

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Style: sound, 1 <sup>st</sup> level 8-17, 2 <sup>nd</sup> level 10-18
Responses: Jump raise – PREE, Cue – limit or better, new suit – F1
Reopening: same, could be lighter
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> 15-18; responses :1m-1nt:system on
1M-1nt:2X=SO,2M=Stayman,2NT=INV, 3X=INV
4 <sup>th</sup> : 12-15; responses: same
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Jump OC: 2 <sup>nd</sup> level =6+c, weak,
Reopen: same, but better suit
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Notes [1]
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
vs.strong McWell( ! – major twosaiter or minor monocolor, 2♣: ♣+other min 5-4, 2♦:♦+M, min 5-4, 2♥/♠ 6+cards, 2nt str twosaiter GF)
vs. Weak: cappelletti [4]
Strong = 14-16 or stronger
Weak = 13-15 or weaker
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
2 <sup>nd</sup> level: Doubles T/O => Leb [2];
3m – 4♣: om+M, 3m – 4♦: M's; 3M – 4m: 6+m + 4oM
3M – 4M: 5+oM, 5+m; 3M – 4NT : m's
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
McWell
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
System on,
Rdbl – 11+, no supp
Jump – weak

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup>	4 <sup>th</sup>	
NT	4 <sup>th</sup>	4 <sup>th</sup>	
Subseq	4 <sup>th</sup>	4 <sup>th</sup>	
Other: Xxx in partner's 5+c suit we've supported			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+); Ax; long A	AKJxx(+); Ax	
King	AK; KQJ(+); KQ(+); Kx	KQ10x(+); Kx	
Queen	QJx(+); Qx, KQ109(x)	QJ(x); Qx; AQJx	
Jack	J10(+); Jx;	J108; J10x; Jx,AJTx,KJTx	
10	109(+), H109(+)	109+, H109(+)	
9	9x	9x	
Hi-X	xXx, HXx	same	
Lo-X	xXxx; Xx	same	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Att (rom)	SP(lev)	SP(rom)
Suit 2	Count	Count	Count
3	SP(lev)		
1	same	same	same
NT 2			
3	Na A: Count Na K: Att (rom)		
standard Count			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Style: shaped (11+) or strong			
Responses: natural, 1NT: 8-10, bal; bez 4M			
2NT: 11-12; cue: 11+, F1;			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Negative, Responsive, Competitive,			
Optional			
Lightner			
Support (dbl,rdbl)			
DOPI-ROPI			

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO:</b>
<b>PLAYERS: Ana Zorana Brajović– Talijan Biljana</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Natural, strong NT, 5-card Majors, 1♣: 3+ cards
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
4 <sup>th</sup> suit FG; positive free bid
<b>PSYCHICS: rare, occasionally with fit</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	12-20 HDP	Level one: nat. Inv. min: 2♣ 5+cards 11+hdp, 3♣ 5+ -5-9 hdp. 2♥, 2♠ weak, 6+cards (4-7), 2nt 11-12bal, 3nt 13-15bal,4♣ -rkc 2♦=5♥, 4♠, 4-7 hcp	New minor forcing, 1♣-2♣-2x values. 4♣ rkc 1♣-1x-2nt (18-20) -3♣ asks for further description 1m-1M-3M=15-17, 1m-1M-1nt2M=SO(5c),3M=8-11,6+c	cue is invite+, often with fit bidding can be lighter, 1t(1k)1M4+bez oM6+hpF1 1t(1k)dbl-bothM(4+,4+,6+hp)
1♦		3	4♥	12-20	Similar as 1♣, 1♦ - 2♣ - 2NT = 18-19 bal.		
1♥		5	4♦	12-20	1♣,2♣,2♦,1nt: NAT, Bergen [9];J2NT [10], dbl jump - splinter	1M-2M-new suit – long trial;	
1♠		5	4♥	12-20	similar	similar	
INT				15-17 bal	2♣ stayman, 2♦/2♥ trf, 2♠ trf for ♣, 2nt trf for ♦; 3M (2-3 cards M, 0-1oM, both minors); 3m= uslovni rkc; 4♣ both M slabo, 4♦/♥ =Texas (plitki)	After 2♦: 2♥ 2-3 cards, 3♥ 4 cards min, new suit 4 cards ♥ 2 in new suit, 2nt 3433. Similar after 2♥ trf.	Lebensohl
2♣	YES	-		23+ili 9+stihova	Asking for aces (C-RA-SH)	2♣-2♦-2NT-same as after opening 2NT	
2♦	YES	-		Weak M or SF m	2M= P/C, 2NT= ART F1	[12]	
2♥		5		20-22HDP ili 8+stihova	New suit 5+cards, 2nt – without fit or five card suit Jump bid =cue, 4♥ - so, 3♥GF,ST		
2♠		5		20-22 hdp ili 8+ stihova	similar		
2NT			4♥	20-22 bal	3♣ stayman, 3♦/3♥ trf, 3♠ - ask for m. 4t – oba majora, 4♦/4♥texas, 4♠-5+,5+minors weak 3nt-SO		
3♣		7		pree			
3♦		7		pree			
3♥		7		pree			
3♠		7		pree			
3NT				gambling			
4♣		8		To play			
4♦		8		To play			
4♥		8(7)		To play			
4♠		8(7)		To play			
4NT				minors			
5♣		8(7)		To play		HIGH LEVEL BIDDING	
5♦		8(7)		To play		Cue bid style: 1st or 2nd control,	
5♥						RKCB – 0/3, 1/4, 2, 2+Q, spiral scan	
5♠						DOPI-ROPI	



