DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS				W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LEADS STYLE					
Standard	1	Lead		In Partner's Suit	CATEGORY: Green	
First level 5-15 hcp, 5+ card suit or can be 10-16 hcp 4+ card suit;	Suit	3/4th best		3/4th best	NCBO: Serbia	
Second level 8-17 hcp, 5+ card	NT	3/4th best		3/4th best	PLAYERS: Branislav Đuričić and Jovana Zoranović	
Responses: new suit on first or second level 5+ cards NF 7-10; cue bid support and invit+ or GF hand; on third level 4+ cards and GF	Subseq				EVENT Mixed	
direct support 6-10 hcp; jump raise invitational.	Other: MUD, xXxx, Xx					
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY	
(14)15-17 hcp balanced, with stopper in opener's suit in second	Lead	Vs. Suit		Vs. NT		
position (system on)	Ace	AKx,AKJ,Ax		AKx,AKJ,Ax	GENERAL APPROACH AND STYLE	
(11)12-15 hcp balanced, with stopper in opener's suit in pass out position (system on)	King	Kx, KQxx, KQJ	, KQ10x,	Kx, KQxx, KQJ, KQ10x,	$1 \clubsuit$ = can be $2 \clubsuit$ if 2344, $1 \spadesuit$ = 4+ ♠, $1 M$ = 5M cards	
sosition (system on)	Queen	Qx, QJxx, QJ10.	, QJ9	Qx, QJxx, QJ10, QJ9	2/1	
	lack	Jx, J10xx, J10x,		Jx, J10xx, J10x, KJ10, AJ10	Modified Bergen raises, Jacoby support, New minor forsing	
UMP OVERCALLS (Style; Responses; Unusual NT)	10	10x, 109x, K109	), A109	10x, 109x, K109, A109	Lebensohl,	
1-Suit: 3X = preemptive (system on)	9	9x, 9, 987		9x, 9, 987, H987	1NT 15-17 hcp; balanced, semi balanced, 5M	
2-Suit: 2NT = Lowest ranked suit (natural)	Hi-X	even		even	1,000	
4NT = usually minors, but can be all twosuiters	Lo-X	odd		odd		
Reopen: dbl after twosuiter shows extra		IN ORDER OF I	PRIORITY	Jua		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		artner's Lead		s Lead Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Cue bid: Majors or other major and a minor 5-5 usually	1a	ttitude (high=enc)	count	attitude (odd=enc)	2♦ = Flannery 5♥ and 4♠, 11-16	
ump cuebid: Gamblilng and stopper asking	Suit 2switch (std)		suit preference count			
	3count				2♥/♠ = Weak 2 in ♥/♠	
	1a	ttitude (high=enc)	count	attitude (odd=enc)		
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2c	ount (std)	suit prefer	ence count	3NT = Gambling with (AKQxxxx minimum) no K or A offside (on 1st and 2nd position)	
Multi landy vs. all. (2♣=both majors, 2♦=one major, 2♥/♠=5+♥/♠ and minor)	3s	witch			, <u></u>	
DBL: 10+ hcp usually 5+m & 4M (can be 4+M 4+m if stronger)	Signals (including Trumps): Roman (odd=enc)					
vs 1NT weak: DBL: medium points and more (unless passed hand then it is Multi Landy)		, , , , , , , , , , , , , , , , , , ,	,	,		
			DOUBLES			
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)				onses; Reopening)	SPECIAL FORCING PASS SEQUENCES	
Dbl: Opening values and usually at least 3 cards in other suits or points				ner suits, or 16+ hcp		
Cuebid: strong hand two suiter			cp, Jump 8-1	10, cue bid 11+ hcp F	IMPORTANT NOTES	
