

DEFENSIVE AND COMPETITIVE BIDDING		
<b>OVERCALLS (Style; Responses; 1 / 2 Level; Reopening)</b>		
<b>Style:</b> sound, 1 <sup>st</sup> level 8-15, 2 <sup>nd</sup> level 10-15		
Responses: Jump raise – PREE, Cue – limit or better, new suit – F1		
Reopening: same, could be lighter		
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>		
2 <sup>nd</sup> 15-17; responses :1m-1NT:system on		
1M-1NT: system on		
4 <sup>th</sup> : 14-17; responses: same		
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>		
Jump OC: 2 <sup>nd</sup> level =6+c, weak,		
round bicolors: 2NT two lowest suits/first and second/ minimum 5-5		
3 ♣ – first and third suit		
3 ♦ – second and third suit		
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>		
direct cue is Michaels, no Hcp limit; jump cue is asking for stopper with solid m suit to play in NT		
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>		
Multi Landy:		
Dbl = 5+ c minor, 4 c Major, 10+ HCP		
2♣ = both Majors, 4+, 4+; 2♦ = 6+ c Major		
2M = 5 c M, 4+ c minor; 2NT = strong 2-suiter		
3X = natural, long suit		
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>		
Dbl – 15+, 3NT-nat		
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>		
On 1♣-CRASH		
On 2♣- dbl is for penalty, 2 level o/c		
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>		
level 1 is NF, level 2 is NF, Rdble is F1,jump is pree,		
2 NT is invitational with support,		
Afetr opening 1M-dbl: Bergen raises		

LEADS AND SIGNALS		
<b>OPENING LEADS STYLE</b>		
	Lead	In Partner's Suit
Suit	3/5 <sup>th</sup>	3/5 <sup>th</sup>
NT	3/5 <sup>th</sup>	3/5 <sup>th</sup>
Subseq	3/5 <sup>th</sup>	3/5 <sup>th</sup>
<b>LEADS</b>		
Lead	Vs. Suit	Vs. NT
Ace	AK(+); Ax; long A	AKJxx(+); Ax
King	AK; KQJ(+); KQ(+); Kx	KQ10x(+); Kx
Queen	QJx(+); Qx, KQ109(x)	QJ(x); Qx; AQJx
Jack	J10(+); Jx; KJTx; AJTx	J108; J10x; Jx, AJTx, KJTx
10	109(+), H109(+)	109+, H109(+)
9	9x	9x
Hi-X	Xx	same
Lo-X	xxXx;	same
<b>SIGNALS IN ORDER OF PRIORITY</b>		
	Partner's Lead	Declarer's Lead
1	Att, roman	roman
Suit 2	Count (std)	Count
3	lev	
1	same	Same
NT 2		
3		
Roman: odd = positive for that suit		
standard count		
A lead: Count ; K lead: Att		
<b>DOUBLES</b>		
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>		
<b>Style:</b> shaped (11+) or strong		
Responses: natural, 1NT: 8-10, bal; no 4M		
2NT: 11-12; cue: 11+, F1;		
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>		
Negative (up to 4♥), Responsive(up to 4♥), Competitive, Penalty [14]		
Optional, Lightner		
Negative free bid on 2 <sup>nd</sup> level		
DOPI-ROPI		
Long trial bid, Bergen, Jacoby		

