




DEFENSIVE AND COMPETITIVE BIDDING	
<b>OVERCALL: (STYLE; RESPONSES; 1/2 LEVEL; R/O)</b>	
<b>Style:</b>	NAT, 1 <sup>st</sup> level: 5+ cards, 7+17 HCP, 2 <sup>nd</sup> level: 9+17 HCP
<b>Responses:</b>	1 NT: BAL, 9+11 HCP; 2NT: BAL 12+14 HCP aft. m O/C 2NT: 4 cards fit, BAL 9+11 HCP after M overcall (O/C) Jump Raise: 9+11 HCP, 3+ cards fit; New Suit: F1. Jump New Suit: 5+ cards & 4+ cards fit, 7+9 HCP, F1. CUE: 11+ HCP, 3+ trumps; RESP DBL: after raise
<b>Reopening:</b>	9+10 HCP, may be with 4 cards
<b>1 NT OVERCALL: (2<sup>nd</sup> / 4<sup>th</sup>; LIVE; RESPONSES; R/O)</b>	
<b>2<sup>nd</sup>:</b>	15+18 HCP, BAL <b>Responses:</b> Same as after 1NT opening
<b>Reopening:</b>	11+14 HCP, BAL; 4 <sup>th</sup> : 15+18 HCP, BAL
<b>Escaping from 1NT doubled:</b> PASS=ask rdbl, penalty or 2 suiter, RDBL = ♣, SUIT = TRF, 2 ♠/3♥ = INV for 4M, 3♣/♦ = INV for 3NT	
<b>JUMP OVERCALL: (STYLE; RESPONSES; R/O)</b>	
<b>Style:</b>	WJO 2♦/2♥/2♠, 6-10 HCP, 6 (5) cards; 3♣ = two highest suits, 5+ cards, WK/STR 3♦/♥/♠ =PREEMPTIVE <b>Responses:</b> NAT
<b>UNT:</b>	2NT = two lowest suits, 5+ cards, WK/STR; <b>R/O:</b> Same
<b>DIRECT, 4<sup>TH</sup> HAND AND JUMP CUE BIDS</b>	
<b>Direct Cue Bid:</b>	lowest and highest suit, 5+ cards, WK/STR
<b>Jump Cue Bid:</b>	Stoper ASK (for 3NT) <b>Responses:</b> NAT
<b>VS. 1 NT (VS. STRONG / WEAK; REOPENING, PH)</b>	
<b>vs. STR 1NT (15+ HCP):</b>	MULTI-LANDY, all pos. <b>Responses:</b> NAT
<b>vs. WK 1NT:</b>	MULTI-LANDY, except DBL, which is penalty, all pos.
<b>VS. 2♦ MULTI</b>	
DBL=good 3+ cards both M, 15+ HCP, 2♥ = T/O DBL of hearts; 2♠ = T/O DBL of spades; 2NT= 15+18 HCP, BAL, no 3 cards both M; 3♣/3♦ = NAT, NF; <b>Responses:</b> NAT, 2NT=LEBENSÖHL	
<b>VS. PREEMPTS</b>	
<b>V.S.</b>	Ekren & Muiderberg: 2NT=15+17 HCP, M stoper(s); DBL=T/O
<b>V.S.</b>	3 <sup>rd</sup> level: DBL= T/O; O/C= NAT; vs. 3M: 4m=5+m-5+other M, STR
<b>VS. ARTIFICIAL STRONG OPENINGS</b>	
<b>V.S. 1♣:</b>	DBL=♦+♠; 1♦=♦+♥; 1♥=♥+♠; 1♠=♠+♣; 1NT=♣+♦; 2♣=♣+♥; 2♦/♥/♠=WK ♦/♥/♠
<b>V.S. 1♠:</b>	pass - 1♦: DBL=♦+♥; 1♥=♥+♠; 1♠=♠+♣; 1NT=♣+♦; 2♣=♣+♥; 2♦=♦+♠; 2♥/♠=WK ♥/♠
<b>OVER OPPONENT'S TAKEOUT DOUBLE</b>	
After DBL minor suit opening system OFF, over Major, system ON RDBL = 10+ HCP NAT: Suit: 1 <sup>st</sup> level - 4+ cards, 2 <sup>nd</sup> level - 5(4)+ cards, NF 1♣/♦ - DBL - 2M sequence, 2M is STRONG, 6+ cards	

LEADS AND SIGNALS					
OPENING LEADS STYLE					
Lead:	Own suit:		Partner's Suit:		
Suit	4 <sup>th</sup> best (2 <sup>nd</sup> from weakness)		small from 3 cards, un supp.		
