DEFENSIVE AND COMPETITIVE BIDDI	ING
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	
1NT 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	
Michaels cuebid	
Jump Cue Bid: Stop ASK (for 3NT)	
Vs. NT	
DBL penalty	
New suit – 10+ HCP and good suit	
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	
OVER OFF ONLINE THIS END OF BOODER	
1X-(DBL)- jump in a suit = 8-10, 5+ 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 A	AND SIG	NALS	
OPENING	LE	ADS STYLI	<u> </u>		
		Lead		In P	artner's suit
Suit	mi	from H, ddle-up-down from the cond highest of n		supported, middle-up-	from H if not H if supported; down from xxx if ted, highest from ported
Subseq.	att	itude		attitude	
LEADS				•	
Lead		Vs. Sui	it		Vs. NT
Ace	A	x, AKx(+)		Ax, AKx(+)	
King	Al	K, AKx(+), KQ	Q(+), Kx	AK, AKx(+), KQ(+), Kx	
Jack	J10	0x, KJ10(x)		J10x, KJ10(x)	
10	10	98, 10x		1098, 10x	
9	98	7, 9x	ı	987, 9x	T
	1	count	attitud	le	suit preference
NT	2	attitude	count		•
ATTITUDE	: OD	D=ENC. EVE	N=DISCO	UR.	
COUNT: HI	=EV	EN, LOW=OI	DD		
		De	OUBLES		
TAKEOU'	T D	OUBLES			
Takeout dou	ble c	over M should	promise op	ening stren	gth & 3-4 cards
		minor should b			
		vithout a jump ve, 6-10 HCP			
SPECIAL	ART	TFICIAL AN	D COMPE	TITIVE (RE-)DOUBLES

Convention Card A V • A CATEGORY:

PLAYERS: Tamara Nikolic - Julija Arsenijević

GENERAL APPROACH AND STYLE
Natural, 2/1
5-5-4-2.
3NT opening is gambling
After double of our NT: Exit Transfers
With 8-15 points nat. overcall
Bergen

SYSTEM SUMMARY

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

After 2/1, jump bids show intermediate hands,

Reversed bids are GF

SPECIAL BIDS

Openings	Artificial	Min no. of cards	Neg. DBL thru	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1 🚓	X	2		2 only when (4432)	2NT = 11-12, 2 = 9-11hcp 5 + cards	After constructive bidding: 4 minor = RKCB	
				Open with any 33 or 44 in m			
1 •		4		Open with 1444 and no	2 ♦ = 9-11 hcp 4+ cards		
				reverse			

