

## DEFENSIVE AND COMPETITIVE BIDDING

### OVERCALL: (STYLE; RESPONSES; 1/2 LEVEL; R/O)

<b>Style:</b>	1 <sup>st</sup> level light
<b>Responses:</b>	New suit = F1 Cue = supp, inv+
<b>1/2 Level:</b>	2 <sup>nd</sup> level 10+ HCP and good suit
<b>Reopening:</b>	NAT

### 1 NT OVERCALL: (2<sup>nd</sup> / 4<sup>th</sup>; LIVE; RESPONSES; R/O)

<b>All positions:</b>	2 <sup>nd</sup> 14-18, 4 <sup>th</sup> 11-15, "live" 15-18
<b>Responses:</b>	System ON

### JUMP OVERCALL: (STYLE; RESPONSES; R/O)

<b>Weak</b>	
<b>Responses:</b>	2NT = nat
<b>Unusual NT:</b>	two suiter; <b>Reopening:</b> same

### DIRECT, 4<sup>TH</sup> HAND AND JUMP CUE BIDS

<b>DCB:</b>	Michaels, except (1♣) – 2♣ = clubs, (1♠) – 2♦ = majors
<b>4<sup>th</sup> hand CB:</b>	same; <b>Jump Cue Bid:</b> Stop ASK (for 3NT)

### VS. 1 NT (VS. STRONG / WEAK; REOPENING, PH)

<b>Woolsey</b>	
<b>V.S. WEAK</b>	same, except DBL = points + 1 HCP of their lower level
<b>DBL of responses VS WEAK</b>	= T/O

### VS. 2 ♣ MULTI

<b>DBL</b>	= 14+ BAL with 33+ Majors, 2NT = 17+ minor oriented
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### VS. PREEMPTS (DOUBLES; CUE-BIDS; JUMPS; NT BIDS)

<b>Unusual vs unusual:</b>	Cheaper Cuebid = SUPP
<b>V.S. 2 suiters:</b>	DBL = penalty for one and at least 2 cards in other suit
<b>V.S. 2 suiter:</b>	(only one suit is known) DBL = 10+HCP, no fit
<b>V.S. WEAK 2:</b>	Cue-bid of WEAK 2 = Michaels, strong;
<b>Jump cue-bid of weak 2</b>	= minors, strong; 4NT = minors, 6-6
<b>V.S. WEAK 2 and MULTI:</b>	Leaping Michaels (NF)

### VS. ARTIFICIAL STRONG OPENINGS, - i.e. 1 ♣ OR 2 ♣

<b>V.S. 1 ♣ strong:</b>	DBL = minors, 2♦ = Majors, 1NT = 5m + 4M
<b>V.S. Polish Club:</b>	DBL = 13+ bal or very strong, 1NT = 5m + 4M

### OVER OPPONENT'S TAKEOUT DOUBLE

<b>1X-(DBL)- jump in a suit</b>	= 8-10, 6+ cards
<b>1X-(DBL)-3X</b>	= WEAK
<b>Escaping from 1NT doubled:</b>	RDBL = one suiter, DON'T

## LEADS AND SIGNALS

### OPENING LEADS STYLE

<b>Lead:</b>	<b>Own suit:</b>	<b>Partner's Suit:</b>
<b>Suit</b>	4 <sup>th</sup> from H, 2 <sup>nd</sup> from nothing	Count (HI-LO = even)
<b>NT</b>	same	same
<b>Next</b>		
<b>Other</b>	high from doubleton	

### LEADS

Lead	v.s. SUIT	v.s. NT
<b>Ace</b>	Ax, AKx(+)	AKx(+), Ax
<b>King</b>	AK, AKx(+), KQ(+), Kx	AKJ10, KQx(+), Kx
<b>Queen</b>	QJ(+), Qx	KQ109, QJ(+), Qx
<b>Jack</b>	J(+)	same
<b>10</b>	HJ10(+), 109(+)	same
<b>9</b>	H109(+), 9x	same
<b>High x</b>	xXx, xXxx	
<b>Low x</b>	xXx, xXxx	

### SIGNALS IN ORDER OF PRIORITY

**MEANINGS:** D = discouraging; E = encouraging; S/P = suit preference  
**Standard carding - count:** CNT = high - low: even number of cards

	Partner's Lead	Declarer's Lead	Discarding
<b>Suit</b>	1 Hi/lo = Even	Hi/lo = Even	Lav, odd=enc
	2 Odd = enc	Lavinthal = s/p	
	3 Lavinthal = s/p		
<b>NT</b>	1 same	same	same
	2		
	3		

### SIGNALS (INCLUDING TRUMPS):

Can signal S/P in trumps

## DOUBLES

### TAKEOUT DOUBLES: (STYLE; RESPONSES; R/O)

Major oriented, but reasonable. Can be light.

### SPECIAL ARTIFICIAL & COMPETITIVE DOUBLES/REDOUBLES

Supp DBL (including 2♦), Neg DBL  
 1NT-(2x)-dbl = neg; 1NT-(2x)=art 2-suiter or multi)-dbl = pen for at least one of the suits and at least 2 cards in the other.



## CONVENTION CARD

### WBF - EBL

**NCBO:** Bridge Association of SERBIA

Event: SMALL FEDERATION GAMES

**System Category:** NATURAL - GREEN

### Players:

**OLGA SIMIĆ – BRAJOVIC ANA**

## SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

1♠ = 2+ cards

Natural, 5 cards Major

2/1 = FG

1NT (good 14 - 17, can be offshape)

Weak 2M

4<sup>th</sup> suit = FG

Bergen

### SPECIAL BIDS THAT MAY REQUIRE DEFENSE

### IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

After 2/1, jump bids show intermediate hands

Lebensohl after opp's 1NT, weak 2, 1M-2M

Reversed bids are FG

Inverted minors

### SPECIAL FORCING PASS SEQUENCES

First PASS after RDBL which shows strength is F

PSYCHICS:

RARE

