


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS		WBFC Convention Car 																												
OVERCALLS (Style, Responses, ½ Level, Reopening)		OPENING LEADS AND SIGNALS																														
Style: sound style, but can be weak at favorable position - possible 4card overcall at 1-st level with good suit		<table border="1"> <tr> <th>Lead</th> <th>In Partners' suit</th> </tr> <tr> <td>Suit small card promises honor</td> <td>small card promises honor</td> </tr> <tr> <td>NT small card promises honor</td> <td>small card promises honor</td> </tr> </table>		Lead	In Partners' suit	Suit small card promises honor	small card promises honor	NT small card promises honor	small card promises honor	Category:																						
Lead	In Partners' suit																															
Suit small card promises honor	small card promises honor																															
NT small card promises honor	small card promises honor																															
Responses: new suit is constructive non-forcing; jump in partners' suit is pree; cue is F, Reopening: 8-12 Hcp				NCBO: Bridge zveza Slovenije																												
INT OVERCALL (2nd /4th Live; Responses, Reopening)		<table border="1"> <tr> <th>Subseq</th> <th>attitude</th> <th>attitude</th> </tr> <tr> <td></td> <td></td> <td></td> </tr> </table>		Subseq	attitude	attitude				Event: ALL EVENTS																						
Subseq	attitude	attitude																														
15 - 18 Hcp. > system on as over INT opening		Other:		Players: SIMON MARŽIČ, MARIJAN ŠTIMAC 2022																												
				SYSTEM SUMMARY																												
Responses: cue is F, jump is invitational, Lebensohl		LEADS		GENERAL APPROACH AND STYLE:																												
Responses: natural		<table border="1"> <tr> <th>Lead</th> <th>Vs. Suit</th> <th>Vs. NT</th> </tr> <tr> <td>Ace</td> <td>AK+</td> <td>AK+</td> </tr> <tr> <td>King</td> <td>AKxxx, KQ+,</td> <td>KQ109, AK109</td> </tr> <tr> <td>Queen</td> <td>QJ+,</td> <td>QJ10+, AQJ+</td> </tr> <tr> <td>Jack</td> <td>J10+, J denies</td> <td>J10+, J denies,</td> </tr> <tr> <td>10</td> <td>109+, 10x, HJ10+,</td> <td>109+, H109+,</td> </tr> <tr> <td>9</td> <td>987, 9x, Q109,</td> <td>987, H109,</td> </tr> <tr> <td>Hi-x</td> <td>Xx</td> <td>top of nothing</td> </tr> <tr> <td>Lo-x</td> <td>xxx /mud/</td> <td>top of nothing</td> </tr> </table>		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	1♣ = 12-20, any F1	
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JUMP OVERCALLS (Style, Responses, Unusual NT)				1♦ = 4+c. limited 12-15 Hcp																												
Style: weak jump strength depends on vulnerability, Michaels >				5c M = limited 12-15 Hcp, 1NT response is forcing																												
(no Hcp limit); 1m - 2♦ = majors, 1M - 2M = other M + undef. M.				2♣ = strong																												
Responses: natural, jump is pree, cue is forcing, new suit is F1				2♦ = weak 1M or 20-22 balanced																												
Unusual notrump: 1M - 2NT = minors				2♥/♠ = weak 5 c.+ any other 4+card color																												
1m - 2NT = hearts + undef. minor				Preemptive on level 3, 6+ card colors																												
Reopening:				1 NT Openings: 12-15, possibly 5c. Major if 5332																												
				2 over 1 Response: usually 5+ c., NF																												
DIRECT and JUMP CUE BIDS (Style, Responses, Reopening)		SIGNALS IN ORDER OF PRIORITY		SPECIAL BIDS THAT MAY REQUIRE DEFENCE																												
