DEFENSIVE AND COMPETITIVE BIDDING		LE	ADS AND S	IGNALS		
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LEADS STYLE					
5-16hcp, aggressive at 1 st level		Lead		In Partner's Suit		
Responses: new suit F1, cuebid F1, usually support	Suit	4 th best		3 rd best		
1m)-1M-pass-2M = 5-7hcp supp, $2om = 8-11hcp$ supp	NT	4 th best		3 rd best		
ump raise weak, 3-8hcp, 4+ cards	Subseq	oseq 4 th best		3 rd best		
mp in new suit, singleton and 6-10hcp		ks for count on 5t		D		
ound on 2 nd level	Ten may be	considered high	card			
NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS					
5-18hcp, system on	Lead	Vs. Suit		Vs. NT		
Reopen: 11-15hcp, system on	Ace	AKx+, Ax, AKJ+		Ax, AKx+		
after double, rdbl is onesuiter, 2♣=♣+higher suit, 2♦=♦+M	King	AK, Kx, KQ+		AKQ+, AKJ+, KQJ+, K		
♥ =majors	Queen	Qx,QJ+		KQ+, QJ+, Qx, AQJ+		
m-(1NT)-2om = majors	Jack	Jx, JT+, HJT+		Jx, JT+, HJT+		
UMP OVERCALLS (Style; Responses; Unusual NT)	10	Tx, T9+, F	IT9+	Tx, T9+, HT9+		
3-10hcp (5)6+ card suit	9	9x, 98+, H	98+	9x, 98+, H98+		
NT = two lower suits, 5-5, 6-36hcp	Hi-X	Xx		Xx		
NT = for play, $4NT = $ twosuiter	Lo-X	xXx+		xXx+		
Reopen: 2M = 6+M 10-13hcp	SIGNALS	IN ORDER OF	PRIORITY			
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	P	artner's Lead	Declarer's	Lead Discarding		
1M)- $2M = 5-5$ oM+m, $(1M)$ - $3M =$ asking for stopper	1 lc	ow=enc	low=even	Lavinthal		
m)- $2m = 5-5$ MM, $(1m)-3m = asking for stopper$	Suit 2 lo	ow=even	S/P	odd=enc		
M)-3 M = 5o M -5 m , (2 M)-4 m =6+ m 4 M	3 S.	/P		low=even		
M)- $4m = 5+4+oM+m$	1 lc	ow=enc	low=even	Lavinthal		
S. NT (vs. Strong/Weak; Reopening;PH)	NT 2 lc	ow=even	S/P	odd=enc		
gainst strong NT: Dbl = 5+m4M or one 6+M strong, 2* = MM	3 S	/P		low=even		
\bullet = one 6+M weak , 2M = 5M 4+m, 2NT = mm	Signals (inc	Signals (including Trumps): Smith echo (high=enc from both)				
Against weak NT: Dbl = 13+hcp, 2♣ = MM	S/P with tru	imps				
2.4 = 6+M or 5M5m strong, 2M=5M 4+m		1				
$2NT = 4 \checkmark 6 + m, 3 \checkmark = 4 \checkmark, 6 + \checkmark, 3 \checkmark = 4 \checkmark, 6 + \checkmark$			DOUBLI	TS .		
Same by passed hand			20022			
/S.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT	Γ DOUBLES (St	yle; Respons	es; Reopening)		
Obl: Opening values and at least 3 cards in other suits	Double is al	Double is almost always take-out				
NT can be weaker in pass-out position	May be ligh	nt if good distribu	tion			
3m)- $4 = 5-5om + M$, $(3m)-4 = 5-5M$						
/S. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24						
bbl: MM, 1NT/2NT = mm	SPECIAL.	ARTIFICIAL &	& COMPETI	TIVE DBLS/RDLS		
Other natural		SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS Support doubles and redoubles up to 2 of our major				
and manuf	Redouble can be first round control or lead-directing					
OVER OPPONENTS' TAKEOUT DOUBLE						
dbl: 9+hcp, new suit is (4)5+ cards NF on 1st level	1m-(1M)-dbl = almost always 4+OM Lightner doubles					
ew suit on 2 nd level 6+cards, invitational	In competition double can be game-invitational					
1x)-1y-(dbl)-rdbl = Hx in y	— in competition double can be game-invitational					

W B F CONVENTION CARD

ORY: GREEN

SERBIA BRIDGE ASSOCIATION RS: Parezanin Darko and Pepic Selena

(Mixed/Open)

