

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style; Responses; 1 / 2 Level; Reopening)		
5-17hcp, aggressive at 1 st level		
Responses: new suit F1, cuebid F1 - usually support		
(1m)-1M-pass-2M = 5-10hcp supp, 2NT = inv+ 4+c supp		
(1♦)-1♦-(p/dbl)-1M = 5cards		
(1m)-1♥-(p/dbl)-1S = 4cards		
(1m)-1M-pass-3m = mixed raise, 7-10 4+c supp		
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		
15-18hcp, cue = only gf		
Reopen: 10-14hcp for minors, 11-16 for Majors, system on		
After double, rdbl is one suit; 2X=X+higher; pass is to play		
1m-(1NT)-2♣=majors, 2♦=one Major, 2M=5M3m, 2N=4m5+om		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
(1m)-2M = 10-16, 4M and 5+ in other m or any m if 1m doesn't promise 3; (1♥)-2♦ = same, 4♣ and 5+ any m (Note 1.)		
2NT = two lower suits, 5-5 3NT = to play, 4NT = twosuiter		
Reopen: 2M = same		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
(1M)-2M=5-5 oM+♣, (1M)-3♣=om+♦ (1♦♥s)-3♦hs=asking for stop		
(1m)-2♦=5-5 MM; (1m)-3♣=♦+om; (Note 2.)		
1x-(1y)-3y = transfer to 3NT		
Reopen: (1m)-2m = M's, (1♣)-2♦=♦+M, 1M-2M=oM+m (Note 3.)		
VS. NT (vs. Strong/Weak; Reopening; PH)		
Against strong NT: Dbl = 5+m4M		
2♦ = one 6+M, 2M = 5M 4+m, 2NT = mm, 2♣ = MM (Note 4.)		
Against weak NT: Dbl = 13+hcp, 2♣ = MM, 2♦ = 1M		
2M = 5M 4+m, 2NT = 5+m4♥, 3m = 6+m4S (Note 5.)		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		
Dbl: Opening values in at least two playable suits		
(2X)-4m = 5m-5M; (3X)-4m = 5+m4M		
vs 2♦ multi and ekren: x= 33+ in M's 14+ or strong; 2nt=15-18		
vs weak known 2 suiter (55): cue=t/o with shortness in that suit		
if one suit is 4+ cards, overcall and continuations = nat		
VS. STRONG CLUB - i.e. 1♣ (or 2♣)		
Dbl=Majors 4/5; 1NT =5+m4M, 2♦=Majors 55, 2NT=minors, similar over (1♣) - p - (1♦); Vs 2♣ str, dbl = Majors		
vs polish x = 12+ 33+ in M's or strong, 1NT=15-18 bal		
OVER OPPONENTS' TAKEOUT DOUBLE		
Rdbl: 9+hcp, penalty oriented, new suit on the first level is 5+ cards F1, 2nd level NF; transfers over 1M-(x) except 1H-(x)-1S		
(1x)-1y-(dbl)-rdbl = A or K doubleton in partner's suit		

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	Lead	In Partner's Suit
Suit	4th best, second from low	3 rd best or att if supp
NT	att	3 rd best or att if supp
Subseq	same	3 rd best or att if supp
Other: K power lead vs NT – asks count or ublock; no Smith; From our known long suit vs NT - K&Q ask for unblock of lower H or CT, J nat		
Rusinow leads vs 5+th level, journalist in p's suit, length dependant honor leads vs NT		
LEADS		
Lead	Vs. Suit	Vs. NT (we didn't bid suit)
Ace	AKx+, Ax, AKJ+	Ax, AKx+ asks for att
King	AK, Kx, KQ+	AKJ10+, KQ10x+
Queen	Qx,QJ+	3-c: KQ(x), QJ(x), Qx
Jack	Jx, JT+, HJT+	top from 3- or with Q 4+c
10	Tx, T9+, HT9+	top from 3- or with J 4+c
Hi-X	Xx, xXx(+)	Xx, XXx(x), HXx
Lo-X	HxX, HxxX, HxxXx	att
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
		Discarding
1	high=enc	high=even
Suit 2	high=even	S/P
3	S/P	
1	high=enc	S/P
NT 2	S/P	high=even
3	high=even	
Middle odd can be encouraging in the known long suit		
Smith on 2nd trick of NT		
Signal: S/P with trumps, std present count, att w/ count through declarer		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
Can be light		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
Support doubles and redoubles up to 2 of our Major		
Double of opp's cue of our suit =		
a) anti lead, if our suit showed 5+ cards (or we supported partner's suit)		
b) length and quality if our suit showed less than 5 cards		

