

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
6-16hcp, aggressive at 1 <sup>st</sup> level
Responses: new suit F1, cuebid F1, usually support
(1m)-1M-pass-2M = 5-7hcp supp, 2om = 8-11hcp supp
Jump raise weak, 3-8hcp, 4+ cards
Jump in new suit, singleton and 6-10hcp
Sound on 2 <sup>nd</sup> level
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
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
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
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
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(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
(3M)-4m = 5+4+ oM+m
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Against strong NT: Dbl = 5+m4M or one 6+M strong, 2♣ = MM
2♦ = one 6+M weak , 2M = 5M 4+m, 2NT = mm
Against weak NT: Dbl = 13+hcp, 2♣ = MM
2♦ = 6+M or 5M5m strong, 2M=5M 4+m
2NT = 4♥6+m, 3♣ = 4♠, 6+♣, 3♦ = 4♠, 6+♦
Same by passed hand
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
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
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Dbl: MM, 1NT/2NT = mm
Other natural
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Rdbl: 9+hcp, new suit is (4)5+ cards NF on 1 <sup>st</sup> level
new suit on 2 <sup>nd</sup> level 6+cards, invitational
(1x)-1y-(dbl)-rdbl = Hx in y

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup> best	3 <sup>rd</sup> best	
NT	4 <sup>th</sup> best	3 <sup>rd</sup> best	
Subseq	4 <sup>th</sup> best	3 <sup>rd</sup> best	
Other: K asks for count on 5 <sup>th</sup> + 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	low=even	Lavinthal
Suit 2	low=even	S/P	odd=enc
3	S/P		low=even
1	low=enc	low=even	Lavinthal
NT 2	low=even	S/P	odd=enc
3	S/P		low=even
Signals (including Trumps): Smith echo (high=enc from both)			
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
<b>CATEGORY:</b> GREEN
<b>NCBO:</b> SERBIA BRIDGE ASSOCIATION
<b>PLAYERS:</b> <u>Parezanin</u> Darko and <u>Pepic</u> Selena
EVENT (Mixed/Open)
<b>SYSTEM SUMMARY</b>
GENERAL APPROACH AND STYLE
2/1 GF, 5542 opening bids
1NT = (14)15-17hcp, 5M/6m/5-4/singleton
2♣ = 22+ balanced or 19+ unbalanced
2♦ = Ekrens, both majors, at least 5-4, 3-10hcp
2M = weak two, usually six cards, 3-10hcp
2NT = 20-21hcp
4m = Namyats, 7+ cards, good major
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1NT semi-forcing over 1M
Two way check-back, modified Bergen raises, Jacoby support
Walsh, Lebensohl, non-serious 3NT, inverted minors
1m-2♥ = 5♠4+♥ 3-7hcp
1♣-2♦ = one major 3-7hcp
1m-2♠ = 7-10 w/ support
<b>SPECIAL FORCING PASS SEQUENCES</b>
After a redouble meaning strength
After 2/1 bid
When asked for stopper, pass on a double is second round control
<b>IMPORTANT NOTES</b>
May choose to show single A/K as no single
Not strict about hcp ranges
<b>PSYCHICS:</b> rarely

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 <sup>st</sup> lvl 5+hcp nat, 2♣=5+♣ 10+hcp, 1/2/3NT standard, 2♦=one M, 3-7hcp, 2♥=5♠4+♥ 3-7hcp, 2♠=7-10hcp w/ sup, 3♣=3-7hcp w/ sup	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 <sup>nd</sup> lvl = GF, 2♥=8-10hcp sup, 3♣=9-11hcp 4+♥, 3♦=6-8hcp 4+♥, 3♥=0-5hcp 4+♥, 2NT=4+♥ 11+hcp GF, 3♠/4♣/4♦=singleton or void	1♥-2NT-3m=singleton or void 1♥-2NT-4m=good minor, 5cards, 1♥-2NT-3NT=15-17hcp	Jacoby on after double and 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, 3♦=strong minors, slam-try, 3M=singleton or void, 4♣/4♦=transfers to ♥/♠, 4♥/4♠=exclusion with 5 key cards (minor kings+3 aces)	1NT-2♣-2M-3m-3oM= supp for minor; splinters on	Lebensohl, doubles are mostly takeout
2♣	x	0(F)	-	22+hcp or any GF hand	2♦=0-7hcp or waiting; 2♥/2♠/3♣/3♦=5+cards, 6+hcp	2♣-2NT-3♣(ask)-3♦=mm, 3♥=♣+♥, 3♠=♥+♦	Doubles are takeout
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 3♦=weak 5-5, 3M=longer M	2♦ in 3 <sup>rd</sup> position can be 4-4 2♦ in 4 <sup>th</sup> position can be stronger
2♥		5	-	3-10hcp, constructive in vul	3NT=to play, 2NT=F1	2NT-3♥=weak, other strong	can be light in 3 <sup>rd</sup> position
				can be light in non-vul	3♥/4♥=to play	with values in that suit	semi-forcing in 4 <sup>th</sup> 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 <sup>rd</sup> seat
3♦		6	-	pre, can be light in non-vul	new suit F1, possibly lead-directing, 3NT=to play		can be light in 3 <sup>rd</sup> seat
3♥		6	-	pre, can be light in non-vul	new suit F1, possibly lead-directing, 3NT=to play		can be light in 3 <sup>rd</sup> seat
3♠		6	-	pre, can be light in non-vul	new suit F1, possibly lead-directing, 3NT=to play		can be light in 3 <sup>rd</sup> 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 <sup>rd</sup> /4 <sup>th</sup> seat NV
				usually no outside A/K			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 <sup>rd</sup> and 4 <sup>th</sup> seat
4♦	x	7		semi-solid ♠ with outside A/K	4♥=RKCB, 4♠=to play, 4NT=to play		same in 3 <sup>rd</sup> and 4 <sup>th</sup> 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 <sup>st</sup> or 2 <sup>nd</sup>	
						5NT can be pick a slam	
						4m = minorwood in special situations	