SYSTEM SUMMARY

AL APPROACH AND STYLE

542 opening bids

4)15-17hcp, 5M/6m/5-4/singleton

balanced or 19+ unbalanced

ens, both majors, at least 5-4, 3-10hcp

ak two, usually six cards, 3-10hcp

)-21hcp

nyats, 7+ cards, good major

L BIDS THAT MAY REQUIRE DEFENSE

-forcing over 1M

check-back, modified Bergen raises, Jacoby support ebensohl, non-serious 3NT, inverted minors

5**♦**4+**♥** 3-7hcp

one major 3-7hcp

7-10 w/ support

L FORCING PASS SEQUENCES

double meaning strength

xed for stopper, pass on a double is second round control

TANT NOTES

ose to show single A/K as no single

about hcp ranges

CS: rarely

უ	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU						
OPENING				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,	1 - 2 - 2X = stopper 11 + hcp	no inv minors after overcall,		
					3-7hcp, 2♥=5♠4+♥ 3-7hcp, 2♠=7-10hcp w/ sup, 3♣=3-7hcp w/ sup	1 - 2 - 3 = splinter 15 + hcp	double; after passed hand 9-11hcp		
1♦		4	4 ^	11-21hcp	similar	similar	similar		
1♥		5	4♠	11-21hcp	$1 \triangleq 5 + \text{hcp nat}$, $1\text{NT} = \text{SF } 5 - 11\text{hcp}$, new suit on $2^{\text{nd}} \text{ lvl} = \text{GF}$,	1♥-2NT-3m=singleton or void	Jacoby on after double and		
					2 v =8-10hcp sup, 3 * =9-11hcp 4+ v , 3 * =6-8hcp 4+ v , 3 v =0-5hcp 4+ v , 2NT=4+ v 11+hcp GF, 3 * /4 * /4 * =singleton or void	1 ♥-2NT-4m=good minor, 5cards, 1 ♥-2NT-3NT=15-17hcp	passed hand bidding as well as modified Bergen		
1 ♠		5	4♥	11-21hcp	similar	similar	similar		
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/singleton	3 ◆=strong minors, slam-try, 3M=singleton or void, 4♣/4 ◆=transfers to ♥/♠, 4♥/4♠=exclusion with 5 key cards (minor kings+3 aces)	supp for minor; splinters on	takeout		
2*	X	0(F)	-	22+hcp or any GF hand	$2 = 0$ -7hcp or waiting; $2 \sqrt{2} / 3 = 5$ +cards, 6 +hcp	2.4-2NT-3.4(ask)-3.4=mm,	Doubles are takeout		
					2NT=twosuiter, 3♥=MM, 3♠=♠+♦	3♥=♣+♥ , 3♠=♥+♦			
2♦	X	0(SF)	-	majors, at least 5-4	2/3/4M=to play, 3♣=to play, 3♦=invitational with MM	2 ♦ -2NT-3 ♣ =weak	2 ♦ in 3 rd position can be 4-4		
				3-10hcp	3NT=to play, 2NT=F1	3 ♦=weak 5-5, 3M=longer M	2 ♦ in 4 th position can be stronger		
2♥		5	-	3-10hcp, constructive in vul	2NT=F1, new suit F1 nat, 3NT=to play, jump in new suit=splinter	2NT-3♥=weak, other strong	can be light in 3 rd position		
				can be light in non-vul	3 ♥ /4 ♥ =to play	with values in that suit	semi-forcing in 4 th position		
2 🌲		5	-	3-10hcp, constructive in vul	similar	similar	similar		
				can be light in non-vul					
2NT		-	4 ♠	20-21hcp	3♣=puppet stayman, 3♦/3♥=transfers, 3♠=minor stayman, usually w/ shortness in major, 4m=minorwood, 4♥/♠=longer ♣/♦slam-try	2NT-3♠-3NT-4NT=pick a minor, 4M=exclusion	Doubles are takeout		
				5M/6m/5-4/singleton	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	4♣=p/c, 4♦=strong F1, asking for suit, 4M=to play		can be bad suit in 3 rd /4 th seat NV		
5111		,		usually no outside A/K	144-p/c, 44-strong 1 1, tasking for suit, 414-to pitty		like usual 4♣/4♦ opening bid		
4.	Х	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				
4 ♠		7		pre, can be light in non-vul	4NT=RKCB				
4NT	X	6/6		6-6 in minors, 3-5 losers	5m=to play, 5♥=asking for key cards based on ♣, 5♠ based on ♦				
5 .		7		pre, can be light in non-vul		HIGH LEVEL BIDDING			
5♦		7		pre, can be light in non-vul		1430 Blackwood, Exclusion Blackwood			
5♥		8		usually 10-11 tricks		4NT quantitative for 6NT, 5NT quantitative for 7NT			
5♠		8		usually 10-11 tricks		Cuebids up the line 1 st or 2 nd			
						5NT can be pick a slam			
						4m = minorwood in special situations			
L									