



DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Standard
First level 6-16 hcp, 5+ card suit or can be 10-16 hcp 4 card suit;
Second level 10-16 hcp
Responses: new suit NF; cuebid F; usually support; direct support
7-10 hcp; jump raise weak. Jump in new suit (3) 4+ card supp &
singleton it that suit.
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd (14) 15-17 (18) hcp balanced, with stopper in openers suit
4 th 11-14 hcp balanced.
Responses: System on, but after DBL on 1 NT – rdbl minor
Onesuiter; 2♣– minors; 2x transfer 5+card; 1 NT dbl- pass- pass –
rdbl – pass (0-5hcp) - 2♣♦♥♠ dont.
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak (5) 6+ card suit.
2NT two lower suits of remaining tree, at least 5-5, 3NT to play.
4NT always minors twosuiter.
Reopen: Level is number of tricks.
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cuebid: The highest ranked of remaining suits, and another of
remaining suits or Majors (minor cuebid) at least 5-5 (rarely 5-4)
One level jump cue bid: Gambling (solid any suit) without stopper
Two level jump cue bid: Majors or minors absolute or 6/6 twosuiter
First and second free step or after 4♥♠ or 5♣♦, first step is asking
for minor/major aces, second is for major/minor keycards.
VS. NT (vs. Strong/Weak; Reopening;PH)
Multi landy vs. all.
DBL: (14)15+ hcp
On weak 1 NT and reopening DBL is (12)13+ hcp.
PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
Dbl: Opening values and at least 3 cards in other suits.
After dbl – Lebensohl.
Leaping Michaels
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
0D - DBL ♣+ major; first step overcall is transfer to higher suit
First step NT Minors or majors; Jump in ♦ - ♦+ major
Jump in suit weak overcall; jump in NT minors (5+/5+)
OVER OPPONENTS' TAKEOUT DOUBLE
Rdbl: 10+, new suit on first level 4+ cards, on second 5+ cards NF.
All support is system, except on 3 rd & 4 th 2way Drury and Bergen.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th best	4 th best	
NT	4 th best	4 th best	
Other: MUD, Xxxx, Xx, On NT sometimes Xxx			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx...,AKJ...,Ax..	AKx...,AKJ...,Ax..	
King	AK, Kx,KQxx...,KQJ...,KQ10x,	AK, Kx,KQxx...,KQJ...,KQ10x,	
Queen	Qx,QJxx...,QJ10...,QJ9..	Qx,QJxx...,QJ10...,QJ9..	
Jack	Jx,J10xx,J109...,J108x.	Jx,,J109...,J108x.	
10	10x, 109xx..	10x, 109xx..	
9	9x,987x..	9x,987x..	
Hi-X	Count, even	Count, even	
Lo-X	Count, odd	Count, even	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
	1 Attitude, high (or odd) card is positive	Count, standard carding	Odd/even
Suit 2	count		
3			
	1 Attitude, high or odd card is positive	Count, standard carding	Odd/even
NT 2	count		
3			
Signals (including Trumps):			
Lavinthal, but odd card can be positive signal			
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 8-11 hcp, pass penalty.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBL/RDBL			
Support dbl to 2 nd level and rdbl.			
Lightnear dbl.			
Rdbl is sometimes (after on overcall dbl) 2 nd /3 rd top hc in partner's suit.			
Or 1 st control in some suit.			

W B F - E B L CONVENTION CARD
CATEGORY: GREEN 2/1 GF
<div> <div>PLAYERS:</div> <div> <div>Stojan VAŽIĆ</div> <div>Jovana ZORANOVIĆ</div> </div> </div> <div>   </div>
SYSTEM SUMMARY
GENERAL APPROIACH AND STYLE
2/1 GF, 5 card major, 3 card minor, NMF
Semi-forcing 1NT over 1♥/1♠, In 3 rd & 4 th - 2 way Drury+ fit
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1NT (14) 15-17 hcp
2♣ Strong; GF
2♦ Ekren, both majors (4+/ 4+) 4-10 points
2♥♠ Weak two open
3NT Gambling (solid any suit)
AKJxxxx minimum
4NT Absolute minor twosuiter, 0+ points 7/6 (6/6) F
SPECIAL FORCING PASS SEQUENCES
1 NT dbl- pass- pass – rdbl with balance always
IMPORTANT NOTES
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NUMBER OF CARDS	NEGATIVE DBL	SYSTEM			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4NT	(11)12-21 hcp	1 st level 6+ hcp natural; 2♣ Inverted minor 5+ ♣ 10+ hcp; 2♦ 6-9 hcp 5+ ♣; W2♥/♠; 3♣ preemptive; 3X Splinters; 1/2/3 NT standard.	After fit 4♣ RKCB; in 3 rd and 4 th position 2♣ 5+ card ♣, 9-11 hcp.	
1♦		3	4NT	(11)12-21 hcp	1 st level 6+ hcp natural; 2♦ Inverted minor (4)5+ ♦ 10+ hcp; 2♣ GF 5+ card W2♥/♠; 3♣ 5+ ♦ 6-9 hcp; 3♦ preemptive; 3M/4♣ Splinters; 1/2/3 NT standard.	After fit 4♦ RKCB; in 3 rd and 4 th position 2♦ 5+ card ♦, 9-11 hcp.	
