

DEFENSIVE/COMPETITIVE BIDDING

OVERCALL – Nat style

8 - 15 HCP

Responses: CUE is F1 + supp, 3M is PREE, 2NT is M 4fit, new suit F1

1/2NT OVERCALL–15-18,BAL–live

System on

1NT 4th reopen – 10-11 HCP, Next: Nat

2NT: michaels

3NT: gambling

1NT 4th live – 11-14

JUMP OVERCALLS –

Level 2: weak; level 3 pree

2NT jump – minors

(after opps open weak M) 4♣/♦ with or w/o jump is 2-suiters; 4X(cue)is 2-suit. same rank

Direct Cue-bid

Michaels

VS. 1NT (at least 14+ hcp)

Multy Landy

VS. weak 1NT (10–15 hcp)

Multy Landy

VS. Multi **2♦**

2♥=TO on ♥; Dbl=TO on ♠ or 17+; 2NT = NAT. Stayman, TRF; 3♥/♠=strong, 6+cards

VS. Pre-empts 3-level

Nat on level 3

VS. F, ART **1/2♣** and **1/2♣-1/2♦**

Truscott

Over Opponents` Take-Out Double

New suit – L1: 5(4)+, NF, L2: 8-11, NF

2NT - 10+ HDP, 4+for MAJ, 5+for MIN, support

Simple raise – 5-8 HDP, 3 cards

Jump raise – 0-6 HDP, 4+for MAJ, 5+for MIN

RDBL 1st bid -10+ HCP, tends to deny fit

LEADS AND SIGNALS

Opening Lead

Suit / Sub / In partner suit	4 th
NT	4 th

Leads

Lead	Against suit	vs NT
Ace	AKx(+)	ATT
King	KQx - KQJx-KQ(10/9)x	COU-UB
Queen	QJx - QJ - QJ109 - AKQx	ATT-UB
Jack	J10 - J10x - AQJ1xx	2 or Jx
10	KJ109-10x - 109x - K109x	Same
9	A109(x);K109x; Q109(x)	2h or 9x
High - x	Sx - xSxS - xSxSxx - 98xx	xSx
Low - x	(H/10)xS - (H/10)xxS+ - HQxS - xSx	

Low from 3 small in partner suit's if is NOT raised. King form AK if is raised. Against NT 2nd/4th

Signals priority

Suit/ NT	Partner's lead attitude	Declarers count	Discarding attitude
1	attitude	count	attitude
2	count	Suit preference	count
3	Suit preference		Suit preference

signals: STD count, o/e discards, HI = enc

DOUBLES

Take-out -12+HDP, min. 3 good cards in unbid suits or 15+. In competition support is NF, FA.

Double is responsive, Jump is 5 cards 8-10 HCP

(1X) – dbl – (1Y) – 2Y = 5+ cards, 5-8 HCP

Take-out in reopening – 9+ HCP

SPECIAL ART AND COMPETITIVE DOUBLES

COMPETITIVE – We base decisions to pass comp DBL on the LAW. DBL's are for T/O when opps have raised a suit.

RESPONSIVE and Cuebid double (thru 4♦) – F1

DOPI/ ROPI RKCB resp.



WBF CONVENTION CARD

☆ **NCBO: Serbia** ☆

System category: Green

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SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

2/1 GF, ♣ is 3cards; new MIN FG/F1; 4SFG; inverted minor

frequent use non-pen DBL;

RESP 1NT: semiF (up to 12HCP)

1NT 15-17 HCP

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2♣ strong

2♥/♠ Polish 2M, 4-10 HCP

2♦ weak M or strong m or strong balans

2NT pree **minors 5+-5+**

1MAJ - 3♣= 7-9 HCP, 4 cards support

1MAJ - 3♦= 9-11 BAL, 3-4 cards support

Lebensohl

IMPORTANT NOTES

Principe Fast Arrival – support is NF

3NT=NonS

SPECIAL FORCING PASS SEQUENCES

When we showed GF value or when we are 10+ unlimited and opponents bid 4+ level - pass shows ctrl; DBL without CTRL or CTRL and very weak; bid w/o ctrl

