

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 – 15-17

JUMP OVERCALLS –

Level 2: weak; level 3 pree

2NT jump – minors

After Opps supp or any open. except 1 suit: 4♦/♦W or w/o jump is 2-suinters; 4X(cue) 2-suits 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 = 3♣
Puppet; 3♦/♥ trf; 3♣minSty; 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(+)	K for dbl.
King	KQx - KQJx-KQ(10/9)x	Q for denl.
Queen	QJx - QJ - QJ109 - AKQx	Q for dbl.
Jack	J10 - J10x - AQJ1xx	2 or Jx
10	KJ109-10x - 109x - K109x	Same
9	AI09(x);K109x; QI09(x)	2h or 9x(x)
High - x	Sx - xSxS - xSxSxx - 98xx	No H
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	Attit. (hi enc)	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) – 2y – (2/3x) – Dbl = other 2 suits, 8+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.

1x – (4♦) – 4NT= TO Dbl or strong with x fit

RESPONSIVE and Cuebid double (thru 4♦) – F1

DOP1/ ROPI RKCB resp.



WBF CONVENTION CARD

☆ NCBO: Serbia ☆

System category: Green

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SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

2/1 GF, ♠ is 3cards; new MIN FG/F1; 4Suit FG; 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♥/♠ 5M + 5m, 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 (Ater: 1nt – (2x); (2x) – dbl; 1x-1y//2zRevers; (1x)-P-(2x)-Dbl)

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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