


- DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses)
Sound style but can be weaker at favorable position.
Overcaller's partner: new suit = round forcing; cue bid = F
INT OVERCALL (Responses; Reopening)
15-17 HCP, system on as over 1NT opening
12-15 HCP in reopening, system on as over 1NT opening
JUMP OVERCALLS
Weak jump overcalls, strength depending on vulnerability
1M/m - (2NT) = 2 lower remaining suits
CUEBIDS
Michaels cuebid
Cue bid after bidding other suits is asking for stopper and/or showing strength
Vs. NT
Multy-Landy
VS. PREEMPTS
Takeout doubles through 4♥
Cuebid asks for stopper in the first instance
2NT = 15-18 HCP over W2
3NT = to play, 19-22 HCP or enough tricks
VS. ARTIFICIAL BIDS
Double of artificial bids is lead directing.
OVER OPPONENTS' TAKEOUT DOUBLE
All bids are system on
RDBL = 10+, may have fit for partner's suit
OVER OPPONENTS' OVERCALL
After opponents' overcall: new suit = F, dbl = 10+ HCP

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit			
NT	4 th from H, middle-up-down from xxx, second highest of nothing	- 4 th (3 rd) from H if not supported, H if supported; middle-up-down from xxx if not supported, highest from xxx if supported	
Subseq.	attitude	attitude	
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx	AKx	
King	KQx: AK -	KQJ(x)	
Queen	QJx or KQ10	QJx or KQ10	
Jack	J10x, AKJ10, KJ10(x)	J10x, AKJ10, KJ10(x)	
10	1098, 10x	1098, 10x	
9	987, 9x	987, 9x	
Hi-x	xx	xx	
Lo-x	4 th from H	4 th from H	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 attitude	suit preference	suit preference
	2 count		
	3 suit preference		
NT	1 count	suit preference	suit preference
	2 attitude		
	3 suit preference		
ATTITUDE: ODD=ENC. EVEN=DISCOUR.			
COUNT: HI=EVEN, LOW=ODD			
SUIT PREF.: ODD IN THE SUIT, EVEN IN ANOTHER SUIT			
DOUBLES			
TAKEOUT DOUBLES			
Takeout double over M should promise opening strength & 3-4 cards in other M, over minor should be at least 3-4 cards in both M			
Responses: suit without a jump = 0-7 HCP, with a jump 8-10 HCP, 1NT = constructive, 6-10 HCP with stop., cue = F1, 11+ HCP;			
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
Negative Double, Invitational Double, Lead Directing Double			
Maximum Double, Lightner Double			
DOPI-ROPI			

WBF Convention Card		
♠ ♥ ♦ ♣		
CATEGORY: Green	EVENT:	
NCBO: Serbia		
PLAYERS: Tatjana Erić		
Olga Simić		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
Natural		
We open 5 card majors, 1♦ with 4+♦'s and 1♣ with 2+♣'s.		
1NT = 15-17 HCP		
2♦, 2♥ and 2♠ are WEAK 2 (sound when vul.)		
3NT opening is gambling		
We use Roman discards		
We lead 4 th best, 2 nd from nothing		
Jump responses and overcalls: preemptive		
2 nd minor and 4 th suit GF – except at 1 st level		
After intervention over our NT - Lebensohl		
After double of our NT: natural		
With 8-15 points nat. overcall		
Splinter bids after major openings		
SPECIAL BIDS		
Bergen Raises and Jacoby 2NT		
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		

Openings	Artificial	Min no. of cards	Neg. DBL thru	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	x	2		12-21 HCP	1NT = 6-10 HCP, 2♣ = 6-9 HCP 5+ clubs, 2♦/♥/♠ = weak jump shift 2NT = 11 HCP, balanced invit., 3♣ = 10-11 HCP, 5+♣	1NT=12-14, 2NT=18-19, 3NT=16/17 solid suit Higher ranking suit or jump raise: 16+, 4+ cards	
1♦		4		12-21 HCP	1NT = 6-10 HCP, 2♦ = 6-9+ HCP 4+ diamonds, 2♥, 2♠ = weak 2NT = 11 HCP, balanced invit, 3♦ = 10-11 HCP	2NT over reverse is NF Long suit trial bids	
1♥		5		12-21 HCP	1NT = 6-10 HCP, 2♣, 2♦ = natural and F, 2♠ = weak 3♣/♦/♥ = Bergen, 4+♥'s, 2NT = Jacoby, 12+ HCP 4+♥'s, 3♠, 4♣/♦ splinter	1NT=12-15, 2NT=18-19, 3NT=16/17 solid suit Higher ranking suit or jump raise: 16+, 4+ cards 2NT over reverse is NF	2NT is not Jacoby
1♠		5		12-21 HCP	1NT = 6-10 HCP, 2♣/♦/♥ = natural and F 3♣/♦/♠ = Bergen, 4+♠'s, 2NT = 12+ HCP 4+♠'s, 4♣/♦/♥ splinter,	Long suit trial bids	
1NT				15-17 HCP, balanced, no 2 doubles	2♣ = Stayman, (could be garbage St. or transfer to 2NT), 2♦/♥ = M transfer, 2♠/NT = minor transfer, 3NT=to play 4♣ = Gerber, 4♦/♥ = Texas, 4/5 NT = quant.	New suit after transfer is F1, 4NT after transfer is quant., after Texas is RKCB 3 in a minor after Stayman is GF (5+ minors, with a 4 card Major), 3 in a Major after Stayman is Smolen - shorter major bid, GF	
2♣	x			22 HCP+ or less with playing strength	2♦ = waiting, 2NT = 2K or 7-9HCP, 2♥/♠, 3♣/♦ = 5+ cards, 8+ points	After 2NT rebid on 2♣ opening we play the same as on 2NT opening	
2♦		6		weak two in ♦'s	2NT = F1, 3♦ = NF, new suit = F, 4♣ = RKCB, jump to game = signoff		
2♥		6		weak two in ♥'s	2NT = F1, 3♥ = NF, new suit = F, 4♣ = RKCB, jump to game = signoff		
2♠		6		weak two in ♠'s	2NT = F1, 3♠ = NF, new suit = F, 4♣ = RKCB, jump to game = signoff.		
2NT				20-21 HCP, balanced	3♣ = Puppet Stayman, 3♦, 3♥ = transfer, 3♠ = transfer for both minors, GF 4♣ = Gerber, 4/5 NT = quantitative raise		
3♣		6-7		preemptive		For all preemptive openings (under game level): on new suit opener supports or passes, no other bid	
3♦		7		preemptive	New suit natural & F, 3NT = to play, support is natural, can be preemp.		
3♥		7		preemptive			
3♠		7		preemptive			
3NT	x	7		gambling	4♣, 5♣ = pass/correct, 4 in a M is signoff		
4♣		8		preemptive	Support is natural, bidding game = to play, 4NT = RKCB	Answers: 1430, next step asking for queen (if not answered) and/or kings	
4♦		8		preemptive	Support is natural, bidding game = to play, 4NT = RKCB		
4♥		8	To 4♥	to play			
4♠		8		to play			
5♣		8		to play			
5♦		8		to play			
HIGH LEVEL BIDDING							