




DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Standard
First level 6-16 hcp, 5+ card suit (exceptionally 4 cards with a good hand but no other suitable bid)
Second level 10-16 hcp
Responses: new suit F; cuebid F; usually support; direct support 7-10 hcp; jump raise weak. Jump in new suit 4+ card supp & singleton in that suit. On 1M – 2NT is 10+ hcp and 4+ c supp.
Michaels cuebid, leaping and non-leaping Michaels
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd (14) 15-17 (18) hcp balanced, with stopper in openers suit
4 th 11-15 hcp balanced.
Responses: System on (see 1NT opening and escape)
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak, pre-emptive.
(1♣)-2♦: 5+/4+ (usually 6+/4+) ♥/♠, below the opening val. If P is not passed hand. On 3 rd and higher levels standard pre-emptive(s).
2NT 5+/5+ two lowest unbid suits
4NT 6+/5+ minor twosuit
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
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
VS. NT (vs. Strong/Weak; Reopening;PH)
Multi-Landy. Penalty double, slightly weaker against weak NT. Double by passed hand: 4M, 5+m
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
Dbl: Opening values and at least 3 cards in other suits. Leaping and non-leaping Michaels, Lebensohl after W2 – X
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
DBL: ♣+ major; first step overcall: transfer
First step NT Minors or majors; Jump in ♦ - ♦ + major
All twosuiters are 4+/4+.
OVER OPPONENTS' TAKEOUT DOUBLE
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 th best	4 th best	
NT	4 th best	4 th best	
Other: 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,QJxx...QJ10...QJ9..	Qx,QJxx...QJ10...QJ9..	
Jack	Jx,J10xx,J109...J108x.	Jx,,J109...J108x.	
10	10x, 109xx..	10x, 109xx..	
9	9x,987x..	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		
1	Attitude, standard, the high card is positive	Count, standard carding	Odd/even Italian + Lavinthal
NT 2	Suit preference		
3	Count		
Signals (including Trumps):			
Lavinthal			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
10+ hcp and at least 3 cards in other suits, or 16+ hcp, light in balancing			
Transfer responses			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Lightner & Snapdragon dbls.			

W B F - E B L CONVENTION CARD
CATEGORY: GREEN 2/1 GF
NCBO: SERBIA BRIDGE ASSOCIATION
PLAYERS: ALL OTHER PAIRS



SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 GF, 5 card major, better minor, strong notrump
Semi-forcing 1NT over 1♥/1♠, In 3 rd & 4 th - 2 way Drury
1NT (14)15-17 could be 5M (6), 6m, any 5/4, tricolor with singleton honor point.
Flexible point ranges.
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣: Strong; GF, unless (22)23-24 bal.
2♦/♥/♠ W2
3NT Gambling (any solid suit) AKQxxxx or AKJxxxxx minimum
SPECIAL FORCING PASS SEQUENCES
1 NT dbl- p
IMPORTANT NOTES
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NUMBER OF CARDS	NEGATIV DBL	SYSTEM VB			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4NT	(11)12-21 hcp	1 st 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 rd and 4 th position 2♣ 5+ card ♣, 9-11 hcp.	
1♦		3	4NT	(11)12-21 hcp	1 st 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 rd and 4 th position 2♦ 5+ card ♦, 9-11 hcp.	
1♥		5	4NT	(10)11-21 hcp In 3 rd position (7)8-19/20 hcp	1♠ 6+ hcp forcing; 1NT semi-forcing 6-11 hcp; new suit on 2 nd level is GF; 2♥ 6-9 hcp 3(4) card support; W2♠; Bergen raise 3♣ 6-9 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 rd and 4 th position 2way Drury - 2♣ 9-11 hcp 3-4 cards support; 2♦ 5-8 hcp 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 rd position (7)8-19/20 hcp	1NT semi-forcing 6-11; new suit on 2 nd level is GF; 2♠ 6-9 hcp 3(4) card support; Bergen raise 3♣ 6-9 hcp 4+ ♠; 3♦ 9-11 hcp 3c ♠ deb.; 3♠ 0-5 hcp 4+ ♠; Strong support 2NT 10+ hcp 4+ ♠; 3♥/4♣/♦ Splinters; 4♥ – to play.	In 3 rd and 4 th position 2way Drury - 2♣ 9-11 hcp 3-4 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 long and weak minors.	After dbl system on Pass and rdbl ♣	Same
2♦		5	-	W2- 5-6 cards, 4-10 points In 1 st and 2 nd minimum QT9xxx	2NT feature ask; new suit: 5+, F1; Splinters	Same	In 4 th semiforcing in ♦
2♥		5	-	W2- 5-6 cards, 4-10 points In 1 st and 2 nd minimum QT9xxx	2NT feature ask; new suit: 5+, F1; Splinters	Same	In 4 th semiforcing in ♥
2♠		5	-	W2- 5-6 cards, 4-10 points In 1 st and 2 nd minimum QT9xxx	2NT feature ask; new suit: 5+, F1; Splinters	Same	In 4 th 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 th is for play
3♦		6	-	Preemptive	4♦ RKCB; 4NT Roman blackwood		In 4 th is for play
3♥		6	-	Preemptive	4♥ RKCB; 4NT Roman blackwood		In 4 th is for play
3♠		6	-	Preemptive	4♠ RKCB; 4NT Roman blackwood		In 4 th is for play
3NT	X	7 (6) P/C	-	Gambling in any suit	4♣ pass or correct, 4♦ forcing.		In 4 th is for play
4♣		7	-	Preemptive	4NT RKCB		In 4 th is for play
4♦		7	-	Preemptive	4NT RKCB		In 4 th is for play
4♥		7	-	Preemptive	4NT RKCB		In 4 th is for play
4♠		7	-	Preemptive	4NT RKCB		In 4 th 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 th is only strong hand
5♣		8	-	Preemptive	Suit bid is fit and cuebid	HIGH-LEVEL BIDDING	
5♦		8	-	Preemptive	Suit bid is fit and cuebid	RKCB 0314, Exclusion blackwood	
5♥		8	-	Preemptive	Suit bid is fit and cuebid	1 st or 2 nd round control cue bids, Josephine	
5♠		8	-	Preemptive	Suit bid is fit and cuebid	5 NT pick a slam, Lackwood.	
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 st bid – always TO PLAY!	