


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses)
Sound style but can be weaker at favorable position.
Responses: Overcaller's partner: new suit = F1, Cue = supp, inv+
1/2 Level: 2 nd level 10+ HCP and good suit
Reopening: NAT
INT OVERCALL (Responses; Reopening)
All positions: 2 nd 14-18, 4 th 11-15, “live” 15-18
JUMP OVERCALLS
Weak jump overcalls, strength depending on vulnerability
1M/m - (2NT) = 2 lower remaining suits
CUEBIDS
DCB: Two suited (lowest and highest suit) (1♣) – 2♣ = clubs;
Jump Cue Bid: Stop ASK (for 3NT)
Vs. NT
Multi Landy
V.S. WEAK same, except DBL = points + 1 HCP of their lower level
DBL of responses VS WEAK = T/O
VS. PREEMPTS
Takeout doubles through 4♥
2NT = 15-18 HCP over W2
3NT = to play, 19-22 HCP or enough tricks
VS. ARTIFICIAL BIDS
Double of artificial bids is lead directing.
OVER OPPONENTS' TAKEOUT DOUBLE
1X-(DBL)- jump in a suit = 8-10, 6+ cards
1X-(DBL)-3X = WEAK
RDBL = 10+, may have fit for partner's suit
Escaping from 1NT doubled: RDBL = one suiter, DON'T
OVER OPPONENTS' OVERCALL

LEADS AND SIGNALS				
OPENING LEADS STYLE				
	Lead		In Partner's suit	
Suit	4 th from H, middle-up-down from xxx, second highest of nothing		- 4th (3rd) from H if not supported, H if supported; middle-up-down from xxx if not supported, highest from xxx if supported	
Subseq.	attitude		attitude	
LEADS				
Lead	Vs. Suit		Vs. NT	
Ace	Ax, AKx(+)		Ax, AKx(+)	
King	AK, AKx(+), KQ(+), Kx		AK, AKx(+), KQ(+), Kx	
Queen	QJ(+), Qx KQ109, QJ(+), Qx		QJ(+), Qx KQ109, QJ(+), Qx	
Jack	J10x, KJ10(x)		J10x, KJ10(x)	
10	1098, 10x		1098, 10x	
9	987, 9x		987, 9x	
High x	xXx, xXxx			
Low x	xXx, xXxx			
Suit	1	attitude	attitude	suit preference
	2	count	count	
NT	1	count	attitude	suit preference
	2	attitude	count	
ATTITUDE: ODD=ENC. EVEN=DISCOUR.				
COUNT: HI=EVEN, LOW=ODD				
SUIT PREF.: ODD IN THE SUIT, EVEN IN ANOTHER SUIT (Roman discards)				
DOUBLES				
TAKEOUT DOUBLES				
Takeout double over M should promise opening strength & 3-4 cards in other M, over minor should be at least 3-4 cards in both M				
Responses: suit without a jump = 0-7 HCP, with a jump 8-10 HCP, INT = constructive, 6-10 HCP with stop., cue = F1, 11+ HCP;				
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES				
Negative Double, Supp DBL				
DOPI-ROPI				

Convention Card	
♠ ♥ ♦ ♣	
CATEGORY:	
PLAYERS: Gorana Mitić, Milka Sabljic	
Julija Arsenijević	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
Natural, 2/1	
5-5-4-2.	
3NT opening is gambling	
Jump responses and overcalls: preemptive	
4th suit GF – except at 1 st level	
After double of our NT: Exit Transfers	
With 8-15 points nat. overcall	
Bergen	
SPECIAL BIDS	
Bergen Raises and Jacoby 2NT	
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
After 2/1, jump bids show intermediate hands	
Lebensohl after 1NT - opp’s intervention, after Dbl opps weak 2, 1M-2M	
Reversed bids are GF	

Openings	Artificial	Min no. of cards	Neg. DBL thru	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	x	2		2 only when (4432) Open with any 33 or 44 in m	2NT = 11-12, 2♦-club support 8-10, 3♣ = weak inverted minors	After constructive bidding: 4 minor = RKCB	
1♦		4		Open with 1444 and no reverse	3♣-diamond support 8-10, inverted minors 3♦ = weak		
1♥		5			1NT -F1 without H support 3♣/♦/♥ = Bergen, 4+♥'s, 2NT = Jacoby, 3♠, 4♠/♦ splinter		
1♠		5			same		
1NT				(14)15– 17 Can have 5 cards M & offshape	2♣ = Stayman	2NT both M min, 3C both M max Smolen, minor after Staymen F1	
					2♦/♥ – M transfer, 2♠/NT = minor transfer, 3NT=to play	New suit after transfer is F1 4NT after transfer is quant., after Texas is RKCB	
					4♣ = Blackwood, 4♦/♥ = Texas		
					4/5 NT = quant		
					3♣= 5♦5♣, weak, 3♦ = 55M weak		
					3M = spl (54m) strong		
2♣	x			Strong	2♦ - waiting, 2NT = 8+ balanced, 2♥/♠, 3♣/♦ = 5+ cards and 2 top H	After 2NT rebid on 2♣ opening we bid the same as after 2NT opening	
2♦		6		weak two in ♦'s	2NT = F1, 3♦ = NF, new suit = to play, 4♣ = RKCB, jump to game = signoff		
2♥		6		weak two in ♥'s	2NT = F1, 3♥ = NF, new suit = to play, 4♣ = RKCB, jump to game = signoff		
2♠		6		weak two in ♠'s	2NT = F1, 3♠ = NF, new suit = to play, 4♣ = RKCB, jump to game = signoff.		
2NT				20-22 HCP, balanced	3♣ = Puppet Stayman, 3♦, 3♥ = transfer, 3♠ = transfer for both minors, GF		
					4♣ = RKCB, 4/5 NT = quantitative raise		
3♣		6-7		preemptive	New suit - natural, 3NT = to play, support is natural, can be preempt.	For all preemptive openings (under game level): on new suit opener supports or passes, no other bid	
3♦		7		preemptive			
3♥		7		preemptive			
3♠		7		preemptive			
3NT	x	7		gambling	4♣, 5♠ = pass/correct, 4 in a M is signoff		
4♣		8		preemptive	Support is natural, bidding game = to play, 4NT = RKCB		
4♦		8		preemptive	Support is natural, bidding game = to play, 4NT = RKCB		
4♥		8	4♥	to play			
4♠		8		to play		HIGH LEVEL BIDDING	
5♣		8		to play		RKCB answers: 03-14-2-2+Q, subs. first non-bid suit level by 4NT/ RKCB bidder is asking for trump Q, trump bid negative	
5♦		8		to play			