

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

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5 th	3/5 th	
NT	3/5 th	3/5 th	
Subseq	3/5 th	3/5 th	
LEADS			
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; KJT _x ; AJT _x	J108; J10x; Jx,AJT _x ,KJT _x	
10	109(+), H109(+)	109+, H109(+)	
9	9x	9x	
Hi-X	Xx	same	
Lo-X	xxXx;	same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Att, roman	roman	roman
Suit 2	Count (std)	Count	Count
3	lev		
1	same	Same	same
NT 2			
3			
Roman: odd = positive for that suit			
standard count			
A lead: Count ; K lead: Att			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Style: shaped (11+) or strong			
Responses: natural, 1NT: 8-10, bal; no 4M			
2NT: 11-12; cue: 11+, F1;			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative (up to 4♥), Responsive(up to 4♥), Competitive, Penalty [14]			
Optional, Lightner			
Negative free bid on 2 nd level			
DOPI-ROPI			
Long trial bid, Bergen, Jacoby			

W B F CONVENTION CARD
CATEGORY: Green
NCBO:
PLAYERS: Kalčić Vladimir – Milutinović Vladan
EVENT:
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 th 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 st 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, ,	2♣-2X-2/3NT-same as after opening 2NT	
					2M/3m = good suit, 5+c, 2/3 top H	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, AKQxxx(x) m			
4♣		8(7)		To play			
4♦ 4♥ 4♠ 4NT 5X		8(7)		To play			
		8(7)		To play			
		8(7)		To play			
				minors, 5+, 5+			
		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	