

DEFENSIVE/COMPETITIVE BIDDING

OVERCALL - NAT style

8 - 15 HCP

Responses: CUE is F1, 3M is PREE

1/2NT OVERCALL-15-17, BAL-live

1NT: System on

1NT 4th reopen: 12-14 HCP

2NT: 3♠=Stayman, TRF M, 3♣=minor Stay

3NT: NAT

1NT 4th live – 5-11 HCP, min. 4M and 5+m

JUMP OVERCALLS - 6-12(13), 6+cards

Resp.: CUE is LROB, 2NT is F1, stopp

2NT jump – 2-suiter, lowest

3♣ jump – 2-suiter, broken

4♠/♦ jump is 2-suiters; 4X(cue)is 2-suit

Direct Cue-bid

2-suiter, highest

VS. 1NT Multi Landy

Double = 4M and 5♠/♦+. Resp. 2♦M ask, 2♥♠=NAT

2♠ = at least 4-4 majors; 2♦ = 6♥/♠+; 2M=M+m

2NT = minors; 4♠♦ = m-M

VS. weak 1NT (10-15 hcp)

DBL = 13+ HCP, other bids are same

3♣♦♥♠ = 6+, INV

VS. Pre-empts 3-level

T/O DBL 14+; Jump 4m is 2-suiter

VS. F, ART 1/2♣ TRF

Overcall is TRF for next suit

VS. ♣: DBL ♣-M; NT m's or M's; jump 2/3♦=♦-M

VS. 2♣-2♦: DBL is TRF♥; 3♦ is ♦-M

Over Opponents` Take-Out Double

New suit – 5(4)+, NF Jump new suit (op.M)-same

2NT - 10+ HDP, 4+for MAJ, 5+for MIN, support

Simple raise – 5-10 HDP, 3 cards

Jump raise – 0-7 HDP, 4+for MAJ, 5+for MIN

RDBL 1st bid -10+ HCP, tends to deny fit

LEADS AND SIGNALS

Opening Lead

Suit / Sub / In partner suit	4 th
NT	4 th

Leads

Lead	Against suit	vs NT
Ace	AKx - AKJx - AKJ10x	same
King	KQx - KQJx-KQ(10/9)x	same
Queen	QJx - QJ - QJ109 - AKQx	same
Jack	J10 - J10x - J109 - Jx	same
10	10x - KJ109x - 109x	same
9	9x - K1098x/	same
High - x	Sx - xSxS - xSxSxx	same
Low - x	(H/10)xS - (H/10)xxS+ - HQxS - xSx	same

Low from 3 small in partner suit's if is NOT raised. King form AK if doubleton.

Signals priority

Suit/ NT	Partner's lead	Declarers	Discarding
1	ATT = odd - ENC		
2	COU = High - Low = even number of cards		
3	S/P	SP High=highest Low=lowest	

signals: Ace vs. NT CT; King vs. slam/5th level CT; Ace vs. slam/5th level ATT; very often S/P

DOUBLES

Take-out -12+HDP, min. 3 good cards in unbid suits or 15+.
In competition support is NF, FA.

Jump is 5 cards 8-10 HCP

(1X) - dbl - (1Y) - 2Y = 5+ cards, 5-8 HCP

Take-out in reopening – 8+ HCP

SPECIAL ART AND COMPETITIVE DOUBLES

COMPETITIVE – We base decisions to pass comp DBL on the LAW. DBL's are for T/O when opps have raised a suit.

RESPONSIVE and Cuebid double (thru 4♦) – F1

DOPI (DEPO) / ROPI (REPO) RKCB resp.



WBF CONVENTION CARD

☆ NCBO: Serbia ☆

System category: 2/1 - Green

Darko Parežanin – Marko Gligorijević

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5542; new MIN FG/F1; 4SFG; Bergen raises frequent use non-pen DBL and ART 2NT in COMP 2-over-1 FG;

RESP 1NT: SF 1NT 15-17 HCP

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2♦ - weak M or (20)21-22 HCP, BAL

2♥/♠ - 5M and 4m+

2NT – minors at least 5-5

Competitive Cuebid – Limit Raises or Better

2NT COMP direct response is RAISE after MAJ open.

