


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style, Responses, ½ Level, Reopening)
Style: sound style, but can be weak at favorable position - possible 4card overcall at 1-st level with good suit
Responses: new suit is constructive non-forcing; jump in partners' suit is pree; cue is F, Reopening: 8-12 Hcp
1NT OVERCALL (2nd/4th Live; Responses, Reopening)
15 - 18 Hcp. > system on as over 1NT opening
Responses: cue is F, jump is invitational, Lebensohl
Responses: natural
JUMP OVERCALLS (Style, Responses, Unusual NT)
Style: weak jump strength depends on vulnerability, Michaels > (no Hcp limit); 1m - 2♦ > majors, 1M - 2M > other M + undef. M., Responses: natural, jump is pree, cue is forcing, new suit is F1
Unusual notrump: 1M > 2NT > minors, 1m - 2NT > other minor + undef. Major
Reopening:
DIRECT and JUMP CUE BIDS (Style, Responses, Reopening)
Style: direct cue is Michaels, no Hcp limit; jump cue is asking for stopper with solid m suit to play in NT
Responses:
Reopening:
VS. NT (vs. Strong / Weak; Reopening; PH)
- 2♣ = both Majors, 2♦♥♠ = natural
- 2NT = minors
- dbl is strong
Passed Hand: same
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
Doubles: take out up to 4♦
Cue bids: primarily asking for stopper in the first distance Overcalls: from 8+ and 5+ cards, depends on vulnerability - NF
NT bids: natural 15 - 18 with stopper, 3NT to play
VS. ARTIFICIAL STRONG OPENINGS
Michaels cue-bid or unusual NT at favorable position, natural,
OVER OPPONENTS' TAKE OUT DOUBLE
Rdbl is 10+, penalty oriented in general no fit for partners suit

LEADS AND SIGNALS
OPENING LEADS AND SIGNALS
Lead In Partners' suit
Suit small card promises honor small card promises honor
NT small card promises honor small card promises honor
Subseq attitude attitude
Other:
LEADS
Lead Vs. Suit Vs. NT
Ace AK+ AK+
King AKxxx, KQ+, KQ109, AK109
Queen QJ+, QJ10+, AQJ+
Jack J10+, J denies J10+, J denies,
10 109+, 10x, HJ10+, 109+, H109+,
9 987, 9x, Q109, 987, H109,
Hi-x Xx top of nothing
Lo-x xxx /mud/ top of nothing
SIGNALS IN ORDER OF PRIORITY
Partner's Lead Declarer's Lead Discarding
Suit: 1 ST attitude count attitude
2 ND count suit prefer. count
3 RD suit prefer. suit prefer.
NT: 1 ST count count attitude
2 ND attitude count count
3 RD suit prefer. suit prefer.
Signals (including Trump suit) standard count high/low = even - attitude: high = encouraging, suit prefer = high for higher suit
DOUBLES
TAKEOUT DOUBLES (Style, Responses, Reopening)
Style: 10+ Hcp & support for unbid suits (specially Ms) 16+ Hcp any shape
Responses: 1 ST level is 0-7, jump is invitational 8 - 10, cue is 11+ Hcp no stopper, NT= 11+Hcp with stopper
Reopening: can be lighter
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES
- negative dbl

WBFC Convention Card

Category:
NCBO: Bridge zveza Slovenije
Event: ALL EVENTS
Players: SIMON MARŽIČ, MARIJAN ŠTIMAC 2021
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE:
1♣ = 12-20, any F1
1♦ = 4+c. limited 12-15 Hcp
5c M = limited 12-15 Hcp, 1NT response is forcing
2♣ = strong
2♦ = weak 1M or 20-22 balanced
2♥♠ = weak 5 c.+ any other 4-card color
Preemptive on level 3, 6+ card colors
1 NT Openings: 12-15, possibly 5c. Major if 5332
2 over 1 Response: usually 5+ c., NF
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Openings:
2♣ = game forcing, strong 23+ or max 4 losers
2♦ = multi, weak 6c. in ♥ or ♠ or 20-22 NT
2♥/♠ = weak 5 c.+ any other color 4+
2NT = weak with both minors 5+5, 6-11 hcp
3 any color = 6+ cards weak
3 NT = AKQxxxx in m with max. Q in other suit
Responses:
1 NT - forcing on any color
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES THAT DOES NOT FIT ELSEWHERE
Psychics: rare

