


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style, Responses, ½ Level, Reopening)
Style: 1st level can be light
Responses: New Suit = F1; Jump-raise = < INV; Cue = F1
Reopening: 8-14 HCP
INT OVERCALL (2nd/4th Live; Responses, Reopening)
Direct position (2nd): 15-18 HCP with stopper
Responses: Same as over our 1N opening, xfer in their suit shows the 3 other suits
4th position: 11-15 HCP
Responses: Same as after direct 1N overcall
JUMP OVERCALLS (Style, Responses, Unusual NT)
Style VUL = Intermediate NV = Obstructive
Responses: Natural; 2NT = Ogust (Non-Vul)
Unusual NT: 2 lowest unbid suits (If their 1♣ = 2+, 2N = ♦ + ♥)
Reopening: Same
DIRECT and JUMP CUE-BIDS (Style, Responses, Reopening)
Style: 5oM & 5m, 7+ HCP (Michaels)
NB: But if 1♣ = 2+ cards, our 2♣ = Natural, with (1♣) 2♦ = Majors
Responses: Natural Reopening: Same
* 1M (suit) Cue = INV+ with exactly 3-card support
[#5] (1x) 3x = Asks for stop in suit opened (usually holding solid suit)
VS. NT (vs. Strong / Weak; Reopening; PH)
Strong/Weak: 2♣ = Any 1 suit; 2♦ = MM; 2M = NAT + m; 2N = mm vs. strong 3x = natural
vs weak 3x = strong 2 suiter with this suit and higher one
Re-opening: Same Passed Hand: Same
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
Doubles: Takeout - Lebensohl 'fast denies' after dbl W2 in direct seat after 2♦ multi dbl= t/o from spade
Cue bids: 2-suiter
Jumps: Leaping and non leaping Michaels
NT bids: Natural up to 3N (At higher levels: 2-suited hand)
VS. ARTIFICIAL STRONG OPENINGS
DIRECT seat only X=MM; any NT=mm;
ALL others transfer to next suit up ***
(preemptively at higher levels)
OVER OPPONENTS' TAKE OUT DOUBLE
TRANSFERS below 2-of-Opener's (Overcaller's)-suit -- See Note 1 in middle of the far right column of this page ("SPECIAL BIDS ...").

LEADS AND SIGNALS			
OPENING LEADS AND SIGNALS			
Suit	Lead	In Partners' suit	
NT	3rd/5th	3rd/5th	
Subseq	Attitude (Lower = Better)	3rd/5th	
L E A D S			
Lead	Vs. Suit	Vs. NT	
Ace	Asks ATTITUDE in this suit	Same (LOW=Enc)	
King	Asks for COUNT in this suit	Same (LOW=Even) Unbl	
Queen	QJ+; Qx	Same plus AQJx	
Jack	HJ10+; J10+; Jx (No Q)	Same	
10	H109+; 109+, 10x (No J)	Same	
9	98xx; 9x (No T)	Same (but could be J98x)	
Hi-x	Xx; xxXx	JxXx; xXXxx	
Lo-x	xxX; HxX; xxxX; HxxxX	HxxX, HxxxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit: 1 ST	LOW = Enc	LOW = Even #	LOW = Enc
2 ND	LOW = Even #	Suit Preference	Suit Preference
3 RD	Suit Preference		
NT: 1 ST	same	same	same
2 ND			
3 RD			
Signals in trumps: HIGH-LOW can ask for switch or show S/P			
DOUBLES			
TAKEOUT DOUBLES (Style, Responses, Reopening)			
Style: 10+ Hcp & support for unbid suits (specially Ms)			
16+ Hcp any shape			
Responses: 1 ST level = 0-8; Jump = INV; Cue = 11+ HCP			
Reopening: Can be lighter			
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES			
Nearly all Doubles below game are non-penalty			
Support DBL and RDBL (not obligatory with minimum hand)			
Negative DBL **NB: 1m (1♥) DBL shows less than 4 cards in ♠			
Responsive DBL		Competitive DBL	
Lead-directing DBL		Lightner DBL	

