

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
6-16hcp, aggressive at 1 st level
Responses: new suit F1, cuebid F1, usually support
(1m)-1M-pass-2M = 5-9hcp supp, 2NT = inv+ 4+c supp
Jump raise weak, 3-8hcp, 4+ cards
Jump in new suit, singleton and 6-10hcp
Sound on 2 nd level
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18hcp, system on
Reopen: 11-15hcp, system on
After double, rdbl is onesuiter, 2♣=♣+higher suit, 2♦=♦+M
2♥=majors
1m-(1NT)-2om = majors
JUMP OVERCALLS (Style; Responses; Unusual NT)
3-10hcp (5)6+ card suit
2NT = two lower suits, 5-5, 6-36hcp
3NT = for play, 4NT = twosuiter
Reopen: 2M = 6+M 10-13hcp
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1M)-2M = 5-5 oM+m, (1M)-3M = asking for stopper
(1m)-2m = 5-5 MM, (1m)-3m = asking for stopper
(2M)-3M = 5oM-5m, (2M)-4m=6+m 4M
VS. NT (vs. Strong/Weak; Reopening;PH)
Against strong NT: Dbl = 5+m 4M, 2♣ = MM
2♦ = one 6+M, 2M = 5M 4+m, 2NT = mm
Against weak NT: Dbl = 13+hcp
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Dbl: Opening values and at least 3 cards in other suits
3NT can be weaker in pass-out position
(3m)-4♣ = 5-5om+M, (3m)-4♦ = 5-5M
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Dbl: MM, 1NT/2NT = mm
Other natural
OVER OPPONENTS' TAKEOUT DOUBLE
Rdbl: 9+hcp, new suit is (4)5+ cards NF on 1 st level
(1x)-1y-(dbl)-rdbl = Hx in y

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th best	3 rd best	
NT	4 th best	3 rd best	
Subseq	4 th best	3 rd best	
Other: K asks for count on 5 th + level, MUD			
Ten may be considered high card			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx+, Ax, AKJ+	Ax, AKx+	
King	AK, Kx, KQ+	AKQ+, AKJ+, KQJ+, Kx	
Queen	Qx,QJ+	KQ+, QJ+, Qx, AQJ+	
Jack	Jx, JT+, HJT+	Jx, JT+, HJT+	
10	Tx, T9+, HT9+	Tx, T9+, HT9+	
9	9x, 98+, H98+	9x, 98+, H98+	
Hi-X	Xx	Xx	
Lo-X	xXx+	xXx+	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	low=enc	hi=even	Lavinthal
Suit 2	hi=even	S/P	odd=enc
3	S/P		hi=even
1	low=enc	hi=even	Lavinthal
NT 2	hi=even	S/P	odd=enc
3	S/P		hi=even
Signals (including Trumps): S/P with trumps			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Double is almost always take-out			
May be light if good distribution			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support doubles and redoubles up to 2 of our major			
Redouble can be first round control or lead-directing			
1m-(1M)-dbl = almost always 4+OM			
Lightner doubles			
In competition double can be game-invitational			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: SERBIA BRIDGE ASSOCIATION
PLAYERS: <u>Zoranovic Jovana</u> and <u>Seizovic Marko</u>
EVENT (Mixed/Open/Juniors)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 GF, 5542 opening bids
1NT = (14)15-17hcp, 5M/6m/5-4/singleton
2♣ = 22+ balanced or 20+ unbalanced
2♦ = multi, weak two in a major, usually six cards, 3-10hcp
2M = constructive 6+ cards 10-13 hcp
2NT = 20-21hcp
4m = Namyats, 7+ cards, good major
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1NT semi-forcing over 1M
Two way check-back, Bergen raises, Jacoby support, Gazzilli
Walsh, Lebensohl, non-serious 3NT, inverted minors, two-way drury
SPECIAL FORCING PASS SEQUENCES
After a redouble meaning strength
After 2/1 bid
When asked for stopper, pass on a double is second round control
IMPORTANT NOTES
May choose to show single A/K as no single
Not strict about hcp ranges
PSYCHICS: rarely, light 1M opening on 3 rd fake cuebid, overcall with 4card and good suit

