


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style, Responses, ½ Level, Reopening)
Style: 6-15 light style
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: 10-15 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. opposite passed hand wide ranging, leaping Michaels only if 4m is jump
Vul: natural 6+ cards
Responses: Natural. 2NT=F, new suit =NF, good hand
Unusual notrump: jump to 2NT – two lowest unbid suits
4NT – two suiter
Reopening:
DIRECT and JUMP CUE BIDS (Style, Resp., Reopening)
Style: Michaels (unlimited); jump cue shows good one
suted hand 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), 2♦./♥/♠ natural
dble shows points 14+; 2NT = minors, 3NT M + m, 4NT minors
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 4♥. general strength over 3♠.
Cue bids: support limit+ or asking for stopper
Jumps: natural stronger than overcall
NT bids: 2/3NT natural, 4NT two suiter
VS. ARTIFICIAL STRONG OPENINGS
vs artif 1♣: dbl points, 1NT minors, 2NT majors, natural
OVER OPPONENTS' TAKE OUT DOUBLE
Rdble is transfer., jump is invitational, 2NT over 1M is inv+ with 4+ cs

LEADS AND SIGNALS																												
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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																												
On the first level responder's double shows suit																												
Support double up to 2♥																												
In competition if we have 4-3 fit or better doubles suggest penalty																												
In GF situation doubles suggest penalty																												

WBF Convention Card

Category: Green
NCBO: Croatian Bridge League
Event: All
Players: Goran Borevković-Karlo Brguljan
2/1
GENERAL APPROACH AND STYLE:
1♣ natural unbalanced or 10-14 balanced, could have 5M or 5♦
1♦ natural unbalanced or 18-19 balanced, could have 5M or 6c
5 card major
1 NT response over 1M is semiforcing
2♥/♠ - weak two (five cards regularly)
2♦ - weak with both majors (4-4)
Transfers after 1♣
1NT opening: 15-17 HP, regularly 5M, often offsa
2 over 1 Response: 2♣/♥ GF over 1M, 2♦ good raise over 1M
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Openings:
2♣ = strong, asking for aces, 20+ balanced or any strong hand
2♦ = 4-4 M, weak 0-10
2♥ and 2♠ - weak two 0-10, 5+
2NT minors 4-5, 3 rd position could be 4-4
3NT gambling 1 st and 2 nd , on 3 rd or 4 th position to play
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

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 10 (11), natural 2m = 5 (6)+ cards, 6-10 Hcp 2♥/♠= 6+ cards inv, 6-10 Hcp 2NT= GF balanced 12-16 could have majors 3X=6+ cards, 0-7 Hcp	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♣-1x;1NT-2♣ = check-back, inv+ 1♣-1x;1NT-2NT = transfer to 3♣ 1♣-1x;1NT-3m = game forcing longer minor	
1♦	semi	2	4♠	10-20 Hcp	1NT=weak, 0-6Hcp; 2♣=♣ or ♦ F to 3♦, 11+Hp 2♦ = no 4 M, 2-4 ♦, 6-10 Hcp 2♥/♠=6+ cards inv, 6-10 Hcp 2NT= 9-11 with 4♦, 3♦=preemptive 3M=splinter, 8-11 Hp	1♦-1x;1NT-2♣ = check-back, inv+ 1♦-1x;1NT-2NT = transfer to 3♣ 1♦-1x;1NT-3m = game forcing longer minor	
1♥	no	5	4♠	10-20 Hcp	1NT is semi-forcing; 2♦ is 8-14 3 cards support 2♣=F to game; 2 NT is support (invitational +) 2♠/3♣/3♦= inv 6+cards, 3♠ – supp. any singleton 3NT(for ♠)/4♣/4♦= void 8+ hp; 3♥ mixed raise	1♥/1♠-2♣-2♦ = natural or 11-14 balanced 1♥/1♠-2♣-2NT = 15+ any Gazzilli, Jacoby 2NT	2♣ = support and maximum no key cards 2♦ = support and maximum 1+ key cards
1♠	no	5	4♥	10-20 Hcp	same as on 1♥, 3NT – support any singleton		same as on 1♥
1NT	no	-	-	15-17 Hcp	Stayman; Jacoby, 2♠ slam try, 3m =light invit with minor (3-7), 3M = shortness GF, 4m = texas, 4M to play, 4NT BW		
2♣	yes	0		Strong asking for aces Or 20+ balanced	2♦ no aces no 2 K, 2♥= ace and 1+K, 2♠=ace no K, 2NT=2 aces, 3X=2+ K no aces, NT=3 aces		
2♦	yes	0	4♦	5-4 M, 6-10 Hcp	2NT = forcing, responder double = bid your longer major		
2♥	no	5		Weak two; 3-10 Hcp	2NT=F1; 3c, 3h transfers to d, s		
2♠	no	5		Weak two; 3-10 Hcp	2NT=F1; 3c, 3d transfers		
2NT	yes	-	-	Minors, 5-4	3♥= ask for shortnes, 3♠= ask for strenght		
3♣/♦/♥/♠	no	5	-	Weak three, 3-10 Hcp	natural, new suit is F1		
3NT	yes	-	-	Gambling	4♦ asking for singleton		
4♣	no	6	-		natural	HIGH LEVEL BIDDING CUE, Splinter, fit showing jumps, RKCB 03-14-2-2q, Responder 4m often optional BW After 4NT DOPI (after 4NT (5♣) we don't play DOPI), after 2♣(2x) pass -4-7hpc, x-0-3(4) hcp	
4♦	no	6	-		natural		
4♥	no	6	-		natural		
4♠	no	6	-		natural		
4NT	yes	-	-	Minors	natural		