WBF Convention Card

Category: Green
NCBO: Croatia
Event: Any
Players: Mladenka Čupić (11032) – Renata Müller (12099)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE:
2/1 GF (but only F1 after immediate competition)
Minimum lengths for 1-level opening bid in a suit: 5♠ 5♥ 4♦ 2♣
VALUATION: Heavy reliance on Losing Trick Count (LTC), with HCP often only a secondary criterion
<i>Throughout this CC, the notation [#X] indicates a cross-reference to section X on the supplementary sheet</i>
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Opening 2♦ / 2♥ / 2♠ = Weak 2 (see other side of page)
Note 1 -- Transfers after: 1x (DBL), and after: (1x) 1y (DBL)
- 1♣ (Dbl) => 1N = to play; RDBL / 1♦ / 1♥ / 1♠ = Transfers
- 1♦ (Dbl) => 1N = to play; RDBL / 1♥ / 1♠ / 2♣ = Transfers
- 1♥ (Dbl) => RDBL / 1♠ / 1N / 2♣ / 2♦ = Transfers [1S => 1N]
- 1♠ (Dbl) => RDBL / 1N / 2♣ / 2♦ / 2♥ = Transfers [XX => 1N]
If our side's first bid is 1M, we can Transfer to a suit -- including partner's -- only with Lead Value. New suit may be just for lead.
If no lead value, we first Transfer to 1N, then bid our target suit.
NB: Transfer => 1N might instead be to place the contract in NT
Responses:
Opener does not accept a Transfer when short in the suit shown
SPECIAL FORCING PASS SEQUENCES
After 2♣ opening, we are forced to 2NT/3M/4m
IMPORTANT NOTES THAT DO NOT FIT ELSEWHERE
(1) 4 th -Suit Forcing, usually to game: when our only fit is a minor, we can stop in 4m if we reject 3N
(2) We open 1M & they overcall: Cue shows exactly 3-card support and INV+ [#11]. If we open 1m, Cue = INV+ with fit of 4+ cards
(3) after opps dbl our artificial suit [#3] & [#4]
(4) vs opps 2 known suits overcall (2NT) [#6]
(5) vs opps 1NT overcall [#7] & [#8]
(6) after our 1NT when opps dbl [#9] and overcall [#10]
PSYCHICS
rare

