>st</sup> step 2-Q, 2 <sup>nd</sup> step 2+Q; Exclusion RKC 03-14-2no!-2Q 1st step asks for trump Queen and Kings, 2 <sup>nd</sup> step for Kings; answers are King or other two Kings, Asking for Q(or xx) in specific suit Splinters in uncontested auctions; In contested auctions splinter in opp suit, fit showing jumps in unbid suits		

