DEFENSIVE AND COMPETITIVE BIDDING

T ASSESSED TO	1/2 LEVEL: R/O)

Style: 1st level light,

Responses: New suit = F1

Cue = supp, inv+

1/2 Level: 2nd level 10+ HCP and good suit

Reopening: NAT

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

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

Responses: System ON

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

After 1m jump to 2M shows 4M+5+om

Responses: 2NT = nat

Unusual NT: two suiter; Reopening: same

DIRECT, 4TH HAND AND JUMP CUE BIDS

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

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

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

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

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. 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 = majors, 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)- system on 1X-(DBL)-3X = WEAK

Escaping from 1NT doubled: RDBL = one suiter, DON'T

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			

	LEA	DS
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
	1	Hi/lo = Even	Hi/lo = Even	Lav, odd=enc
Sui	2	Odd = enc	Lavinthal = s/p	
	3	Lavinthal = s/p		
	1	same	same	same
ĮŅΤ	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 and at least 2 cards in the other.



CONVENTION CARD WBF - EBL



NCBO: Bridge Association of SERBIA

Event: SMALL FEDERATION GAMES
System Category: NATURAL - GREEN

Players:

OLGA SIMIĆ - MIHAILO 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, 2♦ Flannery

4th suit = FG

Bergen, Gazzili

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

Inverted minors

SPECIAL FORCING PASS SEQUENCES

First PASS after RDBL which shows strength is F

PSYCHICS:

RARE

OPE- NING	TICK IF ART.	MIN. Nº of CARDS	NEG. DBL thru	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
PASS				NORMAL, USUAL PASS			
4.		0		2 only when (4432)	2NT = 11-12, 2 -club support 8-10, inverted minors	After constructive bidding: 4 minor = RKCB	
1♣		2		Open with any 33 or 44 in m	3♣ = weak,		
1•		4		Open with 1444 and no reverse	3♣-diamond support 8-10	same	
					1NT -F1 without H support		
1♥		5			2NT = Jacoby,3m Bergen		
					Double jump = SPL		
1♠		5			same		
				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 slam inv	Stayman than minor = weak (only weak rebid);	
				•	3M = spl (54m); 4◆♥=texas	Stayman than other M = FG with M; Smolen	
0.				Strong	2♦ waiting, suit = 2 top H, 2NT = 5♣5♦ 0+hcp		
2♣		_			2c-2d-2h kokish		
2•		-		5♥ 4♠ 10-15(16)	2NT = F, 2♥♠= to play		
2♥		5		Weak 2	2NT=F, 3C= F with other mayor, 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			
2 NIT		-	-	GAMBLING, no side tricks			
3 NT				In 3 rd /4 th could be anything			
4♣		6		Random		HIGH LEVEI	L 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 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	