






DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Standard
First level 6-16 hcp, 5+ card suit (exceptionally 4 cards with a good hand but no other suitable bid)
In pass out – 2 <sup>nd</sup> level 6+ card, 10-16 hcp, 3 <sup>rd</sup> level 16-18 pt., 6-7 cds. Responses: new suit F; cuebid F; usually support; direct support 7-10 hcp; jump raise weak. Jump in new suit (3) 4+ card supp & singleton in that suit.
Michaels cuebid, leaping and non-leaping Michaels
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> (14) 15-17 (18) hcp balanced, with stopper in openers suit
4 <sup>th</sup> 11-14 hcp balanced.
Responses: System on (see 1NT opening and escape)
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
2D Ekren; 2M Raptor; 3 <sup>rd</sup> + level - Weak, 6+ card suit.
2NT 5+/5+ two lowest unbid suits
4NT 6+/5+ minor twosuit
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Cuebid: Highest ranked of remaining suits, and another of remaining suits, at least 5-5 (Michaels+).
One lvl jump cuebid: Gambling (any solid suit) without stopper
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Multi-Landy. Penalty double, slightly weaker against weak NT. Double by passed hand: 4M, 5+m
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Dbl: Opening values and at least 3 cards in other suits. Leaping and non-leaping Michaels, Lebensohl after W2 – X
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
DBL: ♣+ major; first step overcall: transfer
First step NT Minors or majors; Jump in ♦ - ♦+ major
All twosuiters are 4+/4+.
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Rdbl: 10+, new suit on first lvl 4+ cards, on second 5+ cards NF.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup> best	4 <sup>th</sup> best	
NT	4 <sup>th</sup> best	4 <sup>th</sup> best	
Other: (Standard leads) MUD, Xxxx, Xx, On NT sometimes Xxx			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx...,AKJ...,Ax..	AKx...,AKJ...,Ax..	
King	AK, Kx,KQxx...,KQJ...,KQ10x,	AK, Kx,KQxx...,KQJ...,KQ10x,	
Queen	Qx, QJx.,QJ10,QJ9, AQJ, KQT	Qx, QJx,QJ10, QJ9, AQJ, KQT	
Jack	Jx, J10x, J109, J108, AJT, KJT	Jx, J10x,J109,J108, AJT, KJT	
10	10x, 109xx.. AT9, KT9, QT9	10x, 109xx.. AT9, KT9, QT9	
9	9x,987x.. (may be HC)	9x,987x..	
Hi-X	Count, even	Count, even	
Lo-X	Count, odd	Count, even	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude, standard, the high card is positive	Count, standard carding	Odd/even Italian + Lavinthal
Suit 2	Suit preference		
3	Count – on K is 1 <sup>st</sup>		
1	Attitude, standard, the high card is positive	Count, standard carding	Odd/even Italian + Lavinthal
NT 2	Suit preference		
3	Count – on K is 1 <sup>st</sup>		
Signals (including Trumps):			
Lavinthal			
DOUBLES			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
10+ hcp and at least 3 cards in other suits, or 16+ hcp, light in balancing			
Transfer responses			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Rosenkranz dbl/rdbl, Lightner			

W B F - E B L CONVENTION CARD
<b>CATEGORY: GREEN 2/1 GF</b>
<b>NCBO: SERBIA BRIDGE ASSOCIATION</b>
<b>PLAYERS: Jovan POLJAČKI &amp; Vuk TRNAVAC</b>
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SYSTEM SUMMARY
<b>GENERAL APPROACH AND STYLE</b>
2/1 GF, 5 card major, better minor, strong notrump
Semi-forcing 1NT over 1♥/1♠. In 3 <sup>rd</sup> & 4 <sup>th</sup> - 2 way Drury
1NT (14)15-17 could be 5M (6), 6m, any 5/4, tricolor with singleton honor point.
Flexible point ranges.