NT bids: Stopper showing, 4NT is twosuiter	TN1 /-10 I	ncp, pass penalty.			IMPORTANT NOTES	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24		A DELET C:				
Double: Majors, 1NT=minors, rest natural	1 —			TIVE DBLS/RDLS		
OVER OPPONENTS' TAKEOUT DOUBLE	Support dbl/rdbl to the major.				DEVOLUCE: Paris	
Rdbl: 10+, new suit on first level (4)5+ cards, on second 5+ cards NF.	Lightener		2 1/2 - 1	too hoo to soul 1 1	PSYCHICS: Rare	
	Rabi is sor	netimes 1st control	or 2nd/3rd	top hcp in partner's suit		

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OPENING	ARTIFICIAL TICK MIN. NO. OF CARD			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING		
1*		2	-	(11)12-21 hcp	1st level (5)6+ hcp natural; 1NT = (5)6-10; 2sm = inverted minor 10+; 2M=weak; 1♣-2♦; 1♦-3♣=7-10 support	system on except 1m-(1X)- 2sm=(6)7-9(10) supp.	system on		
1♦		4	-	(11)12-21 hcp			system on		
1♥		5	-	(11)12-21 hcp	1NT = (5)6-11(12); $2 $	1M-2NT-4sM=12-14; 1M-2NT-3NT=15-17 1M-2NT-3sM=18-20 bal or semibal	p-1M-2♣=3M 9-11 p-1M-2♦=5+♦ 9+		
1♠		5	-	(11)12-21 hcp	1M-3sM=weak; 1M-3oM/4m = splinters 9-12; 1M-4oM = to play; 1M-2NT=Jacoby	1M-2NT-3X=sgl; 1M-2NT-4X=5+good suit	p-1M-3X=system on		
1NT		-	-	15-17 balanced or semi balanced hand, 5M, 6m, 54m, 5m4M	2♣=Stayman; 2♦/♥/NT/3♣=transfers ; 2♠= minor Stayman; 3♥/♠=0-1 cards in the suit and minors; 4♣/♦=S/T ♥/♠; 4M=to play	1NT-2 ◆/♥-3♥/♠=4♥/♠ min; other bids that are not completing transfers are max and doubletons or NT balanced hands	1NT-(X)-XX/♣/◆/♥= transfers to ♣/◆/♥/♠		
2.	Х		-	Strong GF	2 ◆ = waiting, weak hand or balanced; 2X/3X positive with 3/5 TH 7+p (except QJT)		system on		
2♦	Х		-	5♥ and 4♠, 11-16 points	2♥/♠=preference; 2NT=asking; 3♣=NF 6+♣; 3♦=invit 6+♦; 3♥/♠=inv 3+♥/♠; 4♣/♦=6+♣/♦	2 ♦ -2NT-3♣/♦=3♣/♦; 2 ♦ -2NT-3♥=4522 min; 2 ♦ -2NT-3♣/NT=4522 max	system on		
2♥		6	-	weak two, usually 6 cards ♥	2♠ = 5+ cards F1; 2NT = forsing; 3♣/♦ = nat 5+cards F1; 3NT = to play	2♥-2NT-3X= values extra	2♥-(X)-XX=strong penalty		
2 🏟		6	-	weak two, usually 6 cards 🌲	2NT=asking; 3♣/◆/♥=nat 5+cards F1; 3NT = to play	2♠-2NT-3X= values extra	2♠-(X)-XX=strong penalty		
2NT			-	balanced or semi balanced 20-22	3♣=Stayman; 3♦/♥=transfers; 3♠=minors; 4♣/♦=S/T 6+ ♥/♠; 4♥/♠=S/T 6+ ♣/♦	2NT-4♣-4♦=accepting S/T	system on		
					·	2NT-4♦-4♥=accepting S/T			
3 <b>.</b> 3 <b>.</b>			-	preemptive, usually 6-7 cards preemptive, usually 6-7 cards	3 ◆ / ♥ / ♦ = 5 + cards F1; 3NT = to play; 3 ♥ / ♦ = 5 + cards F1; 3NT = to play; 4 ♣ = set ◆ S/T		system on system on		
3♥			-	preemptive, usually 7 cards	3 <b>.</b> /4 <b>.</b> =5+cards F1; 3NT = to play;4 <b>.</b> =set ♥ S/T				
3♠			-	preemptive, usually 7 cards	$3 \spadesuit / ♦ = 5 + \text{cards F1}$ ; $3NT = \text{to play}$ ; $4 \clubsuit = \text{set } \spadesuit S/T$		system on		
3NT			-	Gambling to play AKQxxxx	4♣/♦=p/c; 4♦= F1	HIGH LEVEL BIDDING			
4)(5)				name and the co	ANA ha place ANT sides	Exclusion Blackwood, 031	L4 RKC, DOPIROPI		
4X/5X				preemptive	4M= to play; 4NT=rkc	<u> </u>			