Opening	Artificial	Min.	Neg. double	Description	Response	Subsequent Auction	Passed Hand Bidding
1♣	yes	0	3♠	12-20 Hcp, F1, any distribution	1♦ = 0-10 Hcp, F1; 1♥♠ = 5c. suit 7-10 Hcp. NF; 1NT = 11+ Hcp. F to 2NT; 2♣ = both M 5+5; 2♦♥♠ = trsf. to 2♥♠ 3♦ (6+); 2NT = minors 5+; 3♣ = 6+♣	1♥ art = F1, 4441 (5440) any or 16-20 balanced; 1♠ art = F1, 5+minor + 4+any 12-20; 1NT = 16-18; 2♣ = 6+ 12-15; jump in color = 16+, natural, NF, 5+ cards; double jump = natural 16+ 5+cards, 8+tricks; 4♣ = Gerber asking aces	Same
1♦	no	4	3♠	12-15 Hcp, NF	1NT = 11+ Hcp, F1; 1♥, ♠, 2♣ = 4+ cards, 7-10 Hcp, NF; jump in new color weak; 2♦ = 7-10, 4+♦; 3♦ = weak	After 1NT: 2♣♥♠ = other suit; 2NT = 5♦332	Same
1♥	no	5	3♠	12-15 Hcp, NF	1NT = 11+ Hcp. F1; 1♠ = 4+ cards 7-10 Hcp NF; 2♣, 2♦ = 5+ cards 7-10 Hcp NF; 2♥ = 7-10, 3+ sup; 3♣ = 4c. supp, 7-9; 3♦ = 4c. supp 10-11; 3♥ = 4c. supp, 0-6; 2NT Jacoby	After 1NT: 2♣♦♠ = other suit; 2♥ = 6+ cards; 2NT = 5♥332	Same
1♠	no	5	3♥	12-15 Hcp, NF	same as on 1♥, only 1NT also 8+ with 4♥; 2♥ = 7-10 NF	After 1NT: 2♣♦♥ = other suit; 2♠ = 6+ cards; 2NT = 5♠332	Same
1NT	no	-	-	12-15 Hcp, possibly 5c. Major if 5332	NF Stayman; transfers 2♦♥♠ to 2♥♠, 3♣; 3♣ = 6+♣ 0-5; 2NT = 10-12 Hcp invite		
2♣	yes	0	-	game forcing, ace asking, 23+ or max. 4 losers	2♦ = 0 aces; 2♥♠, 3♣♦ = this ace; 2NT = 8+ or 2Kings; 3♥ = 2 aces, same color, range; 3♠ = 2 aces different; level 4 = 3 aces, not this color	Colors natural; 4♣ = Kings asking (0, 1, 2, 3); 2NT = 23-24 Hcp, NF	
2♦	yes	-	-	6-11 weak or 20-22 NT	2NT = F1; 2♥ = p/c; 2♠ = 5+♥, max single ♠ NF; 3♣♦ = 5+ color 12+ Hcp. F1	After 2NT: 3♣ = max♥; 3♦ = max♠; 3♥ = min♥; 3♠ = min♠; 3NT = 20-22 balanced, system on	
2♥	no	5+4+	-	6-11 weak ♥ + any	2♠ = 5+ color NF; 2NT = F1; 3♥ = NF		
2♠	no	5+4+	-	6-11 weak ♠ + any	2NT = F1; 3 any other 6+ NF; 3♠ = NF		
2NT	yes	5+5+	-	6-11 weak both minors	3♣♦ NF; 3♥♠ F1; 3NT to play		
3♣	no	6	-	6-11 Hcp; 6+ ♣	natural, new suit is F1; 3NT to play; 4♣ Gerber		
3♦	no	7	-	6-11 Hcp; 7+ ♦	natural, new suit is F1; 3NT to play; 4♣ Gerber		
3♥	no	7	-	6-11 Hcp; 7+ ♥	natural, new suit is F1; 3NT to play; 4♣ Gerber		
3♠	no	7	-	6-11 Hcp; 7+ ♠	natural, 3NT to play; 4♣ Gerber		
3NT	yes	7	-	AKQxxxx in m, max Q outside	4♣ = p/c; 5♣ = p/c; new M to play		
4♣	no	8	-	7-8 tricks	natural	HIGH LEVEL BIDDING CUE JACOBY GERBER (5 aces), level 5 new color asking features (responses: 0/ Q/ K/ KQ/ single-void) BLACKWOOD 03/14 (4 aces), DOPI, ROPI	
4♦	no	8	7-8 tricks	natural			
4♥	no	8	7-8 tricks	natural			
4♠	no	8	7-8 tricks	natural			