DEFENSIVE AND COMPETITIVE BIDDING				DS AND SIGN	ALS	W B F - E B L CONVENTION CARD		
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LEADS STYLE					CATEGORY: GREEN 2/1 GF		
Standard			Lead		In Partner's Suit	NCBO: SERBIA BRIDGE ASSOCIATION		
First level 6-16 hcp, 5+ card suit (exceptionally 4 cards with a good hand but no other suitable bid)	Suit	4	4 th best		4 th best	PLAYERS: TRNAVAC Vuk and VELJA Stefan		
Second level 10-16 hcp	NT	4	I th best		4 th best	6CC		
Responses: new suit F; cuebid F; usually support; direct support 7-10								
hcp; jump raise weak. Jump in new suit (3) 4+ card supp & singleton it that suit.						B+4*		
Michaels cuebid, leaping and non-leaping Michaels	Other: M	IUD, Xxx	x, X x, On N	T sometimes X	XX			
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY		
2 nd (14) 15-17 (18) hcp balanced, with stopper in openers suit	Lead	l Vs. Suit			Vs. NT			
4 th 11-14 hcp balanced.	Ace	ŀ	AKx,AKJ,Ax		AKx,AKJ,Ax	GENERAL APPRO1ACH AND STYLE		
Responses: System on (see 1NT opening and escape)	King	Į.	AK, Kx,KQxx,KQJ,KQ10x,		AK, Kx,KQxx,KQJ,KQ1	Ox,		
JUMP OVERCALLS (Style; Responses; Unusual NT)	Queen		Qx,QJxx,QJ10,QJ9		Qx,QJxx,QJ10,QJ9	2/1 GF, 5 card major, better minor, strong notrump		
Weak, (5) 6+ card suit.	Jack		Jx,J10xx,J109,J108x.		Jx,,J109,J108x.	Semi-forcing 1NT over 1♥/1♠, In 3 rd & 4 th - 2 way Drury		
2NT 5+/5+ two lowest unbid suits	10		0x, 109xx	,.	10x, 109xx			
4NT 6+/5+ minor twosuiter			071, 10070111		,			
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	9		9x,987x		9x,987x	Flexible point ranges.		
Cuebid: Highest ranked of remaining suits, and another of remaining suits, at least 5-5 (Michaels+).	Hi-X		Count, even		Count, even			
One lvl jump cuebid: Gambling (any solid suit) without stopper	Lo-X		Count, odd		Count, even			
	SIGNAI	LS IN OR	DER OF PI	RIORITY	,			
		Partner's			d Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
VS. NT (vs. Strong/Weak; Reopening;PH)		1 Attitude,		Count, standar		2. Strong; GF, unless 23-24 bal		
Multi-Landy. Penalty double, slightly weaker against weak NT. Double by passed hand: 4M, 5+m			is positive	carding				
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)	Suit 2	2 count				2 ♦: 4+/4+ (usually 5+/4+) ♥/♠, below opening		
Dbl: Opening values and at least 3 cards in other suits.								
Leaping and non-leaping Michaels, Lebensohl after W2 – X								
		3				2/♥ /♠ W2		
	1 Attitude				d Odd/even	3NT Gambling (any solid suit)		
			is positive	carding		AKQxxxx or AKJxxxxx minimum		
	NT 2	2 count						
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 are or 2 are		3						
DBL: ♣+ major; first step overcall: transfer	Signals ((including	Trumps):			SPECIAL FORCING PASS SEQUENCES		
First step NT Minors or majors; Jump in ♦ - ♦ + major	Lavintha	ıl				1 NT dbl- p		
All twosuiters are 4+/4+.								
OVER OPPONENTS' TAKEOUT DOUBLE				DOUBLES				
Rdbl: 10+, new suit on first lvl 4+ cards, on second 5+ cards NF.	TAKEOUT DOUBLES (Style; Responses; Reopening)					IMPORTANT NOTES		
				other suits, or 1	6+ hcp, light in balancin			
	Transfer	responses				PSYCHICS: Rare		
					E DBLS/RDLS			
	Rosenkra	anz dbl/rdl	ol, Lightner					

zh	IF TAL	MBER DS	V DBL	SYSTEM						
OPENING	TICK IF ARTIFICE	MIN. NUMBER OF CARDS		DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING			
1.		2	4NT	(11)12-21 hcp	1 st lvl 6+ hcp natural; Walsh; 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 4, 9-11 hcp.				