Opening	Artificial	Min.	Neg. Dble	Description	Response	Subsequent Auction	Passed Hand Bidding
1♣	"no"	2	4♥	(10)11-19 HCP	1♦ = Natural OR <8 HCP without 4-card Major; 2♣=4+♣, 10+; 3♣= Preempt; 3♦/♥/♠= Splinter; single jump in new suit = Nat (6+), Good suit, 9-11; 1N=8-10 HCP, usually no M; 2N = Nat, 10-12 HCP; 3N = Nat, 13-15 HCP	1♣-2♣ 2♦ denies 4 card ♣: [#1]; 1x-1M*-2M* can be 3-card support, now 2NT asks OP for details: 3♣=3 cards, min; 3♦=3 cards, max; 3♥=4 cards, min; 3♠= 4 cards, max; after 1x-1M- 1N we play 2-way Checkback [#15];	
1♦	no	4	4♥	(10)11-19 HCP	same as on 1♣ (except 1N = 6-10HCP; 2♣= GF 5+crds ♣, 7LTC; 2♦= 4+♦,10HCP)	same as on 1♣ (where not illogical)	
1♥	no	5(can be 4 in 3rd seat)	4♦	(10)11-19 HCP	2♣ = a) GF with 2+♣; OR b) 3-card support, INV; 2♥= 6-9 HCP with 3♥; 3♥= mixed raise; 2N = INV+ with 4+ card support; 3♠/4♣/♦= Splinter; 2♦=5+♦, GF; Jump in New-suit=Nat (6+), good suit, 9-11HP; 1N = 6-11HP, NF; 3N= 13-15 HP bal	'Swedish Jacoby' follow-ups [#12]: 2-way 2♣ follow-ups [#13] 2-way GT: Direct=Help; 1st Step=beginns short trial [#14]	2♣ = Reverse Drury
1♠	no	5	4♥	(10)11-19 HCP	Mostly same as 1♥; 1S-2H=Nat GF, 5+cards	same as on 1♥ (where not illogical)	2♣ = Reverse Drury
1NT	no	-	3♠	15-17 HCP, balanced or semi-balanced; can have 5-card M or 6-card m; can include stiff A/K/Q	2♣=Stayman; 2♦/♥/♠/N/4♦/♥=Transfer=>next suit 3♣= INV, 55 mm; 3♦=55 MM, INV+; 3♥/♠= Short here with Hxx in oM and (54) minors; 4♣=Gerber; 4♠/4N = quantitative with/without 44+ mm	Smolen 1N-2♣-2M-3oM= 4 card fit GF-- asks OP to pick a game, OR begins a slam try in the Major	
2♣	yes	0	-	(22) 23+ balanced; OR 16+ and <5 LTC	2♦= No ace, at most one king, <8 HCP; 2N= 2 kings OR 8+HP (no ace); 2♥/2♠/3♣/3=This ace, no other; 3♥/♠/N = 2 aces of the same Colour/Rank/Shape	2♣-2♦-2N=22-23 HCP (semi-)balanced; same shape range as 2N opening; same system as 2N opening; 2♣-2♦-3M = 4 cards in this M and longer ♦ suit	
2♦	no	5	-	6-10 HCP; (5) 6 (7) ♦	2NT= relay (Ogust); 2M = Constructive NF; New suit on 3rd level = F1; game is to play.	Over 2N: 3♣=Min, bad suit; 3♦=Min, good suit; 3♥=Max, bad suit; 3♠=Max, good suit; 3N= AKQ	
2♥	no	5	-	6-10 HCP; (5) 6 (7) ♥	same as on 2♦	same as on 2♦	
2♠	no	5	-	6-10 HCP; (5) 6 (7) ♠	same as on 2♦	same as on 2♦	
2NT	no	-	-	20-21 (22) HCP; same shapes as 1N opening	3♣ = Puppet Stayman; 3♦/3♥/4♦/4♥ = Transfers; 4♠/4N = quantitative with/without 44+ mm; 3♠ = slam try in 1 or both minors[#2]; 4♣=Gerber;	Over 3♣: 3♦ =1~2 four-card Major(s), 3♥=5-card ♥; 3♠= 5-card ♠; 3N= Denies more then 3 cards in either Major	
3♣/♦	no	6	-	3-10 HCP; 6-7 ♣/♦	Natural; new suit F1		
3♥/♠	no	6	-	3-10 HCP; 6-7 ♥/♠	Natural; new suit F1		
3NT	yes	-	-	Solid 7+c in minor, denies side Ace (1st/2nd seat)	4/5♣=P/C; 4♦=asks for shortage	4♥/♠ = shortage in the bid suit, 4NT = no shortage, 5m (Opener's long suit) = shortage in other minor	
4♣	no	(7)8	-	7-8 tricks	Natural	HIGH LEVEL BIDDING	
4♦	no	(7)8	-	7-8 tricks	Natural	CUE-BIDS / CONTROL BIDS SPLINTER RKCB 0314; MINORWOOD; GERBER 0314 QUANTITATIVE 4NT & 5NT (when hand will be played in NT) DOPI / ROPI	
4♥	no	7	-	7-8 tricks	Natural		
4♠	no	7	-	7-8 tricks	Natural		
4NT	yes	-	-	Minor 2-suiter	Natural		
Players: Čupić Mladenka – Müller Renata NCBO: Croatia Last change 06-24							

[#1]		1♣ 2♣
At any point in the auction, 2NT and 3C are NF		
2D	Denies 4(+) Clubs	
2M	Shows stopper here; often lacks other M stopper	
2NT	Minimum with H and S stoppers	
3C	Minimum without stops in Majors	
3D	asking for 4-card M, GF	
2H	4+ Clubs; shows H stop but denies S stop	
2S	4+ Clubs; shows S stop but denies H stop	
2NT	4+ Clubs; minimum with H and S stops	
3C	4+ Clubs; minimum, lacking stops in Majors	
3D/H/S	Splinter	
3NT	4+ Clubs 18-19 HCP with H and S stops	
4C	RKCB 0314 for C	

[#2]		2NT - 3S - 3NT (puppet)
4C	ST (slam try) in D;	4NT/5D to play others accept ST
4D	ST in C	4NT/5C to play others accept ST
4H	5-5+ mm short in H	4NT/5m to play others accept ST
4S	5-5 mm short in S	4NT/5m to play others accept ST

-[#3] After opponents DOUBLE our 4th-Suit-Forcing, or make any other lead-directing DOUBLE in our GF sequence

- RDBL = 2+ cards in Doubled suit but without stopper
- Pass = Stopper or half-stopper; Now partner can ask for proper stopper via REDOUBLE
- 3NT = 2 stoppers
- New-suit Bid = Shortage

