


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS		WBFC Convention Card	
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		Lead	In Partners' suit	NCBO: Bridge zveza Slovenije	
		Suit small card promises honor	small card promises honor	Event: ALL EVENTS	
Responses: new suit is constructive non-forcing; jump in partners' suit is pree; cue is F, Reopening: 8-12 Hcp		NT small card promises honor	small card promises honor	Players: MARIJAN ŠTIMAC, SIMON MARŽIČ	
INT OVERCALL (2nd /4th Live; Responses, Reopening)		Subseq attitude	attitude		
15 - 18 Hcp. > system on as over 1NT opening		Other:			
Responses: cue is F, jump is invitational, Lebensohl		L E A D S			
Responses: natural		Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE:
		Ace	AK+	AK+	1♣ = 12, any F1
		King	AKxxx, KQ+,	KQ109, AK109	1♦ = 4+c. limited 8-15 Hcp
JUMP OVERCALLS (Style, Responses, Unusual NT)		Queen	QJ+,	QJ10+, AQJ+	5c M = limited 12-15 Hcp, 1NT response is forcing
Style: weak jump strength depends on vulnerability, Michaels > (no Hcp limit); 1m - 2♦ = majors, 1M - 2M = other M + undef. M.		Jack	J10+, J denies	J10+, J denies,	2♣ = weak, 6+ ♣
		10	109+, 10x, HJ10+,	109+, H109+,	2♦ = weak 1M or 20-22 balanced
Responses: natural, jump is pree, cue is forcing, new suit is F1		9	987, 9x, Q109,	987, H109,	2♥♠ = weak 5 c.+ any other 4+card color
Unusual notrump: 1M - 2NT = minors		Hi-x	Xx	top of nothing	Preemptive on level 3, 6+ card colors
1m - 2NT = hearts + undef. minor		Lo-x	xxx /mud/	top of nothing	1 NT Openings: (12) 13-15, very rare 5c major
Reopening:					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		Partner's Lead	Declarer's Lead	Discarding	Openings:
		Suit:1 ST attitude	count	attitude	2♦ = multi, weak 6c. in ♥ or ♠ or 20-22 NT
		2 ND count	suit prefer.	count	2♥/♠ = weak 5 c.+ any other color 4+
Responses:		3 RD suit prefer.		suit prefer.	2NT = weak with both minors 5+5, 6-11 hcp
Reopening:		NT: 1 ST count	count	attitude	3 any color = 6+ cards weak
		2 ND attitude		count	3 NT = AKQxxx in m with max. Q in other suit
VS. NT (vs. Strong / Weak; Reopening; PH)		3 RD suit prefer.		suit prefer.	2♣ = weak, 6+ ♣
- 2♣ = both Majors, 2♦♥♠ = natural					
- 2NT = minors					Responses:
- dbl is strong		Signals (including Trump suit)	standard count high/low = even		1 NT - forcing on any color
Passed Hand: same		- attitude: high = encouraging, suit prefer = high for higher suit			
		DOUBLES			
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)		TAKEOUT DOUBLES (Style, Responses, Reopening)			SPECIAL FORCING PASS SEQUENCES
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					
Rdbl 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+ Hcp, F1, any distribution	1♦ = 0-10 Hcp, F1; 1♥ = 5♠, 7-10 Hcp; 1♠ = 5♥, 7-10 Hcp; 1NT = 11+ Hcp. F to 2NT; 2♣ = both M 5+5; 2♦♥♠ = trsf. to 2♥♠ 3♦ (6+); 2NT = minors 5+; 3♣ = 6+♣	After 1♦ ; 1♥ art = F1, 4441 (5440) any, 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; 2NT = 19 Hcp; after 1♥ ; 1♠ NF, 1NT 12-15, 2♣ = 6+ 12-15; jump in color = 16+, natural, NF, 5+ cards; double jump = natural 16+ 5+cards, 2NT 16-18, 3NT 19; after 1♠ ; 2♥ is to play NF, other same as after 1♥	Same
1♦	yes	4	3♠	8-15 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 1♦♥♠, 2♣: 2♦ = 6-11, other suit = 12-15 After 1NT: 2♣♥♠ = other suit; 2♦ = 6+ cards, 6-11; 2NT = 5♦332; 3♦ = 6+ cards, 12-15	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	-	-	13-15 Hcp, possibly 5c. Major if 5332	NF Stayman; transfers 2♦♥♠ to 2♥♠, 3♣; 3♣ = 6+♣ 0-5; 2NT = 10-12 Hcp invite		
2♣	no	6	-	6-11 weak	2NT = F1, 2♦♥♠, 3♣ NF	4♣ = Gerber	
2♦	yes	-	-	6-11 weak in M or 20-22 NT, F1	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+ cards	natural, new suit is F1; 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	<p style="text-align: center;">HIGH LEVEL BIDDING</p> GERBER (5 aces; 0-3 / 1-4/ 2 no Q, 2+Q, 5suit = 2A + Q + KQ in this suit, 5 in trump suit = 2A + Q + 2K) level 5 new color asking features (responses: 0/ Q/ K/ KQ/ single-void) BLACKWOOD 03/14 (4 aces), DOPI, ROPI	