Negative Double, DOPI-ROPI

1 NT -F1 without H support 3 ★/ */ * = Bergen, 4 + */*s, 2NT = Jacoby, 3 ★, 4 */ * splinter Same 1 NT 1 Can have 5 cards M & offshape (14)15-17 Can have 5 cards M & offshape 2 ★ = Stayman 2 * = Stayman 2 * = Stayman 2 * New suit after transfer is F1 4NT after transfer is quant., after Texas is 4 * Have a stay and a stay after transfer is quant., after Texas is 4 * Have a stay after transfer is quant. 2 * X Strong 2 * - waiting, 2NT = 8 + balanced, After 2NT rebid on 2 * opening we bid the opening 2 * Weak two in * 's 2NT = F1, 3 * = NF, new suit = to play, Processing the support 2 * Or Strong 2 * NF, new suit = to play, Processing the support 2 * Or Strong 2 * NF, new suit = to play, Processing the support 2 * Or Strong 2 * NF, new suit = to play, Processing the support 2 * Or Strong 2 * NF, new suit = to play, Processing the support 2 * Or Strong 2 * NF, new suit = to play, 2 * Or Strong 2 * NF, new suit = to play, 2 * Or Strong 2 * NF, new suit = to play, 2 * Or Strong 2 * NF, new suit = to play, 2 * Or Strong 2 * NF, new suit = to play, 3 * Or Strong Strong NF, new suit = to play, 3 * Or Strong Strong NF, new suit = to play, 3 * Or Strong NF, new suit = to play, 3 * Or Strong NF, new suit = to play, 4 * Or Strong NF, new suit = to play, 4 * Or Strong Or Strong NF, new suit = to play, 4 * Or Strong Or Or Strong Or O	
2NT = Jacoby, 3♠, 4♣/♦ splinter Same 1NT (14)15-17 Can have 5 cards M & offshape 2♠/▼ - M transfer, 2NT = minor transfer, 3NT=to play New suit after transfer is F1 4NT after transfer is quant., after Texas i 4♣ = Blackwood, 4♠/▼ = Texas 4/5 NT = quant 2♠ - waiting, 2NT = 8+ balanced, 2♥/♠,3♠/♦ = 5+ cards and 2 top H 2♠ Weak two in ♠'s 2NT = F1, 3♠ = NF, new suit = to play,	
2NT = Jacoby, 3♠, 4♣/♦ splinter Same 1NT (14)15-17 Can have 5 cards M & offshape 2♠/▼ - M transfer, 2NT = minor transfer, 3NT=to play New suit after transfer is F1 4NT after transfer is quant., after Texas i 4♣ = Blackwood, 4♠/▼ = Texas 4/5 NT = quant 2♠ - waiting, 2NT = 8+ balanced, 2♥/♠,3♠/♦ = 5+ cards and 2 top H 2♠ Weak two in ♠'s 2NT = F1, 3♠ = NF, new suit = to play,	
Same 1NT (14)15–17 Can have 5 cards M & offshape 2	
1NT Can have 5 cards M & offshape 2	
Can have 5 cards M & offshape 2 ◆/▼ - M transfer, 2NT = minor transfer, 3NT=to play New suit after transfer is F1 4NT after transfer is quant., after Texas i 4 * = Blackwood, 4 */▼ = Texas 4/5 NT = quant 2 * V Strong 2 * - waiting, 2NT = 8+ balanced, 2 * √*, 3 */▼ = 5+ cards and 2 top H 2 * Weak two in *'s 2NT = F1, 3 * = NF, new suit = to play,	
offshape $ \begin{array}{c ccccccccccccccccccccccccccccccccccc$	
4NT after transfer is quant., after Texas is $4 + = \text{Blackwood}, 4 + / \vee = \text{Texas}$ 4NT after transfer is quant., after Texas is $4 + = \text{Blackwood}, 4 + / \vee = \text{Texas}$ 4/5 NT = quant 2	
4♣ = Blackwood, $4 • / • = Texas$ 4/5 NT = quant 2♣ X Strong 2 • - waiting, 2NT = 8+ balanced, $2 • / • After 2NT rebid on 2♣ opening we bid the opening 2 • Opening$	
4/5 NT = quant 2	e same as after 2NT
2	e same as after 2NT
$2 \checkmark / • , 3 • / • = 5 + cards and 2 top H$ opening $2 \checkmark \qquad $	e same as after 2NT
$2 \checkmark / •, 3 . • = 5 + \text{ cards and 2 top H}$ $2 \checkmark \qquad $	
2 ♦ 6 weak two in ♦'s 2NT = F1, 3 ♦ = NF, new suit = to play,	
l pyrop :	
4♣ = RKCB, jump to game = signoff	
2 weak two in \checkmark 's $2NT = F1, 3$ \checkmark = NF, new suit = to play,	
4♣ = RKCB, jump to game = signoff	
2 \spadesuit 6 weak two in \spadesuit 's $2NT = F1$, $3 \spadesuit = NF$, new suit = to play, $4 \clubsuit = RKCB$, jump to game = signoff,	
2NT 20-22 HCP, balanced 3. Stayman 3. Stayman	
3 •, 3 • = transfer	
4/5 NT = quantitative raise	
3. 6-7 preemptive New suit - natural, 3NT = to play, For all preemptive openings (under game	level):
3 ♦ 7 preemptive support is natural, can be preemp. on new suit opener supports or passes, no	other bid
3 ♥ 7 preemptive	
3 preemptive	
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	I LEVEL BIDDING
5. 8 to play RKCB answers: 03-14-2-2+Q, subs. first no bid negative	n-bid suit level by 4NT/ RKCB bidder is asking for trump Q, trump
5	