NT	4 <sup>th</sup> best (2 <sup>nd</sup> from weakness)		same		
Next	natural		natural		
LEADS					
Lead	v.s. SUIT			v.s. NT	
Ace	AKx(x) - AKJx - AKJ10x - Ax			AKJ10x	
King	AKx(x) - AK - KQx - KQJx - KQ10x - KQxx(x) - Kx			same	
Queen	KQ - QJx - QJ - QJ109 - Qx			AQJx	
Jack	J10 - Jx - J10x(x) - J109x(x) - J108x			HJ10x	
10	K109x(x) - Q109x(x) - H10x - 10x - 10			A109x(x)	
9	K98(x) - Q98(x) - J98(x) - H9x - 9x			same	
High x	Sx - xSx - xSxx - xSxx(x)			same	
Low x	HxS - HxxS - HxxSx			same	
SIGNALS IN ORDER OF PRIORITY					
MEANINGS: 1 = odd nuber of cards; 2 = even nuber of cards; D = discouraging; E = encouraging; S/P = suit preference					
CARD		high	low	even	odd
Suit	partner's lead	2	1	D	E
	declarer's lead	2	1		
	discarding	2	1	D	E
NT	partner's lead	2	1	D	E
	declarer's lead	2	1		
	discarding	2, S/P	1, S/P	S/P=Lavinthal	
TRUMP SIGNALS		OTHER SIGNALS			
no		no			
DOUBLES					
TAKEOUT DOUBLES: (Style; Responses; R/O)					
Style :	11+HCP, MIN 3 c. unbid M or 16+HCP, Equal Level Conv.				
Responses:	PASS: penalty; Suit: 0÷7 or HCP 8÷10 w/o 5 cards suit Jump: 8÷10 HCP, MIN 5 cards 1 NT: 8÷10 HCP, BAL, stoper(s); Cue-bid: 11+ HCP 2NT: STR, 12÷14 HCP, with stoper(s)				
Reopening:	10+ HCP, shape				
SPECIAL ARTIFICIAL & COMPETITIVE DOUBLES/REDOUBLES					
NEG DBL:	7+ HCP 1 <sup>st</sup> level, 8+ HCP 2 <sup>nd</sup> level, 10+ HCP 3 <sup>rd</sup> level.				
Responsive DBL:	after raise; after found fit, DBL is GAME INV				
DOPI (ROPI):	after intervention over BW, RKCB and Gerber				
L/D & Anti L/D DBL:	against 3NT, for 1 <sup>st</sup> dummy's suit & forbid own suit				
LIGHTNER SLAM DOUBLE					

	<b>CONVENTION CARD</b> <b>WBF - EBL - BSS</b>		
	<b>EVENT: ANY</b>		<b>System category:</b> <b>NATURAL - GREEN</b>
	<b>BRIDGE ASSOCIATION of SERBIA</b>		
	<b>Players:</b> <b>Stojan VAŽIĆ - Mihailo SIMIĆ</b>		
<b>SYSTEM SUMMARY</b>			
<b>GENERAL APPROACH AND STYLE</b>			
1♣ at least 2 cards, 11÷20 HCP			
1♦ at least 4 cards, 11÷20 HCP			
2♣: strong, 20+ HCP, or 8½ tricks			
2♥/♠ = 6 cards, WK, 6÷10 HCP			
2NT= 20-22 HCP, BAL, could be with 5 cards M			
3♣/♦/♥/♠ = 6+ HCP cards, preemptive, light in 3 <sup>rd</sup> position			
3NT = AKQxxxx, any minor (gambling 3NT)			
1NT Openings: 15-17 HCP, BAL, no 5 cards M, 5-4-2-2 or 6-3-2-2 possible			
2 OVER 1 Responses: GF, usually 5+ cards & 12+ HCP			
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>			
<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>			
1m - pass - 1M - pass - 2NT sequence, can have 4 cards support!			
