

DEFENSIVE/COMPETITIVE BIDDING	
OVERCALL – 1D style	
8 - 15 HCP, min. 4-4 in suit bid and next higher	
Responses: CUE/DBL is F1, p/c is SO	
Single raise=6-10 HDP, after CUE 1 st step is min.	
Jump in 4 th suit is FG; DBL 4 th suit is T/O	
1/2NT OVERCALL – 15-17(18), BAL – live	
2♣=Stayman, 4TRF, jump 3♥♠=single, Texas 4♣♦ impossible TRF = INV, T/O DBL, Smolen	
2NT: TRF, Stayman, minor Stayman	
1NT 4th reopen: 11-14(15) HCP, Stayman, 4-TRF	
JUMP OVERCALLS – 6-12(13), 6(5)+ cards	
Resp.: CUE is LROB, 2NT INV	
2NT jump: strong 2-suiter, 1-suit same rang 3♠ ask	
4♣/♦ jump: 2-suiter; 3♣/♦ jump 4th live: NAT	
Direct Cue-bid	
M: 5-5 min, weak m: NAT overcall pass-out: FG	
Jump/no jump CUE 3rd lev: AKQxxxx any suit	
4M: 5♠+5♦+, 4-6 losers 4NT: 5♠+5♦+, 0-3 losers	
VS. 1NT (at least 14+ hcp) DON'T	
Double: one suiter; resp.: 2♠=ask, 2♦♥♠=NAT	
2♣♦♥: that suit + higher; 2♠= 5♠+, weak; 2NT=m's	
(1NT)-p-(TRF to X)- 3X/2NT = 2-suiters	
(1NT)-2♦-(dbl/X)-rdbl/dbl ask for another suit	
VS. Weak 1NT (10-15 hcp) Cappelletti	
2♦=M's; 2♣=1suiter; 2NT=4♥&5m+; 3m=4♠&5m+	
Dbl=13+; (1NT)-dbl-(2X)-dbl-(2Y)-dbl = PEN	
VS. Multi 2♦ (vs. unknown suit)	
4♣/♦= m-M; 3♥/♠=PRE; 2NT→3♣ Stay, TRF, 3♠=m	
VS. Pre-empts 3-level	
T/O DBL; 3NT with TRFs	
vs. 3NT: 4♣=M's; 4♦= 1-M, 4♥♠=5M+&5m+	
vs. 2NT: 3NT= m's or M's	
VS. F, ART 1♣; 1♠-1♦ Truscott	
Overcall 2-touching suits, jump is one suit	
Vs. ♠: DBL ♠-♥ NT ♦-♠ Vs. ♦: DBL ♦-♠, NT ♠-♥	
Over Opponents' Take-Out Double	
After 1♦: pass=3♦+; RDBL=10+, F1; 1♥/♠=4+c.	
1M: 2♣=3M supp 8-9 HCP; 2NT=4M, 8+; jump=NF	
1NT: pass is 10+HCP; RDBL is F1 0+HCP; 2X=NF	
1♠: pass=0-4; RDBL=5-7; 1♦=13+; 1♥♠=system on	
2♦: pass=NF, 3♦+; RDBL=F1, ask; 2♥♠3♠=p/c	

LEADS AND SIGNALS			
Opening Lead			
Suit / NT / Sub			4 th
In partner 5+ card suit			3 rd /5 th
Leads			
Lead	Against suit	vs. NT	
Ace	AKx - AKJx	COU	
King	AKx - KQx - KQJx - KQ(10/9)x	ATT-UB	
Queen	QJx - QJ109 - AKQx - KQJx	UB	
Jack	J10 - J10x		
10	10x - 109x - KJ109 - AJ109	109x	
9	9x - Q109x - K109	10xxS	
High – x	Sx - xSxS – xSxSxx - 10Sxx	SSx H98	
Low – x	HxS – HxxS+ – xSx	10xxS	
K form AK if is raised. Subsequent from 3 small high/middle			
Signals priority			
Suit/ NT	Partner's lead	Declarers	Discarding
1	COU	High – Low = even number of cards	
2	ATT	Hi or Middle = ENC	
3	S/P	High = highest Low = lowest	
Signals: Ace vs. 6 th /5 th level ATT; King vs. 6 th /5 th level COU			
From suit 6+cards: middle=positive; low/high=lower/higher			
very often S/P; Discard repeatedly Hi-Lo odd cards is ENC			
DOUBLES			
Take-out: 12+HDP, min. 3 cards in unbid suits or 15+ one suiter. In competition support is NF, FA.			