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♠	11-21hcp	1 st lvl 5+hcp nat, 2♣=5+♣ 10+hcp, 1/2/3NT standard, 2♦=one M, 3-7hcp, 2♥=5♠4+♥ 5-9hcp, 2♠=8-11hcp w/ sup, 3♣=weak supp	1♣-2♣-2X = stopper 11+hcp 1♣-2♣-3 = splinter 15+hcp	no inv minors after overcall, double; after passed hand 9-11hcp
1♦		4	4♠	11-21hcp	similar	similar	similar
1♥		5	4♠	11-21hcp	1♠=5+hcp nat, 1NT=SF 5-11hcp, new suit on 2 nd lvl = GF,	1♥-2NT-3m=singleton or void gazzilli after 1♥-1♠ and 1♥-1NT	two-way drury
					2♥=8-11hcp sup, 3♣=6-8hcp 4+♥, 3♦=9-11hcp 4+♥, 3♥=0-5hcp 4+♥, 2NT=4+♥ 11+hcp GF, 3♠/4♣/4♦=singleton or void	1♥-2NT-4m=good minor, 5cards, 1♥-2NT-3NT=15-17hcp	two-way drury
1♠		5	4♥	11-21hcp	similar	similar, gazzilli after 1♠-1NT	
INT		-	4♠	(14)15-17hcp	2♣=stayman, 2♦/2♥/2♠/2NT=transfers, 3♣=weak minors NF,	1NT-2♣-2M-3m-3oM=	Lebensohl, doubles are mostly
				5M/6m/5-4/4-4-1	3♦=strong majors, slam-try, 3M=singleton or void, 4♣/4♦=transfers to ♥/♠	supp for minor; splinters on	takeout
2♣	x	0(F)	-	22+hcp or any GF hand	2♦=0-7hcp or waiting; cheaper minor		Doubles are takeout
2♦	x	0(SF)	-	6+M 3-10 can be light in non-vul	2♥ p/c, 2♠ 4+♥ and 2-♠, 2NT GI+ , 3♥ supp for both M weak	2♦-2NT-3♣=weak 3♦=weak 5-5, 3M=longer M	2♦ in 3 rd position can be 4-4 2♦ in 4 th position can be stronger
2♥	x	5	-	6♥ 10-13 hcp	2♠ 5+cards F1; 2NT asking	2NT-3♥=weak, other strong with values in that suit	can be light in 3 rd position semi-forcing in 4 th position
2♠	x	5	-	6♠ 10-13 hcp can be light in non-vul	similar	similar	similar
2NT		-	4♠	20-21hcp	3♣=muppet stayman, 3♦/3♥=transfers, 3♠=minor stayman, usually w/ shortness in major, 4♣/♦=transfer to ♥/♠, 4♥/♠=longer ♣/♦ slam-try	2NT-3♠-3NT-4NT=pick a minor, 4M=exclusion	Doubles are takeout
				5M/6m/5-4/4-4-1	4/5NT=quantitative	4m=minorwood	
3♣		6	-	pre, can be light in non-vul	new suit F1, possibly lead-directing, 3NT=to play		can be light in 3 rd seat
3♦		6	-	pre, can be light in non-vul	new suit F1, possibly lead-directing, 3NT=to play		can be light in 3 rd seat
3♥		6	-	pre, can be light in non-vul	new suit F1, possibly lead-directing, 3NT=to play		can be light in 3 rd seat
3♠		6	-	pre, can be light in non-vul	new suit F1, possibly lead-directing, 3NT=to play		can be light in 3 rd seat
3NT	x	7	-	solid suit, any usually no outside A/K	4♣=p/c, 4♦=strong F1, asking for suit, 4M=to play		can be bad suit in 3 rd /4 th seat NV like usual 4♣/4♦ opening bid
4♣	x	7		semi-solid ♥ with outside A/K	4♦=RKCB, 4♥=to play, 4♠=cuebid, 4NT=to play		same in 3 rd and 4 th seat
4♦	x	7		semi-solid ♠ with outside A/K	4♥=RKCB, 4♠=to play, 4NT=to play		same in 3 rd and 4 th seat
4♥		7		pre, can be light in non-vul	4♠=to play, 4NT=RKCB	HIGH LEVEL BIDDING	
4♠		7		pre, can be light in non-vul	4NT=RKCB	0314 Blackwood, Exclusion Blackwood	
4NT	x	6/6		6-6 in minors, weak	5m=to play, 5♥=asking for key cards based on ♣, 5♠ based on ♦	4NT quantitative for 6NT, 5NT quantitative for 7NT	
5♣		7		pre, can be light in non-vul		Cuebids up the line 1 st or 2 nd	
5♦		7		pre, can be light in non-vul		5NT can be pick a slam	
5♥		8		usually 10-11 tricks		4m = minorwood in special situations	

5♠		8	usually 10-11 tricks		
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