DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS				WBF Convention Card			
OVERCALLS (Style; Responses; 1/2 level; Reopening)	OPENING LEADS STYLE							
1 level 8-17, (4)5+		Lead		In	Partner's Suit		697	
2 level 11-18, 5+	Suit	3rd from even/low from odd		1/3/5		NCBO Logo & Coloured Sticker:	SBZ	
RUBENS ADVANCE responses to simple overcall	NT	4 th , journalist honor leads		1/3/5		Coloureu Sticker.	••••	
= transfer responses by advancer starting with 2 in opening suit if	Subseq	3 rd /low		1/3/5		CATEGORY: GREEN	I	
if it is still available.						NCBO: SLOVAKIA	EVENTS: All Events	
						PLAYERS: KVOČEK	-VODIČKA UPDATE: 05/2024	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS					OVOTEM OUMMARY	
15-18 (2 nd) – system on	Lead	Vs. Suit	Suit Vs. NT		Vs. NT	SYSTEM SUMMARY		
11-15 reopen	Ace	AK(+), Ax(+)		asks unblock or count		GENERAL APPROA	CH AND STYLE	
	King	KQ(+), Kx		AKJ(+), KQ(J/T/9)(+), Kx		5-card majors (1NT-semi forcing), Gazilli		
	Queen	Qx, QJ(+)		KQTxx(+), QJT(+), AQJx(+) JT(+), Jx		With 4-4 in m open 1D		
	Jack	JT(+),KJT(+), Jx				2/1 GF		
JUMP OVERCALLS (Style; Responses; Reopen)	10	HT9(+), T9(+),Tx		HT9(+), HJ10(+)		Negative freebids,		
Natural weak, new suit=F1, reopen constructive	9	9x	109(+),			Weak 2♥/♠ opening, often 5+ non vul		
Vs non-strong 1♣ => 2♦ = majors	Hi-x	Xx, xxXx,xxXxxx		(second)Highest from weak		2+ 18-19 balanced		
Unusual 2NT	Lo-x	xxX,xxxX		4th from ok suit				
2NT reopen 19-21	SIGNALS IN ORDER OF PRIORITY							
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partner's Lead Declarer's Lead Discarding		SPECIAL BIDS THAT	T MAY REQUIRE DEFENCE			
"MICHAELS CUE" unlimited	1	ATT (small=ENC)	(СТ	ATT (small=ENC)	Good/bad 2NT		
JUMP CUE stopper asking	Suit 2	CT (small=EVEN)	/EN) S/P			2 18-19 balanced		
(1 ♣)-2 ♣ = natural	3	S/P				3NT – strong 4♥/♠ opening		
	1	ATT (small=ENC)	Smith(lo	nith(low=ENC) ATT (small=ENC)		Some transfers in competition		
VS. NT (vs. Strong / Weak; Reopening; PH)	NT 2	CT (small=EVEN)	EN) CT			switch bids after overcall in black suit		
vs Strong NT: X - 5m+4M, 2♣ - majors, 2♦ - 1 Major, 2M – 5M+4m	3	S/P	S	6/P				
2N - minors, 3x natural								
vs weak 1NT: X - penalty (usually 14+semibal), 2+ - majors								
2 ♦ /2 ♥ = ♥/♠, 2♠ - 4+♠, 5+m, 2NT - 4+♥, (5)6+m			Double	-				
(Weak NT = upper range is 15 or weaker)	Doubles							
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)							
LEBENSHOL after t/o double of nat 2x	Thru 4♠, double generally takeout							
2M-3M-stopper asking, 2M/3M-4m=5m+5OM, 2m/3m-4om=5m+5M	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES							
VS. ARTIFICIAL STRONG OPENINGS	NEGATIVE DOUBLE, stronger than direct bid					SPECIAL FORCING	PASS SEQUENCES	
Truscott – suit+next one, double/NT rounded/pointed, jumps nat.	RESPONSIVE DOUBLE					When in GF		
