

**DEFENSIVE AND COMPETITIVE BIDDING****OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)**

First level (7) 8-15 (16) HCP, (4)5+ card suit

Second level (9)10-16 HCP, 5+ card suit

Responses: 1<sup>st</sup> level nat; 2<sup>nd</sup> level under opp bid nat NF, cuebid and bids until partners suit in transfers, 2NT usually constructive 4+ card support, 3 in opp suit mixed raise**INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)**2<sup>nd</sup> and 4<sup>th</sup> - (14) 15-18 HCP balanced, with stopper in openers suit

System on as for 1NT opening

**JUMP OVERCALLS (Style; Responses; Unusual NT)**

2♦ on a 1♣ opening – at least 5-4 in majors

2NT two lower suits of remaining tree, at least 5-5

3♣ two higher suits of remaining three, at least 5-5 (except on 1♦ opening)

3NT for play

4NT two-suiter can be any, usually minors

**DIRECT & JUMP CUE BIDS (Style; Response; Reopen)**

Cue bid: Highest and lowest ranked of remaining suits, except on a 1♣ opening where it's natural, and on 1♦ opening where it's majors (5+/4+)

One level jump cue bid: Gambling (solid any suit) without stopper except 3♣ which is a ♦ two-suiter on a 1♣ opening

Two level jump cue bid: Leaping Michaels (on weak openings)

**VS. NT (vs. Strong/Weak; Reopening; PH)**

Multi Landy vs all

DBL: Against strong NT 5+m &amp; 4M. Against weak NT penalty (~13+HCP).

**VS. PREEMPTS (Doubles; Cue bids; Jumps; NT bids)**

DBL: Opening values and at least 3 cards in other suits, or any strong hand (16+ HDP)

Leaping Micheals

**VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣**

DBL – Majors (4+/4+)

NT – Minors (5+/4+)

Other bids are natural

**OVER OPPONENTS' TAKEOUT DOUBLE**

Rdbl: 11+ HCP,

New suit on first level 4+ cards, on second 5+ cards F1

**LEADS AND SIGNALS****OPENING LEADS STYLE**

	Lead	In Partner's Suit
Suit	2nd / 4th best	3 <sup>rd</sup> / 4 <sup>th</sup> best
NT	2nd / 4th best	3 <sup>rd</sup> / 4 <sup>th</sup> best

Other: MUD, XXXX, Xx, sometimes XXX, XXXXX

**LEADS**

Lead	Vs. Suit	Vs. NT
Ace	AKx, AK, Ax	same
King	AK, Kx, KQxx, KQJ, KQ10x, AKx	same
Queen	Qx, QJxx, QJx, KQx, KQxx	same
Jack	Jx, J10xx, J109, J108x, AJTx, KJ10x	same
10	10x, 109xx, A109x, K109x, Q109x	same

**SIGNALS IN ORDER OF PRIORITY**

	Partner's Lead	Declarer's Lead	Discarding
1	Attitude, odd card is positive (on K lead, count)	Count, standard carding	Odd is positive, even can be Lavinthal
Suit	2 Count		
	3 Switch		
1	Attitude, odd card is positive (on K lead, count)	Count, standard carding	Odd is positive, even can be Lavinthal
NT	2 Count		
	3 Switch		

On King lead, main signal is Count

**DOUBLES****TAKEOUT DOUBLES (Style; Responses; Reopening)**

Opening values and at least 3 cards in other suits, or any 16+ hcp

Responses: Lowest level 0-7 hcp, jump 8-10, cue bid 11+ HCP, 1NT 8-11 HCP

**SPECIAL, ARTIFICIAL & COMPETITIVE DBL/RDBL**

Support DBL/RDBL

Lightner DBL

RDBL is sometimes 1<sup>st</sup> control or 2<sup>nd</sup> top honor in partner's suit**W B F - E B L CONVENTION CARD****CATEGORY: GREEN 2/1 GF**

Players:

**VELIČKOVIĆ Bogdan & GUŽVICA Slobodan****SYSTEM SUMMARY****GENERAL APPROACH AND STYLE**

2/1 GF, 5 card major, 4 card diamond, 2 card club

Semi-forcing 1NT over 1♥/1♠, In 3<sup>rd</sup> & 4<sup>th</sup> - 2 way Drury + fit

Two way checkback

Bergen raises, Jacoby support

Walsh

Gazilli

Non-serious 3NT

Lebensohl after 1NT opening, double on W2, and after reverse bids

Good/Bad 2NT in competition

Short/Long suit game try after finding a major fit on 2<sup>nd</sup> level**SPECIAL BIDS THAT MAY REQUIRE DEFENSE**

1NT 15-17 HCP; balanced, semi balanced ,5M, 6m, singleton honor

1NT in non-vul vs vul – 11-14 HCP: same distributions as 1NT

2♣ Strong; GF

2♥/♠ Weak two open

2♦ Eken (weak majors)

3NT Gambling (solid any suit)

