DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	
5-17hcp, aggressive at 1 <sup>st</sup> level	
Responses: new suit F1 if natural	
2NT is often 4c support and invitational or better	_
(1m)-1M-pass- $3m$ = mixed raise, 7-9 4+c supp	
INT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	
15-18hcp, system on	
4th seat 1NT: 10-14hcp after 1m, but 11-16 after 1M, system on	
After pen double on our 1NT opening or overcall, rdbl is one suit	;
2X=X+higher	
1m-(1NT)-2 <b>♣</b> =majors	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
3-10hcp (5)6+ card suit	
2NT = two lower suits, 5-5	
3NT = to play, 4NT = twosuiter	
Reopen: $2M = 6+M \ 10-13hcp$	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
(1M)-2M = 5-5  oM+m, (1M)-3M = asking for stopper or strong	
wosuiter	
(1m)-2♦ = 5-5 MM	
VS. NT (vs. Strong/Weak; Reopening;PH)	
Against strong NT: $Dbl = 5+m4M$	
2 = 0000 = 0000000000000000000000000000	
Against weak NT: $Dbl = 13+hcp$ , $2 \bigstar = MM$ , $2 \bigstar = 1M$	
2M = 5M 4 + m, 2NT = 6m4 , 3m = 6m4	
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
Dbl: Opening values in at least two playable suits	
(2/3X)-4m = 5m-5M, GF	
VS. STRONG CLUB - i.e. 1♠ (or 2♠)	
Dbl=MM, 1NT=minors and same over 1C-(pass)-1D	
OVER OPPONENTS' TAKEOUT DOUBLE	
Rdbl: (8)9+hcp, penalty oriented, new suit is 4+ cards F1	
(1x)-1y-(dbl)-rdbl = 8+ points, likely doubleton in partner's suit	_

			DS AND SIGN	ALS		
OPENIN	G LEA	DS STYLE				
Lead					mer's Suit	
Suit		4th best			t or att if supp	
NT 4th best				t or att if supp		
Subseq		same			est or att if supp	
			unt, but usually			
-	be consi	dered high ca	rd, usually fron	n length		
LEADS				1		
Lead		Vs. Suit		Vs. N		
Ace		AKx+, Ax, AKJ+			Ax, AKx+	
King		AK, Kx, KQ		_	Kx, KQx,	
Queen		Qx, QJ+, Ak			Qx, AQJ+, KQT9(x)	
Jack		Jx, JT+, HJT		_	+, HJT+	
Г		Tx, T9+, HT	9+		0+, HT9+	
9		9x		9x, H9		
Hi-X		Xx, xXxxx, z	xXx	Xx, X	Xx(x)	
Lo-X		HxxX, HxxX	Кх	HxX, I	HxxX(x)	
SIGNAL	S IN OI	RDER OF P	RIORITY			
	Partner	's Lead	Declarer's Lea	ıd	Discarding	
1	low=en	c	low=odd		low=odd	
Suit 2	low=od	ld	standard S/P			
3	standar	d S/P				
1 low=enc			standard S/P		lavinthal	
NT 2 standard S/P		d S/P	low=odd		low=odd	
	low=od					
			I sent count: att v	v/ count	through declarer; in	
			but usually just		anough declarer, III	
			DOUBLES			
TAKEO	UT DOI	JBLES (Style	e; Responses; I	Reoneni	ing)	
		ly take-out	.,	pem		
- 540105 (		., une out				
DECIA	I ADT	IFICIAL 2-4	COMDETITIV	F DDI		
			COMPETITIV		B/ NDLB	
<u> </u>			up to 2 of our 1		N	
im-(1▼)-	ubi = 4 s	spaces, Im-(I	♥)-1♠ = 5+♠, 1	<b>∞-</b> (1♦)-1	l l <b>vi</b> -=4+	

	W B F CONVENTION CARD					
CATEGORY NCBO: Serb PLAYERS: EVENT: Miz	ia <u>Maricic J</u> ovana & <u>Mladenovic</u> Marko					
SYSTEM SUMMARY						
GENERAL A	APPROACH AND STYLE					
2/1 GF, 1NT	= (14)15-17hcp					
1♣ 2+						
2♣ = (23)24+	- balanced or GF					
2♦ = multi, w	zeak in one major					
2M = 5M + (	4)5+					
2NT = (19)20	0-21hcp including 5M					
	eck-back ay, 1♦-2♣ = GF or inv, with clubs or diamonds nsohl, non-serious 3NT					
1m-2♦ = 6M						
3NT = gambl	ling solid minor					
SPECIAL F	ORCING PASS SEQUENCES					
IMPORTAN	IT NOTES					