WB F CONVENTION CARD		
<b>CATEGORY:</b> Green		
<b>NCBO:</b>		
<b>PLAYERS:</b> Kalčić Vladimir – Milutinović Vladan		
<b>EVENT:</b>		
SYSTEM SUMMARY		
SAYC Modified		
5 card M, 1 NT response is NF (6-10 Hcp)		
1♣ - 2+ cards ♣ , 1♦ - 4+ cards ♦		
2♥&♦ - M (5 cards) +m (4+ cards) weak two suiters max 10p		
Walsh, Checkback		
2NT - weak minors 5-5 max 10 p		
1 NT Openings: 15-17 Hcp (some odd patterns possible)		
2 over 1 Response: usually 4+ c F2NT		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
2♣ - semi forcing in any suit , 9 tricks, or 23-24 Hcp balanced		
2♦ - MULTI: W2 in M or 20-22 Hcp balanced		
2♥ - 5-10 Hcp 5+ ♥ & 4+ m		
2♣ - 5-10 Hcp 5+ ♣ & 4+ m		
2NT - 5♣ + 5♦ 5-10 Hcp; 3♣, 3, 3♥, 3♣ - pree		
3NT - AKDxxxx in m		
After opps overcall over our 1m:		
cuebid shows m fit, no stop, INV+, F1		
2NT shows m fit, stopper, INV+, F1		
SPECIAL FORCING PASS SEQUENCES		
1NT – Twisted Swine		
4 <sup>th</sup> suit GF; negative free bid (second level bid is NF)		
PSYCHICS: rare, occasionally with fit		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♥	12-20 HDP	1 <sup>st</sup> level: nat; inv. min: 2♣ = 5+c, 11+HCP; 3♣ = 5+c, 5-9 HDP; 2M = weak, 6+c, 4-7 HCP; 2NT = 11-12 bal, NF; 3NT = 13-15bal; 4♣ = RKC	NMF, Notes [6]; 1♣-2♣-2X values; 1♣-2♣-3X = splinter; 4♣ = RKC 1♣-1X-2NT (18-20) -3♣ = ART, GF	After opps oc: cue is INV+, fit, 2NT = INV+, with stop 1♣(1♦)1M=4+ no oM, 6+HCP,F1
					2♦/♥/♠ - Wk 6 cards	1m-1M-3M=15-17, NF;	1♣(1♦)Dbl=bothM,4+,4+,6+HCP
1♦		4	4♥	12-20	Similar as after 1♣		
1♥		5	4♦	12-20	2M = 9-10 HDP, 3+♥; 1♣/1NT = SF, Bergen [5]; J2NT [5]; 3oM/4m = splinter [5]	1M-2M-new suit – long trial;	After Dbl of our 1M all fit bids are the same as without Dbl
1♠		5	4♥	12-20	3M =4+, 0-6HCP; 3NT =fit M, 1 def. trick, GF	similar	
INT				15-17 bal	2♣ -Stayman , 2♦/2♥ -Tsf M 2♦/2NT-Trsf to ♣/♦ 4♦/♥ = Texas		Lebensohl [3] Dbl after nat. oc = T/O from both Dbl after ART oc = that suit
2♣	Y	-		23+or 9+tricks	2♦ = wait or weak, 2NT = 8-9 HCP, BAL, may have 5M without oner, 2+ ctrl, , 2M/3m = good suit, 5+c, 2/3 top H	2♣-2X-2/3NT-same as after opening 2NT 2♣-2NT - same as after opening 2NT	
2♦	Y	-		Weak 2M or semiforsing m Or bal 20-22 HCP	2NT =ASK: 3♣/♦=wk wk ♥/♠; 3♥/♠=str wk ♣/♥	2♦-2M-2NT = strong NT, 3♣= Puppet ;	
2♥		5		5♥ & (4)5+m 4-11 HCP	2NT =ASK for m, after that 3♥-invit for game		
2♠		5		5♠ & (4)5+m 4-11 HCP	2NT =ASK for m, after that 3♠-invit for game		
2NT				5♣ + 5♦ 5-10 HCP	3♣/3♦- to play 3M-F1		
3♣		7(6)		pree			
3♦		7(6)		pree			
3♥		7		pree			
3♠		7		pree			
3NT		7		Gambling, AKQxxxx(x) m			
4♣		8(7)		To play			
4♦		8(7)		To play			
4♥		8(7)		To play			
4♠		8(7)		To play			
4NT				minors, 5+, 5+			
5X		8(7)		To play		HIGH LEVEL BIDDING	
						Cue bid: 1st or 2nd control, Notes [8]	
						RKCB – 0/3, 1/4, 2, 2+Q,	
						4m = RKCB for m, DOPI-ROPI	
						If 4m is m fit then first step is RKCB for m	