4NT Absolute minor two-suiter, 0-10 points 7 / 6 (6 / 6) F

**SPECIAL FORCING PASS SEQUENCES**1 NT dbl- **pass**- pass – rdbl**IMPORTANT NOTES**

Psychics: rare

OPENING	TICK IF ARTIFICIAL	MIN. NUMBER OF CARDS	NEGATIVE DBL	SYSTEM			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4NT	11-21 HCP	1 <sup>st</sup> level 6+ hcp natural, Walsh; 1NT 6-9 HCP, can have up to 5 diamonds; 2♦ Inverted minor 5+♦, GF; 2♦ - 5+♦, 9-11 HCP; 2♥/2♦ weak 0-6 HCP, 6+ cards; 2NT 10-11 HCP balanced; 3♣ 5+ card support, 0-8 HCP; 3x splinters, 11-15 HCP; 3NT 12-15 HCP balanced;	Walsh; After fit 4♣ RKCB; On enemy overcall 2♣ is natural, 6-9 HCP and 5+ card support; Cue bid is 11+ HCP, and usually support;	
1♦		4	4NT	11-21 HCP	Similar to above	Similar to above.	
1♥		5	4NT	11-21 HCP In 3 <sup>rd</sup> position 8-21 HCP	1♦ 4+ cards, 6+HCP; 1NT 6-11 HCP, semi-forcing; 2♣/2♦ GF (can have less cards if 3 card support); 2♥ 8-11 HCP, 3 card support; 2♣ 9-11 HCP 3 card support with a shortness; 2NT Jacoby support (GF); 3♣/3♦/3♥ 4+ card support, 6-8 and 9-11 and 0-5 HCP; 3♣/4♣/4♥ Splinters; 3NT 4432 or 4333, 13-15 HCP, 3♥;	Gazilli after 1♣/1NT, 2NT is GF with 5-5 or 6-4 with a minor suit, 3 <sup>rd</sup> level is invitational natural In competition (except after double) 2♥ is 6-9 HCP; In 3 <sup>rd</sup> and 4 <sup>th</sup> position 2way Drury – 2♣ 9-11 hcp 3+ card support; 2♦ 6-8hcp 4+ card support; 2♥ 5-7(8) HCP 3(4) card support; 3♥ 0-7 hcp 4+ card support; 3X and 4X Splinters.	
1♠		5	4NT	11-21 HCP In 3 <sup>rd</sup> position 8-21 HCP	Similar to above	Similar to above	
1NT		-	-	NON VUL VS VUL: 11-14 HCP OTHER: 15-17 HCP balanced, semi balanced, 5 majors, 6 minors	2♦ Stayman; 2♦/ 2♥/ 2♣/ 2NT transfers; 3♣ weak minors; 3♦ 5-5 in majors, INV+; 3M singleton or void in that suit without 4-card major, GF: 3NT to play; 4NT/ 5NT quantitative	1NT – (DBL) – RDBL transfer to ♣, 2♣ transfer to ♦ 1 NT – (DBL) – pass*- (pass) – rdbl always* – (pass) – 2x DONT. Lebensohl	
2♣	X	0	-	Strong, 22+ hcp or any GF hand	2♦ 0-7 hcp or waiting; 2M 5+ cards, good suit; 3♣/3♦ 6+ cards, good suit; 2NT 5+/5+ in minors	After DBL system on; Cheaper minor; 3♥/3♣ by opener after 2♦ response is 5+♦ and 4M	
2♦	X	0	-	Ekren (weak Majors) 4+/ 4+, ~3-10 HCP depending on position and vulnerability	Major suit bids and 3NT are to play; 2NT INV+, forcing; 3♣ natural NF; 3♦ 3-3 in majors, invitational; 4♣/ 4♦ are RKCB for that suit	After 2NT, 3♣ shows minimum 5-4 (or any 4-4) hand (3♦ asks for longer suit), 3♦ 5-5 minimum, 3♥/3♣ is maximum and longer suit, 3NT 5-5 maximum. After any of these bids, 4♣/4♦ are RKCB for ♥/♣; After DBL system on; RDBL is equal lengths in both majors. Pass is a hand with long diamonds, to play;	
2♥		5	-	W2- 5-6 cards, 3-10 HCP	2NT forcing question for values in other suits; New suit F1, 5+ cards;	On any bid 2NT is still forcing, DBL is penalty, suit bid is NF, cue bid is GF;	
2♠		5	-	Same as above	Same as above	Same as above	
2NT		-	-	20-22 hcp balanced, semi balanced 5M, 6m	3♣ Muppet Stayman; 3♦/3♥ transfers; 3♣ minors with a major shortness; 3NT to play; 4♣/4♦ RKCB for suit; 4NT/5NT quantitative		
3♣		6	-	Preemptive	4♦RKCB; 4NT Roman Blackwood	In 4 <sup>th</sup> is to play	
3♦		6	-	Preemptive	4♣RKCB; 4NT Roman Blackwood	In 4 <sup>th</sup> is to play	
3♥		6	-	Preemptive	4♣RKCB; 4NT Roman Blackwood	In 4 <sup>th</sup> is to play	
3♠		6	-	Preemptive	4♣RKCB; 4NT Roman Blackwood	In 4 <sup>th</sup> is to play	
3NT	X	-	-	Gambling in any suit	4♣ pass or correct, 4♦ forcing	In 4 <sup>th</sup> is to play	
4NT	X	6 / 6	-	Absolute minor twosuiter, 0-10 HCP	5♥ minor key card ask		
				HIGH LEVEL BIDDING			
				RKCB 0314, Exclusion Blackwood, Josephina, ORKCB for minors 4♣/4♦, after heart fit 4♣ is RKCB for hearts, Spiral Scan			

