# **DEFENSIVE AND COMPETITIVE BIDDING**

OVED O ALL	(OT)// E	DECRONOES	4/0   51/51	D/01
OVERCALL:	(STYLE:	RESPONSES:	1/2   EVEL:	R/O)

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

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

All positions: 2nd 14-18, 4th 11-15, "live" 15-18

Responses: System ON

# JUMP OVERCALL: (STYLE; RESPONSES; R/O)

(1x) - 2M weak;

(1x)-3y = nat, PRE

Unusual NT: two suiter; Reopening: same

## DIRECT, 4<sup>TH</sup> HAND AND JUMP CUE BIDS

DCB: Michaels, except (1 - 2) - 2 = clubs, (1 - 2) - 2 = majors

4<sup>th</sup> hand CB: same; Jump Cue Bid: Stop ASK (for 3NT)

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

**Multy-Landy** 

V.S. WEAK same, except DBL = points + 1 HCP of their lower level

DBL of responses VS WEAK = T/O

#### VS. 2 MULTI

DBL = 14<sup>+</sup> BAL with 33<sup>+</sup> Majors, 2NT = 15-17<sup>+</sup> minor oriented

2M-takeout on that M

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

Unusual vs unusual: Cheaper Cuebid = SUPP

V.S. 2 suiters: DBL = penalty for one and at least 2 cards in other suit

V.S. WEAK 2: Cue-bid of WEAK 2 = Michaels, strong;

Jump cue-bid of weak 2 = minors, strong; 4NT = minors, 6-6

V.S. WEAK 2 and MULTI: Leaping Michaels (NF)

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

V.S. 1♣ strong: DBL = mayors, 1NT = minors

## OVER OPPONENT'S TAKEOUT DOUBLE

1X-( DBL)- jump in a suit = 8-10, 5+ cards

1X-(DBL)-3X = WEAK

Escaping from 1NT doubled: RDBL = club, pass is F to rdbl

## LEADS AND SIGNALS

# **OPENING LEADS STYLE**

Lead:	Own suit:	Partner's Suit:
Suit	4th from H, 2nd from nothing	Count (HI-LO = even)
NT	same	same
Next		
Other	high from doubleton	

#### **LEADS**

Lead	v.s. SUIT	v.s. NT
Ace	Ax, AKx(+)	AKx(+), Ax
King	AK, AKx(+), KQ(+), Kx	AKJ10, KQx(+), Kx, AKx(+)
Queen	QJ(+), Qx	KQ109, QJ(+), Qx
Jack	J(+)	same
10	HJ10(+), 109(+)	same
9	H109(+), 9x	same
High x	xXx, xXxx	
Low x	xXx, xXxx	

#### 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
	1	Hi/lo = Even	Hi/lo = Even	Lav, odd=enc	
ı	Suit	2	Odd = enc	Lavinthal = s/p	
ı		3	Lavinthal = s/p		
ı		1	same	same	same
ı	NT	2			
ı		3			

# **SIGNALS (INCLUDING TRUMPS):**

Can signal S/P in trumps

# **DOUBLES**

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

Major oriented, but reasonable. Can be light.

## SPECIAL ARTIFICIAL & COMPETITIVE DOUBLES/REDOUBLES

Supp DBL (including 2♥), Neg DBL (including 4♠)

1NT-(2x)-dbl = neg; 1NT-(2x=art 2-suiter or multi)-dbl = pen for at least one of the suits and at least 2 cards in the other.



# CONVENTION CARD WBF - EBL



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

# Players:

# MIHAILO SIMIĆ – SLOBODAN GUŽVICA

# SYSTEM SUMMARY

## GENERAL APPROACH AND STYLE

1 ♣= 2⁺ cards
Natural, 5 cards Major
2/1 = FG

1NT (good 14 - 17)

2 • Weak 2 in one M

2M 6+ cards 18-21 points

4th suit = FG

2 way checkback

# SPECIAL BIDS THAT MAY REQUIRE DEFENSE

## IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

After 2/1, jump bids show intermediate hands Lebensohl after opp's 1NT, weak 2, 1M-2M

## SPECIAL FORCING PASS SEQUENCES

First PASS after RDBL which shows strength is F

PSYCHICS:

**RARE** 

OPE- NING	TICK IF ART.	MIN. N <sup>O</sup> of CARDS	NEG. DBL thru	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING	
PASS				NORMAL, USUAL PASS				
4.				2 only when (4432)	2NT = 11-12, jump in a suit = weak,	After constructive bidding: 4 minor = RKCB		
1♣		2		Open with any 33 in m	2♦ = 9-11 deb 2♣ inverted			
1+		4		Open with 44 in minors	same	same		
					2 = 5+ cards, 1NT can have fit, 2♠ unbalanced inv			
1♥	1♥				2NT = Jacoby, 3♥ = weak			
					Jump in a suit = 6 cards, 9-11, Double jump = SPL			
		_			same			
1♠		5						
				Good 14 - 17	Stayman, transfers	Transfer than other suit = slam try;		
1 NT		_		Can have 5 cards M & offshape	3♣= 5♦4♣, slam inv, 3♦ = 55M	Stayman than minor = weak (only weak rebid);		
					3M = spl (54m); 4◆♥=texas	Stayman than other M = FG with M; Smolen		
2♣				Strong	2 waiting, suit =5+ slam try+, 2NT = 8+ balanced			
27		_						
2•		-		Weak 2 in one M	2NT = F, 2M P/C			
2♥		6		18-21p	3x = F with 5+, 3♥ = F, 2NT = ask			
2♠		6		same	same			
2 NT		_		20 to bad 22 HCP, can be creative	3 = puppet, transfers, minor Stayman			
3 <b>4</b>		6		Constructive	5 - puppet, transfers, fillior Stayman			
3♦		6		Constructive				
3♥		6		Random				
3♠		6		Random				
				GAMBLING, no side tricks				
3 NT		-		In 3 <sup>rd</sup> /4 <sup>th</sup> could be anything				
4♣		6		Random		HIGH LEVEL	BIDDING	
4		6		Random				
4♥		6		Random		Non-serious 3NT, Cuebids, RKCB		
4♠		6		Random		5NT after RKCB = Grand Slam invite		
		-				4NT quantitative; after that 5 <sup>th</sup> level = Baron, 6 <sup>th</sup>	= 5 cards in a suit, both positive	
						4NT can be quantitative after balanced hands of		
					RKCB or we can show fit			