1♥		5	4NT	(10)11-21 hcp In 3 rd position (7)8-18/19 hcp	1♠ 6+ hcp forcing; 1NT semi-forcing 6-11 hcp; new suit on 2 nd level is GF; 2♥ 6-9 hcp 3(4) card support; W2♠; Bergen raises- 3♣ 6-8 hcp 4+ ♥; 3♦ 9-11 hcp 4+ ♥; 3♥ 0-5 hcp 4+ ♥; Jacoby support 2 NT 12+ hcp (3)4+ ♥; 3♠/4♣/♦ Splinters.	In 3 rd and 4 th position 2way Drury - 2♣ 9-11 hcp 3+ cards support; 2♦ 5-8hcp 4+ c ♥; 2♥ 5-7(8) hcp 3(4) c ♥; 3♥ 0-7 hcp 4+ c ♥; 3X and 4X Splinters.	
1♠		5	4NT	(10)11-21 hcp In 3 rd position (7)8-18/19 hcp	1NT semi-forcing 6-11; new suit on 2 nd level is GF; 2♠ 6-9 hcp 3(4) card support; Bergen raises 3♣ 6-8 hcp 4+ ♠; 3♦ 9-11 hcp 4+ ♠; 3♠ 0-5 hcp 4+ ♠; Jacoby support 2NT 12+ hcp (3)4+ ♠; 3♥/4♣/♦ Splinters; 4♥ – to play.	In 3 rd and 4 th position 2way Drury - 2♣ 9-11 hcp 3+ cards support; 2♦ 5-8 4+ c ♠; 2♠ 5-7(8) hcp 3(4) c ♠; 3♠ 0-7 hcp 4+ c ♠; 3X and 4X Splinters.	
1NT		-	-	1NT (14) 15-17 hcp in vulnerability balanced, semibalanced (singl. hc)	2♣ Stayman, 0+ points or Smolen; 2♦, 2♥, 2♠, 2NT transfers; 3♣ 5+/5+ (5/4) weak minor hand; 3♦ 5+/5+, weak major hand; 3M –singleton or void in that suit; 4♣/♦ Texas; 4♥/♠ to play; 4/5 NT quantitative. Lebensohl.	1 NT dbl – rdbl minor onesuiter; 2♣ – minors, 2X transfer 5+card; 1 NT dbl- pass- pass – rdbl always* – pass (0-5p) - 2♣/♦/♥/♠ dont.	
2♣	X	0	-	Strong, 22+ hcp or any GF hand	2♦ 0-7 hcp or waiting; 2♥/♠ suit 5+ cards (2+TH) 8+ hcp; 3♣/3♦ 6+ cards (2+TH) 8+ hcp; 2NT 5-9 hcp balanced; 3♥♥+m 5-5; 3♠♠+m 5-5; 3NT Ms 5-5; Kokish (modified), Cheaper Minor	After dbl system on Pass and rdbl ♣	Same
2♦	X	0	-	Ekren, both majors 4-10 points 4+ ♥ and 4+ ♠	2♥/♠ to play; 2NT forcing ; 3♣ natural, NF; 3♦ invitational 3+♥& 3+♠; 3♥/♠ preemptive; 3 NT to play; 4♣/♦ shows fit ♥/♠; 4♥/♠ to play; 4 NT Blackwood.	After dbl system on Pass and rdbl ♦	Same but more contractive
2♥		5	-	W2- 5-6 cards, 4-10 points In 1 st and 2 nd minimum QT9xxx	2NT forcing question for controls in other suits; 3♣ question for shortness; other suits is also F1, 5+ card; jump in suit is splinter.	Same	In 4 th semi forcing in ♥
2♠		5	-	W2- 5-6 cards, 4-10 points In 1 st and 2 nd minimum QT9xxx	2NT forcing question for controls in other suits; 3♣ question for shortness; other suits is also F1, 5+ card; jump in suit is splinter.	Same	In 4 th semi forcing in ♠
2NT		-	-	(19) 20-22 hcp balanced, semi balanced (single. hc) Possible 5 card major	3♣ Puppet Stayman; 3♦/♥ transfers; 3♠ minors; 3NT 5♠ and 4♥; 4♣/♦ 6+ card in that suit and RKC; 4♥/♠ to play; 4/5 NT quantitative.		Same
3♣/♥/♠		6	-	Preemptive	4♣ RKCB; 4NT Roman blackwood		In 4 th is to play
3♦		6	-	Preemptive	4♦ RKCB; 4NT Roman blackwood		In 4 th is to play
3NT	X	7 (6)	-	Gambling in any suit	4♣ pass or correct, 4♦ forcing.		In 4 th is to play
4♣		7	-	Preemptive	4NT RKCB		In 4 th is to play
4♦		7	-	Preemptive	4NT RKCB		In 4 th is to play
4♥		7	-	Preemptive	4NT RKCB		In 4 th is to play
4♠		7	-	Preemptive	4NT RKCB		In 4 th is to play
4NT	X	6/6	-	Absolute minor twosuiter, 0+ points	5♥ and 5♠ or after 5♣/♦ first step is asking for major aces, second is for minor keycards		In 4 th is only strong hand
5♣/♦/♥/♠		8	-	Preemptive	Suit bid is fit and cue bid		
5NT	X	-	-	Question for kings	6♣ – zero kings; 6♦ king ♦; 6♥ king ♥; 6♠ king ♠; 6 NT king ♣; 7♣ – two kings		