Responses TRF: (1♠) – dbl – (pass) – 1NT = TRF♣			
Double is responsive, Jump is 5 cards 8-10 HCP			
(1♠) – p - (2♠): <u>DBL</u> = 4OMAJ; <u>2NT</u> = 12+, T/O no 4OMAJ			
Take-out in reopening: 8+ HCP			
SPECIAL ART AND COMPETITIVE DOUBLES			
NEGATIVE through 4♥ – could be very weak (1 st lev.)			
SUPPORT – after 1♦-(p)-1M and 1♥-(p)-1♠			
ANTI LEAD Directing when is showed 5+cards or supp suit			
SPL/4NT DBL – higher ranking suit			
(1NT) – p – (3NT) – DBL asks weaker M			
OPP TRF bid = L/D (CUE is T/O DBL)			
RESPONSIVE (thru ♠) – F1			
DBL/RDBL after DAB/UPS is max. number of cards			
Reopening DBL is nearly obligated			
PEN – after PEN RDBL, vs. 3 rd suit			
(open. weak 1NT or 2♦♥♠) –o/c – (DBL) – RDBL = points			
DOPI (DEPO) / ROPI (REPO)			

CONVENTION CARD	
NBO: Serbia	
System category: Strong club - Blue	
Dimitraki Zipovski	Goran Radišić
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
Strong 1♠ 15++ (good 14) HCP /Relay style	
1NT opening: 11-15 HCP, 5♦+, unbal	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Opening 1♦: (11)12-15, BAL, 2♦+, possible 5M	
3 rd /4 th 10-15, possible singleton, no 5 M	
Opening 2♦: 11-17 HCP, any 4441	
Opening 2NT: 10-13 HCP, 6♣+, 4♦	
Drury 2♣	
Bergen raises 3♠/♦	
2NT COMP – raise, 8+ HCP	
Competitive Cuebid – Limit Raises or Better	
Escaping from 1/2NT doubled: RDBL is ♣ or ♥	
2♣=♦ or ♠, 2♦=♦+M, 2♥=M's, 2♠=♠+♣, 2NT=m's	
Overcalls are two-suiter, min. 4-4	
After our T/O DBL/RDBL we are playing TRF	
When opp bids 2 suits, 2 nd /3 rd lev CUE is stopper	
Lebensohl after weak 2 opening	
1♥-1♠ = relay, F1, 0+HCP, usualy with spades	
IMPORTANT NOTES	
In non-competitive bidding usually 1 st step is relay	
UPS system to describe BAL hand starts from doubleton	
SPECIAL FORCING PASS SEQUENCES	
1X–(1/3Y)- PASS could be PEN, F1 without values	
Relay sequence: pass is F, Distribution Asking Bid	
UPS sequence-DBL: pass is stop ask, next rdbl no stop	
RKC/SS question/answer doubled: pass is control ask	
after pass RDBL is no ctrl, other bids are ctrl	
4 th /5 th /6 th level = F pass if we are in slam inv position	
In competitive bidding pass is often PEN	