OVER OPPONENTS' TAKEOUT DOUBLE	SUPPORT (RE)DOUBLE					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
Rdbl 10+	LEAD DIRECTING DOUBLE,							
1M-X-1NT/2X = transfer	INVITATIONAL DOUBLE (when both sides have a fit)				fit)			
1M-X-2(M-1) = good raise	RDBL on T/O DBL of M 10+ any					PSYCHICS: seldom		

OPE NIN G	TICK IF ARTIF ICIAL	MIN. No. OF CAR DS	NE G. DB L TH RU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING / OTHER DEVELOPMENT
1♣		3	4♠	11-21, 3+	2♣ inverted=10+ (4)5+♣, 2M-weak, 6+ 4-7HCP	1♣-1X-1NT-2♣/♦ 2way checkback (inv or signoff in D/GF any)	
					2♦invitational with ♣ and shape		
1♦		3	4♠	11-21 4+	2♦ inverted=10+ 4+♦, 2M-weak	1+-1X-1NT-2♣/+ 2way checkback (inv or signoff in D/GF any)	
				3 diamonds possible	3 ≜ -natural, invitational		
				Only if 4-4-3-2			
1♥	1♥ 5 4 <u>+</u> 11-21 5+ natur		11-21 5+ natural	1NT=semiforcing, 2NT=INV+ w fit, 2♠ weak	1♥-1♠/1NT-2♣-Gazilli [3], 1♥-1♠/1NT-2NT=6♥+4m,16+	1♥-2♣= 3+♥, MAX (2Aces enough)	
					3 ♣/3 ♦-NAT,INV 3♥ 5-8 4+♥	1♥-2♥-2♠ asking for values, 2N/3♣/3♦ short suit game try	1♥-2NT= 4+♥, shortness
					3≜,4♣,splinter, 3NT-♦ splinter, 4♦-better 4♥ bid		
1≜		5	4♠	11-21 5+ natural	Same as 1♥	1 <u></u> -1NT-2 <u></u> -Gazilli [3], 1 <u></u> -1NT-2NT=6 <u></u> +4m,16+	1 ≜ -2 ♣ = 3+ ≜ , MAX (2Aces enough)
						1 <u></u> -2 <u></u> -2NT asking for values, 3 2 /3•/3♥ short suit game try	1 ≜ -2NT= 4+ ≜ , shortness
1N				(14)15-17 semibal	2 ≜ stayman, 2 ∢/ ▼transfer, 2 ≢=strength ask,	1NT-2 ♣ -2 ♦ -2 ♥ /♠ weak with Ms/invit with 5♠; SMOLEN	
				6m, 5422, 4441 poss.	2NT=ask doubleton, 3♣ transfer to ♦ weak or GF	1NT-2♣-2M-3OM -any splinter 1NT-2♣-2M-4♣ -fit, no shortness	
				5M possible w/ (14)15HCP	3 55 minors GF, 3M shortness,54 in minors	1NT-2+-2NT/3+=weaker/stronger	
				or very NT oriented	4 ♣/4♦=transfer, 4♥/♠ to play,	1NT-2♦-2♥-2♠-any inv with 5+♥	
2♣	2♣ x ⁰ 4♣ 22+BAL/GF		22+BAL/GF	2•-waiting	2 • -2 ♦ -2 ♥ =25+BAL/NAT,		
						2 - 2 + -3M=5 + +4M	
2•	х			18-19 balanced	2♥ puppet to ♠, 2♠ puppet to 2NT, 2NT puppet to 3♣,		
					3 ♣ ask Major, 3 -4 ♥ 5♠, 3M singleton M 54m, 3NT 55M		
27	🔻 x 5 Weak 2		Weak 2	New suit=NF, raise=PRE,			
					2≜ shortness asking, 2NT=5+≜ F1		
2♠	х	x 5 Weak 2		Weak 2	New suit=NF, raise=PRE,		
					2NT shortness asking		
2N	20-21, semibal			3♠ PUPPET STAYMAN, 3•/♥ transfer	2NT - 3♠ - 3♥ = no 4M/5M		
				6m,5M, 5422 possible	3≜ both minors 4 ≜/♦/♥/ ≜ = slam try with ♥/♠/♣/♠	2NT - 3♠ - 3NT = 5♥	
3x		6		Natural PRE	New suit=F1		
3N	х			Good 4♥ or 4♠ opening	4♣ transfer your suit	HIGH LEVEL BIDDING / CUE-BID	DDING
					4 ask for minimum or distribution	QUANTITATIVE 4NT raise, RKCB 1430	
4m		7		Natural PRE		EXCLUSION BLACKWOOD	
						CUE BID – 1 st /2 nd round equally	
4M		7		NATURAL PRE		DOPI, ROPI,	
						Serious 3NT	
4N	х			Minors, PRE		LIGHTNER SLAM DOUBLE	
						LEAD DIRECTING BIDS	