DEFENSIVE AND COMPETITIVE BIDDING

OVERCAL	L: (STYLE: RESP	ONSES: 1/2	LEVEL: R/O)

 Style:
 1st level light

 Responses:
 New suit = F1

 Cue = supp. inv+

1/2 Level: 2nd level 10+ HCP and good suit

Reopening: NAT

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

All positions: 2nd 14-18, 4th 11-15, "live" 15-18

Responses: System ON

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

Weak

Responses: 2NT = nat

Unusual NT: two suiter; Reopening: same

DIRECT, 4TH HAND AND JUMP CUE BIDS

DGB: Michaels, except (1 - 2) - 2 = clubs, (1 - 2) - 2 = majors 4^{th} hand CB: same; Jump Cue Bid: Stop ASK (for 3NT)

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

Multi-Landy

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

VS. 2 MULTI

DBL = 14+ BAL with 33+ Majors, 2NT = 17+ minor oriented

VS. PREEMPTS (DOUBLES; CUE-BIDS; JUMPS; NT BIDS)

Unusual vs unusual: Cheaper Cuebid = SUPP

V.S. 2 suiters: DBL = penalty for one and at least 2 cards in other suit

V.S. 2 suiter: (only one suit is known) DBL = 10+HCP, no fit

V.S. WEAK 2: Cue-bid of WEAK 2 = Michaels, strong;

Jump cue-bid of weak 2 = minors, strong; 4NT = minors, 6-6

V.S. WEAK 2 and MULTI: Leaping Michaels (NF)

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

V.S. 1 strong: DBL = minors, 2 = Majors, 1NT = 5m + 4M

V.S. Polish Club: Natural

OVER OPPONENT'S TAKEOUT DOUBLE

1X-(DBL)- jump in a suit = 8-10, 6+ cards

1X-(DBL)-3X = WEAK

Escaping from 1NT doubled: RDBL = one suiter, DON'T

LEADS AND SIGNALS

OPENING LEADS STYLE			
Lead:	Own suit:	Partner's Suit:	
Suit	4 th from H, 2 nd from nothing	Count (HI-LO = even)	
NT	same	same	
Next			
Other	high from doubleton		

LEADS				
Lead	v.s. SUIT	v.s. NT		
Ace	Ax, AKx(+)	AKx(+), Ax		
King	AK, AKx(+), KQ(+), Kx	AKJ10, KQx(+), Kx		
Queen	QJ(+), Qx	KQ109, QJ(+), Qx		
Jack	J(+)	same		
10	HJ10(+), 109(+)	same		
9	H109(+), 9x	same		
High x	xXx, xXxx			
Low x	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
	1	Hi/lo = Even	Hi/lo = Even	Lav, odd=enc
Sui	2	Odd = enc	Lavinthal = s/p	
	3	Lavinthal = s/p		
ĮŅŢ	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: EUROPAN MIXED TEAMS CHAMPIONSHIP
System Category: NATURAL - GREEN

Players:

OLGA SIMIĆ - MIHAILO SIMIĆ

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

4th 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

OPE- NING	TICK IF ART.	MIN. Nº of CARDS	NEG. DBL thru	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
PASS				NORMAL, USUAL PASS			
4.0		2		2 only when (4432)	2NT = 11-12, 2+-club support 8-10,inverted minors	After constructive bidding: 4 minor = RKCB	
1♣		2		Open with any 33 or 44 in m	3♣ = weak,		
1♦		4		Open with 1444 and no reverse	3♣-diamond support 8-10	same	
					1NT -F1 without H support		
1♥		5			2NT = Jacoby,3m Bergen		
					Double jump = SPL		
1♠		5			same		
				Good 14 - 17	Stayman, transfers	Transfer than other suit = slam try;	
1 NT		-		Can have 5 cards M & offshape	3♣= 5♦4♣, slam inv, 3♦ = 55M slam inv	Stayman than minor = weak (only weak rebid);	
					3M = spl (54m); 4◆♥=texas	Stayman than other M = FG with M; Smolen	
2♣		-		Strong	2 waiting, suit = 2 top H, 2NT = 8+ balanced		
2•		-		Weak 2 in one mayor	2NT = F, 2 ▼ ♠= P/C		
2♥		6		18-21 6+♥	2NT=F, rest is natural		
2♠		6		same	same		
2 NT		_		20 to bad 22 HCP, can be creative	3♣ = puppet, transfers, minor Stayman		
3♣		6		Constructive			
3♦		6		Constructive			
3♥		6		Random			
3♠		6		Random			
3 NT		_		GAMBLING, no side tricks			
4.5				In 3 rd /4 th could be anything		LIICH LEVEL	PIDDING
4♣		6		Random		HIGH LEVEL	BIDDING
4+		6		Random		N ONT O LUI SIGO	
4*		6		Random Random		Non-serious 3NT, Cuebids, RKCB	
4♠		6		Kandom		5NT after RKCB = Grand Slam invite	- Foords in a quit both residive
						4NT quantitative; after that 5 th level = Baron, 6 th = 5 cards in a suit, both positive 4NT can be quantitative after balanced hands or after 3 suit bids where 4m would be	