


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
6-16hcp, aggressive at 1 st level
Responses: new suit F1, cuebid F1 - usually support
(1m)-1M-pass-2M = 5-9hcp supp, 2NT = inv+ 4+c supp
Jump raise weak, 3-8hcp, 4+ cards
Jump in new suit, that suit 5+c and 3+c supp, invitational+
Sound on 2 nd level
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18hcp, system on
Reopen: 10-14hcp for minors, 11-16 for majors, system on
After double, rdbl is onesuiter, 2♠=♠+higher suit, 2♦=♦+M
2♥=majors
1m-(1NT) - multi landy on
JUMP OVERCALLS (Style; Responses; Unusual NT)
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
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1M)-2M = 5-5 oM+m, (1M)-3M = asking for stopper
(1m)-2m = 5-5 MM, (1m)-3m = asking for stopper
(2M)-3M = asking for stopper, (2M)-4m=5+m 5+M
VS. NT (vs. Strong/Weak; Reopening:PH)
Against strong NT: Dbl = 5+m4M, 2♠ = MM
2♦ = one 6+M, 2M = 5M 4+m, 2NT = mm
Against weak NT: Dbl = 13+hcp
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Dbl: Opening values and at least 3 cards in other suits
3NT can be weaker in pass-out position
(3X)-4m = 5m-5M
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♠
Dbl: MM, 1NT/2NT = mm
Other natural
OVER OPPONENTS' TAKEOUT DOUBLE
Rdbl: 9+hcp, new suit is (4)5+ cards F1 if not jump
(1x)-1y-(dbl)-rdbl = Hx in y

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th best	3 rd best	
NT	4 th best	3 rd best	
Subseq	4 th best	3 rd best	
Other: K power lead against NT			
Ten may be considered high card			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK x +, A x , AKJ+	A x , AK x +	
King	AK, K x , KQ+	AKQ+, AKJ xx , KQJ xx , K x	
Queen	Q x , QJ+	KQ+, QJ+, Q x , AQJ+	
Jack	J x , JT+, HJT+	J x , JT+, HJT+	
10	T x , T9+, HT9+	T x , T9+, HT9+	
9	9 x , 98+, H98+	9 x , 98+, H98+	
Hi-X	X x	X x	
Lo-X	x X x +	x X x +	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	hi= enc	hi=even	Lavinthal
Suit 2	hi=even	S/P	odd= enc
3	S/P		hi=even
1	hi= enc	hi=even	Lavinthal
NT 2	hi=even	S/P	odd= enc
3	S/P		hi=even
Signals (including Trumps): S/P with trumps			
Signaling with trumps S/P			
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/diamonds			
Redouble can be first round control or lead-directing			
1m-(1M)- dbl = almost always 4+OM (usually precisely 4)			
Lightner doubles			
In competition double can be game-invitational			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: SERBIA BRIDGE ASSOCIATION
PLAYERS: <u>Guzvica</u> Slobodan and <u>Pepic</u> Selena

SYSTEM SUMMARY
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
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1NT semi-forcing over 1M supp
Two way check-back, Bergen raises, Jacoby support
Walsh, Lebensohl, non-serious 3NT, inverted minors
1♠-2♦=7-10 supp
1♦-3♠=7-10 supp
SPECIAL FORCING PASS SEQUENCES
After a redouble meaning strength
After 2/1 bid
IMPORTANT NOTES
May choose to show single A/K as no single
Not strict about hcp ranges
PSYCHICS: 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 st lvl 5+hcp nat, 2♣=5+♣ 10+hcp, 1/2/3NT standard, 2♦=supp, 7-10hcp, 2M = weak, 3♣=weak supp	1♣-2♣-2X = stopper 11+hcp 1♣-2♣-3X = splinter 13+hcp	no inv minors after overcall, dbl 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 nd lvl = GF, 2♥=8-11hcp sup, 3♣=6-8hcp 4+♥, 3♦=9-11hcp 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	
1♠		5	4♥	11-21hcp	similar	similar	
INT		-	4♣	(14)15-17hcp	2♣=stayman, 2♦/2♥/2♠/2NT=transfers, 3♣=weak minors NF, 5M/6m/5-4/singleton	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; cheaper minor		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	2♦ in 3 rd position can be 4-4
				3-10hcp	3NT=to play, 2NT=F1	3♦=5-5, 3M=longer M, 3NT=4-4	2♦ in 4 th position can be stronger
2♥		5	-	3-10hcp, constructive in vul	2NT=F1, new suit F1 nat, 3NT=to play, jump in new suit=splinter	2NT-3♥=weak, other strong	can be light in 3 rd position
				can be light in non-vul	3♥/4♥=to play	with values in that suit	semi-forcing in 4 th position
2♠		5	-	3-10hcp, constructive in vul	similar	similar	similar
				can be light in non-vul			
2NT		-	4♣	20-21hcp	3♣=muppet stayman, 3♦/3♥=transfers, 3♠=minor stayman, 4m=minorwood	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	3♦ NF, new suit F1, possibly lead-directing, 3NT=to play		can be light in 3 rd seat
3♦		6	-	pre, can be light in non-vul	new suit F1, possibly lead-directing, 3NT=to play		can be light in 3 rd seat
3♥		6	-	pre, can be light in non-vul	new suit F1, possibly lead-directing, 3NT=to play		can be light in 3 rd seat
3♠		6	-	pre, can be light in non-vul	new suit F1, possibly lead-directing, 3NT=to play		can be light in 3 rd seat
3NT	x	7	-	solid suit, any	4♣=p/c, 4♦=strong F1, asking for suit, 4M=to play		
				usually no outside A/K			
4♣	x	7		pre, can be light in non-vul	new suit NF		same in 3 rd and 4 th seat
4♦	x	7		pre, can be light in non-vul	new suit NF		same in 3 rd and 4 th 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		6-5 in minors, weak	5m=to play		
5♣		7		pre, can be light in non-vul		HIGH LEVEL BIDDING	
5♦		7		pre, can be light in non-vul		0314 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 st or 2 nd	
						5NT can be pick a slam	
						4m = minorwood in special situations	