Style: direct cue is Michaels, no Hcp limit; jump cue is asking for stopper with solid m suit to play in NT		<table border="1"> <tr> <th>Partner's Lead</th> <th>Declarer's Lead</th> <th>Discarding</th> </tr> <tr> <td>Suit: 1ST attitude</td> <td>count</td> <td>attitude</td> </tr> <tr> <td>2ND count</td> <td>suit prefer.</td> <td>count</td> </tr> <tr> <td>3RD suit prefer.</td> <td></td> <td>suit prefer.</td> </tr> <tr> <td>NT: 1ST count</td> <td>count</td> <td>attitude</td> </tr> <tr> <td>2ND attitude</td> <td></td> <td>count</td> </tr> <tr> <td>3RD suit prefer.</td> <td></td> <td>suit prefer.</td> </tr> </table>		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	3 RD suit prefer.		suit prefer.	Openings:							
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Responses:				2♣ = game forcing, strong 23+ or max 4 losers																												
Reopening:				2♦ = multi, weak 6c. in ♥ or ♠ or 20-22 NT																												
VS. NT (vs. Strong / Weak; Reopening; PH)				2♥/♠ = weak 5 c.+ any other color 4+																												
- 2♣ = both Majors, 2♦♥♠ = natural				2NT = weak with both minors 5+5, 6-11 hcp																												
- 2NT = minors				3 any color = 6+ cards weak																												
- dbl is strong				3 NT = AKQxxxx in m with max. Q in other suit																												
Passed Hand: same		<table border="1"> <tr> <th>Partner's Lead</th> <th>Declarer's Lead</th> <th>Discarding</th> </tr> <tr> <td>Suit: 1ST attitude</td> <td>count</td> <td>attitude</td> </tr> <tr> <td>2ND count</td> <td>suit prefer.</td> <td>count</td> </tr> <tr> <td>3RD suit prefer.</td> <td></td> <td>suit prefer.</td> </tr> <tr> <td>NT: 1ST count</td> <td>count</td> <td>attitude</td> </tr> <tr> <td>2ND attitude</td> <td></td> <td>count</td> </tr> <tr> <td>3RD suit prefer.</td> <td></td> <td>suit prefer.</td> </tr> </table>		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	3 RD suit prefer.		suit prefer.	Responses:							
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		Signals (including Trump suit) standard count high/low = even		1 NT – forcing on any color																												
		- attitude: high = encouraging, suit prefer = high for higher suit																														
		DOUBLES																														
				SPECIAL FORCING PASS SEQUENCES																												
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)		TAKEOUT DOUBLES (Style, Responses, Reopening)																														
Doubles: take out up to 4♦		Style: 10+ Hcp & support for unbid suits (specially Ms)																														
Cue bids: primarily asking for stopper in the first distance		16+ Hcp any shape																														
Overcalls: from 8+ and 5+ cards, depends on vulnerability – NF		Responses: 1 ST level is 0-7, jump is invitational 8 - 10, cue is 11+ Hcp no stopper, NT= 11+Hcp with stopper																														
NT bids: natural 15 – 18 with stopper, 3NT to play		Reopening: can be lighter		IMPORTANT NOTES THAT DOES NOT FIT ELSEWHERE																												
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES																														
Michaels cue-bid or unusual NT at favorable position, natural,																																
		negative dbl		Psychics: rare																												
OVER OPPONENTS' TAKE OUT DOUBLE																																
Rdbble is 10+, penalty oriented in general no fit for partners suit																																

Opening	Artificial	Min.	Neg. double	Description	Response	Subsequent Auction	Passed Hand Bidding
1♣	yes	0	3♠	(11)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♠	(11)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♠	(11)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♥	(11)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, 23+ or max. 4 losers	2♦ = waiting; 2♥♠, 3♣♦ = good 5+ c. suit with 2 honors; 2NT = 8+ Hcp	4♣ = Gerber	
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; 6+ ♦	natural, new suit is F1; 3NT to play; 4♣ Gerber		
3♥	no	7	-	6-11 Hcp; 6+ ♥	natural, new suit is F1; 3NT to play; 4♣ Gerber		
3♠	no	7	-	6-11 Hcp; 6+ ♠	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			