

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Very aggressive in white, disciplined in red
When we overcall 1M, 2NT in competitions shows 4+M support
At the second level in the conservative zone; (1♦)-2♣something more aggressive
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Naturally, 15-17 and stopper
After 1NT overcall system on
In the 4th pos. 11-15 nat.
JUMP OVERCALLS (Style; Responses; Unusual NT)
2NT 5-5 two lowest suits, opening+
Reopened:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct cue 2m: majors usually 5-5 (5-4 possible), 2M= 5+M and 5+ unknown minor
Jump-cue 3x: a question for the stopper, mostly gambling-style
vs. NT (vs. Strong/Weak; Reopening; PH)
Against strong: 2♣MM, 2♦6+M, 2♥♠: 5+♥/♠+ 4m; 2NT: mm
x: (15)16+
Against weak: same, only x pen slightly weaker (13+)
After pass X
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
Naturally; cue bicolor, jump 4m Leaping Michaels.
vs. ARTIFICIAL STRONG OPENINGS - ie 1 or 2
After 1♣ 16+, X=MM, 1NT=mm, 1X= nat, 2X= 6+cards (11)+
After 2♣ 23+, X=MM, 1NT=mm
After 1♦ 2♦ nat, 2♥ MM NF, 3♦ MM f1
OVER OPPONENTS' TAKEOUT DOUBLE
XX= (9)10+ points, new suit F1, unless the opening bid is 1♣ where we still play transfers, but 1♠ is now 5+♦

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suite	4 <sup>th</sup> best (3 <sup>rd</sup> from Hxx), 2 <sup>nd</sup> and number of small cards	count	
NT	4 <sup>th</sup> best (3 <sup>rd</sup> from Hxx), usually 2 <sup>nd</sup> and number of small cards, but sometimes top example 932	count	
Subseq	The middle one (J from KJ10, 10 from Q109)	the same	
Other: Top from sequence and double			
LEADS			
Lead	Vs. Suite	Vs. NT	
Ace	Anything	Anything; often from AK	
King	KQ+, Kx or K	KQ(10)+, Kx or K	
Queen	QJ+, Qx or Q; misc. seq.	the same	
Jack	J10+, Jx or J; misc. seq.	the same	
10	Mostly doubles/singles 109+	109+; can differ seq	
9	Double/single or third below fig.	the same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Odd is enc	Std count	Lavinthal
2	Std count	S/P	Std count
3	S/P		
1	Odd is enc	Std count	Lavinthal
NT 2	Std count	S/P	Std count
3	S/P		
Signals (including Trumps): standard S/P			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Aggressive at first level (10+); can be offshape			
Answer naturally, lebenszol on (2y)-X.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
After RKCB interference (R)DBL 1 <sup>st</sup> step, pass 2 <sup>nd</sup>			

WBF convention map
CATEGORY: RED
NCBO: Serbia
PLAYERS: Stojan Vazic- Marko Seizovic
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1: GF; Aggressive, light open 11+, and a lot of 10 points, specially 1M.
Variable 1NT 10-13 in white, 14-16 in the zone in the first three positions and 14-16 4 <sup>th</sup> position
1♣=4+♣natural or a balance that does not enter 1NT, or strong balance
17-19. 5♦ included, 5M possible, but usually without
1♦= 5+♦ (possibly 4 with tricolor).
1M= natural 5+M, but aggressive 10+
2M= w2, in white <b>EXTREMELY</b> aggressive 0-8 (xxxxx xxx xxx xx is 2M opening in white), in vulnerable normal w2, but more aggressive than standard. In 3 <sup>rd</sup> could be full opening
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Walsh transfers after 1♣
2♣ = Gazzilli
Transfers after 2♥/♠
In the 3rd position in the white zone, we open 1NT in the range (8)9-14
Openings in the 3rd position very wide, and 1M could be 4cards
We upgrade a lot of balance hands with 5card suit, and with good middle cards
With good 8 to bad 10 points and 5-6M we usually pass and than bid when we are NV
SPECIAL FORCING PASS SEQUENCES
At level 4 or higher when it is clear that opponents are defending
IMPORTANT NOTES
Bluffs categorically not agreed upon and not discussed
<b>PSYCHIC:</b> Rarely in red, more often in white. Also sometimes after w2 opening partners bid can be psych

