

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style, Responses, ½ Level, Reopening)</b>
Style: standard when (semi)balanced; light with shape
Responses: new suit is F1, jump cue=mixed raise
Cue=good raise;
Reopening: similar
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses, Reopening)</b>
2 <sup>nd</sup> position: (14 <sup>+</sup> )15-17 (18) balanced hand
Responses: system on
4 <sup>th</sup> position: 10-14 Hcp
<b>JUMP OVERCALLS (Style, Responses, Unusual NT)</b>
Style: nv: natural Weak, 0-9
Vul: intermediate [11-14] level2 [14-16] level3; (single jumps)
Responses: transfers (2NT and 3 <sup>rd</sup> level); 2M is natural
Unusual notrump: jump to 2NT or 4NT is two suiter – two lowest unbid suits
Reopening: Stronger 10-14 Hcp; (5)6+ cards
<b>DIRECT and JUMP CUE BIDS (Style, Resp., Reopening)</b>
Style: Michaels (unlimited); jump cue shows solid suit and asks for stopper (over 1M)
Responses: Nat.-new suit is F, 3NT is to-play, cue & 2NT F.
Reopening: Michaels
<b>VS. NT (vs. Strong / Weak; Reopening; PH)</b>
Strong & Weak: multi landy
Dbl is points over weak, 5M4m over strong NT
Reopening: same; dbl is points
Passed Hand: same; dbl is 4M5m
<b>VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)</b>
Doubles: take out
Cue bids: majors over minor pree; stop ask over major pree
Jumps: leaping Michaels (5M-5m)
NT bids: natural / minors
Non leaping Michaels
<b>VS. ARTIFICIAL STRONG OPENINGS</b>
vs artif 1♣: 1♦ - minors, dbl – majors; 1NT - 5-5 M/m other bids – natural wide range
<b>OVER OPPONENTS' TAKE OUT DOUBLE</b>
natural

LEADS AND SIGNALS			
OPENING LEADS AND SIGNALS			
Suit	Lead	In Partners' suit	
Suit	3 <sup>rd</sup> /low (count)	3 <sup>rd</sup> /low (count)	
NT	Att	3 <sup>rd</sup> /low (count))	
Subseq	Att / count	Att / count	
Other:			
LEADS			
Lead	vs. Suit	vs. NT	
Ace	AKQ(+); AKJ(+); AK(+);Ax	AKQx+; AKJx+; Ax	
King	AK; KQJ(+); KQ(+); Kx	KQ10x; Kx	
Queen	QJx(+); QJ; Qx	AQJx; QJ9x; QJx; KQT9x	
Jack	J10(+); Jx; KJ10(+)	HJ10x; J108x; J10x; Jx	
10	109x; 10x; K109(+);Q109(+)	H109x; 109x; 10x	
9	98xx, 9x	98xx, 9xx, 9x	
Hi-x	Xx, xXxx, HxXx	xx(+)	
Lo-x	xxX, HxX, xxxX, HxxxX	Hx(+)	
SIGNALS IN ORDER OF PRIORITY			
Suit:1 <sup>ST</sup>	Partner's Lead	Declarer's Lead	Discarding
2 <sup>ND</sup>	Enc	Cnt	SP
3 <sup>RD</sup>	Cnt	SP	
NT: 1 <sup>ST</sup>	SP		
2 <sup>ND</sup>	Enc	Cnt	SP
3 <sup>RD</sup>	Cnt	SP	
	SP		
UDCA, Cnt – (Hi is Even), SP – Suit preference (natural)			
Enc = (Lo is enc)			
Signals (including Trump suit): suit preference.			
DOUBLES			
TAKEOUT DOUBLES (Style, Responses, Reopening)			
Style: 10+ Hcp & support for unbid suits (especially Ms) or very strong			
Responses: natural			
Reopening: same			
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES			
Support double up to 2♥ (Majors only),			
Maximum overcall dbl, Dopi, Ropi			
sometimes dbl is inv to 4M, competitive and cooperative double			