Psychics: rarely / 1♦ - (pass) – 1M	

OPEN	ARTIF	CARDS	neg.dbl	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	MODIFICATIONS OVER COMP/ PASSED PARTNER
pass				0 – (10 – 12) HCP	1♦ - 0-7 HCP or 13+ HCP 1♥/NT - TRF, 8-11 HCP, 5♠/♥+ 1♠ - 8 -10 HCP, BAL, poss. 5M 2♣ - 5♦+, 4X+, 8-11 or 11-12, BAL 2♦ - 5♠+, 4X+, 8-11 or 11-12, BAL 2♥ - 8-11 HCP, 6♦+, no other 4 cards 2NT - 8-11 HCP, 6♠+, no other 4 cards 2♠ - 11-12 HCP, BAL→2NT=(R) 3X - single, 4441, 8-11 HCP	1♣-1♦: 1♥=19+any 1♠2♣♦♥=5+, unBAL 1NT=16-18 2♠=5♥+4♠ 2NT=21-22, BAL 3♣♦=5♥&5♠♦ 1♣-1♦, 1♥♠-1NT = 13+HCP 1♣-1♦, 2♠-2♦ = 13+ 1♣-1♠: 1NT=UPS 2NT=Puppet 2X=Beta 3♠=TRF NT 1♣-2♠: 2NT =ask double 3♠=Stayman→ 3NT=4♥+4♠ 1♣-1♦, 1NT: 2♠=(R), FG 2♦♥♠NT=TRF 1♣-1♦, 2♦-2♥: 3♠=5♠&5♦ or 6♦&4♠→ resp. 3♦=ask 1♣-1♦, 1♥: 2♣♦♥NT=5-7, TRF 2♠=5-7, BAL 1♠=0-4 1♣-1NT, 2♠: 3♠=5♥&5♦ 3♥=6♥+&4♦ 3♠=3541	1♣-(1/2X)-DBL=5-7or 8+no 5card 1♣-(pass)-1♦-(1X), DBL=19+ pass-1♠; 1♦-1NT; 2♠=Stayman 1♣-(p)-1♠*-(!); p-(p)- !! no stop♠ 1♣-(1/2X)-CUE = 12+HCP, BAL 1♣-(1/2X)-!Y-(p); 2NT=FG, stop ...(R)-(!)-!! = max. num. of cards ...(R)-(X) - bid = 0-1X ...(R)-(X)! - pass = 2-3X
1♦	*	2	3♠	<u>1st/2nd</u> possible 5M (11)12-15 HCP, BAL <u>3rd/4th</u> no 5M, poss. m.single	1♥/♠ - 0+HCP, 3♥/♠+ 1NT - 6-10 HCP, no M 2♣ - FG, UPS, ask for doubleton 2♦♥♠ - INV, 5+ cards 2NT - INV, 5♠+ 3X - SO	1♦-1♥/♠, 1♠/NT-2♣/♦=canapé, NF 3♠/♦=canapé, INV 1♦-1♥, 3X=5♥, doubleton 1♦-2♣ UPS: 2♥=2♥→2♠=(R)→2NT=3-2-5-3 2♦=2♦or5M→2♥=(R)→2♠=♥ 2NT=♠ 3♠♥♠=3c 2NT=2♠→3♠=(R)→3♦♥♠=3cards 3NT=3-3-5-2 3♠♦♥♠=4333 bid bellow 4 cards	pass-1♦-2♠ = INV, 5♠+ 1♦-(1NT)- 2♠ = min. 5-4 M's 1♦-(2X)-.... 2NT = NF, stop 1♦-(p)-2♠-(2X); pass=2-3X cards 1♦-(p)-2♠-(!); pass=no stopper 1♦-(p)-2♠-(2X); 2NT=stop, 5cards
1♥		5	3♠	<u>1st/2nd</u> 11-15 HCP, unBAL <u>3rd/4th</u> 9-15 HCP	1♠ - F1, relay, 0+ HCP, usually ♠ 1NT - 6-11 HCP, NF 2♣ - FG, (R) 3♦ - 10-11 HCP, 4♥ 2♥ - 6-10 HCP, 3♥	1♥-1♠, 1NT=6♥-4m, min. 2♠=p/c 2♦=ask 1♥-2♣: 2NT=5♥+, 4♠ 3♣♦=5♥-5♠/♦, max 3NT=7♥+, 1TH 4♥=7♥+, 2TH 1♥-2♥: 2♠=Short Trial bid→2NT=relay 3♥=INV 2NT3♣♦=Positive Trial, 3+ cards	pass-pass-1♥-pass-1♠ = NAT 2NT comp = 8+HCP, 4M+ supp CUE = 10+HCP, 3M supp 2♠/♦ = Drury 3M/4M+ supp 1♥-(p)-1♠-(2X/!), DBL/RD=3♠