1 •		4	4NT	(11)12-21 hcp	1 st lvl 6+ hcp natural; Walsh; 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.	n 3 rd and 4 th position 2 ♦ 5+				
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.	cards support; 2 • 5-8	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 8(4) c ♥; 3♥ 0-7 hcp 4+ c ♥; 3X amd 4X Splinters.			
1 🖍		5	4NT	(10)11-21 hcp In 3 rd position (7)8-18/19 hcp	Bergen raises 3♣ 6-8 hcp 4+ ♠; 3♦ 9-11 hcp 4+ ♠; 3♠ 0-5 hcp 4+ ♠; cards support		ard and 4 th position 2way Drury - 2♣ 9-11 hcp 3+ ds support; 2♦ 5-8 4+ c ♠; 2♠ 5-7(8) hcp 3(4) c 3♠ 0-7 hcp 4+ c ♠; 3X amd 4X Splinters.			
INT		-	-	10-13 hcp (NV vs V), 11-14 (same vulns), 12-14 (V vs NV), balanced	2♣ NF Stayman, may not have 4M; 2♦: GF Stayman, 2♥, 2♠, 3♣, 3♦: to play; 2NT: weak twosuiter (5+/5+ any); 3M - preemptive; 4♣/♦ Texas; 4♥/♠ to play; 4/5 NT quantitative Lebensohl.	1 NT dbl – rdbl minor onesuiter, 2♣ – minors, 2X tranfer 5+card; 1 NT-X-pass forces xx, - 2 ♣ 3-4 card in all suits or dont, 2 ♦ / ♥ dont.				
2*	X	0 (F)	-	Strong, 22+ hcp or any GF hand	2 ♦ 0-7 hcp or waiting; 2 ♥/ ♠/3 ♣/3 ♦ suit 5+ cards, 8+ hcp; 2NT balanced 6-9 hcp (2x K or A and K)	After dbl system on Pass and rdbl &	Same			
2 •		5	-	4+/4+ ♥/♠, below opening	2NT artificial forcing; 3♣ NF, 3♦ inv with 3/3 ♥/♠, 2/3/4 ♥/♠ to play, 4♣/4♦ RKC.	Same	In 4 th semiforcing in ♦			
2♥		5	-	W2- 5-6 cards, 4-10 points In 1 st and 2 nd minimum QT9xxx	2NT feature ask; new suit: 5+, F1; Splinters	Same	In 4 th semiforcing in ♥			
2 🛦		5	-	W2- 5-6 cards, 4-10 points In 1st and 2nd minimum QT9xxx	2NT feature ask; new suit: 5+, F1; Splinters	Same	In 4 th semiforcing in ♠			
2NT		-	-	(19) 20-22 hcp balanced, semibalanced (singl. hc) Posibile 5 card major	3♣ Puppet Stayman; 3♦/♥ transfers; 3♠ minor stayman with one or both major shortness; 3NT to play; 4♣/♦ Texas transfer to 4♥/♠, step in between shows poor hand for slam; 4♥/♠ to play; 4/5 NT quantitative.					
3 .		6	-	Preemptive	4♣ RKCB; 4NT Roman blackwood		In 4 th is for play			
3♦		6	-	Preemptive	4♦ RKCB; 4NT Roman blackwood		In 4 th is for play			
3♥		6	-	Preemptive	4♣ RKCB; 4NT Roman blackwood		In 4 th is for play			
3♠		6	-	Preemptive	4♣ RKCB; 4NT Roman blackwood		In 4 th is for play			
3NT	X	7 (6) P/C	-	Gambling in any suit	4♣ pass or correct, 4♦ forcing.		In 4 th is for play			
4.		7	-	Preemptive	4NT RKCB		In 4 th is for play			
4 🔸		7	-	Preemptive	4NT RKCB		In 4 th is for play			
4♥		7	-	Preemptive	4NT RKCB		In 4 th is for play			
4 ♠		7	-	Preemptive	4NT RKCB	In 4 th is for play				
4NT	X	6+/5+ mm	-	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 cuebid		HIGH LEVEL BIDDING			
5 ,		8	-	Preemptive	Suit bid is fit and cuebid RKCB, Spiral Scan, Exlusion blackwood					
5♥		8	-	Preemptive	Suit bid is fit and cuebid	ol cuebids, Josephine				
5 ^		8	-	Preemptive	Suit bid is fit and cuebid 5 NT pick a slam					
5NT	X	-	-	Question for kings	6 ♣ – zero kings; 6 ♦ king ♦; 6 ♥ king ♥; 6 ♠ king ♠; 6 NT king ♣; 7 ♣ – two kings					