




DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALL: (STYLE; RESPONSES; 1/2 LEVEL; R/O)	
Style:	NAT, 1 st level: 5+ cards, 7-17 Hp, 2 nd level: 9-17 Hp
Responses:	1 NT: BAL, 9-12 Hp; 2NT: BAL 12-14 Hp cue fit 11+Hp; New Suit: F1. after M overcall; cue fit 11+; Jcue 4+ trumps 8-10Hp Jump New Suit: 5+ cards & 3+ cards fit, 8-10 Hp, 2NT 4+ trumps, bal 10-12Hp; 3M weak 4+cards fit;
Reopening:	same
1 NT OVERCALL: (2 nd / 4 th ; LIVE; RESPONSES; R/O)	
2nd:	15-18 Hp, BAL
4th:	11-15 Hp, BAL
Responses:	Same as after 1NT opening;
Escaping from 1NT doubled: RDBl = ♣, 2♣ = ♦, 2♦ = ♥, 2♥ = ♠ pass requests RDBl from the opener and bid lower of two suits	
JUMP OVERCALL: (STYLE; RESPONSES; R/O)	
Style:	WJO 2♥/2♠, 3-13 Hp, 6 (5) cards; 3♣ = two highest suits cue (and 2♦ over 1♣) two split suits, 5+ 5+ cards, weak/str 2NT = two lowest suits 5+ 5+ cards cards weak/str 3♦/♥/♠ = preemptive
Responses:	nat; R/O: Same
DIRECT, 4 TH HAND AND JUMP CUE BIDS	
Direct Cue Bid: lowest and highest suit, 5+ 5+ cards, weak/str	
Jump Cue Bid: Stoper ASK (for 3NT) Responses: NAT	
VS. 1 NT (VS. STRONG / WEAK; REOPENING, PH)	
vs. STR 1NT (15+ HCP): MULTI-LANDY, all pos. Responses: nat	
vs. WK 1NT: MULTI-LANDY, except DBL, which is penalty, all pos.	
VS. 2♦ MULTI	
DBL=good 3+ cards both M, 13+ Hp, 2♥= T/O DBL of hearts; 2♠= T/O DBL of spades; 2NT= 15-18 Hp, BAL, short major stoppers 3♣/3♦=NAT, NF; Responses: NAT, 2NT=LEBENSÖHL	
VS. PREEMPTS	
V.S. Ekren & Muiderberg: 2NT=15-17 Hp, M stoper(s); DBL=T/O	
V.S. 3 rd level: DBL= T/O; O/C= NAT; vs. 2/3M: 4m=5+ m-5+ OM, STR	
VS. ARTIFICIAL STRONG OPENINGS	
V.S. 1♣: DBL=♣♠, 1♦=♦♥, 1♥=♥♠, 1♠=♠♣, 1NT=♣♦, 2♣=♠♥ 2♦=♥♠; 2♥/♠= weak 6(5)+ ♥/♠; 2NT ♣♦; over 1♣-pas-1♦ Dbl=♦♥, 2♦=♠♥	
OVER OPPONENT'S TAKEOUT DOUBLE	
After DBL minor suit opening system OFF, over Major, system ON RDBL = 11+ Hp without fit NAT: Suit: 1 st level - 4+ cards, 2 nd level - 5+ cards, NF 1♣ - DBL - 1♦ artificial = ♦ or one M or club fit 9-10 5♣ or 11+ Hp fit ♣	

LEADS AND SIGNALS					
OPENING LEADS STYLE					
Lead:	Own suit:	Partner's Suit:			
Suit	4 th best (2 nd from weakness)	small from 3 cards, un supp.			
NT	4 th best (2 nd from weakness)	same			
Next	natural	natural			
LEADS					
Lead	v.s. SUIT			v.s. NT	
Ace	AKx(x) - AKJx - AKJ10x - Ax			AKJ10x	
King	AKx(x) - AK - KQx - KQJx - KQ10x - KQxx(x) - Kx			same	
Queen	KQ - QJx - QJ - QJ109 - Qx			AQJx	
Jack	J10 - Jx - J10x(x) - J109x(x) - J108x				
10	HJ10x(x) - H10x - 10x - 10			AJ10x(x)	
9	H109(x) - H9x - 9x			A109x(x)	
High x	Sx - xSx - xSxx - xSxx(x)			same	
Low x	HxS - HxxS - HxxSx			same	
SIGNALS IN ORDER OF PRIORITY					
MEANINGS: 1 = odd nuber of cards; 2 = even nuber of cards; D = discouraging; E = encouraging; S/P = suit preference					
CARD		high	low	low	high
Suit	partner's lead	2	1	D	E
	declarer's lead	2	1		
	discarding	2	1	D(even)	E(odd)
NT	partner's lead	2	1	D	E
	declarer's lead	2	1		
	discarding	2, S/P	1, S/P	S/P=Lavinthal	
TRUMP SIGNALS		OTHER SIGNALS			
-		eho			
DOUBLES					
TAKEOUT DOUBLES: (Style; Responses; R/O)					
Style :	11*HCP, MIN 3 c. unbid M or 16*HCP, Equal Level Conv.				
