

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALL: (STYLE; RESPONSES; 1/2 LEVEL; R/O)

Style:	1 st level light
Responses:	New suit = F1 Cue = supp, inv+
1/2 Level:	2 nd level 10+ HCP
Reopening:	NAT

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

All positions:	14-18
Responses:	System ON

JUMP OVERCALLS: (STYLE; RESPONSES; UNUSUAL NT)

Style:	(1x) – 2M = WEAK; Michaels; (1m) – 2m = majors
Responses:	
Unusual NT:	minors
Reopening:	

DIRECT, 4TH HAND AND JUMP CUE BIDS

DCB:	fit, forsing, 11+ points
4th hand CB:	same; Jump Cue Bid: fit, singleton

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

Multi-Landy	
V.S weak:	DBL = points, nat overcalls, @NT

VS. 2D MULTI

Lebensohl

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

Nat overcalls	
DBL = T/O	
4NT: minors	
V.S. WEAK 2:	Lebensohl

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

V.S. 1\clubsuit strong:	nat overcalls, 1NT: 5+m and 4+M, 2 \clubsuit : majors, 2D = one 6M, 2M = M + m, dbl = c
V.S 2\clubsuit strong:	DBL = \clubsuit

OVER OPPONENT'S TAKEOUT DOUBLE

Rdbl:	points, no fit
Overcall:	NF (0-9p, 5+cards)

LEADS AND SIGNALS

OPENING LEADS STYLE

Lead:	Own suit:	Partner's Suit:
Suit	2 nd /4 th	Count (HI-LO = even)
NT	2 nd /4 th	2 nd /4 th
Next	2 nd /4 th	
Other	High from doubleton	

LEADS

Lead	v.s. SUIT	v.s. NT
Ace	Ax, AK	Ax, AK
King	KQ(+), Kx	AKJ10, KQx(+), KX
Queen	Qx, QJ(+)	KQ109, QJ(+)
Jack	J10(+) Jx	J10(+) J(+)
10	XJ109(+), 109(+), 10X	KJ109+, J10(+), 10X, 109(+)
9	9(+)	9(+)
High x		
Low x		

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
Suit	1 Hi/lo = Even	Hi/lo = Even	odd=E, ROMAN
	2 Odd = E		
	3		
NT	1 Hi/lo = Even	Hi/lo = Even	ROMAN
	2 Odd = E	Odd = E	
	3		

SIGNALS (INCLUDING TRUMPS):

Can signal S/P in trumps

DOUBLES

TAKEOUT DOUBLES: (STYLE; RESPONSES; R/O)

T/O, Major oriented, but reasonable. Can be light.

SPECIAL ARTIFICIAL & COMPETITIVE DOUBLES/REDOUBLES

Supp DBL, Neg DBL
 Over our 1NT, DBL = pen; over artificial 2 suiter/multi
 DBL = pen for at least one
 Vs 2D multi, DBL = 14+ BAL, 2NT = 15-18



CONVENTION CARD

WBF - EBL

NCSO: Bridge Association of SERBIA
Event: WORLD YOUTH CHAMPIONSHIP U31
System Category: NATURAL - GREEN

Players:

JELENA KOSTIĆ - STOJAN VAŽIĆ

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

WALSH & CHECK BACK
 1C = 2+ cards, 1D = 4+ cards
 Natural, 5 cards Major
 2/1 = F1
 1NT (good 14-18, can be offshape)
 Multi 2D
 Muiderberg
 4th suit = FG
 Inverted minor (can be with 4M)

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

Multi D

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

After 2/1, jump bids show intermediate hands
 Lebensohl after opp's weak 2, Multi 2D
 Reversed bids are FG
 1x - 3x = INV
 1x - jump in a suit = singleton + fit, 11+p

SPECIAL FORCING PASS SEQUENCES

PSYCHICS:

RARE

OPENING	TICK IF ART.	MIN. N° of CARDS	NEG. DBL thru	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
PASS				NORMAL, USUAL PASS			
1C		2		2 only when (4432)	2NT = 11-12	4 minor = RKCB	
1D		4			same	same	
1H		5			1NT= no fit, 8-10p 2NT = fit, 13-15p, singleton, asks for partners next bid to be 3C 2S= fit, 13-15p, balance; 3C = 4H, 8-10p; 3D = fit, balance, invit; 4x = singleton		
1S		5			same		
1 NT		-		Good 14 - 18 Can be offshape	Stayman, transfers 2S= minors, 2NT= transfer to one minor to play 3x = 6 cards slam try		
2C		-		Strong	2D waiting, suit = nat + 2 controls, 2NT = 8+ balanced		
2D		-		Multi	2NT = F 3(4) M = p/c		
2H		6		Muiderberg	2NT = F, 3x = nat		
2S		6		Muiderberg	same		
2 NT		-		21 - 22 HCP	3C = puppet, transfers, 3S = minor Stayman		
3C		6		Constructive			
3D		6		Constructive			
3H		6		Random			
3S		6		Random			
3 NT		-		GAMBLING, no side tricks			
4C		6		6+ H, side trick		HIGH LEVEL BIDDING	
4D		6		6 + S, side trick			
4H				To play		Cuebids, RKCB	
4S				To play		5NT after RKCB = Grand Slam invite	
4 NT		-		Minors			