W B F CONVENTION CARD		
CATEGORY: GREEN		
NCBO: Serbia		
PLAYERS: Boris Altman & Veljko Vuicic		
EVENT: Filter CC 2025		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
2/1 GF, 5533, 1NT = (14)15-17hcp		
2♣ = 23+ (semi)balanced or GF		
2♦ = Flannery, 5+H 4S 10-16		
3m = aggressive or constructive (Note 8)		
4m = Namyats (except in 3rd)		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
XYZ		
Inverted minors GF except when we don't have a stopper		
Walsh, Lebensohl, non-serious 3NT		
Transfers over : (1x)-1M-(x), 1M-(x), 2M-(x), ♠ stays natural (Note 6.)		
All jumps suit bids from responder are not good 6card suit 9-11, 8-10 after interference		
Fit bids in 4+ level competitive situations		
SPECIAL FORCING PASS SEQUENCES		
After 2/1 bid or if we open, opps overcall, we cuebid		
and we are above the game level		
IMPORTANT NOTES		
Not strict about hcp ranges		
PSYCHICS: occasionally		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DB L THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	10-21hcp	1 st lvl 4+hcp nat, 2♣=5+♣ almost gf, 1/2/3NT standard, jump =inv 6+cards, 9-11hcp, 3m=weak, double jump =nat weak (6)7+	1♣-2♣-3X = splinter	no inv minors after overcall after dbl suit jumps are 8-10
1♦		3	4♥	10-21hcp 3d only if 4-4-3-2	similar	similar	similar
1♥		5	4♦	10-21hcp	1♣=5+cards nat, 1NT=NF 5-11hcp can have 4♣, 2♣=2+cards GF, 2♦=5+cards GF, 2♦/3m=inv 6+♦/M 2♥=5-10hcp sup, 2NT=inv+supp jacyby-like	1♥-2nt-3♥=min	after dbl transfers,jumps are 8-10 p-1♥-2♦/3m=fit bid
1♠		5	4♦	10-21hcp	similar	similar	
INT		-	4♣	(14)15-17hcp 5M/6m/5-4/singletonH	2♣=mod. stayman, 2♦/2♥=transfers, 2♣=clubs, 2NT=diamonds, 3♣=puppet Stayman, 3♦=55M GF+, 3M=55M spl, 4 ♣=BWOOD	1NT-3♣-3♦=no 5M, can be 4M	Rubensohl (Note 9.); double followed by double is penalty
2♣	x	0(F)	-	23+hcp bal or any GF hand	2♦=waiting, suit = 5+cards, 2topH, 2nt = 0+55M	2♣-2♦-2♥=kokish, nat or 25+bal 2♣-2♦-3M=5+♦4M	
2♦	x	5(SF)	-	10-16hcp, 5(6)♥ 4♣	2NT=F1, 2M=to play, 3m=nat, inv, 3M=mixed	(Note 7.)	after dbl pass and rdbl show ♦
2♥		6	-	weak , 5-11hcp	2NT=F1, 3♣=5+oM F1, 3♦=nat F1, 3♥=5+♣ F1		after dbl transfers
2♠		6	-	same	similar		similar
2NT		-	4♣	21-22(23)hcp, 5M/6m/5-4/singleton	3♣=pupp, 3♦/3♥=transfers, 3♣=minor stayman SF, 4♣/♦=5-5ms short ♥/♣, 4♥=optional rkc ♣, 4♦=optional rkc ♦	2NT-3♣: 3♦=4/5♣ and/or 4♥; 3♥=3 or 5♥, 3♣=3♣	
3♣		6	-	Random	(Note 8.)		wide range in 3 rd seat
3♦		6	-	Random	(Note 8.)		wide range in 3 rd seat
3♥		6	-	Random	new suit F1, possibly lead-directing, 3NT=to play, 4♣ is mod. Major key card: 0, 1, 1+q, 2, 2+q		wide range in 3 rd seat
3♠		6	-	Random	same		wide range in 3 rd seat
3NT	x	7	-	solid m suit no outside A/K	4♣=p/c, 4♦=strong F1, asking for shortness, 4M=to play	HIGH LEVEL BIDDING	
4m	x	7		Namyats (natural in 3rd)	first step=SI ask for cue, 4NT=RKCB, 5♣=ask for length	0314 RKCB (6x=even+x void; 5NT=1+void), EXCL, DOPI ROPI over NTs 4NT quantitative-baron, 5NT pick a slam	
4M		6		pre		Cuebids up the line 1 st or 2 nd ; after major fit 3NT=non serious (except 1M-2M-3NT and 1M-(2x)-3x-3NT)	
4NT	x	6/6		6-6 in minors, weak			
5X		7		pre, can be light in non-vul		after rkcb/cuebids 5NT is invite for grand; if we cuebid on 5th level and missed rkcb, 5NT is rkcb	