Psychics: no

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OPENING	TICK IF ARTIFIC.	MIN. N° OF CARDS	NEG.DB	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
PASS				0 - 11 HCP	1♦ - 5+ HDP, 3♦+	Note: 1♣ - 2♦ = good ♣ rase, 9-11 HCP	CUE = fit, 10+ HCP w/o stopper 2NT= fit, 10+ HCP with stopper
1♣		3	4♥	11 - 20 HCP	1♥/♠ - 5+ HDP, 4♥/♠+ 1NT - 6-10 HCP, 2♣+ 2♥/♠ - 0-7 HDP, weak 3NT - 14 - 16 HCP, BAL 2♣ - 11+ HCP, 5♣+ 2NT - 11-13 HCP, F1, 4♣, BAL 3♣ - 5 - 9 HCP, 5♣+ 3♦/♥/♠ - 12+ HCP, SPL		
1♦		3	4♥	11 - 20 HCP	1♥/♠ - 5+ HDP, (3) 4♥/♠+ 1NT - 6-10 HCP 2♣ - 11+ HDP, (4)5♣+, F1 2♥/♠ - 0 - 7 HDP, 6♥/♠+ 2NT - 11-12 HCP, nat 3♥/♠ - 12+ HCP, SPL 3♦ - 5 - 9 HDP, 5♦+	Note: 1♦ - 3♣ = good ♦ rase, 9-11 HCP	
1♥		5	4♦	11 - 20 HCP	2♠/♦ - GF 3♣ - 7-9 HDP, 4♥ 3♦ - (9)10-11(12) HCP, 3-4♥ 2NT - 12+ HDP, (3) 4♥+ 3♠4♠/♦ - 7-11 HDP, SPL, 4♥+	long trial bid Note: 2♣ 2+ cards 2♦5+ cards	
1♠		5	4♥	11 - 20 HCP	3NT - 5♠; better than direct4♠ 2♦/♥ - GF, 5+ cards	Note: 3♥ = Splinter	
1NT				15 - 17 HCP, BAL 4333-4432-5332	2♠=Staym (Art; 0+HCP) 2♦/♥/♠/NT=TRF 3♣=5-5minors weak; 3♥/♠=Sing GF 3♦ = 5-5 Majors weak	1NT-2♦; 2♠/3♣/♦ dubleton, 4+♥, max 1NT-2♦; 2NT= 4 c fit(333), max ; 3♥=4C fit min	negative
2♦	*	6		6+♥/♠ weak 6+♣/♦ 18-21 HCP Strong Balans 21-23	2NT = F1	Responses in Trf	
2♥		5		+5 any 4-10 HCP	2NT=F1; 3♣/♦=To play		
2♠		5		+5 min 4-10 HCP			
2♣				22+ HCP or 8,5+ tricks			
2NT	*			5-5 minors 4-10 HCP	4♣=Art ask	SLAM APPROACH AND CONVENTIONS	
3♣		7	-	PREE		RKCB: 0314, next question Q ask (trump negative) or improved King ask	
3♦		7		PREE	4♣=Art ask	4♣♦ RKCB for ♣/♦	
3♥		7	-	PREE		Josephine 5NT: 6♠=0	
3♠		7	-	PREE			
3NT		7	-	AKQxxxx ♣/♦			
4♣♦	*	7	-	7♥+/7♠+		Cuebid – after Cuebids we use RKCB, to continue Cue over game must have at least 2 A	
4NT		-	-				

[1] Multi Landy (depending on 1nt strength)

1nt: Dbl = 5+m and 4+M, 10+
2♣ - majors (at least 5+/4+, depending on HP strength)
2♦ - 6+M
2M - 5+M/4+m
2nt - minors

[2] Lebenshol

1nt - 2x:
Double - negative
2y - NF
2nt - forces 3♣,
3z - if z<x, nf, if z>x GF, with stopper
3x - stayman with stopper
3nt - stopper x
3z - GF
3x - stayman without stopper
3nt - without stopper x

Lebenshol is used in: 1x - Pass - 2x - Dbl,
2x (weak) - Dbl and
1x - Dbl - 2x

[3] Truscott

1♣ (strong) -
Dbl - ♣ and ♥
1♦ - ♦ and ♥
1♥ - majors
1♠ - ♠ and ♣
1nt - ♦ and ♠
2♣ - minors