Responses:	PASS: penalty; Suit: 0÷7 or HCP 8÷10 w/o 5 cards suit				
	Jump: 8÷10 HCP, MIN 5 cards				
	1 NT: 8÷11 HCP, BAL, stoper('s); Cue-bid: 11* HCP				
	2NT: strong, 12÷14 HCP, with stoper(s)				
Reopening:	10* HCP, shape				
SPECIAL ARTIFICIAL & COMPETITIVE DOUBLES/REDOUBLES					
NEG DBL:	7* HCP 1 st level, 8* HCP 2 nd level, 10* HCP 3 rd level.				
Responsive DBL:	after raise; after found fit, DBL is GAME INV				
DOPI (ROPI):	after intervention over BW, RKCB and Gerber				
L/D & Anti L/D DBL:	against 3NT, for 1 st dummy's suit & forbid own suit				
LIGHTNER SLAM DOUBLE					

	CONVENTION CARD WBF - EBL - BSS	
	EVENT: Trial SERBIA 2025	
	System category: NATURAL - GREEN	
	BRIDGE ASSOCIATION of SERBIA	
Players: Milorad RADOJEVIĆ – Mihailo SIMIĆ		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
1♣ at least 2 cards, 11÷20 HCP		
1♦ at least 4 cards, 11÷20 HCP		
1♥/1♠= 5+ card, 11÷20 HCP		
2♣ strong, 20+ HCP, or 8½ tricks		
2♦= 5 cards ♥+ 4 cards ♠, Flannery , 10÷16 HCP		
2♥/♠= 6 cards, WK, 6÷10 HCP		
2NT= 20-22 HCP, BAL, could be with 5 cards M		
3♣/♦/♥/♠= 6+ HCP cards, preemptive, light in 3 rd position		
3NT = AKQxxxx, any minor (gambling 3NT)		
1NT Openings: 15-17 HCP, BAL, 5 cards M, 5-4-2-2 or 6-3-2-2 possible		
2 OVER 1 Responses: F1, usually 5+ cards & 10+ HCP		
SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
1♣/♦ - DBL(opps) - 2M sequence, 2M is invitation 6+ cards		
2♦- Flannery		
1m-2M – invitation 6+ cards		
1m-JOm – fit unbalanced 7-9HCP		
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
1m - pass - 1M - pass - J2 new suits (if possible) 4 cards support 18-19Hp bal		
1m - pass - 1M - pass - 3M sequence, good hand, no strong		
1m - pass - 1M - pass - 3NT sequence, monocolor m, 16+ HCP, unbalanced		
1m - pass - 1♥ - pass - 3♠/4om strong support (necessarily A om /A♠)		
1m – pass - 1♠ - pass – 4om/4♥ strong support (necessarily A♥/A om)		
After DBL of CUE BID, or 4 th suit forcing		
RDBL = as, PASS = semi control, Agreed suit = No control, 3NT = stoper		
SPECIAL FORCING PASS SEQUENCES		
PASS after overcall - may be PEN DBL, reopening DBL not a must		
PASS after opps bid on 4th or 5th level after our forcing sequence control&STR		
PSYCHICS: RARE		

OPE- NING	TICK IF ART.	MIN. Nº of CARDS	NEG. DBL thru	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
PASS				NORMAL, USUAL PASS			
1♣		2	4♥	11 ÷ 20 Hp	1♦/♥/♠ 1NT 2♣/3♣ 2♦ 2♥/♠ 2NT 3NT NAT, 5+ Hp, at least 4 cards NAT, 5÷10 Hp, BAL no 4 cards M STR/WK, Inverted support, UNBAL, medium strenght 6 cards invitation NAT, 11÷12 Hp, BAL no 4 crds M NAT, 13÷15 Hp, BAL no 4 crds M	NAT	Same
