

## DEFENSIVE AND COMPETITIVE BIDDING

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

Style:	1 <sup>st</sup> 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:	2 <sup>nd</sup> 14-18, 4 <sup>th</sup> 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♣ = clubs, (1♠) – 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+ BAL with 33+ Majors, 2NT = 15-17+ 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♣ OR 2♣

V.S. 1♣ strong: DBL = majors, 1NT = minors
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### 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	4 <sup>th</sup> from H, 2 <sup>nd</sup> 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
Suit	1 Hi/lo = Even	Hi/lo = Even	Lav, odd=enc
	2 Odd = enc	Lavinthal = s/p	
	3 Lavinthal = s/p		
NT	1 same	same	same
	2		
	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  
4<sup>th</sup> 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