-[#4] After opponents DOUBLE artificial suit bid in non-GF sequence

- Bid = System on with stop in Doubled suit
- Pass = Denies stop; then partner's XX = "Tell me more"

-[#5] After (1x), jump-cuebid 3x asks for stopper

-[#6] After opponents overcall 2NT (minors)

- 3C = INV+ with H suit/fit
- 3D = INV+ with S suit/fit
- 3H = competitive, NF with H
- 3S = competitive, NF with S

Same approach after any overcall showing two KNOWN suits

-[#7] After 1m (1N): Same structure as after our 1N opening

-[#8] After 1M* (1N): 2C = 5(+) Diamonds, 4 oM, Doubleton M*
2D = 5-card oM & Doubleton M*

[#9] After opponents DBL our 1NT		
1NT - (X)	XX	1-suiter
	2C	Clubs & another
	2D	Diamonds & M
	2H	Hearts & Spades
	other	system on

[#10] Rubensohl

1NT - (2D) - ??

- DBL : t/o
- 2H/S : to play
- 2NT : transfer to 3C
- 3C : Transfer to opponent's suit -> asks for four card major
- 3D : Transfer to hearts (at least invitational)
- 3H : Transfer to spades (at least invitational)
- 3S : Transfer to 3NT -> Game values but no major suit and no stopper in opponent's suit
- 3NT : To play, help in opponents' suit

Similar menus apply following a natural two-level overcall in any other suit.

-[#11] After 1M (simple overcall in suit) - See also below

- 2NT= INV+ with 4+ cards in support
- Cue = INV+ with 3 cards in support

[#12] 1M - 2NT Swedish Jacoby		
3C = <15 HCP, and/or worse than 6LTC (Still may continue to 4M even if RP shows only INV strength)	3D= INQUIRY GF -- likely slam interest IF facing a proper opener	3H=Double Negative
		3S=Normal opener, with some shortage (3NT now asks where)
3D=15+ bal	3H = single C 3S = single D 3N =single M	3N=Normal opener, Bal
		4C/4D/4H =5-card suit C/D/oM, with 1.5 holes
3H=shortage in C, 6-LTC (or better)		
3S=shortage in D, 6-LTC (or better)		
3N=shortage in M, 6-LTC (or better)		
4C/4D/4H =5-card suit (C/D/OM) with 1.5 holes		
THIS SYSTEM IS «ON» IN ANY SITUATION WHEN WE OPEN 1M and the 2N bidder is an unpassed hand		
(a) When our 1M is an overcall; <u>OR</u> (b) When 2N is bid by PH		
3C	NATURAL	
3D	NATURAL	
3H	Minimum (after 1H) <u>OR</u> 2nd suit (after 1S)	
3S	Minimum (after 1S)	

[#13] 1M*-2C 2WAY		
- 2C is either game forcing with 3+C or INV+ with 3cards support		
2D	artificial, promise at least GT if pd have INV w 3 crd supp	
2M*	F3M*; ask pd to bid 2 way GT	
other	natural, GF and denies 3 cards support in M*	
2oM	not minimum with 4+ cards in oM	
2M*	ANY minimum -signoff if facing INV	
3M*	slam try with 3cards support	
other	GF, natural DENIES 3 cards support	
2N	17-19 HCP balance	
3m(H)	14+HCP (less then 6LTC) and 5 cards in this suit	

[#14] 2way GT (after 1M - 2M)		
1H	2H	
2S= begins short trial	2N=relay	
3C/D/H= short trial in C/D/S		
2N= help suit for S		
3C/D = help suit for C/D		
1S	2S	
2N = begins short trial	3C = relay	
3D/H/S = short trial in D/H/C		
3C/D/H = help suit trial for C/D/H		

[#15] 2 WAY CHECK BACK after 1X (P) 1M (P) 1NT (P)

- 2C forces opener to rebid 2D. Responder passes if weak with long diamonds. All other bids are INVITATIONAL and natural.
- 2D is GAME FORCING checkback. Opener makes the most natural rebid but always shows hearts BEFORE spades. (Only if responder is passed hand 2D is natural and NF)
- 2H and 2S are weak.(Only 1m 1H 1N 2S is GF with 6cH &5cS)
- 2NT is WEAK CLUBS
- 3C is invitational with CLUBS
- 3D, 3H and 3S are natural slam tries.