



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 and good suit
Reopening:	NAT
1 NT OVERCALL: (2 nd / 4 th ; LIVE; RESPONSES; R/O)	
All positions:	2 nd 14-18, 4 th 11-15, "live" 15-18
Responses:	System ON
JUMP OVERCALL: (STYLE; RESPONSES; R/O)	
Weak	
Responses:	2NT = nat
Unusual NT:	two suiter; Reopening: same
DIRECT, 4 TH HAND AND JUMP CUE BIDS	
DCB: Michaels, except (1♣) – 2♣ = clubs, (1♠) – 2♦ = majors	
4th hand CB: same; Jump Cue Bid: Stop ASK (for 3NT)	
VS. 1 NT (VS. STRONG / WEAK; REOPENING, PH)	
Woolsey 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(18) minor oriented	
VS. PREEMPTS (DOUBLES; CUE-BIDS; JUMPS; NT BIDS)	
Unusual vs unusual: Cheaper Cuebid = SUPP	
V.S. 2 suiters: DBL = penalty for one suit	
V.S. 2 suiter: (only one suit is known) DBL = 10+HCP, no fit	
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 = minors, 2♦ = Majors, 1NT = 5m + 4M	
V.S. Polish Club: DBL = 13+ bal or very strong, 1NT = 5m + 4M	
OVER OPPONENT'S TAKEOUT DOUBLE	
1X-(DBL)- jump in a suit = 8-10, 6+ cards	
1X-(DBL)-3X = WEAK	
Escaping from 1NT doubled: Transfers, pass is F to rdbl and then dont	

LEADS AND SIGNALS		
OPENING LEADS STYLE		
Lead:	Own suit:	Partner's Suit:
Suit	4 th from H, 2 nd 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
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
	2 Odd = enc	Lavinthal = s/p
	3 Lavinthal = s/p	
NT	1 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		
1NT-(2x)-dbl = neg; 1NT-(2x)=art 2-suiter or multi)-dbl = pen for at least one of the suits.		

CONVENTION CARD	
	
WBFB - EBL	
NCBO: Bridge Association of SERBIA	
Event: Wuhan Cup Herning 1015	
System Category: NATURAL - GREEN	
Players:	
OLGA SIMIĆ - MIHAİLO SIMIĆ	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
1♣ = 2+ cards	
Natural, 5 cards Major	
2/1 = FG	
1NT (good 14 - 17, can be offshape)	
Weak 2M	
4 th suit = FG	
Bergen	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
Lebensohl after opp's 1NT, weak 2, 1M-2M	
Reversed bids are FG if on 3 rd vl	
Inverted minors	
SPECIAL FORCING PASS SEQUENCES	
First PASS after RDBL which shows strength is F	
PSYCHICS:	
RARE	

OPENING	TICK IF ART.	MIN. N° of CARDS	NEG. DBL thru	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
PASS				NORMAL, USUAL PASS			
1♣		2		2 only when (4432) Open with any 33 or 44 in m	2NT = 11-12, 2♦-club support 8-10,inverted minors 3♣ = weak,	After constructive bidding: 4 minor = RKCB	
1♦		4		Open with 1444 and no reverse	3♣-diamond support 8-10	same	
1♥		5			1NT -F1 without H support 2NT = Jacoby,3m Bergen Double jump = SPL		
1♠		5			same		
1 NT		—		Good 14 - 17 Can have 5 cards M & offshape	Stayman, transfers 3♣= 5♦4♣, slam inv, 3♦ = 55M slam inv 3M = spl (54m); 4♦♥=texas	Transfer than other suit = slam try; Stayman than minor = weak (only weak rebid); Stayman than other M = FG with M; Smolen	
2♣		—		Strong	2♦ waiting, suit = 2 top H, 2NT = 8+ balanced		
2♦		5		Weak 2	2NT = F, rest is natural		
2♥		5		Weak 2 0-10p	2NT=F, rest is natural		
2♠		5		same	same		
2 NT		—		20 to bad 22 HCP, can be creative	3♣ = puppet, transfers, minor Stayman		
3♣		6		Constructive			
3♦		6		Constructive			
3♥		6		Random			
3♠		6		Random			
3 NT		—		GAMBLING, no side tricks In 3 rd /4 th could be anything			
4♣		6		Random		HIGH LEVEL BIDDING	
4♦		6		Random			
4♥		6		Random			
4♠		6		Random			
						Non-serious 3NT, Cuebids, RKCB	
						5NT after RKCB = Grand Slam invite	
						4NT quantitative; after that 5 th level = Baron, 6 th = 5 cards in a suit, both positive	
						4NT can be quantitative after balanced hands or after 3 suit bids where 4m would be	