After 1NT-TRF, we play later reTRF

1/2NT doubled: RDBL=TRF♣ or ♥, 2♣=TRF♦ or ♠

2♦/♥/♠ = like DONT

Lebensohl

IMPORTANT NOTES

Principe Fast Arrival – support is NF

SPECIAL FORCING PASS SEQUENCES

1X-(2Y)- PASS could be PEN, F1 without values

When we showed GF value or when we are 10+ unlimited and opponents bid 4+ level - pass shows ctrl; DBL without CTRL or CTRL and very weak; bid w/o ctrl

Psychics: rarely

OPEN	ART	CARDS	neg. dbl.	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	MODIFICATIONS OVER COMP/ PASSED PARTNER
PASS				0 - 11 HCP			
1♣		2	4♥	11 - 21 HCP	1♦ - 5+ HDP, 3♦+ 1♥/♠ - 5+ HDP, 4♥/♠+ 1NT - 8 -10 HCP, 2♣+ 2♦/♥/♠ - 0-7 HDP, weak 3NT - 13 - 16 HCP, 4♣, BAL 2♣ - 6-10, 5♣+ 2NT - 11-12 HCP, INV, 4♣ 3♣ - 10-12 HCP, 5♣+ 3♦/♥/♠ - nat	1♣-1♠; 1NT-2♥ NF-INV 1♣-2♣; 2X-2NT=12-14 HCP 3NT=18-19, stoppers New minor is F1	CUE = LROB, 4+ cards supp
1♦		4	4♥	11 - 21 HCP 4♦ only 4-4-3-2	1♥/♠ - 5+ HDP, 4♥/♠+ 1NT - 6-10 HCP 2♣ - 6-10 HDP, 4♣+, GF 2♥/♠ - 0 - 7 HDP, 6♥/♠+ 2NT - 11-12 HCP, 4♦, INV 3♣/♥/♠ - nat 3♦ - 10-12 HDP, 4♦+	1♦-1♠; 2NT 18-20 HCP, could be 4♣	
1♥		5	4♦	11 - 21 HCP	2♣/♦ - 11+ HCP, GF 3♣ - 7-9 HDP, 4♥+ 3♦ - (9)10-11(12) HCP, 4♥ 2NT - 12+ HDP, (3) 4♥+ 3♣4♣/♦ - 9-14 HDP, SPL, 4♥+	long trial bid 1♥-2♣; 3♦ = SPL	
1♠		5	4♥	11 - 21 HCP	3NT - 5♣+, A or K outside, PRE 2♥ - 11+HCP, 5♥+		2NT=7-10HDP, 4 cards supp
1NT				15 - 17 HCP, BAL 4333-4432-5332 poss. 5M	2♣=Stayman 2♦/♥/♠/NT=TRF 3♣/♦ = 5♣+/5♦+ 3♥/♠ = single/void Smolen 4♣/♦ Texas	1NT-2♦; 2♣/3♣♦ doubleton, (3)4+♥, max	negative
2♣				22+ HCP or 8,5+ tricks	2♥/♠ = 6+HCP, 5+c, good suit 2♦=waiting 2NT=6-9HCP, 2 kings	new minor = second negative, 0-4 HCP	
2♦	*			weak M or (20)21-22 HCP, BAL	2♥/♠ = p/c 4♥/♠=SO 2NT = ask: 3♥=good♣ / 3♠=good♥	Strong NT, resp. 3♣ Stay, 3♦/♥ TRF, 3♠=minStay	
2♥		5		5♥ and 4♣/♦+	2NT=asking for minor new suit=suit F1		
2♠		5		5♠ and 4♣/♦+	2♣-2NT; 3X-3♠=INV		
2NT	*			5♣+ 5♦+, 5-10 HCP		SLAM APPROACH AND CONVENTIONS	
3♣		7	-	PREE		RKCB 0314: next question Q ask (trump negative) or improved King ask Improved King ask: NT answer I have K in highest suit 4♣♦ = RKC♣♦ when is confirmed Exclusion RKC Cuebid – after cuebids we use RKCB	
3♦		7		PREE			
3♥		7	-	PREE			
3♠		7	-	PREE			
3NT		7	-	AKQxxxx ♣/♦	4♦ = ask for singleton		
4♣♦		7	-	PREE			
4NT		-	-				