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♣: Strong; GF, unless (22)23-24 bal.
2♦: 4+/4+ (usually 5+/4+) ♥/♠, below the opening val.
2♥/♠ W2
3NT Gambling (any solid suit) AKQxxxx or AKJxxxx minimum
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>1 NT dbl- p</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: Rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NUMBER OF CARDS	NEGATIV DBL	SYSTEM 2/1 GF			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4NT	(11)12-21 hcp	1 <sup>st</sup> lvl 6+ hcp natural; Walsh; 2♣ Inverted minor 5+ ♣ 10+ hcp; 2♦ 6-9 hcp 5+ ♣; W2♥/♠; 3♣ pre-emptive; 3X Splinters; 1/2/3 NT standard.	After fit 4♣ RKCB; in 3 <sup>rd</sup> and 4 <sup>th</sup> position 2♣ 5+ card ♣, 9-11 hcp.	
1♦		3	4NT	(11)12-21 hcp	1 <sup>st</sup> lvl 6+ hcp natural; Walsh; 2♦ Inverted minor (4)5+ ♦ 10+ hcp; 2♣ GF 5+ card W2♥/♠; 3♣ 5+ ♦ 6-9 hcp; 3♦ pre-emptive; 3M/4♣ Splinters; 1/2/3 NT standard.	After fit 4♦ RKCB; in 3 <sup>rd</sup> and 4 <sup>th</sup> position 2♦ 5+ card ♦, 9-11 hcp.	
1♥		5	4NT	(10)11-21 hcp In 3 <sup>rd</sup> position (7)8-18/19 hcp	1♠ 6+ hcp forcing; 1NT semi-forcing 6-11 hcp; new suit on 2 <sup>nd</sup> level is GF; 2♥ 8-9 hcp 3(4) card support; W2♠; Bergen raise 3♣ 6-8 hcp 4+ ♥; 3♦ 9-11 hcp, 3c ♥ deb.; 3♥ 0-5 hcp 4+ ♥; Strong support 2 NT 10+ hcp 4+ ♥; 3♠/4♣/♦ Splinters.	In 3 <sup>rd</sup> and 4 <sup>th</sup> position 2way Drury - 2♣ 9-11 hcp 3+ cards support; 2♦ 5-8hcp 4+ c ♥; 2♥ 5-7(8) hcp 3(4) c ♥; 3♥ 0-7 hcp 4+ c ♥; 3X amd 4X Splinters.	
1♠		5	4NT	(10)11-21 hcp In 3 <sup>rd</sup> position (7)8-18/19 hcp	1NT semi-forcing 6-11; new suit on 2 <sup>nd</sup> level is GF; 2♠ 8-9 hcp 3(4) card support; Bergen raise 3♣ 6-8 hcp 4+ ♠; 3♦ 9-11 hcp 3c ♠ deb.; 3♠ 0-5 hcp 4+ ♠; Strong support 2NT 10+ hcp (3)4+ ♠; 3♥/4♣/♦ Splinters; 4♥ – to play.	In 3 <sup>rd</sup> and 4 <sup>th</sup> position 2way Drury - 2♣ 9-11 hcp 3+ cards support; 2♦ 5-8 4+ c ♠; 2♠ 5-7(8) hcp 3(4) c ♠; 3♠ 0-7 hcp 4+ c ♠; 3X amd 4X Splinters.	
INT		-	-	(14)15-17 could be 5M (6), 6m, any 5/4, tricolor with singleton honor.	2♣ Stayman, 0+ points or Smolen; 2♦, 2♥, 2♠, 2NT transfers; 3♣ 5+/5+ (5/4) weak minor hand; 3♦ 5+/5+, invite+ major hand; 3M –singleton or void in that suit; 4♣/♦ Texas; 4♥/♠ to play; 4/5 NT quantitative. Lebensohl.	1 NT dbl – rdbl minor one suiter, 2♣– minors, 2X transfer 5+card; 1 NT-X-pass forces xx, - 2♣ 3-4 card in all suits or DONT, 2♦/♥ DONT.	