OPENI NG	TICK IF ARTI	MIN. NO. OF CAR	NEG.DB L THRU			_	
	FICI AL	DS		DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4 <b>☆</b>	(10)11+ points, 2+ clubs	2♣=inverted; 2♦ = 6+M 2-6 points; $2M=6+M$ inv; $2NT=$ weak fit		no inv minors after overcall, dbl;
					3♣=mixed raise; 3♦/M=4-7 (6)7+ cards		after passed hand 9-11hcp
1♦		4	4♠	(10)11+ p, 4+ diamonds	similar, 2NT = ♦ pree, 3♣=inv ♣, 1♦-2♣=nat GF/inv or inverted	similar	similar
1♥		5	4 <b>☆</b>	11-21hcp; may be 4c suit in third suit	1 $ф$ =5+hcp nat, 1NT=NF 5-11hcp, new suit on 2 <sup>nd</sup> lvl = GF except 1♥-2 $ф$ =nat inv, 1M-2 $ф$ =relay, art	1M-3M-1-3M=asks shortness	
					2♥=6-9hcp sup, 3♣=mixed, 3♦=singleton GF, 3♥=0-5hcp 4+♥, 2NT=3+♥ 9-12hcp, 3♠/3NT/4♣=void ♠/♦/♣	1♥-2NT-3♦=game try 1♥-2NT-3♣=GF	
1♠		5	4♥	11-21hcp	similar, $1 \bigstar -3 \bigstar = 6 + \forall 8 - 11$ , $1 \bigstar -3 \forall = $ singleton GF, $3NT/4m = $ void $\forall/m$ ,	similar	
1NT		-	4 <b>♠</b>	(14)15-17hcp	2♣=Stayman, 2♦/2♥=transfer, 2♣=range ask or clubs, 2NT=transfer to diamonds, 3♣=Puppet, 3♦=mm 5-5; 3M=shortM 5-4, 4♣=♥, 4♦=♣, 4M =to play		Rubensohl, 2NT = Leb
				5M/6m/5-4/singleton H			
2♣	х	0(F)	-	23+hcp bal or any GF hand	2♦=waiting, later Kokish		
2♦	x	ļ	-	weak in one major	2♥/♠ = pass or correct, 2NT=F1		
2♥		5	-	5 <b>♥</b> + (4)5+m	2NT=F1, 2♠=F1, 3♣=pass or correct		
 2♠		5	-	5 <b>♠</b> + (4)5+m	2NT=F1, 3♣=pass or correct		
2NT		-		(19)20-21hcp,	3♣=muppet stayman, 3♦/3♥=transfers, 3♣=minor stayman, 4♣=♥, 4♦=♣, 4♥=♣, 4♠=♦		
				5M/6m/5-4/singleton			
3♣		6	-	pre, can be light in non-vul	3M=nat F1, possibly lead-directing, 3NT=to play		wide range in 3 <sup>rd</sup> seat
3♦		6	-	pre, can be light in non-vul	3M=nat F1, possibly lead-directing, 3NT=to play		wide range in 3 <sup>rd</sup> seat
3♥		6	-	pre, can be light in non-vul	3♠=nat F1, possibly lead-directing, 3NT=to play		wide range in 3 <sup>rd</sup> seat
3♠		6	-	pre, can be light in non-vul	3NT=to play		wide range in 3 <sup>rd</sup> seat
3NT	х	7	-	solid minor, gambling	4/5 = pass or correct, 4M = to play		
				usually AKQxxxx(x)		HIGH LE	VEL BIDDING
4X		7		pre, can be light in non-vul		1430 Blackwood, Exclusion Black	xwood 0314
4NT	х	7		both minors		4NT quantitative for 6NT, 5NT pi	ck a slam
5X		7		pre, can be light in non-vul		Cuebids up the line 1 <sup>st</sup> or 2 <sup>nd</sup>	