1. TWO SUITER INTERVENTION: 5+-5+ cards, vul 6- luzers, non vul 7-

Cue = **razdvojene**

2NT = **dve najmanje**

3♣ = **dve najveće**

After : licit boje bikolora = NF, **cue ili nt ili 4** boja = F1 – pitanje za broj luzera (6/7, 5, 4, ...)

Nastavak na Dbl na naš bikolor

Licit boje bikolora = u toj boji imam bar dve karte više nego u drugoj.

Rdbl = iste su mi boje po dužini, licitiraj boju koja ti je duža tj koju želiš da igraš.

pass = dužine boja mi se razlikuju za 1. Na to partner koji ima bikolor licitira dužu boju ako je ima ili

Rdbl što znači da su mu boje iste dužine, pa partner licitira dužu boju.

Sve ostalo je kao da nije bilo Dbl.

2. LEBENSÖHL:

1nt-(2 any suit): - DBL = **take out**

- 2x : weak, to play

- 2nt: trf to 3♣, than, if opp pass: pass(to play), 3 in lower suit(weak, SO)3 in overcalled suit (**stayman with stopper**); 3nt(to play with stopper)

- 3x: 5+ GF

- 3nt: to play without stopper(can be corrected)

- Cue: **stayman without stopper**

3. LEBENSÖHL OVER 2M: 2M-(dbl)-pass-?

2nt: trf to 3♣ with following types of hands:

- Weak with lower suit, planning to pass or correct

- 11+ with stopper, planning to bid 3nt

- 11+ with four cards in oM and stopper, planning to cue bid

- Strong hand with a long minor, planning to bid 4m as RKCB

3m: 9-11 , 4+ cards

3 oM: nat, 5+ cards, inv

3M cue : stayman without stopper (4 cards oM, no stopper), inv+

3nt: 12+, bal, no stopper, no 4 cards in oM

4m : two suited , 5+m, 4+oM

After 2M-(dbl)-3M- DBL=strong ,bal with supp in oM

4. CAPPELLETTI: vs weak 1nt:

**DBL**: 13+

**2♣**: one suiter, after that : 2♦ :P/C, new suit bid NF

**2♦**: both majors, after that 2nt:F1, 3m: NF

**2♥/♠**: ♥/♠ +m, after that 2nt ask for m, 3OM or 3m NF

2NT: both minors

5. Meckwell: vs strong 1nt:

DBL: one of the minors 6+ or both majors 5+, 4+, TRF to 2♣, after that

pass: to play 2♣

2♦: 6+♦

2♥: both majors

1nt-(dbl)-pass-2♦ shows INV+ hand, after that:

3♣/♦: 6+,

3nt: closed 6+ minor suit

2♥/2♠ both majors, longer ♥/♠  
 2nt both majors, same length  
 2♣: twosuit ♣+higher  
 2♦: twosuit ♦+one of the M  
 2♥/♠: monocolor ♥/♠  
 2nt: strong twosuit, FG

**After 1♣ strong opening:**

Dbl: twosuit ♣+other; 4+, 4+  
 1♦: twosuit ♦ + M; 4+, 4+  
 1M = 6+ cards M  
 1nt: one of the minors 6+, or both majors, TRF to 2♣ ,  
 2m = m & higher , 5+ - 5+  
 2NT = strong 2-suiter  
 Ostalo: prirodno

**After 2♣ strong opening**

The same, only one level higher and more sound

**6. Odbrana od bikolora kad se znaju obe boje:**

Nizi kjud je fit, INV+  
 Visi kjud je GF sa cetvrtom bojom, 5+  
 Podrska i nova boja su NF  
 Kontra je bar sest karata u njihovom bojama i poeni (ostavlja mogucnost kaznene kontre)  
 NT = prirodno, NF

**7. Otvor 2NT = 20-22 balans bez 5M**

**1. 3T = Stayman**

3K = nemam M  
 3M = ART imam 4 karte M i 5+ karata oM  
 4m = Rkc za tog minora (posle toga 4nt je za igru)  
 3H = imam 4H i možda 4P  
 3P = imas li i pika? (posle negativa 3nt, 4m je rkc za minora ST)  
 3NT = imam 4P i nemam 4H. NF  
 4m = Rkc za tog minora (posle toga 4nt je za igru)- negira majore  
 4NT = RKCB  
 3P = imam 4P i nemam 4H  
 isto kao na 3H.

