




DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
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 F1; cue bid F; usually support; direct support 5-10 hcp; jump raise weak. 2NT 4+ cards of support 10+ hdp
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd (14) 15-18 hcp balanced, with stopper in openers suit
JUMP OVERCALLS (Style; Responses; Unusual NT)
2NT two lower suits of remaining tree, at least 5-5, 3NT for play.
4NT twosuiter can be any, usually minors.
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue bid: Highest and lowest ranked of remaining suits, 3♣ Highest ranked of remaining suits
Two level jump cue bid: Leaping Michaels
One level jump cue bid: Gambling (solid any suit) without stopper except 3♣
VS. NT (vs. Strong/Weak; Reopening;PH)
Multi landy vs. all.
DBL: 10+ hcp can be 4+majors 4+minors if stronger
On weak 1 NT and reopening DBL is (12)13+ hcp.
1m - (1NT) - 2om - both majors
VS. PREEMPTS (Doubles; Cue bids; Jumps; NT bids)
Dbl: Opening values and at least 3 cards in other suits.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Truscott
OVER OPPONENTS' TAKEOUT DOUBLE
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	3/4 th best	3/4 th best	
NT	2/4 th best	2/4 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..	
Hi-X	Count, even	Count, even	
Lo-X	Count, odd	Count, odd	
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, Trump echo			
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/rdbl to the major.			
Lightener dbl.			
Rdbl is sometimes 1 st control or 2 nd /3 rd top hcp in partner's suit			

W B F - E B L CONVENTION CARD
CATEGORY: GREEN 2/1 GF
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PLAYERS:
ZORANOVIĆ Jovana and PEPIĆ Selena
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 GF, 5 card major, 3 card minor
Semi-forcing 1NT over 1♥/1♠, In 3 rd & 4 th - 2 way Drury+ fit
New minor forcing, Bergen raises, modified Jacoby support, Walsh
Non-serious 3NT
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1NT 15-17 hcp; balanced, semi balanced ,5M
2♣ Strong; GF
2♥/♠ Weak two open
2♦ Ekren
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♦/♥ weak ♥&♠; 2♠ support; 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, after dbl natural 6-10hcp	
1♦		3	4NT	(11)12-21 hcp	similar as above;	similar as above;	
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 3+ ♥; 3♥ 0-6 hcp 4+ ♥; Jacoby support 2 NT 12+ hcp 4+ ♥; 3♠/4♣/♦ Splinters.	In 3 rd and 4 th position 2way Drury - 2♣ 9-11 hcp 3+ cards support; 2♦ 6-8hcp 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	similar as above;	similar as above;	
1NT		-	-	15-17 hcp balanced, semi balanced, 5Majors (5332 any or 4522), 6 minors (AKQ 3/2/2), 4M with 5m,5/4 minors	2♣ asks for the distribution; 2♦, 2♥, 2♠, 2NT transfers; 3♣ weak minors 3♦ weak majors; 3M –singleton or void in that suit without 4-card major (after 3NT, 4m is spiral); 3NT to play; 4♣/♦ ♥/♠- Texas; 4♥/♠- to play; 4/5 NT quant. Lebensohl.	1 NT dbl – rdbl minor onesuiter; 2♣– minors,2X transfer 5+card; 1 NT dbl- pass- pass – rdbl always* – pass - 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 ♣ rdbl control	The same
2♦	X	0	-	Ekren (weak Majors) 4+/4+	2♥/♠ to play; 2NT forcing; 3♣ natural, NF; 3♦ invitational 3+♥ and 3+♠; 3♥/♠ preemptive; 3 NT to play; 4♣/♦ shows fit ♥/♠; 4♥/♠ to play; 4 NT Blackwood.	After dbl system on Pass and rdbl ♦	The same
2♥		5	-	W2- 5-6 cards, 3-10 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.	The same	In 4 th semiforcing in ♥
2♠		5	-	W2 - 5-6 cards, 3-10 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 a suit is Splinter.	The same	In 4 th semiforcing in ♠
2NT		-	-	20-22 hcp balanced, semi balanced Possible 5 card major	3♣ Puppet Stayman; 3♦/♥ transfers; 3♠ minors with one or both major shortness; 3NT 5 card ♠ and 4 card ♥; 4♣/♦ 6+ card in that suit and RKC; 4♥/♠ to play; 4/5 NT quantitative.		The 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
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	-	Gambling in any suit	4♣ pass or correct, 4♦ forcing.		In 4 th is to play
4♣	X	7	-	Preemptive in ♥	4♦ RKCB		In 4 th is to play
4♦	X	7	-	Preemptive in ♠	4♥ RKCB		In 4 th is to play
4♥		7	-	Preemptive	4♠ 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	HIGH LEVEL BIDDING Spiral scan, Exclusion Blackwood	