

| DEFENSIVE AND COMPETITIVE BIDDING |
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| OVERCALLS (Style: Responses: 1 / 2 Level; Reopening) |
| 1-level: Could just be lead-directing with 4 cards; never wild |
| New suit F1; Jump raise < INV, Q=F1 with fit (usually 3 cards) |
| Re-opening: 8-12, can be more @ 2-level if no other call is appealing |
| If two cue-bids are available, higher one is stronger |
| After 1M overcall, 2N still 4+ fit, but new-suit rebids are Natural GT |
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| INT OVERCALL (2nd/4th Live; Responses; Reopening) |
| Good 14 up to 18 (UPH); System on to the extent logically possible |
| Transfer to Opener's MAJOR = both Minors, INV+ |
| Lebensohl |
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| JUMP OVERCALLS (Style; Responses; Unusual NT) |
| Obstructive – but can be stronger than classic if facing PH |
| Unusual NT = 2 lowest suits |
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| Reopening: INTERMEDIATE |
| DIRECT & JUMP CUE BIDS (Style; Response; Reopen) |
| (1m) 2m = Majors; (1M) 2M = Major + Minor; (2D) 3D=Asks stop |
| Leaping Michaels (GF) |
| (2D)-4C=Majors, Spades are not longer |
| (2D)-4D=Majors, Spades are longer |
| VS. NT (vs. Strong/Weak; Reopening;PH) |
| 2C=Majors; 2D=One Major; 2M=Natural with side minor; 2N=mm |
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| Same in any position against any strength 1N |
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| Vs. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids) |
| X = T/O NT=Natural Jumps=Natural, Strong |
| Q = 3-level: Stopper ask; Otherwise Michaels |
| Leaping Michaels |
| Vs. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣ |
| X = Majors, NT = Minors |
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| OVER OPPONENTS' TAKEOUT DOUBLE |
| XX=10+, usually non-fitted & balanced |
| 1M (X): Non-jumps natural; 2N & jumps: same as if no X |
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| LEADS AND SIGNALS | | | |
|--|--------------------------|-----------------------------|------------|
| OPENING LEADS STYLE | | | |
| | Lead | In Partner's Suit | |
| Suit | 3/5 | Same | |
| NT | Low ENC | 3/5 | |
| Subseq | Generally COUNT | Same | |
| Leads through declarer often Attitude (Low ENC) | | | |
| | | | |
| LEADS | | | |
| Lead | Vs. Suit | Vs. NT | |
| Ace | Asks for ATT signal | Same | |
| King | K (AK/KQ) asks COUNT | Asks Unblock; else COUNT | |
| Queen | Asks ATT, usually no K | Same + AQJ.../AQT... | |
| Jack | Denies Q: from (K)JT... | Shows 10, can have A or K | |
| 10 | Shows 9; can have K or Q | Same, but could also be AT9 | |
| 9 | Denies 10; could be KJ9x | Same, but may just be DISC | |
| Hi-X | Typically short suit | Could be DISC from 3+ | |
| Lo-X | 3/5 | ENC (or no shift welcome) | |
| SIGNALS IN ORDER OF PRIORITY | | | |
| | Partner's Lead | Declarer's Lead | Discarding |
| 1 | COUNT if not A/Q | COUNT | Lavinthal |
| Suit 2 | ATT | S/P | |
| 3 | S/P | | |
| 1 | COUNT if not A/Q | COUNT | Lavinthal |
| NT 2 | | | |
| 3 | | | |
| Signals (including Trumps): High trump might show ENC for suit led @T1 | | | |
| STANDARD COUNT (Low-then-high = Odd) | | | |
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| DOUBLES | | | |
| TAKEOUT DOUBLES (Style; Responses; Reopening) | | | |
| 10+ with support for the other suits (especially MM) | | | |
| Many hands with enough strength to Double will overcall instead | | | |
| Response: NonJump=0-8; Jump=INV; Cue= 11+ | | | |
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| SPECIAL, ARTIFICIAL & COMPETITIVE DBL/RDBL | | | |
| Doubles below game are seldom for penalty | | | |
| Negative / Responsive | | | |
| Lead-directing; Lightner | | | |
| X of their 3N (when we have previously done nothing) asks for Spade lead | | | |
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| W B F CONVENTION CARD |
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| CATEGORY: Green |
| NCBO: CROATIA |
| PLAYERS: Iva Mrkić – Sandra Probst |
| EVENT Women |
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| SYSTEM SUMMARY |
| GENERAL APPROACH AND STYLE |
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| Minimum suit length for 1-level opening: 5/5/4/2 (S/H/D/C) |
| 1N=15-17; Upgrade, 5M/6m, and stiff A/K are all allowed |
| 2C strong; other 2-level openings natural and weak |
