

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
1-D overcall : two touched suits, 4+ & 4+, 8(10) - 15HCP's
cue (dbl,rdbl) = 11+ HCP, asking for feature and strength
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
natural, 15(14) - 17HCP
system ON
JUMP OVERCALLS (Style; Responses; Unusual NT)
jump overcall : 8-15HCP, 5+cards, without side suit except enemies one
jump at 4m = Leaping Michaels
Unusual NT = 0-4 losers, twosuit with one suit same rank as opened
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
direct cue = 6m+4M
jump cue = minor monosuit, ask for stop
VS. NT (vs. Strong/ Weak; Reopening; PH)
Multy Landy
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
jump at 4m = Leaping Michaels
cue = promise twosuit with at least one major or very strong
NT = natural
VS. ARTIFICIAL STRONG OPENINGS
CRASH
OVER OPPONENTS' TAKEOUT DOUBLE
System OFF
NT = 8-10HCP; jump to 2NT limit raise; RD = 10+ & misfit
1/1 NF, 2/1 NF, 3/1 FG

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	4'th best, MUD	3'th best, MUD	
NT	same	same	
Subseq			
Rusinow			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace			
King			
Queen			
Jack			
10			
9			
Hi-x			
Lo-x			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 A	E	A
	2 C	C	C
	3 S		S
NT	1 A	E	C
	2 C	C	A
	3 S		S
A = Attitude; S= Suit preference; C= Count; E = Echo			
If we had only odd or even cards in suit: lowest = encourage			
Signals in "our suit" in order of preference : A=S>C			
DOUBLES			
TAKEOUT DOUBLES (Style; Response; Reopening)			
T/O X : 9+ HCP distributional;			
ANSWERS: cue = 11+ HCP;simply jump in new suit = 5c, 9-11HCP;			
INT = 8(7)-10 HCP, BAL; minimal answers in transfers			
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
DOPI, ROPI, Lightner, Double for leading directing			

<div> <div>WBF</div> <div>Convention Card</div> <div> <div> <div>♠</div> <div>♥</div> <div>♦</div> <div>♣</div> </div> <div> </div> </div> </div>
<div> <div>Category:</div> <div>International</div> </div>
<div> <div>NCBO:</div> <div>Serbia</div> </div> <div> <div>EVENT:</div> <div></div> </div>
<div> <div>PLAYERS:</div> <div>Azdejkovic Dragan</div> </div> <div> <div>Tubic Vladan</div> </div>
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural : 5 card major, better minor, 1NT=15(14)-17HCP
2♣ strong, 2♦/♥/♠ polish style openings (weak one)
2/1 FG (except response 2♣, which is RF)
T-Walsh transfers after 1♣ opening; Invert minor after 1♦ opening
Bergen raises, J2NT, Garrozzo mini-maxi splinters
1-D defence system
Roman, std count, Smith echo,Laventhal
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
1-D overcall = two touched suits, 4+&4+, 8-15HCP's
MISER = transfers on level 2 over overcall our opening 1m
Over overcall our major opening:
1) 2NT = FG +fit
2) cue = INV + fit
3) jump support = PRE
4) simply support = CONSTRUCTIVE
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Spiral Scan
PSYCHICS: RARE

