

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Style: natural, at level 1 can be light and 4 cards possible, at level 2 sound
Responses: jump in partners' suit is invitational; cue is F1 new suit is constructive; jump cue = asking for stopper;
Jump new suit is F1, good 1 suiter
Reopening: (9)10-13 (14) HCP, natural
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd position: 14-18 HCP & 1,5 stopper
Responses: after 1M 1NT cue is Stayman,, other natural after 1m 1NT same as after 1NT opening
4th position: (9)10-13(14) HCP, stopper is not necessary
Responses: natural
JUMP OVERCALLS (Style; Responses; Unusual NT)
Style: one suit: weak (not-vul), intermediate (vul)
two suiters: 1♥/♠ - 3♣ = other M + ♦; 1♥/♠ - 2♥/♠ = ♠/♥ + ♣
Unusual notrump: two lowest unbid suit
Reopen: 1 suiter w good opening values
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Style: direct cue is two suiter, weak or strong
jump cue asks for stopper with solid m suit to play in NT
Responses: natural, jump is invitational, cue is F1, new suit is F1
Reopening: usually stronger
VS. NT (vs. Strong/Weak; Reopening; PH)
Vs. strong NT: dbl= penalty; 2♣ = ♥ + ♠; 2♦ = 1M, 2♥/♠ = 5c ♥/♠ + 4c m; 2NT = ms
Vs. weak NT : dbl= penalty; 2♣ = Ms; suit=> transfers
Reopening: same only Dble is lighter (12+ HCP)
Passed Hand: dbl=ms, other like vs. weak NT
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Doubles: take out over W2s & over pree , (Lebensohl)
Cue bids: primary asks for stopper, on 4 th level 2 suiter
Jumps: long solid suit asks partner to bid a game with some values
NT bids: natural, jump to 4 NT is two suiter: two lowest unbid suits
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Dbl = M's, 1(2)NT = m's, other is natural, can be very light if it is NV vs. V
OVER OPPONENTS' TAKEOUT DOUBLE
level 1 is F1, level 2 is NF,
Rdble is F2NT 10+HCP without support after M,
2NT is invitational+ with support after M opening

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd / 5 th	3 rd / 5 th	
NT	small shows interest	3 rd / 5 th	
Subsequent	same	same	
Other: vs. NT K asks for unblocking (count) and A for attitude; on 5+level and against 3+ pree K asks for count and A for attitude			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKQ(+);AKJ(+); AKx(+);A(x)	AKx(+);A(x)	
King	AK; KQJ(+); KQ(+); K(x)	AKQ(x); AKJ(x); KQ10(x); Kx	
Queen	QJx(+); Qx	AQJ(x); KQ(x); QJ10(x); QJ9(x)	
Jack	J10(+); Jx; KJ10(+); AJ10(+)	J108(+); J10x; Jx,	
10	109x; 10x; K109(+); Q109(+)	HJ10(+); 109(x), 10x	
9	9(x)	H109(+); HJ9(+); 98+; 9x	
Hi-X	xXxx; Xx; HxXx	Xx(+)	
Lo-X	xxXxX; xxX; HxX; HxxxX	Hxx(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	odd is Enc (small)	SP	odd is Enc
Suit 2	SP	Hi/Lo = Even(rare)	Hi/Lo = Even (rare)
3	Hi/Lo =Even		
1	odd & small is Enc	SP	SP (Lavinthal)
NT 2	SP	Hi/Lo = Even (rare)	odd is E, shows entry
3	Hi/Lo =Even		Hi/Lo = Even (rare)
Signals (including Trumps): 2 nd /4 th only when important and Hi/Lo			
in trumps can also mean: "Attention! I have something to cash!"			
Signals in NT: reverse Smith echo (small= continue w leading suit)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Style: 10+ HCP & support for unbid suits (specially Ms)			
18+ HCP «any» shape			
Responses: 1 ST level is 0-8, jump is invitational, cue is 11+ HCP			
Reopening: can be lighter			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative, Responsive, Optional, Maximal overcall, Competitive, Lightner			
Double over two suiter shows interest for penalty dbl at least 1 suit			
1 trick double against slam contracts			
PODI – PORI			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Croatia
PLAYERS: Renata Müller Izvorka Petrović
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 CARDS MAJOR; 1 NT response is NF
1 ♣ - 2 cards possible
Serious opening bids and overcalls,
Frequent low level penalty doubles
System allows +/- one card; +/- 1-2 HCP
1 NT Openings: 15-17 HCP
2 over 1 Response: 10+HCP, promises rebid
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Openings:
1 ♣ - can be 2 cards
2 ♣ - FG, Aces answers
2 ♦ - weak in M
2♥/♠ - semi forcing
3 NT – gambling AKQxxxx in m
4 NT – ms two suiter
Overcalls:
CBEX- (5-5(4), weak or strong):
1♣ (2- crds)/♦ -2♦ =♠ + ♥; 2(3)♣ = natural, suit
1♣ (3+cards) - 2♣ = M's; 2NT=♦ +♥; 3♣=♦ +♠
1♥/♠ - 2♥/♠ = ♠/♥ + ♣
or 1♥/♠ - 3♣=♠/♥ + ♦
Jump overcall in 2M is weak (NV) or intermediate (V)
SPECIAL FORCING PASS SEQUENCES
Usual slam try in competitive bids.
When pass is forcing, the bid is weaker then pass before bid
IMPORTANT NOTES
4 th suit forcing one round
PSYCHICS: sometimes