[4] Defence vs 1nt doubled:

1nt - dbl -
Rdbl, forces 2♣ => suit to pass
Pass forces rdbl: 1nt - Dbl - pass - pass
Rdbl - pass - 2x (x and higher suit)

[5] 2♦ multi (no intervention)

2♥ - P/C
2♠ - pass if ♠, bid 3/4 if ♥, usually good ♥ support, or opening bid values with no ♠ support
2nt - F1
3♣/♠ - weak/nice w2♥,
3♦/♥ - weak/nice w2♠
3nt - str NT => puppet

2♦ - 2♥/♠

2nt - 3♣ puppet

3♦ at least one 4c M – 3M I have other M

4♦ bid your M, no SI

3♥/♠ - 5c M

3nt - no M

3♦/♥ - trf =>

3♠ - minor suit stayman, mild SI

3nt – no m => 4m = RKC in M

4♣/♦ - at least 4 cards, RKC

2♦ - double – pass = I have 5+♦

2♦ - double - 3♥ = fishing for M

2♦ - pass – 2nt - 3♣

Pass – w2♥

All the rest as if nothing happened

2♦ - pass – 2nt - 3♦

Pass – w2♠

Double – w2♥

[6] some details on 1M openings

1M - 2nt – 4c supp, (11)12+

3x – singleton => cue

3M – 6+, str

3NT – 15-17

4x – strong, 2nd suit

4M – rather weak

3♣ - 4 c supp, 7-9 => asking bid

3♦ - 4c supp, 10-11 => cues

3M – 4c supp, 0-6

Double jump – splinter, opening bid + values => cues

1M – Dbl –

2M – 3crd supp 5-10, else system on

1M – suit – cue = 11+, 3card support => cues

2nt = 11+, 4card supp => system on

1M – 3NT

4+ card support, less than opening bid values, => 4x = asking bid (no ctrl, 2nd control, 1st control)

[7] 1m – 2m (5+, 11+ (F to 3m))

2x – values

2nt scattered values (12 -14)

3m - weak

3x – splinter, 15+
3nt – 18-19, scattered values

1m – 1M
2nt – 18-19, can have 4 cardM
=>3♣ (even if ♣ is opened) continue bidding 3♦ 3crd in your M.

[8]
1x – 2y (y>x), weak, 6+c
2nt – F1
3♣ - weak,
3♦ - not so weak

[9]

1nt - 2♣
2♦ - 2♥/♠ to Pass
2nt = invite
3♣/♦ - 5c, GF/SI
3♥ - 5♠/4♥

2♥/2♠- suit – (4)5+ cards, at least mild SI
Jump suit – splinter, mild SI

2NT = min, both Ms => trf => cues
3♣ = max both Ms => trf => cues

1nt - 2♦/♥
2NT – max, 4card supp, small doubleton ♦/♥ =>trf => cues
3♥/♠ - max, 4card supp =>cues
Suit – max, 4 c support, small doubleton

1nt – 2♠/nt (trf to ♣/♦)
2nt/3♣ - Hxx in ♣/♦

[10]
2♣

2♦ - waiting
Suit – positive, 5+cards, 8+ points
Jump suit – 6/7 cards, weakfish

[11]
2♥/♠

2♠/3♣ - p/c

2nt – relay, asking for 2nd suit and strength

2♥/♠ - Dbl:

Pass – to play

Rdbl – relay, asking for 2nd suit

Suit – I want to play only this suit

1x – 1y

2z (revers) – 4th suit or 2nt (cheaper bid) = introduction into sign off

Higher bid = "4th suit"

RKCB –

03 – 14 – 2 woQ – 2wQ

If it is not known possession of Q, first step is asking for Q. =>

no Q, nt or trump suit, cheaper bid,

just Q, nt or trump suit, higher bid,

suit, Q of trumps and that K or other 2

If the possession of Q is known, first step asking for Ks

No K, nt or trump, cheaper bid,

Suit = I have that K or I have other 2

PODI and PORI

Opps overcalled 2suiter

Both suit known: double = optional penalty double on 2nd suit (or at least one of them)

cheaper cue = invite or better in our opened suit

higher cue = invite or better in 4th suit =>controls

only one suit known,