OPEN ING	TI C K IF A R TI FI CI A L	MIN · NO. OF CA RDS	NE G.D BL TH RU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	YES	(1)2	4♥	Natural, unbal or bal (4441 as well)	1♦, ♥ = transfer ♥, ♠; 1♠= inv+ using partners possible balance hand range (11-13 red, 14-16 white), 1NT= nat without 4M, 2X to play, 2NT=mm less than inv, 3X= barage	Accepting transfer 1 <sup>st</sup> level 3cards any range except 17-19 balance or 4cards 11-13 unbal. Accepting 2 <sup>nd</sup> level 4cards balance range. 3M 14-16 4 cards unbal, and 3M-1 17+ 4 cards unbal, where M is suit shown with transfer bid M-1	After X system on, otherwise natural, 1M 5+cards (4+ if oponents overcalled 1D). 1♣-1♠= 5+♦
				Balanced 11-13 when vul, 14-16 when NV			
1♦		4	4♥	5 unless 4441	1 <sup>st</sup> level nat, 2♣ 4+♣ GF, 2♦= Inv minor, 2M weak, 2NT= inv 4+♦, 3♣ 6♣ invite, 3♦= 4+♦ weak, 3M barage	1D-1H-1NT 3h fit, 1D-1S-1NT 4h, 1D-1M-2NT 4h fit 16+	NAT
1♥		5		(9) 10-21	1S=4+♠ F1, 1NT= (4)5-12(13) SF, 2♣= GF relay 0+♣, 2M-1 7-9 4M, 2M (5)6-9 3M, ♠= 0-5 6♠, 2NT= 10+bal or 13+unbal with 4+M, 3m= 6m inv, 3♥= weak 4+♥ 3s/4m= 1-s/m 9-12 4+h	Gazzilli after 1M-1NT and 1H-1S After 1M-2NT 3♣ min, 3♦ 14+without singleton, 3M and above short 14+	Drury, 2♣ with 3M, and 2♦ with 4+M
1♠		5		(9) 10-21	2♦= 5+♥ GF, 1s-4h= rest same as above,	Same as above	Same as above
INT	YES		4♥	10-13 NV, 14-16 V and 4 <sup>h</sup> 5M, 6m. Sometimes 4441, 5431, 6331 possible	2♣ Garbage stayman, 2♦♥♠NT transfers for ♥♣♦♠, 3♣ puppet stayman, 3D MM invite, 3M short M, 4m Texas	Smolen. After Stayman 3m shows 6+m	
2♣	YES			Standard GF	2♦ waiting, 2M and other natural	NAT	
2♦		5	-	Majors 4-4 when NV vs V, 5-4 other cases. Wide range in white, normal in red	2♥/2♠=to play, 2NT=asking, 3C=C NF, 3♦=33 in both majors invite+ 3M= barrage	3C=min, 3♦=55 any in white 55 min in red, 3H 5+H4♠ max, 3♠ 5+♠4H max, 3NT= 44/55max in white, 55 max in red	After 3C, 3♦ ask, 3H 5+H4♠ min, 3S 5+S4H min, 3NT 44/55 min in white, 55 min in red. 2♦-2NT-3♦-3M slam forsing
2♥		5	-	W2, in white 0-8 points any 5 cards, and 6 without singleton or with bad suit In red normal W2	2♠NF to play, 2NT, 3♣= ♣, ♦ transfers, 3♦= inv+ ♥, 3♥ to play, 3♠= 6+♠ GF	Opener complete transfers with any hand, everything above transfer suit is superaccept (showing 3+cards, at least 5 points, and shortness or cuebid)	
2♠		5		Same as above	2NT, 3♣, 3♦= ♣, ♦, ♥ transfer, 3♥=inv+ with ♠ supp, 3♠ barage	Same as above	
2NT				(19)20-21 BAL, 5M, 6m. Sometimes 4441, 5431, 6331 possible	3♣ puppet, 3♦/♥= transfers ♥/♠/, 3♠= mm, 4m Texas	3M after major transfer shows 2cards, 3NT 3, and cue is 4+	
3X		6			3Y nat F		
3NT				Gambling with one minor			
4X		6		Nat barrage, could be 6 cards in white		HIGH LEVEL BIDDING	
						4NT 1403, exclusion. If we establish minor suit on level 3 than 4m je rkc, otherwise 4m is slam try, and 4m+1 is rkc (kickback)	