1m - pass - jump other minor = support, unbalanced, medium strenght			
After DBL of CUE BID: PASS = No control; RDBL = semi stoper; 3 NT = stop; Agreed suit = No control, more distributive			
<b>SPECIAL FORCING PASS SEQUENCES</b>			
PASS after overcall - may be PEN DBL, reopening DBL not a must			
PASS after OPPT bid on 4th or 5th level after our forcing sequence = STR			
<b>PSYCHICS: RARE</b>			

OPENING	TICK IF ART.	MIN. N° of CARDS	NEG. DBL thru	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
PASS				NORMAL, USUAL PASS			
1♣		2	4♥	11 ÷ 20 HCP	1♦/♥/♠ 1NT 2♣/3♣ 2♦ 2♥/♠ 2NT 3NT NAT, 5+ HCP, at least 4 cards NAT, 5÷10 HCP, BAL no 4 cards M STR/WK, Inverted support, UNBAL, medium strenght 5 cards with 4 cards fit, 5÷8 HCP NAT, 11÷12 HCP, BAL no 4 crds M NAT, 13÷15 HCP, BAL no 4 crds M	NAT	Same
1♦		4	4♥	11 ÷ 20 HCP	1♥/♠ 1 NT 2♣ 2♦/3♦ 2♥/♠ 2 NT 3♣ 3 NT 5+ HCP, 4+ cards 5÷10 HCP, no 4 cards M 10+ HCP, 4+♣, F1 STR/WK, Inverted 5 cards with 4 cards fit, 5÷8 HCP NAT, 11÷12 HCP, BAL no 4 crds M support, UNBAL, medium strenght NAT, 13÷15 HCP, BAL no 4 crds M	NAT	Same
1♥		5	4♦	11 ÷ 20 HCP	1♠ 1NT 2♣ 2♦ 2♥ 2♠ 2 NT 3♣ 3♦ 3♥ 3♠/4♣/♦ 5+ HCP, 5+♠ 6 ÷ 10 HCP, NF 12+ HCP, 2+♣, GF 12+ HCP, 5+♦, GF 5 ÷ 9 HCP, 3 cards ♥ 10 ÷ 11 HCP, 3 cards ♥ Jacoby, 12+ HCP, 4+ cards ♥ 9 ÷ 11 HCP, 4+ cards ♥ 5 ÷ 8 HCP, 4+ cards ♥ 0-6 HCP, 4+ cards ♥ Splinter, 9 ÷ 11 HCP, 4+ cards ♥	After 1♥ - 2 NT: 3♣/3♦/3♠ = Singleton/Void 3♥ = 17 ÷ 19 HCP, no singleton/void 3NT = 15 ÷ 17 HCP, BAL 4♣/4♦ = 17+ HCP, UNBAL, other suit, 5 cards 4♥ = 12 ÷ 14 HCP, BAL, minimum	Same
1♠		5	4♥	11 ÷ 20 HCP	Same as after 1♥ opening, but for ♠ suit	same as above	Same
1 NT		–	–	15 ÷ 17 HCP, no 5 c. M (may be 6 cards minor)	1NT-2♣= STAYMAN convention; JTB (new suit by responder is Slam try); Texas; Gerber ; LEB	1NT- 2♣ - 2♦ - 2♥/♠ = 5 crds ♥/♠, 6 ÷ 8 HCP; 1NT- 2♣ - 2♦ - 3♣/3♦ = 4 crd M + 5 ♣/♦, 6 ÷ 7 HCP;	NAT & same
2♣	3	0	–	GF, 20+ HCP, or 8½ tricks	2♦ = waiting; 2NT= 9+, 4+4+ minors; other = NAT		Same
2♦	3	6	–	6 cards ♦, 6 ÷ 10 HCP	2♥/2♠ = NAT, F1; 2NT = F1; 3♣/♦ = NAT, F1		Same
2♥		6	–	6 cards ♥, 6 ÷ 10 HCP	2NT = F1; 3♣/♦ = NAT, F1	2M - 2NT: 3 opened M = min, 3 any = not min.	Same
2♠		6	–	6 cards ♠, 6 ÷ 10 HCP	2NT = F1; 3♣/♦ = NAT, F1	2NT = F1; 3♣/♦ = NAT, F1	Same
2 NT		-	–	20 ÷ 22 HCP, BAL, may be with 5 cards M or 6 cards minor!	3♣= Puppet; 3♦/3♥ = TRF; 3♠= minors Stayman	2NT - 3♣: 3♦ = 4 cards at least one major; 3♥/3♠ = 5 cards ♥/♠; 3NT = no 4 cards majors	Same
3♣/♦		6+	–	Preemptive	NAT, New suit = NF; 3NT= to play		Same
3♥/♠		7+	–	Preemptive	NAT; 3NT= to play ; 4♣/4♦ = ask for CTRL ♣/♦		Same
3 NT	3	-	–	AKQxxx any minor	NAT		Same
4♣/♦		7+	–	Preemptive	NAT	HIGH LEVEL BIDDING	
4♥/♠		7+	–	To play	NAT; 4NT = RKCB	BLACKWOOD: Responses: 5♣=0/3 Aces; 5♦ =1/4 A; 5♥= 2 A; 5♠= 2 A + trump Q	
4NT	3	5+5+ m	–	GF for better minor	NAT	AFTER INTERVENTION OVER BLACKWOOD: PODI	
5♣/5♦		7♣/7♦	–	To play	NAT	CUE BID (4th level): 1st or 2nd control	