WBF Convention Card	
Category:	Green
NCBO:	
Event:	All Events
Players:	Marina Pilipović & Metod Gantar
<b>2over1</b>	
GENERAL APPROACH AND STYLE:	
Natural system, 2 over 1 GF	
1♣ any balanced (5♦332), 1♦4♦+, unbalanced 1 <sup>st</sup> and 2 <sup>nd</sup>	
1NT response over 1M is semi-forcing	
2♦ = both majors	
4 <sup>th</sup> suit forcing to game	
Gazzilli over 1M-1NT and 1♥-1♠	
1NT opening: (14)15-17 Hcp	
2 over 1 Response: GF	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Openings:	
2♣ = GF strong	
2♦ = both majors	
2♥ and 2♠ = weak two 3-10	
Responses:	
transfers after weak 2M	
SPECIAL FORCING PASS SEQUENCES	
only when it is very clear that hand belongs to us	
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
Psychics: rare	



Opening	Artificial	Min.	Neg. Double	Description	Response	Subsequent Auction	Passed Hand Bidding
1♣	no	2	5♦	[10-22] natural any balanced 11-14, 18-19	1♣-2♣ FG, 4♣+ 1♣-2♦/♥/♠ w2	1♣-1X-1Y=unbalanced; 1♣-1♦/♥-1NT=11-14 bal; can have 4♠ 1♣-1X-1NT-2♣ = puppet to 2♦ (to play or any inv) 1♣-1X-1NT-2♦ = any GF(not 5-5) 1♣-1X-1NT-2NT = puppet to 3♣ (to play or 5-5GF)	
1♦	no	4	5♣	[10-22] Natural	1♦-2♦ FG; 1♦-3♣ 10-12, 4♦+, 1♦-3♦ 6-9, 4♦+ 1♦-2♥♠ w2	Similar as after 1♣	
1♥	no	5	5♦	[10-22] Natural	1NT=SF; 2♣=GF, 4♣+; 2♦=5♦+ GF 2 NT= 4+♥ (inv+); 3♣=4+♥ [6-9]; 3♦=3♥ [10-12]; 3♠/4♣/4♦ = splinter 10-14 hp; 3♥=pree	1♥-1♠/NT-2♣ = gazzilli (4♣ or 17+ any) 1♥-1♠/NT-3m = 5-5 [14-15] 1♥-2NT-3♣ = [10-14] any, (other bids show 16+)	
1♠	no	5	5♦	[10-21]	similar as 1♥,		
1NT	no	-	5♦	[(14)15-17] 5c M possible	2♣=stayman; 2♦/2♥=trf; 2♠=asking for range or 55♣♦ FG, 2NT=INV+, 6♣+; 3♣=INV+, 6♦+; 3♦=55♥♠+ INV or ST		
2♣	yes	0	5♦	GF	2♦=waiting; 2M/3m=HHxxx(x)		
2♦	yes	0	-	[5-4+] majors; 3-10 Hcp	2♥/♠=to play; 2NT=ask; 3♥/♠=pree		
2♥	no	5-6		Weak two; 3-10 Hcp	Transfers; 2♠=♠; 2NT=♣; 3♣=♦ 3♦=inv+♥; 3♥=pree;		
2♠	no	5-6		Weak two; 3-10 Hcp	Analogous as over 2♥		
2NT	no	-	-	20-22	3♣=Stayman vulgaris; 3♠=minors		
3♣	no	5	-	Weak three	natural, new suit is F1; 4♦ = RKC		
3♦	no	6	-	Weak three	natural, new suit is F1; 4♣ = optional RKC		
3♥	no	6	-	Weak three	natural, new suit is F1; 4♣ = optional RKC		
3♠	no	6	-	Weak three	natural, new suit is F1; 4♣ = optional RKC		
3NT	yes	-	-	Gambling			
4X	no	6	-		natural	<b>HIGH LEVEL BIDDING</b>	
					RKC 14//30//2noQ//2+Q//even+void//odd+void in suit bid DOP1 & ROP1; 1 <sup>st</sup> step 2-Q, 2 <sup>nd</sup> step 2+Q; Exclusion RKC 03-14-2no!-2Q 1st step asks for trump Queen suit on level 6 is choice of game or invitational on grand slam depending on situation		