

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
Sound overcalls,
New suit is forcing for round, cue bid fit invite or stronger, NS jump splinter invite
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> 15/18, 4 <sup>th</sup> 11/13(14)
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak, vul 8/11 HP, non vul 4/10 HP
Reopen: 6 cards, god color 9/12 HP
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct minor cue bid is lower two suiter, 2nt 1 <sup>st</sup> and 3 <sup>rd</sup> two suiters, jump cue bid are majors two suiter 12+ HP,
Major cue is Michels 12+ HP
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Direct vs strong Meckwell convention, reopening natural, dbl 11+
Vs weak natural dbl 13+ HP
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Natural, cue bid vs minor are majors, vs major Michels
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
natural
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Rdbl 10+, new suit non forcing

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4th	4th	
NT	4th	4th	
Subseq	x(x)x	x(x)x	
Other: x(x)xx, xx(x)xx			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(x)	AK(x)	
King	AK(x), KQ(X)	AK(x), KQ(X)	
Queen	QJ(x)	QJ(x),KQ109(x)	
Jack	J10(x), KJ10(x)	J10(x), KJ10(x), AJ10(x)	
10	109(x), K109(x),Q109(x)	109(x),K109(x),Q109(x),A109x	
9			
Hi-X	even	even	
Lo-X	odd	odd	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Odd card calls	Hi/low even	Odd card ask lower ranking suite
Suit 2			
3			
1			
NT 2			
3			
Signals (including Trumps):			
Discarding what we do not want, odd card is lower ranking, trumps lavinthal			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Natural 12+ HP direct, reopening could be weaker 9+ HP			
Cue bid only forcing, jumps are 8/10 HP			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Lightner dbls, control rdbl on cue bids, DOPI, DEPO			

W B F CONVENTION CARD
<b>CATEGORY:</b> Green
<b>NCBO:</b> Serbia
<b>PLAYERS:</b> Ušćumlić Milan-Ana Zorana Brajović
EVENT (Open)
<b>SYSTEM SUMMARY</b>
GENERAL APPROACH AND STYLE
Natural, 5 card major 12-20 HP, 2/1 FG
Sound overcalls,
1NT: 15-18, 2NT 21/22
2♣ strong
2♦ multi, 18/19 balans or weak major
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♦ multi, 18/19 balans or weak major
2♥ majors weak
2♠: 5 spades, 4+ minor weak
<b>SPECIAL FORCING PASS SEQUENCES</b>
High level bidding pass is control in forcing seq
<b>IMPORTANT NOTES</b>
After opps overcall new suit on 1 <sup>st</sup> and 2 <sup>nd</sup> level are NF
<b>PSYCHICS:</b> Never

OPENING	ARTIFICIAL TICK IF	MIN. NO. OF CARDS	NEG.DBL THRU	BIDDING			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♠	12/20HP, 2+cards	Invert minors, splinters, 2nt (3334 distribution)	Natural,splinters, 4♣ RKC (1/4,0/3),cue bids	After interventions jumps are weak
1♦		4	4♠	12/20HP, 4+cards	Invert minors, splinters, 2nt (3334 distribution)	Natural,splinters, 4♦ RKC (1/4,0/3), cue bids	After interventions jumps are weak
1♥		5	4♦	12/20HP, 5+cards	1M-3M invite, jumps are splinters, 2nt FG void or 16+ balans, 3nt 13/15 (4333 any)	After 1M-2M, combination off trayals, short and long, splinters, cue bids, RKC 1/4,0/3	After interventions jumps are weak, after dbl 2nt 4 cards inv, NS jump mini splinter
1♠		5	4♦	12/20HP, 5+cards	1M-3M invite, jumps are splinters, 2nt FG void or 16+ balans, 3nt 13/15 (4333 any)	After 1M-2M, combination off trayals, short and long, splinters, cue bids, RKC 1/4,0/3	After interventions jumps are weak, after dbl 2nt 4 cards inv, NS jump mini splinter
INT			3♠	15/17 balans	2♣, FG ask for distribution, Jacoby transfers, 3 major slem invite with 6+ cards	Cue Bids, RKC	
2♣	x	0		Strong, 21+HP or 9+ tricks	2♦ reley, positive is 5+ cards with 2 top H,	Cue Bids, RKC	
2♦	x	0		Multi, weak major or 19/20 balans. Vul 8/11 if weak, 4/10 if non vul	2nt reley, 2m for pass if that major, jump to 3♥ pass or correct	If balans, Puppet Stayman, Jacobey transfers. 4 minor RKC, 4 Major splinter with 55 minors, 3♠ stayman for minors	
2♥	x	5		Non vul 5♥ 4/5♠ 4/10 HP, vul 55 majors 8/11 HP	2nt reley,4♣ RKC for hearts, 4♦RKC for spades. 3 minor can pass with minimum, 3 major invite		
2♠	x	5		5♠, 4+ minor weak vul 8/11, non vul 4/10	2nt reley, 3 Spades weak, 3 minor can be passed if weaker, 3♥ forcing 6+ hearts		
2NT			3♠	20/22 balans	Puppet Stayman, Jacobey transfers. 4 minor RKC, 4 Major splinter with 55 minors, 3♠ stayman for minors		
3♣		7		Preempt, if vul 2 top honers	New suit F1		
3♦		7		Preempt, if vul 2 top honers	New suit F1		
3♥		7		Preempt, if vul 2 top honers	New suit F1		
3♠		7		Preempt, if vul 2 top honers	New suit F1		
3NT	x			Any AKQJxxx, maybe K outside	4♣ pass or correct		
4♣		7		preempt			
4♦		7		preempt			
4♥		7		For play	RKC, cue bid		
4♠		7		For play	RKC, cue bid		
4NT							
5♣		7		For play		HIGH LEVEL BIDDING	
5♦		7		For play		RKC-1/4,0/3, Cue bids, Splinters, exclusion RKC	

## NOTES

We play 4<sup>th</sup> suit forcing, new minor forcing.

Generally 2/1 is FG, except when we repeat color. Example; 1♠ pass 2♣ pass 2♦ pass 3♣ (6/7 cards 9/10 HP)

After opponents overcall new suit is non forcing (8/11 HP).

Negative double does not promise 4 card major.

2♦ opening is multi with weak major or 18/19 balans. 2 major is pass or correct. 3 major same, 2nt reley. If he is strong balans then - Puppet Stayman, Jacobey transfers. 4 minor RKC, 4 Major splinter with 55 minors, 3♠ stayman for minors.

2♥ opening is non vul 5♥ 4/5♠ 4/10 HP, vul 55 majors 8/11 HP. 2nt reley, 4♣ RKC for hearts, 4♦ RKC for spades. 3 minor can pass with minimum, 3 major invite

2♠ opening is 5♠ 4+ minor, vul 8/11 HP. Non vul 4/10 HP. 2nt reley, 3♠ weak, 3 minor can be passed if weaker, 3♥ forcing 6+ hearts. After 2nt reley and 3 minor response 3♥ is invite with hearts, 3♠ is invit.