

DEFENSIVE/COMPETITIVE BIDDING

OVERCALL – Nat style

8 - 15 HCP

Responses: CUE is F1 + supp, 3M is PREE, 2NT is M 4fit, new suit F1

1/2NT OVERCALL–15-18,BAL–live

System on

1NT 4th reopen – 10-11 HCP, Next: Nat

2NT: michaels

3NT: gambling

1NT 4th live – 11-14

JUMP OVERCALLS –

Level 2: weak; level 3 pree

2NT jump – minors

(after opps open weak M) 4♣/♦ with or w/o jump is 2-suiters; 4X(cue)is 2-suit. same rank

Direct Cue-bid

Michaels

VS. 1NT (at least 14+ hcp)

Multy Landy

VS. weak 1NT (10–15 hcp)

Multy Landy

VS. Multi **2♦**

2♥=TO on ♥; Dbl=TO on ♠ or 17+; 2NT = NAT.
Stayman, TRF; 3♥/♠=strong, 6+cards

VS. Pre-empts 3-level

Nat on level 3

VS. F, ART **1/2♣** and **1/2♠-1/2♦**

Truscott

Over Opponents` Take-Out Double

New suit – L1: 5(4)+, NF, L2: 8-11, NF

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

Simple raise – 5-8 HDP, 3 cards

Jump raise – 0-6 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(+)	ATT
King	KQx - KQJx-KQ(10/9)x	COU-UB
Queen	QJx - QJ - QJ109 - AKQx	ATT-UB
Jack	J10 - J10x - AQJ1xx	2 or Jx
10	KJ109-10x - 109x - K109x	Same
9	AI09(x);K109x; QI09(x)	2h or 9x
High - x	Sx - xSxS - xSxSxx - 98xx	xSx
Low - x	(H/10)xS - (H/10)xxS+ - HQxS - xSx	

Low from 3 small in partner suit's if is NOT raised. King form AK if is raised. Against NT 2nd/4th

Signals priority

Suit/ NT	Partner's lead	Declarers	Discarding
1	attitude	count	attitude
2	count	Suit preference	count
3	Suit preference		Suit preference

signals: STD count, o/e discards, HI = enc

DOUBLES

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

Double is responsive, Jump is 5 cards 8-10 HCP

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

Take-out in reopening – 9+ 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/ ROPI RKCB resp.



WBF CONVENTION CARD

☆ **NCBO: Serbia** ☆

System category: Green

Aleksandra Đorđević

Mitic Gorana

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

2/1 GF, ♠ is 3cards; new MIN FG/F1; 4SFG;
inverted minor

frequent use non-pen DBL;

RESP 1NT: semiF (up to 12HCP)

1NT 15-17 HCP

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2♣ strong

2♥/♠ Polish 2M, 4-10 HCP

2♦ weak M or strong m or strong balans

2NT pree **minors 5+-5+**

1MAJ - 3♣= 7-9 HCP, 4 cards support

1MAJ - 3♦= 9-11 BAL, 3-4 cards support

Lebensohl

IMPORTANT NOTES

Principe Fast Arrival – support is NF

3NT=NonS

SPECIAL FORCING PASS SEQUENCES

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: no

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OPENING	TICK IF ARTIFIC.	MIN. N° OF CARDS	NEG.DB	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
PASS				0 - 11 HCP	1♦ - 5+ HDP, 3♦+	Note: 1♣ - 2♦ = good ♣ rase, 9-11 HCP	CUE = fit, 10+ HCP w/o stopper 2NT= fit, 10+ HCP with stopper
1 ♣		3	4♥	11 - 20 HCP	1♥/♠ - 5+ HDP, 4♥/♠+ 1NT - 6 -10 HCP, 2♣+ 2♥/♠ - 0-7 HDP, weak 3NT - 14 - 16 HCP, BAL 2♣ - 11+ HCP, 5♣+ 2NT - 11-13 HCP, F1, 4♣, BAL 3♣ - 5 - 9 HCP, 5♣+ 3♦/♥/♠ - 12+ HCP, SPL		
1♦		3	4♥	11 - 20 HCP	1♥/♠ - 5+ HDP, (3) 4♥/♠+ 1NT - 6-10 HCP 2♣ - 11+ HDP, (4)5♣+, F1 2♥/♠ - 0 - 7 HDP, 6♥/♠+ 2NT - 11-12 HCP, nat 3♥/♠ - 12+ HCP, SPL 3♦ - 5 - 9 HDP, 5♦+	Note: 1♦ - 3♣ = good ♦ rase, 9-11 HCP	
1♥		5	4♦	11 - 20 HCP	2♠/♦ - GF 3♣ - 7-9 HDP, 4♥ 3♦ - (9)10-11(12) HCP, 3-4♥ 2NT - 12+ HDP, (3) 4♥+ 3♠4♠/♦ - 7-11 HDP, SPL, 4♥+	long trial bid Note: 2♣ 2+ cards 2♦5+ cards	
1♠		5	4♥	11 - 20 HCP	3NT - 5♠; better then direct4♠ 2♦/♥ - GF, 5+ cards	Note: 3♥ = Splinter	
1NT				15 - 17 HCP, BAL 4333–4432–5332	2♠=Staym (Art; 0+HCP) 2♦/♥/♠/NT=TRF 3♣=5-5minors weak; 3♥/♠=Sing GF 3♦ = 5-5 Majors weak	1NT-2♦; 2♠/3♠/♦ dubleton, 4+♥, max 1NT-2♦; 2NT= 4 c fit(333), max ; 3♥=4C fit min	negative
2♦	*	6		6+♥/♠ weak 6+♠/♦ 18-21 HCP Strong Balans 21-23	2NT = F1	Responses in Trf	
2♥		5		+5 any 4-10 HCP	2NT=F1; 3♣/♦=To play		
2♠		5		+5 min 4-10 HCP			
2♣				22+ HCP or 8,5+ tricks			
2NT	*			5-5 minors 4-10 HCP	4♣=Art ask	SLAM APPROACH AND CONVENTIONS	
3♣		7	-	PREE		RKCB: 0314, next question Q ask (trump negative) or improved King ask 4♣♦ RKCB for ♣/♦ Josephine 5NT: 6♠=0	
3♦		7		PREE	4♣=Art ask		
3♥		7	-	PREE		Cuebid – after Cuebids we use RKCB, to continue Cue over game must have at least 2 A	
3♠		7	–	PREE			
3NT		7	–	AKQxxxx ♣/♦			
4♣♦	*	7	–	7♥+/7♠+			
4NT		–	–				