


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses)
Sound style but can be weaker at favorable position.
Responses: Overcaller's partner: new suit = F1, Cue = supp, inv+
1/2 Level: 2 nd level 10+ HCP and good suit
Reopening: NAT
INT OVERCALL (Responses; Reopening)
All positions: 2 nd 14-18, 4 th 11-15, "live" 15-18
JUMP OVERCALLS
Weak jump overcalls, strength depending on vulnerability
1M/m - (2NT) = 2 lower remaining suits
CUEBIDS
DCB: Two suited (lowest and highest suit) (1♣) – 2♣ = clubs;
Jump Cue Bid: Stop ASK (for 3NT)
Vs. NT
Multi Landy
V.S. WEAK same, except DBL = points + 1 HCP of their lower level
DBL of responses VS WEAK = T/O
VS. PREEMPTS
Takeout doubles through 4♥
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
1X-(DBL)- jump in a suit = 8-10, 6+ cards
1X-(DBL)-3X = WEAK
RDBL = 10+, may have fit for partner's suit
Escaping from 1NT doubled: RDBL = one suiter, DON'T
OVER OPPONENTS' OVERCALL

LEADS AND SIGNALS				
OPENING LEADS STYLE				
		Lead	In Partner's suit	
Suit		4 th from H, middle-up-down from xxx, second highest of nothing	- 4th (3rd) 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		Ax, AKx(+)	Ax, AKx(+)	
King		AK, AKx(+), KQ(+), Kx	AK, AKx(+), KQ(+), Kx	
Queen		QJ(+), Qx KQ109, QJ(+), Qx	QJ(+), Qx KQ109, QJ(+), Qx	
Jack		J10x, KJ10(x)	J10x, KJ10(x)	
10		1098, 10x	1098, 10x	
9		987, 9x	987, 9x	
Low x		xXx, xXxx		
Suit	1	attitude	attitude	suit preference
	2	count	count	
NT	1	count	attitude	suit preference
	2	attitude	count	
ATTITUDE: ODD=ENC. EVEN=DISCOUR.				
COUNT: HI=EVEN, LOW=ODD				
SUIT PREF.: ODD IN THE SUIT, EVEN IN ANOTHER SUIT (Roman discards)				
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, Supp DBL				
DOPI-ROPI				

Convention Card		
♠	♥	♦
♣		
CATEGORY:		
PLAYERS: Gorana Mitić, Milka Sabljic		
Julija Arsenijević		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
Natural, 2/1		
5-5-4-2.		
3NT opening is gambling		
4th suit GF – except at 1 st level		
1NT (14) 15 - 17, can be offshape		
Weak in ♦♥♠		
3NT opening is gambling		
Jump responses and overcalls: preemptive		
After double of our NT: Exit Transfers		
With 8-15 points nat. overcall		
Bergen		
SPECIAL BIDS		
Bergen Raises and Jacoby 2NT		
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
After 2/1, jump bids show intermediate hands		
Lebensohl after 1NT - opp's intervention, after Dbl opps weak 2, 1M-2M		
Reversed bids are GF		
Inverted minors		

Openings	Artificial	Min no. of cards	Neg. DBL thru	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING	
1♣	x	2		2 only when (4432) Open with any 33 or 44 in m	2NT = 11-12, 2♦-club support 8-10, 3♣ = weak inverted minors	After constructive bidding: 4 minor = RKCB		
1♦		4		Open with 1444 and no reverse	3♣-diamond support 8-10, inverted minors 3♦ = weak			
1♥		5			1NT -F1 without H support 3♣/♦/♥ = Bergen, 4+♥'s, 2NT = Jacoby, 3♣, 4♣/♦ splinter			
1♠		5			same			
1NT				(14)15- 17 Can have 5 cards M & offshape	2♣ = Stayman 2♦/♥ - M transfer, 2♠/NT = minor transfer, 3NT=to play 4♣ = Blackwood, 4♦/♥ = Texas 4/5 NT = quant 3♣= 5♦5♣, weak, 3♦ = 55M weak 3M = spl (54m) strong	2NT both M min, 3C both M max Smolen, minor after Staymen F1 New suit after transfer is F1 4NT after transfer is quant., after Texas is RKCB		
2♣	x			Strong	2♦ - waiting, 2NT = 8+ balanced, 2♥/♠, 3♣/♦ = 5+ cards and 2 top H	After 2NT rebid on 2♣ opening we bid the same as after 2NT opening		
2♦		6		weak two in ♦'s	2NT = F1, 3♦ = NF, new suit = to play, 4♣ = RKCB, jump to game = signoff			
2♥		6		weak two in ♥'s	2NT = F1, 3♥ = NF, new suit = to play, 4♣ = RKCB, jump to game = signoff			
2♠		6		weak two in ♠'s	2NT = F1, 3♠ = NF, new suit = to play, 4♣ = RKCB, jump to game = signoff,			
2NT				20-22 HCP, balanced	3♣ = Puppet Stayman, 3♦, 3♥ = transfer, 3♠ = transfer for both minors, GF 4♣ = RKCB, 4/5 NT = quantitative raise			
3♣		6-7		preemptive	New suit - natural, 3NT = to play, support is natural, can be preemp.	For all preemptive openings (under game level): on new suit opener supports or passes, no other bid		
3♦		7	preemptive					
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			
4♦		8		preemptive	Support is natural, bidding game = to play, 4NT = RKCB			
4♥		8	4♥	to play				
4♠		8		to play				
5♣		8		to play				
5♦		8		to play				
HIGH LEVEL BIDDING								
						RKCB answers: 03-14-2-2+Q, subs. first non-bid suit level by 4NT/ RKCB bidder is asking for trump Q, trump bid negative		