

DEFENSIVE AND COMPETITIVE BIDDING				
OVERCALLS (Style; Responses)				
1 st level random, 2 nd level good suit				
Responses: Overcaller's partner: new suit = F1, Cue = supp, inv+				
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				
(1c)-2c=nat; (1m)-2d=M's; 1m-3c=om+S; 1M-2M=c+oM; 1M-3c=d+oM				
Jump Cue Bid: Stop ASK (for 3NT)				
Vs. NT				
Multi-landy; vs weak x=12+, rest similar				
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 (fit) bids is takeout, except when they are too strong				
OVER OPPONENTS' TAKEOUT DOUBLE				
1X-(DBL)- jump in a suit = 8-10, nat				
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				
Suit	Lead		In Partner's suit	
	4 th from H, middle-up-down from xxx, second highest of nothing		count	
Subseq.				
LEADS				
Lead	Vs. Suit		Vs. NT	
Ace	Ax, AKx(+)		Ax, AKx(+)	
King	AK, KQ(+), Kx		KQ, KQx, AKJ+	
Queen	QJ+		KQ10x+, QJ+	
Jack	HJ10+, J10+, Jx		HJ10+, J10+	
suit	1	count	attitude	s/p
NT	2	attitude	s/p	count
ATTITUDE: ODD=ENC. EVEN=DISCOUR.				
COUNT: HI=EVEN, LOW=ODD				
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 = 0-10 HCP, with a jump 8-10 HCP 5cards, 1NT = constructive, 8-10 HCP with stop., cue = F1, 11+ HCP;				
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES				
Negative Double,				
DOPI-ROPI				

Convention Card				
♠	♥	♦	♣	
CATEGORY: green				
PLAYERS: Julija Arsenijević – Veljko Vujić				
SYSTEM SUMMARY				
GENERAL APPROACH AND STYLE				
Natural, 2/1				
5-5-4-2.				
3NT gambling				
4m Namyats in 1st/2nd/4th (7+ cards with 0-1 loser, A or K on the side)				
After double of our NT: dont				
All single jump bids are nat, inv				
3m is constructive, 3M is random (can be aggressive)				
SPECIAL BIDS				
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE				
After 2/1, jump bids show intermediate hands,				
Reversed bids are GF				

Openings	Artificial	Min no. of cards	Neg. DBL thru	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1χ	x	2		2 only when (4432) Open with any 33 or 44 in m	2NT = 11-12,	After constructive bidding: 4 minor = RKCB	
18		4		Open with 1444 and no reverse			

1h♥	5			1NT -F1 without H support		
				2NT = Jacoby,		
				3S,♠,4μ♦ splinter		
1s	5			Same		
1NT		(14)15–17 Can have 5 cards M & offshape	2c = Stayman	minor after Staymen F1		
			2d/h/s/nt = transfer 3c=5d4c, 3d=majors GF+	New suit after transfer is strong 4NT after transfer is quant., after Texas is RKCB		
			4dh♦ = Texas			
			4/5 NT = quant			
2c	x	Strong	2d♦ - waiting, 2NT = 55majors 0+, 2/♣,3♣/♦ = 5+ cards and 2 top H	After 2NT rebid on 2♣ opening we bid the same as after 2NT opening; Kokish		
2d		6	weak two in ♦'s	Everything is forcing except raise		
2h		6	weak two in ♥'s	Everything is forcing except raise 4m = fit bid (for competitive decisions)		
2s		6	weak two in ♣'s	same		
2NT		20-22 HCP, balanced	Puppet, 3s=minor stayman			
			4/5 NT = quantitative			
3c	6	constructive	New suit - natural, 3NT = to play, support is natural, can be preemp.	For all preemptive openings (under game level): on new suit opener supports or passes, no other bid		
3d	6	constructive				
3h	6	random				
3s	6	random				
3n	7	gambling	4♣=p/c, 4♦=strong F1, asking for shortness, 4M=to play			
4c	7	Namyats (nat in 3rd)	first step=SI ask for cue, 4NT=RKCB, 5♣=ask for length			
4d	7	♥ same				
4M	8	to play		HIGH LEVEL BIDDING		
				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 other Q+ K in that suit		
				Non serious 3nt		