

**DEFENSIVE AND COMPETITIVE BIDDING**

**OVERCALLS (Style, Responses, 1/2 Level, Reopening)**

**Style:** Active  
**Responses:** New suit = F1 if by UPH, or constructive if by PH; Jump-raise obstructive; Cuebid = 3+ cards support, INV+  
**Reopening:** Wide-ranging, some reason to choose this action

**1NT OVERCALL (2<sup>nd</sup> /4<sup>th</sup> Live; Responses, Reopening)**

**2<sup>nd</sup> position over:** 15+ to 18

**Responses:**  
**4<sup>th</sup> position:** Could be slightly shaded vis-a-vis direct seat  
**Responses:** System on, BUT transfer to opener's suit is NT game-try without Major-suit interest

**JUMP OVERCALLS (Style, Responses, Unusual NT)**

**Style:** Obstructive over non-preemptive openings  
**Responses:** Forcing by UPH  
**Unusual notrump:** 2 lowest unbid suits

**Reopening:** Intermediate

**DIRECT and JUMP CUE BIDS (Style, Responses, Reopening)**

**Style:** Michaels at 2-level  
 Stopper-ask at 3-level  
**Responses:** 2N = positive; 3m (after 2M cue)=Pass/Correct  
**Reopening:**

**VS. NT (vs. Strong / Weak; Reopening; PH)**

**Strong & Weak:** X=Strong; 2D=MM; 2M=NAT + minor; 2N=mm; 2C=ANY one-suiter (DIRECT POSITION ONLY (see below)  
**Reopening:** 2C=4S + longer minor  
**Passed Hand:**

**VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)**

**Doubles:** Takeout  
**Cue bids:** 3-level typically asks for stopper; 3m-4m = Majors  
**Jumps:** Natural  
**NT bids:** Natural

**VS. ARTIFICIAL STRONG OPENINGS**

Over strong artificial 1C: X = MM, NT = mm

**OVER OPPONENTS' TAKE OUT DOUBLE**

1-level = F1; 2-level = NF; XX = 10+ usually no fit or suit to stress  
 2N = INV+ (4+ cards support) after 1M opening

**LEADS AND SIGNALS**

**OPENING LEADS AND SIGNALS**

	Lead	In Partners' suit
Suit	3rd / 5th	If raised, can be high w/o honor
NT	Attitude	As above
Subseq	Variable but default is same	
Other:		

**LEADS**

Lead	Vs. Suit	Vs. NT
Ace		
King		
Queen		
Jack		
10		
9		
Hi-x		
Lo-x		

GENERALLY STANDARD (Please do ask)

**SIGNALS IN ORDER OF PRIORITY**

	Partner's Lead	Declarer's Lead	Discarding
Suit:1	UDA	UDC	UDA
2	UDC	SP	UDC
3	SP		SP
NT: 1	As above		
2			
3			

Signals (including Trump suit): If anything in trumps, suit preference  
 Otherwise UDCA; Discards are typically UDA

**DOUBLES**

**TAKEOUT DOUBLES (Style, Responses, Reopening)**

**Style:** Emphasis on unbid Major(s), can be light with adequate shape  
**Responses:** 1<sup>ST</sup> level is 0-8, jump is invitational, cue is 11+ Hcp  
**Reopening:** can be lighter

**SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES**

In general, X below game is typically NOT penalty  
 Negative & Responsive X through 4H  
 Support X & XX if we can still bid 2 of the Responder's suit  
 Maximal (Game-try) doubles when natural try is unavailable  
 Lead-directing  
 Lightner

**WBF Convention Card**



**Category:** GREEN  
**NCBO:** ACBL / Croatian Bridge Federation  
**Event:** SA Mixed Teams Championship (online/BBO)  
**Players:** Lee De Simone – Marshall Lewis

**SYSTEM SUMMARY**

**GENERAL APPROACH AND STYLE:**

2/1 GF with one exception (1D-2C-2W-3C)  
 Strong NT / 3 weak-2s / 2C strong artificial but not fully GF  
 5cM in principle / 'better' minor  
 Active tactical style  
 Evaluation heavily influenced by Losing Trick Count  
 Generally flexible about requirements for bids (± 1 card/point)

**SPECIAL BIDS THAT MAY REQUIRE DEFENCE**

**Openings:**  
 2♣ -  
 2♦ -  
 2♥ -  
 2♠ -  
 -

**Responses:**

**SPECIAL FORCING PASS SEQUENCES**

If we had a convenience chance (e.g. via 2C, 2/1 GF, Jacoby 2N, Q) to assert ownership of the deal, and did not do so, Pass is not forcing.

**IMPORTANT NOTES THAT DO NOT FIT ELSEWHERE**

4<sup>th</sup> suit forcing (usually to game)

**Psychics:** rare

Pre-emptive after 1m opening							
Opening	Artificial	Min.	Neg. Double	Description	Response	Subsequent Auction	Passed Hand Bidding
1♣		3	4H	10-19, 7LTC or better	Single raise = F=> 3N/4m; 3m weak; Weak JS; Jump in other minor = INV with fit 1NT=6-9 Hcp, usually no 4cM; 2NT=10+ to 12-		Inverted raise = INV
1♦		3	4H	10-19, 7LTC or better	See 1C		See 1C
1♥		5 (4)	4H	10-19, 7LTC or better	1N=F1, 2C = 2+ cards GF; 2D = 5+ cards GF; 2N=GF with fit 4+ cards; Double-raise=INV, 4+ fit Splinters; 3N=Good preemptive fitted raise		2C = Drury
1♠		5 (4)	4H	10-19, 7LTC or better	See 1H		See 1H
1NT		-	-	14+ to 17 Hcp	2C=Non-promissory Stayman; 2R=Major transfers; 2S/2N=Transfers to C/D; 3D=MM; 3M=Splinter	Completing minor-suit transfer is positive reaction	
2♣	YES	0	-	STRONG & Artificial	2D=waiting; 2M=5+cards, 2/3 top honors; 3m=same but with 6+cards		
2♦		6 (5)	-	5-10	New suit F1 if by UPH, may be lead-oriented Lead-directing by PH; 2N=OGUST		
2♥		6 (5)	-	5-10	See 2D		
2♠		6 (5)	-	5-10	See 2D		
2NT		-	-	20-21	3C=Puppet; 3R=Transfer; 3S=Minor-suit Stayman		
3♣		7 (6)-	-	3-9	Natural; new suit is F1		
3♦		7 (6)	-	3-9	See 3C		
3♥		7 (6)	-	3-9	See 3C		
3♠		7 (6)	-	3-9	See 3C		
3NT	YES	-	-		4♣=P/C; 4♦=asks shortage		
4♣		7	-	Friendly vulnerability or extra shape	natural	<b>HIGH LEVEL BIDDING</b>  0314; Minorwood; Exclusion; DOPI/ROPI; Gerber (if directly over 1N/2N) 5N – when not part of a KeyCard sequence – is usually „Pick-A-Slam“. In a KC sequence it invites a grand slam. Cuebids; Jump or direct advance to 5 of trump suit in competitive auction asks for control in opponents' suit Forcing Passes in a appropriate context	
4♦		7	-	See 4C	natural		
4♥		7 (6)	-	See 4C	natural		
4♠		7 (6)	-	See 4C	natural		
4NT	YES	-	-	minor two suiter	natural		