

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
5-17hcp, aggressive at 1 <sup>st</sup> level
Responses: new suit F1 if natural
2NT is often 4c support and invitational or better
(1m)-1M-pass-3m = mixed raise, 7-9 4+c supp
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18hcp, system on
4th seat 1NT: 10-14hcp after 1m, but 11-16 after 1M, system on
After pen double on our 1NT opening or overcall, rdbl is one suit;
2X=X+higher
1m-(1NT)-2♣=majors
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
3-10hcp (5)6+ card suit
2NT = two lower suits, 5-5
3NT = to play, 4NT = twosuit
Reopen: 2M = 6+M 10-13hcp
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(1M)-2M = 5-5 oM+m, (1M)-3M = asking for stopper or strong
twosuit
(1m)-2♦ = 5-5 MM
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Against strong NT: Dbl = 5+m4M
2♦ = one 6+M, 2M = 5M 4+m, 2NT = mm, 2♣ = MM
Against weak NT: Dbl = 13+hcp, 2♣ = MM, 2♦ = 1M
2M = 5M 4+m, 2NT =6m4♥, 3m = 6m4♠
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Dbl: Opening values in at least two playable suits
(2/3X)-4m = 5m-5M, GF
<b>VS. STRONG CLUB - i.e. 1♣ (or 2♣)</b>
Dbl=MM, 1NT=minors and same over 1C-(pass)-1D
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Rdbl: (8)9+hcp, penalty oriented, new suit is 4+ cards F1
(1x)-1y-(dbl)-rdbl = 8+ points, likely doubleton in partner's suit

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4th best	3 <sup>rd</sup> best or att if supp	
NT	4th best	3 <sup>rd</sup> best or att if supp	
Subseq	same	3 <sup>rd</sup> best or att if supp	
Other: K sometimes asks or count, but usually we lead A from AK			
Ten may be considered high card, usually from length			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx+, Ax, AKJ+	Ax, AKx+	
King	AK, Kx, KQ+	AKJx, Kx, KQx,	
Queen	Qx, QJ+, AKQx	QJ+, Qx, AQJ+, KQT9(x)	
Jack	Jx, JT+, HJT+	Jx, JT+, HJT+	
10	Tx, T9+, HT9+	Tx, T9+, HT9+	
9	9x	9x, H98+	
Hi-X	Xx, xXxxx, xXx	Xx, XXx(x), HxxX	
Lo-X	HxxX, HxxXx	HxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	low=enc	low=odd	low=odd
Suit 2	low=odd	standard S/P	
3	standard S/P		
1	low=enc	standard S/P	lavinthal
NT 2	standard S/P	low=odd	low=odd
3	low=odd		
Signal: S/P with trump; std present count; att w/ count through declarer; in rare situations standard Smith but usually just S/P			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Doubles are mostly take-out			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support doubles and redoubles up to 2 of our major			
1m-(1♥)-dbl = 4 spades, 1m-(1H)-1S = 5+S, 1C-(1D)-1M=4+			

W B F CONVENTION CARD
<b>CATEGORY:</b> GREEN
<b>NCBO:</b> Serbia
<b>PLAYERS:</b> <u>Maricic</u> Jovana & <u>Mladenovic</u> Marko
<b>EVENT:</b> Mixed
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 GF, 1NT = (14)15-17hcp
1♠ 2+
2♣ = (23)24+ balanced or GF
2♦/2♥/2♠ = weak twos
2NT = (20)21-22(23)hcp including 5M
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Two way check-back
1M-2♣ = relay, 1♦-2♣ = GF or inv, with clubs or diamonds
Walsh, Lebensohl, non-serious 3NT
inverted minors
1m-2♦ = 6M
3NT = good 4M preempt
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
<b>PSYCHICS:</b> occasionally

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DB L THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♣	(10)11+ points, 2+ clubs	2C=inverted; 2D = 6+M 2-6 points; 2M=6+M inv; 2NT=weak fit 3C=mixed raise; 3D/M=4-7 (6)7+ cards		no inv minors after overcall, dbl; after passed hand 9-11hcp
1♦		4	4♣	10+ p, 4+ diamonds	similar, 2NT = ♦ pree, 3♣=inv ♣, 1D-2C=nat GF/inv or inverted	similar	similar
1♥		5	4♣	11-21hcp; may be 4c suit in third suit	1♠=5+hcp nat, 1NT=NF 5-11hcp, new suit on 2 <sup>nd</sup> lvl = GF except 1♥-2♠=nat inv, 1M-2♠=relay, art 2♥=6-9hcp sup, 3♠=mixed, 3♦=singleton GF, 3♥=0-5hcp 4+♥, 2NT=3+♥ 9-12hcp, 3♠/3NT/4♠=void ♠/♦/♣	1M-3M-1-3M=asks shortness 1♥-2NT-3♦=game try 1♥-2NT-3♠=GF	
1♠		5	4♥	11-21hcp	similar, 1♠-3♠=6+♥ 8-11, 1♠-3♥=singleton GF, 3NT/4m=void ♥/m,	similar	
1NT		-	4♣	(14)15-17hcp	2♣=Stayman, can be weak hands with long minor, 2♦/2♥=transfer, 2♠=range ask or clubs, 2NT=transfer to diamonds, 3♣=Puppet, 3D=mm 5-5; 3M=shortM 5-4, 4♣=♥, 4♦=♠, 4M =to play		Rubensohl, 2NT = Leb
				5M/6m/5-4/singleton H			
2♣	x	0(F)	-	23+hcp bal or any GF hand	2♦=waiting		
2♦		5	-	weak two, 3-10hcp	2NT=F1		
2♥		5	-	weak two, 3-10hcp	2NT=F1, 2♠=F1		
2♠		5	-	weak two, 3-10hcp	2NT=F1, 3♠=5+♥ inv+, 3♦=GF nat, 3♥=GF ♣		over dbl transfers
2NT		-	4♣	(20)21-22(23)hcp,	3♠=muppet stayman, 3♦/3♥=transfers, 3♠=minor stayman, 4♠=♥, 4♦=♠, 4♥=♣, 4♠=♦		
				5M/6m/5-4/singleton			
3♣		6	-	pre, can be light in non-vul	3M=nat F1, possibly lead-directing, 3NT=to play		wide range in 3 <sup>rd</sup> seat
3♦		6	-	pre, can be light in non-vul	3M=nat F1, possibly lead-directing, 3NT=to play		wide range in 3 <sup>rd</sup> seat
3♥		6	-	pre, can be light in non-vul	3♠=nat F1, possibly lead-directing, 3NT=to play		wide range in 3 <sup>rd</sup> seat
3♠		6	-	pre, can be light in non-vul	3NT=to play		wide range in 3 <sup>rd</sup> seat
3NT	x	7	-	good 4M opening			
						HIGH LEVEL BIDDING	
4X		7		pre, can be light in non-vul		1430 Blackwood, Exclusion Blackwood 0314	
4NT	x	7		both minors		4NT quantitative for 6NT, 5NT pick a slam	
5X		7		pre, can be light in non-vul		Cuebids up the line 1 <sup>st</sup> or 2 <sup>nd</sup>	