1♦		4	4♥	11 ÷ 20 Hp	1♥/♠ 1NT 2♣ 2♦/3♦ 2♥/♠ 2NT 3♣ 3NT 5+ Hp, 4+ cards 5÷10 Hp, no 4 cards M 10+ Hp, 4+♣, F1 STR/WK, Inverted 6 cards invitation NAT, 11÷12 Hp, BAL no 4 crds M support, UNBAL, medium strenght NAT, 13÷15 Hp, BAL no 4 crds M	NAT	Same
1♥		5	4♦	11 ÷ 20 Hp	1♠ 1NT 2♣ 2♦ 2♥ 2♠ 2NT 3♣ 3♦ 3♥ 3♠/4♣/♦ 5+ Hp, 5+♠ 6 ÷ 10 Hp, NF 10+ Hp, 2+♣, F1 10+ Hp, 5+♦, F1 5÷9 Hp, 3+ cards ♥ 10÷11 Hp, 3 cards ♥ Jacoby, 12+ Hp, 4+ cards ♥ 7÷9 Hp, 4+♥ (or splinter 12-13Hp) 10÷11 Hp, 4+♥ (or splinter 14-15Hp) 0-6 Hp, 4+ cards ♥ + singl Splinter, 9÷11 Hp, 4+ cards ♥	After 1♥ - 2 NT: 3♣/3♦/3♠ = singleton / void 3♥ = 17÷19 HCP, no singleton / void 3NT = 15÷17 HCP, BAL 4♣/4♦ = 17+ HCP, UNBAL, other suit, 5 cards 4♥ = 12÷14 HCP, BAL, minimum	Same
1♠		5	4♥	11 ÷ 20 Hp	Same as after 1♥ opening, but for ♠ suit	same as above	Same
1NT		—	—	15÷17 Hp, maybe 5 cards M (maybe 6 cards minor)	1NT-2♣= STAYMAN convention; JTB (new suit by responder is Slam try); Texas; Gerber; LEB	1NT- 2♣ - 2♦ - 2♥/♠ = 5 crds ♥/♠, 6÷7 HCP; 1NT- 2♣ - 2♦ - 3♣/3♦ = 4 card M + 5 ♣/♦, 6÷8 HCP;	NAT & same
2♣	art.	0	—	GF, 20+ Hp, or 8½ tricks	2♦ = waiting; 2NT= 9+, 4+4+ minors; other = NAT si		Same
2♦	art.	0	—	5 cards ♥ + 4 cards ♠, Flannery, 10÷16 Hp	2♥/2♠ = SIGN OFF; 2NT=F1; 3♣/3♦ = INV for 3NT; 3♥/3♠ = INVIT M game	2♦ - 2NT: 3♣ = 4522; 3♦ = min, 4531; 3♥ = min, 4513; 3♠ = mid/max 4531; 3NT = mid/max 4513;	Same
2♥		6	—	6 cards ♥, 6÷10 Hp	2NT = F1; 3♦ = NAT F1, 3♠ F1 with 5+♠	2M - 2NT: 3 opened M = min, 3 any = not min. (scale)	Same
2♠		6	—	6 cards ♠, 6÷10 Hp	2NT = F1; 3♦ = NAT F1, 3♠ F1 with 5+♥	2M - 3♣; 3♦ 2-3 oM min, 3M neg, 3oM neg max, 3NT 2-3oM max, 4♣/♦ singl + fit + max, 4M very good suit M	Same
2NT		-	—	20÷22 Hp, BAL, maybe with 5 cards M or 6 cards minor!	3♣ = Puppet; 3♦/3♥ = TRF; 3♠ = minors Stayman; 4♣/4♦ RKCB	2NT - 3♣: 3♠ = 4 cards at least one major; 3♥/3♠ = 5 cards ♥/♠; 3NT = no 4 or 5 cards majors	Same
3♣/♦		6+	—	Preemptive	NAT, New suit = F1; 3NT= to play, 4♦/♠ RKCB		Same
3♥/♠		7+	—	Preemptive	NAT; 3NT= to play; 4♣ RKCB		Same
3NT	art	-	—	AKQxxxx any minor	NAT		Same
4♣/♦		7+	—	Preemptive	NAT	HIGH LEVEL BIDDING	
4♥/♠		7+	—	To play	NAT; 4NT = RKCB; new suit = asking bid	BLACKWOOD: Responses: 5♣=1/4 Aces; 5♦=0/3 A; 5♥= 2A; 5♠= 2A + trump Q	
4NT	art	5+5+ m	—	GF for better minor	NAT	AFTER INTERVENTION OVER BLACKWOOD: DOPI or ROPI	
5♣/♦		7+♣/♦	—	To play	NAT	CUE BID (4TH LEVEL): 1ST OR 2ND CONTROL	