| 2/1 GF (but only F1 in competition) |
| Minimum suit lengths for 2/1 response: 5/5/2 (H/D/C) |
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| Doubles below game non-penalty, except where obvious |
| SPECIAL BIDS THAT MAY REQUIRE DEFENSE |
| Opening 1C = Can be a doubleton |
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| 1M-2C can be a doubleton club |
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| 1M-2C-2D may be fewer than 4 diamonds |
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| PSYCHICS: Rare |
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| SPECIAL FORCING PASS SEQUENCES |
| sRarely FP if we jump to game (unless we already showed clear balance of power). FP is generally not on if we passed up some earlier opportunity to establish one. |
| IMPORTANT NOTES |
| We open & they X: XX = 10+, usually non-fitted & balanced |
| 1M (X): Non-jumps natural ; Jumps & 2N same as if no X |
| 4thSF=>game Except: (a) 1C-1D-1H-1S; (b) Our only fit is in a minor, and we explored for 3N without success – then 4m NF |
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| OPENING | TICK IF ARTIFICIAL | MIN. NO. OF CARDS | NEG.DBL THRU | | | | |
|---------|--------------------|-------------------|--------------|---|--|---|---|
| | | | | DESCRIPTION | RESPONSES | SUBSEQUENT ACTION | COMPETITIVE & PASSED HAND BIDDING |
| 1♣ | | 2 | 4H | (10) 11-20 | 2C=10+, 5+ cards (M rare); 2D/H/S=Natural, <INV 1N=6-10 (M rare); 2N=11-12; 3N=13-15; 3X=Wk | 1M now by Opener shows 4+ clubs, not 4432 2-way CB after 1m-1M-1N; Fit first after 2D; At any time, 2N/3C can be passed | 2C is only Checkback |
| 1♦ | | 4 | 4H | (10) 11-20 | Like 1C (but 2C=5+ cards GF) 1N=NF: seldom >2H; 2C=GF, 2+ (3+ unless 4342) | Like 1C Over 2C: Rebid of the Major shows 6+ cards; 5-card opener rebids 2D if nothing else fits | 2C is only Checkback 2C= 3+ cards fit, INV 2N= 4+ cards fit, 3-level values |
| 1♥ | | 5 (4) | 4D | (10) 11-20 | 2D=5+ GF; 2S=Natural, <INV; 2N 4+H, INV+; 3C=4+H, 6-9; 3D=INV (9-11), 3H; 3S/4m=Splinter | Over 2D: Rebid of M shows 6(+); Over 2N: 3=Min, 3D=Bal; 3H/S/N=short C/D/M; | 2S/3C/3D=Mini-Splinter, 4+fit |
| 1♠ | | 5 (4) | 4H | (10) 11-20 | Like 1H (but:1S-2H=5+GF; 1S-3H=6+, INV) | Like 1H (& after 1S-2H, 2S rebid shows 5+) | Like 1H (1S-3H=Mini-Splinter) |
| INT | | -- | 3S | (14) 15-17 -- Upgrade, 5M/6m, and stiff A/K are allowed | 2C=Stayman: with M, UNLESS minor 1-suiter GF; 2R=Transfers; 2S=One m weak OR mm strong; | Over 2R: 3M jump rare; Over 2S: 2N default, 3C='Best hand, mm'; 2C/2R-then-4N=QNT | |
| | | | | | 2N/3m=Nat INV; 3M=Short, GF,mm; 4m=Transfer | 2C-then-3m=GF, 1 minor; 2C-2M-3oM=Fit | |
| 2♣ | x | -- | -- | 23+ Balanced; OR: Too few losers to open at 1-level | 2D waits; 2N=7-12 Bal, <2 controls; 2M/3m=POS: 5+M/6+m; 2/3 (AKQ) – BUT with 6M at least KT | 2N=23-24; Jump with more | |
| 2♦ | | (5) 6 | -- | 5-10 (11) | New suit=Constructive NF; 2N asks feature | After 2D-2M, new suit=feature with support | Nothing is forcing |
| 2♥ | | (5) 6 | -- | 5-10 (11) | See 2D | See 2D | See 2D |
| 2♠ | | (5) 6 | -- | 5-10 (11) | See 2D | See 2D | See 2D |
| 2NT | | -- | -- | 20-22 | 3C=Stayman; 3R/4R=Transfer; 3S=Minor Stayman 4C=MM(5+/5+); 4S=mm, QNT; 4N=Bal QNT | | |
| 3♣ | | (6) 7 | -- | 4-10 | New Suit = F1 | | |
| 3♦ | | (6) 7 | -- | 4-10 | See 3C | | |
| 3♥ | | (6) 7 | -- | 4-10 | See 3C | | |
| 3♠ | | (6) 7 | -- | 4-10 | See 3C | | |
| 3NT | (x) | -- | -- | Solid minor, can have side bits, but not Ace when UPH | 4C=Pass/Correct; 4D=Asks for shortage | Over 4D: 4H/4S/4N=Short H/S/m; 5m=7222 | |
| 4♣ | | 8 (7) | -- | 7/8 tricks @ vulnerability | 4M=To Play, 4D= Control | | |
| 4♦ | | 8 (7) | -- | See 4C | 4M=To Play | | |
| 4♥ | | 8 (7) | -- | See 4C | New suit=Control | | |
| 4♠ | | 8 (7) | -- | See 4C | New suit=Control | | |
| 4NT | | -- | -- | Both Minors: 6+ / 5+ | 5M=A/Void, Loser in other M; Grand-Slam Try | | |
| 5♣ | | | | | | HIGH LEVEL BIDDING | |
| 5♦ | | | | | | RKCB/Exclusion 0314 (Exclusion must be jump above game) | |
| 5♥ | | | | | | 4N-5N = 2KCs + useful void (one KC plus void jumps to 6C) | |
| 5♠ | | | | | | DEPO/REPO; Jump to 5N = Usually "Pick A Slam" | |
| | | | | | | SPLINTER – Shows a control in any suit that can no longer be bid below game | |
| | | | | | | RKCB: (a) 1N-4m-4M-4N; (b) After 1N-2C-2M, RP must rebid 3oM before 4N | |