**2. 3K = tr H (5+ karata H)**

3H = imam 2 karte H  
 3P, 4T = kjud P/T, 3/4 karte H, max, bar 2 asa u karti. Na ovo je 4K retransfer i otvarač mora da licitira 4H, na šta partner može da nastavi dalje ako želi.  
 3NT = min, 3 slabe karte H, 4333(posle je 4♦ retransfer)  
 4H = min, 3 karte H, bez 2 asa.  
 Posle odgovora 3H 4NT je kvantitativ, a na ostale odgovore je RKCB!

**3. 3H = tr P (isto kao na H)**

**4. 3P = minor Stayman (OBECAVA OBA MINORA)**

3NT = nemam 4+m  
 4m (imam 5m) = uslovni RKCB (sa dublom se licitira 4NT)  
 4m = imam 4 karte u tom minoru (ako ima oba izabere jednog)- posle toga je prvi step RKC za tog minora, 5m je za igru

5. **3NT = SO!**

6. **4T = 5+P, 5+H** = partner licitiraj 4 u majoru kojeg želiš da igraš (može biti i jako!)

7. **4K = Texas** (6+ karata H), obavezan licit 4H (može biti i jako!)

8. **4H = Texas** (6+ karata P), obavezan licit 4P (može biti i jako!)

9. **4P = 5-5 u minorima**

10. **4NT** = kvantitativ, 11-12 balans. Otvarač sa max odgovara na Blekvud.

11. **5NT** = kvantitativ, 14+ balans. Otvarač sa min licitira 6NT, sa max odgovara na Blekvud. Posle je sledeći step pitanje za K (03,14,2). 7 nivo je za igru.

12. **5m** = SO

8. **Defence against 2♦ - multi**

Dbl = 16+, sa slabijom kartom se pasira, pa se u drugom krugu da kontra

2NT = 15 - 18 balans ;

**rebids are as after 2NT opening**

**after Dbl: odbrana kao na Dbl na 1NT**

9. **BERGEN**

- 1♥ :
- 2♥ = 3♥, 6-9
  - 2♠ = 4+♥, 6-9, singl
  - 2nt = 4+♥, 12+ or 3+♥, 16+
  - 3♣ = 4+, 6-9, bez singla
  - 3♦ = 3+, 10-15 (4+, 11-12)
  - 4♥ = SO
  - 3nt = 4+♥, kao licit 4♥, ali ima defanzivni stih
  - 3♠/4♣/4♦ = splinter, 4+♥, 11-14
- 1♥ - 2♠ :      2nt = pitanje za boju singla: 3♣=♣, 3♦=♦, 3♥=♥
- 1♠ :
- 2♠ = 3♠, 6-9
  - 2nt = 4+♠, 12+ ili 3+♠, 16+
  - 3♣ = 4+♠, 6-9, s
  - 3♦ = 4+♠, 6-9 bez s
  - 3♥ = 3+♠, 10-15, ili 4+, 10-11
  - 3♠ = 4+♠, 0-6
  - 3nt = 4+♠, kao 4♠, ali ima def stih
  - 4♠ = SO
  - 4x = splinter, 4+♠, s, 11-14
- 1♠-3♣ :      3♦ = pitanje za singl: 3♥=♣ ili ♦, 3♠=♥

10. **J2NT** :

- 1M-2nt: \_
- 3M = 18-20, bal
  - 3x = singl
  - 3nt = 15-17, bal
  - 4M = NF

Nastavci: cuebid

11. **1NT(mi) - Dbl** :

pass = to play

Rdbl = 1-suiter, 5+, opener must bid 2♣

2X = 2-suiter, 4+, 4+, X and higher suit

## 12. 2♦ multi

- 2M = P/C
  - o 3m = 20-22 HDP debalans, 5+ cards m
  - o 2NT = 5+ & 5+ oba minora, SF, GF
- 2NT = ART F1
  - o 3♣ = slabije slabo 2♥
  - o 3♦ = slabije slabo 2♠
  - o 3♥ = ART, max slabo 2♠,
  - o 3♠ = ART, max slabo 2♥, GF
  - o 3NT = 5+ & 5+ oba minora, jako SF (**slem forcing**)
    - 4m = davanje fita ( prvi step je RKC, ostalo je cue bid)
  - o 4m = 5+ karata m, jako, SF (**slem forcing**)
    - 4M = 4+ karte M (4♦ na 4♣ je 6+ karata ♦)
    - 4NT = bez 4 M, bez fita, balans
    - 5m = RKC m