2♣	X	0 (F)	-	Strong, 22+ hcp or any GF hand	2♦ 0-7 hcp or waiting; 2♥/♠/3♣/3♦ suit 5+ cards, 8+ hcp; 2NT balanced 6-9 hcp (2x K or A and K)	After dbl system on Pass and rdbl ♣	Same
2♦		4+/4+	-	4+/4+ ♥/♠, below opening	2NT artificial forcing; 3♣ NF, 3♦ inv with 3/3 ♥/♠, 2/3/4 ♥/♠ to play, 4♣/4♦ RKC.	Same	In 4 <sup>th</sup> semiforcing in ♦
2♥		5	-	W2- 5-6 cards, 4-10 points In 1 <sup>st</sup> and 2 <sup>nd</sup> minimum QT9xxx	2NT feature ask; new suit: 5+, F1; Splinters	Same	In 4 <sup>th</sup> semiforcing in ♥
2♠		5	-	W2- 5-6 cards, 4-10 points In 1 <sup>st</sup> and 2 <sup>nd</sup> minimum QT9xxx	2NT feature ask; new suit: 5+, F1; Splinters	Same	In 4 <sup>th</sup> semiforcing in ♠
2NT		-	-	(19) 20-22 hcp could be 5M (6), 6m, any 5/4, tricolor with singleton honor.	3♣ Muppet Stayman; 3♦/♥ transfers; 3♠ minor Stayman with one or both major shortness; 3NT to play; 4♣/♦ Texas transfer to 4♥/♠, step in between shows poor hand for slam; 4♥/♠ to play; 4/5 NT quantitative.	Same	
3♣		6	-	Preemptive	4♣ RKCB; 4NT Roman blackwood	In 4 <sup>th</sup> is for play	
3♦		6	-	Preemptive	4♦ RKCB; 4NT Roman blackwood	In 4 <sup>th</sup> is for play	
3♥		6	-	Preemptive	4♥ RKCB; 4NT Roman blackwood	In 4 <sup>th</sup> is for play	
3♠		6	-	Preemptive	4♠ RKCB; 4NT Roman blackwood	In 4 <sup>th</sup> is for play	
3NT	X	7 (6) P/C	-	Gambling in any suit	4♣ pass or correct, 4♦ forcing.	In 4 <sup>th</sup> is for play	
4♣		7	-	Preemptive	4NT RKCB	In 4 <sup>th</sup> is for play	
4♦		7	-	Preemptive	4NT RKCB	In 4 <sup>th</sup> is for play	
4♥		7	-	Preemptive	4NT RKCB	In 4 <sup>th</sup> is for play	
4♠		7	-	Preemptive	4NT RKCB	In 4 <sup>th</sup> is for play	
4NT	X	6+/5+ mm	-	0+ points	5♥ and 5♠ or after 5♣/♦, first step is asking for major aces, second is for minor key cards	In 4 <sup>th</sup> is only strong hand	
5♣		8	-	Preemptive	Suit bid is fit and cuebid	<b>HIGH-LEVEL BIDDING</b>	
5♦		8	-	Preemptive	Suit bid is fit and cuebid	RKCB 0314, Minorwood, +1, Exclusion blackwood	
5♥		8	-	Preemptive	Suit bid is fit and cuebid	1 <sup>st</sup> or 2 <sup>nd</sup> round control cue bids, Josephine	
5♠		8	-	Preemptive	Suit bid is fit and cuebid	5 NT pick a slam	
5NT	X	-	-	Question for kings	6♣ – zero kings; 6♦ king ♦; 6♥ king ♥; 6♠ king ♠; 6 NT king ♣; 7♣ – two kings	4♥, 4♠, 5♣, 5♦ – If it's 1 <sup>st</sup> bid – always TO PLAY!	