DEFENSIVE AND COMPETITIVE BIDDING	
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>	
Standard	
First level 5-15 hcp, 5+ card suit or can be 10-16 hcp 4+ card suit;	
Second level 8-17 hcp, 5+ card	
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 direct support 6-10 hcp; jump raise invitational.	
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>	
(14)15-17 hcp balanced, with stopper in opener's suit in second position (system on)	
(11)12-15 hcp balanced, with stopper in opener's suit in pass out position (system on)	
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	
1-Suit: 3X = preemptive (system on)	
2-Suit: 2NT = Lowest ranked suit (natural)	
4NT = usually minors, but can be all twosuiters	
Reopen: dbl after twosuiter shows extra	
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>	
Cue bid: Majors or other major and a minor 5-5 usually	
Jump cuebid: Gambling and stopper asking	
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>	
Multi landy vs. all. (2♣=both majors, 2♦=one major, 2♥/♠=5+♥/♠ and minor)	
DBL: 10+ hcp usually 5+m & 4M (can be 4+M 4+m if stronger)	
vs 1NT weak: DBL: medium points and more (unless passed hand then it is Multi Landy)	
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>	
Dbl: Opening values and usually at least 3 cards in other suits or points	
Cuebid: strong hand two suiter	
NT bids: Stopper showing, 4NT is twosuiter	
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♠</b>	
Double: Majors, 1NT=minors, rest natural	
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	
Rdbl: 10+, new suit on first level (4)5+ cards, on second 5+ cards NF.	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/4th best	3/4th best	
NT	3/4th best	3/4th best	
Subseq			
Other: MUD, xXxx, Xx			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx...,AKJ...,Ax..	AKx...,AKJ...,Ax..	
King	Kx, KQxx..., KQJ..., KQ10x,	Kx, KQxx..., KQJ..., KQ10x,	
Queen	Qx, QJxx..., QJ10..., QJ9..	Qx, QJxx..., QJ10..., QJ9..	
Jack	Jx, J10xx, J10x, KJ10, AJ10	Jx, J10xx, J10x, KJ10, AJ10	
10	10x, 109x, K109..., A109..	10x, 109x, K109..., A109..	
9	9x, 9, 987	9x, 9, 987, H987	
Hi-X	even	even	
Lo-X	odd	odd	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	attitude (high=enc)	count	attitude (odd=enc)
Suit 2	switch (std)	suit preference	count
3	count		
1	attitude (high=enc)	count	attitude (odd=enc)
NT 2	count (std)	suit preference	count
3	switch		
Signals (including Trumps): Roman (odd=enc)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
opening values and at least 3 cards in other suits, or 16+ hcp			
Responses: lowest level 0-7 hcp, jump 8-10, cue bid 11+ hcp F			
1NT 7-10 hcp, pass penalty.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support dbl/rdbl to the major.			
Lightener dbl.			
Rdbl is sometimes 1st control or 2nd/3rd top hcp in partner's suit			

W B F CONVENTION CARD
<p><b>CATEGORY:</b> Green</p> <p><b>NCBO:</b> Serbia</p> <p><b>PLAYERS:</b> Branislav Đuričić and Jovana Zoranović</p> <p>EVENT Mixed</p>
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1♠ = can be 2♣ if 2344, 1♦ = 4+♦, 1M = 5M cards
2/1
Modified Bergen raises, Jacoby support, New minor forcing
Lebensohl,
1NT 15-17 hcp; balanced, semi balanced, 5M
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ = Flannery 5♥ and 4♠, 11-16
2♥/♠ = Weak 2 in ♥/♠
3NT = Gambling with (AKQxxxx minimum) no K or A offside (on 1st and 2nd position)
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
<b>PSYCHICS:</b> Rare

OPENING	ARTIFICIAL TICK IF	MIN. NO. OF CARDS	NEG.DBL THRU				
				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		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♣	X		-	Strong GF	2♦ = waiting, weak hand or balanced; 2X/3X positive with 3/5 TH 7+p (except QJT)		system on
2♦	X		-	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 2NT-4♦-4♥=accepting S/T	system on
3♣			-	preemptive, usually 6-7 cards	3♦/♥/♠=5+cards F1; 3NT=to play;		system on
3♦			-	preemptive, usually 6-7 cards	3♥/♠=5+cards F1; 3NT=to play; 4♣=set ♦ S/T		system on
3♥			-	preemptive, usually 7 cards	3♠/4♦=5+cards F1; 3NT = to play;4♣=set ♥ S/T		
3♠			-	preemptive, usually 7 cards	3♠/♦=5+cards F1; 3NT = to play; 4♣=set ♠ S/T		system on
3NT			-	Gambling to play AKQxxxx	4♣/♦=p/c; 4♦= F1	<b>HIGH LEVEL BIDDING</b>	
4X/5X			-	preemptive	4M= to play; 4NT=rkc	Exclusion Blackwood, 0314 RKC, DOPIROPI	