DEFENSIVE AND COMPETITIVE BIDDING	LEA	DS AND SIGNALS	WBF Convention Card	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE		± ♥ ♦ ★	
1-D overcall: two touched suits, 4+ & 4+, 8(10) - 15HCP's	Lead	In Partner's suit		
cue (dbl,rdbl) = 11+ HCP, asking for feature and strength	Suit 4'th best, MUD	3'th best, MUD	Category: International	
	NT same	same	NCBO: Serbia EVENT:	
	Subseq		PLAYERS: Azdejkovic Dragan	
	Rusinow		Tubic Vladan	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS		CVCTEM CHMMADV	
natural, 15(14) - 17HCP	Lead Vs. Suit	Vs. NT	SYSTEM SUMMARY	
system ON	Ace		GENERAL APPROACH AND STYLE	
	King		Natural: 5 card major, better minor, 1NT=15(14)-17HCP	
	Queen		2♠ strong, 2♦/♥/♠ polish style openings (weak one)	
	Jack		2/1 FG (except responce 2♠, which is RF)	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10		T-Walsh transfers after 1♠ opening; Invert minor after 1♦ opening	
jump overcall: 8-15HCP, 5+cards, without side suit except enemies one	9		Bergen raises, J2NT, Garrozzo mini-maxi splinters	
jump at 4m = Leaping Michaels	Hi-x		1-D defence system	
Unusual NT = 0-4 losers, twosuiter with one suit same rank as opened	Lo-x		Roman, std count, Smith echo, Laventhal	
	SIGNALS IN ORDER OF PRIOR	ITY		
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)	Partner's Lead	Declarer's Lead Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
direct cue = 6m+4M	1 A	E A	1-D overcall = two touched suits, 4+&4+, 8-15HCP's	
jump cue = minor monosuiter, ask for stop	Suit 2 C	C C	MISER = transfers on level 2 over overcall our opening 1m	
	3 S	S		
	1 A	E C	Over overcall our major opening:	
VS. NT (vs. Strong/ Weak; Reopening; PH)	NT 2 C	C A	1) 2NT = FG + fit	
Multy Landy	3 S	S	2) cue = INV + fit	
	A = Attitude; S= Suit preference; C= Count; E = Echo		3) jump support = PRE	
	If we had only odd or even cards in suit: lowest = encourage		4) simply support = CONSTRUCTIVE	
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	Signals in "our suit" in order o			
jump at 4m = Leaping Michaels	8			
cue = promice twosuiter with at least one major or very strong		DOUBLES		
NT = natural	TAKEOUT DOUBLES (Style; Response; Reopening)			
	T/O X : 9+ HCP distribution			
		simply jump in new suit = $5c$, $9-11HCP$;		
	1NT = 8(7)-10 HCP, BAL; mi			
			SPECIAL FORCING PASS SEQUENCES	
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL ARTIFICIAL AND COM	MPETITIVE (PE.)DOLIBLES	SI ECIAET ORGINO I ASS SEQUENCES	
CRASH	SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES DOPI, ROPI, Lightner, Double for leading directing			
CRUSH	Borr, Rorr, Eighther, Botter	e for reading directing		
			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
			Spiral Scan	
OVED ODDONENTS! TAKEOUT DOUBLE			Spiral Scali	
OVER OPPONENTS' TAKEOUT DOUBLE System OFF				
NT = 8-10HCP; jump to 2NT limit raise; RD = 10+ & misfit			PSYCHICS: RARE	
1/1 NF, 2/1 NF, 3/1 FG			LOICHICO: MANE	
1/1 Mr, 2/1 Mr, 5/1 ru				

O P E N I N G	T A C R K T I F F	O M F C A N R O D S	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3		10-21HCP	Modified T-Walsh transfers; 1♠=TRF to ♠; 2♠=INV+fit		
					1NT = 9-11; BAL, 2NT = 11-12 INV		
1♦		3		10-21HCP	invert minors; 1NT=6-10BAL; 2NT = 5+♦, 0-5HCP UNBAL;		
1♥		5		10-21HCP	1NT = 6-10(incl. wk 3♥ supp), 3NT = 13-15 BAL & 3♥		
					Bergen raises; J2NT; Garozzo mini-maxi splinters		
					2♣= 11+HCP, Nat / Bal / Supp(3♥)		
1 ♠		5		10-21HCP	same as 1♥		
1 NT				16(15)-18HCP, BAL, without 5♥/♠	stayman, smolen, minor steyman, 2NT trf to minor, LEB		
					3♣/♦/♥/♠ = conditional rkc		
					4♣ = Gerber, 4NT=QUANT,		
2♣	\checkmark			22+ HCP or 9+ playing tricks	2♦ waiting ; second negative = free minor or 3NT	2♣ - 2M/3m - 3M/4m = rkc; 2♣ - 2♦-2M/3m - 3M/4m - new suit = ASK	
					2♥/♠//3♣/♦ = 5+c with 2/3 Top honer, 6+HCP		
					3♥/♠//4♣/♦ = 6+c// with A/K, max 5 HCP		
2•	/			4-11HCP, 5+♥/♠	2M / 3M = P/C; 3♣=PUP;4♣ = (R); 3♦ = INV ; 4♦ = F1	2♦-2NT-3♣-3♥ = P/C ; 2♦-2NT-3♣-3♦= (R)	
					2NT = (R); 3NT = SO		
2♥				4-11HCP, 5+♥ & 5+ any	2♠//3♣/♦ = P/C; 2NT = F1; 3♥=PRE		
2♠				4-11HCP, 5+ ♠ & 5+m	3♣/♦ = P/C; 2NT = F1; 3♠=PRE		
2 NT				21-22, BAL; 5M possible	Puppet Stayman		
3 bids				PRE, could be only 6 card's			
3NT	\checkmark			GAMBLING	4 ♣ =P/C; 4♦ = ART, STR		
4♣	\checkmark			Numyts			
4				Numyts			
						HIGH LEVEL BIDDING	
	Í.	1	1	1			