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	NCBO: CROATIA				Players: MÜLLER Renata & PETROVIĆ Izvorka	
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING		
1♣	no	2	4♥	11-21 HCP	1♦ is not necessary a suit; 1♣ - 1M: may have longer ♦ 1 NT = 8-10 HCP, us no 4 card M 2 NT = 13-15 HCP, 3♣ = 13-15 w 4+cards supp, 2♥/2♠ & 2♦ = strong 16-18HCP, good suit 2♣ = 6-9 HCP ; 3♦/♥/♠ = Splinter	1m p 1M p 3NT= 4c M and 18-19 bal 1m p 1M p 4m= 5m +4M 2-2 1♣ p 1M p 2♣ p 2♦=relay, F1	1♣ 1♦ 1M= can be 4 cards 1m 1♥ 1♠=5cards, F1 After pass all jump is inv (jump in 2M= 6c+4c in o M) After dbl jump is weak		
1♦	no	4	4♥	11 – 21 HCP; may have 4c♦ And 5c♣	Same as on 1♣	Same as above	After overcall all jump is inv		
1♥	no	5	4♦	11-21 HCP	2♥=6-9HCP; 3♥= 13-15 4c supp; 2NT= 13-15 bal Jump in new suit =16-18, good suit, slamish 3 NT (♠) / 4♣ / 4♦ = splinter, 10-12 HCP; 3♠ = splinter in any suit, 13-15 HCP	1♥ p 2♥ p 2NT = trial bid, asks for values 1♥ p 2♥ p new suit= shortness	After pass Drury (reverse) 3m= singleton w supp, 9-11 4m = void w supp, 9-11		
1♠	no	5	4♥	11 – 21 HCP	Same as on 1♥ (3NT=13.15 Splinter)	Same as above			
INT	no		-	15-17 HCP bal, may have 5cM or 6cm, may have singleton A or K	2♣: Stayman NF; 2♦/♥/♠, 4♦/♥: transfers; 3♣/♦/♥/♠ is slamish looking for fit, 4♣: Gerber, 4♠ = quantitative w 4-4 ms	1NT p 2♣ p any p 3♣=asking 1NT p 2♠ p 2NT: at least Kx in both ms 1NT p 2♣ p 2♦ p 2♥/♠=NF, less then 8 HCP	After overcall Lebensohl		
2♣	yes	0	-	GF any suit or 22+HCP bal or any hand with 4,5 & less losing tricks	2♦ = less than 7 HCP & no ace & no 2 kings 2 NT = 8+ HCP & no ace, (can be only 2 kings) 2♥/♠(3♣/♦): 1M(m) Ace w/without values (1K or 2Q)	Stayman and transfers after 2(3)NT rebid			
2♦	yes	6	-	weak in one mayor 6-11 HCP, 6 cards	2♥/2♠/3♥/3♠= P/C; 3♣/3♦= F1, 5+cards; 2NT=relay; 3NT/4♥/♠= to play; 4♣ = ask for M in transfer; 4♦ = ask for M direct	2♦ - 2NT - 3♣/♦ = ♥/♠ & minimum; - 3♥/♠ = ♠/♥ & maximum; - 3NT = AKQxxx	2♦ dbl pass = 5+c♦, NF		
2♥♠	no	5	-	semi forcing, 20-22HCP or 15+HCP w 8 tricks	2♠ = 4+c♠, F1; 2NT = waiting bid; jump = splinter; 3♣/3♦ = 10(9) HCP & 5+ c; 3 p M= 10(9)HCP & Qxx or xxxx; 4 p M = good support, 6-8 HCP				
2NT	no	-	-	(19)20-22HCP bal, ,may have 5cM or 6cm, may have singleton A or K	3♣: Stayman ; 3♦/♥/, 4♦/♥: transfers; 4♣: Gerber; 3♠: slam try w m('s); 4♠: quantitative w 4-4 ms 4/5 NT: quantitative	after Stayman: 4♣= both Ms, then transfer 2NT 3♣ 3♦ 3♥/♠= 4c♥/♠ & 5c in o M after 3♠: 4♣= at least Qxx in both ms			
3♣♦	no	(6) 7	-	preempt	New suit is F1, natural 5+c; jump is cue				
3♥♠	no	7	-	preempt	New suit is cue, slamish	HIGH LEVEL BIDDING			
3NT	yes	7	-	Solid minor	4♣ = weak, P/C 4♦ = slam tray, asks for singleton	CUE – 1 st & 2 nd round equally, in p suit cue is A or K 1 st round; Splinter; RKCB; exclusion RKCB, Gerber; Josephina; (PODI & PORI) ; Quantitative 4♠ & 4NT & 5NT			
4♣♦	no	(7)8	-	preempt					
4♥♠	no	(7) 8	-	to play; 7-8 tricks					
4NT	yes		-	minor two suiter					