1♠		5	3♥	<u>1st/2nd</u> 11-15 HCP, unBAL <u>3rd/4th</u> 9-15 HCP	3♣ - 8-9 HCP, 4♠+ 1NT - 6-16 HCP, F1 2NT - any Exclusion RKC→3♣=relay 3NT - 10+ HCP, 4♠+, SPL OM 3OM - 10+ HCP, 4♠+, any void	1♠-4♦: 4♥(1.step)=RKC♠ 4NT/5♣=CAB♠/♣ 1♠-2♠, 2♥-2♠(R); 2NT=5-4-2-2, min→RKC	1♠-(2♣)-2♥-(p); 3♥=3♥, min, NF 1♠-(2♣)-2♥-(p); 2♠ = min, NF 1♠-(2♣)-2♥-(p); 3♦-(p)-3♠=GF and all other bids are FG 1♠-(!)-3♠/♦=6♠/♦+, NF
1NT	*	5	3♠	11-15 HCP unBAL, 5♦+	2♠=F1, (R) 2♦=NF 3♦=3♦+, NF 2♥♠3♣=NF 2NT=INV ♠or♦ 3♥♠=INV	1NT-2♠: 2♦=6♦, 11-13 or 5♦-4♠=11-13 2♥/♠=4M 2NT=6♦+, max 3♣=5♣ 3♦=6♦+, 4♠ 3♥=1-3-5-4, max	1NT-(DBL)-pass=F1, INV+ 1NT-(DBL)-RDBL=F1, 0+HCP
2♣		5	3♠	11-15 HCP, unBAL	2♦=F1, (R) 2♥/♠=NF 2NT3♦♥♠=INV	2♠-2♦, 3♠: 3♦=(R) 3♥/♠=FG, 6+	1NT-(2♦*)-2♥/♠ = stop, FG
2♦	*	1	3♠	11-17 HCP any 4441	2♥=F1, (R) 2♠3♣♦=p/c 3♥♠=INV, p/c 2NT=F1, single ask	2♦-2♥: 2♠=11-14HCP→2NT=single ask, 3♣♦=p/c 2NT3♣♦♥♠NT=15-17, single	2♦-(2X)-2NT=F1, not strong 3Y=FG, 4c→3NT=single
2♥		6		6-10 HCP 6 or 7 cards, pos. 4♣♦	2♠3♣♦=F1, 5+c; 3♥=NF; 2NT=ask, F1 2♥-2♠, 3♠=3♠, min	2♥-2NT: 3M=min, 3♠=max, 0-1TH 3♦=max, 2TH 3OM=max. 4♣	2♦-(!)-pass=ask for pass w 4♦ 2♦-(!)-!!=F1, ask→2♥=11-12
2♠		6		6-10 HCP	2♥-3♠, 3♦=stop, max	3NT=max. 4♦ 4♠=max. 7♥♠1TH 4♦=2TH	2♠=13-14 other=15-17, x
2NT	*	6		10-13 HCP, 6♠+, 4♦	3♥=FG, (R), usually♥ 3♠=6♠+, FG	2NT-3♥: 3♠=2♥ 3NT=0-1♥ 4♠=7♠	2♦-(p)-2♥-(X); !=PEN→3Y=NF
3♣		7		5-10 HCP, 7♠+	4♦=RKC♣ 3♥/♠=GF, 4♥/♠=SO		2♦-(3X)-3Y = NF-INV
3♦		7		5-10 HCP, 7♦+	4♣=RKC♦		3♦-(!): pass=NF RDBL=F1
3♥		7		5-10 HCP, 7♥+	4♠=RKC 4♦/NT/5♣=CAB 3♠=6♠+, F 4♠=NF	SLAM APPROACH AND CONVENTIONS	
3♠		7		5-10 HCP, 7♠+	4♠=RKC 4♦/NT/5♣=CAB 4♥=NF	Blackwood (next question asks for number of kings), CRaSh Blackwood : 5NT=♠A RKCB 0314 (next quest. is SpiralScan starts from trump Q or K of longer/higher ranking suit)	
3NT	*	7		AKQxxxx any suit	4♣ p/c; 4♦ ask for singleton 4♥♠5♣=SO	ExclusionRKC , Control Ask Bid (1 st step is negative), Last Train , Josephine 5NT : 6♠=0	
4X		7		PREE	NAT, 1. step RKC, CAB	Very often 3♥♠4♣♦ are RKC Cue-bids we don't play Splinters	
4NT		7		CRaSh Blackwood	5♣=no A, 5NT=♠A, 6♣♦♥=2A		