

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALL: (STYLE; RESPONSES; 1/2 LEVEL; R/O)

Style:	All positions: 1-D, 4 ⁺ -4 ⁺ O/C & higher suit, 8-15 HCP [9]		
Responses:	NAT: P/C; Free Raise = 0-9 HCP, 4 ⁺ cards SUPP; Jump raise = L/R, 10-11 HCP, 4 ⁺ cards SUPP; 4 th suit NF 1NT=8-10, 2NT=11-12 HCP, BAL, stop; 3NT= to play; DBL if OPPT raise = F1; CUE = F1[9]		
1/2 Level:	Same	Reopening: NAT	4th hand: same

1 NT OVERCALL: (2nd / 4th; LIVE; RESPONSES; R/O)

All positions: 14-18 HCP, BAL Responses: Same as after 1NT opening

JUMP OVERCALL: (STYLE; RESPONSES; R/O)

Style: 8-15 HCP, 5⁺ cards; Double jump O/C = good suit, 6⁺ cards
Responses: NAT, CUE=F1, stop ask; new suit NF;
UNT: 2NT = two suiter, 6⁺ crd m + 4⁺ crd M, STR [9]; R/O: Limited

DIRECT, 4th HAND AND JUMP CUE BIDS

DCB: Double stopper in opened suit + 6 card suit Responses: NAT

4th hand CB: same

Jump Cue Bid: Stop ASK (for 3NT) Responses: NAT

VS. 1 NT (VS. STRONG / WEAK; REOPENING, PH)

vs. STR 1NT (15⁺ HCP) in direct position: DONT:

DBL=onesuiter; 2♣/♦♥ = ♣/♦♥ + higher; 2♠ = NAT

Responses: NAT, P/C; 2NT=F1; R/O, Passed hand: NAT, judgement

vs. WK 1NT: CAPPELLETTI: DBL=13⁺ HCP; 2♣ = one suiter;

2♦ = both M, ⇒ [as 10]; 2♥/2♠ = 4♥/♠ & 4⁺ m

VS. 2× MULTI

DBL=13⁺ HCP ⇒ 2♥/2♠ = NAT, NF; 2NT=LEB; 3♣/3♦ = NAT, F1;

2♥/2♠/3♣/3♦ = NAT, 11-15 HCP; 2NT=14-18 HCP, stops in M's

VS. PREEMPTS

V.S. Ekren & Muiderberg: DBL=T/O; 2NT=15-17 HCP, M stoper(s);

V.S. 3rd level: DBL = T/O; O/C = NAT; vs. 3♠ 4m = 5⁺-5⁺ m+♥, STR

VS. ARTIFICIAL STRONG OPENINGS

V.S. 1♣ : 1-D [9], ♣ is treated as a suit

V.S. 1♣ -pass-1♦: NAT

V.S. 2♣ (STR): DBL=clubs; NAT O/C

OVER OPPONENT'S TAKEOUT DOUBLE

NAT: Suit (generally denies support): 1st level: 4⁺ crd, 2nd level: 5(4)⁺ crd, NF; 1NT=6-10 HCP, BAL; RDBL = 11⁺ HCP;

Simple Raise = 6-10 HCP, (3 card supp for M);

Jump Raise = PRE, 0-5 HCP, 4⁺ M, 5⁺ m

LEADS AND SIGNALS

OPENING LEADS STYLE

Lead:	Own suit:	Partner's Suit:
Suit	MUD, 4 th or 3 rd best	same, top H, S/P
NT	4 th best (2 nd from weakness)	same
Next	same v.s. suit, ATT v.s. NT	same

LEADS

Lead	v.s. SUIT	v.s. NT
Ace	AKx(x) - AKJx - AKJ10x - Ax	ask ATTor U/B
King	AK - KQx - KQJx - KQ10x - KQxx(x) - Kx	ask COUNT or U/B
Queen	KQ - QJx - QJ - QJ109 - AQJx - Qx	same
Jack	J10 - Jx - J10x(x) - J109x(x) - J108x	same
	A J10x(x) - KJ10x(x)	same
10 or 9	K109(x) - Q109(x) - 10(x) - 9x - 98xx(x)	same
High x	Sx - xSx - xSxx - xSxx(x)	same
Low x	HxS - HxSx - HxxxS - (10 is H)	same

SIGNALS IN ORDER OF PRIORITY

MEANINGS: Standard carding. High – low: even number of cards
D = discouraging; E = encouraging; S/P = suit preference

CARD		high	low	even	odd
SUIT	partner's lead	COU	COU	D	E
	declarer's lead	COU	COU		
	discarding	S/P	S/P	S/P=Lavinthal	
NT	partner's lead	COU	COU	D	E
	declarer's lead	COU	COU		
	discarding	S/P	S/P	S/P=Lavinthal	

TRUMP SIGNALS

Trump echo (peter)

OTHER SIGNALS

Smith echo

DOUBLES

TAKEOUT DOUBLES: (STYLE; RESPONSES; R/O)

Style : 13⁺ HCP, min 3 cards with H in unbid suits or 15⁺ HCP, any

Responses: PASS: penalty; Suit: TRF for next higher suit 0-9 HCP, NF

1 NT: 6-10 HCP, 2NT: STR, 11-12 HCP; BAL, stoper('s)

Jump: 4⁺ in that suit, 9-11 HCP

Cue-bid: 12 (11)⁺ HCP

Reopening: 10⁺ HCP, shape

SPECIAL ARTIFICIAL & COMPETITIVE DOUBLES/REDOUBLES

NEG DBL: 7⁺ HCP. New suit after NEG DBL= NF

Responsive DBL: after raise; new suit PEN, min. 4 cards in bided suit

Action (OPT, COMP) DBL: may be passed with 4 cards & LTT

DOPI (ROPI)

L/D: against NT, for 1st dummy's suit & not own suit

LIGHTNER SLAM DOUBLE & POSITIVE SLAM DOUBLE



CONVENTION CARD EUROPEAN BRIDGE LEAGUE



NCBO: Bridge association of SERBIA System Category:
Event: 49. European Bridge Championship NATURAL - GREEN

Players: M. PERIŠIĆ & N. TODORVIĆ

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

NATURAL, 5 cards M; ♣/♦ 3+ INV m
1NT: 15-18 HCP, BAL, no 5 cards Major, all vulnerability & position UPS[4]
Checkback, Walsh, RKC
1NT Response: NAT, NF
2 OVER 1 Responses: F1, usually 5⁺ cards & 10⁺ HCP, if not ART

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2♦: WK ♥/♠, 6⁺ cards & 5-11 HCP, or 21-23 HCP, 5⁺ m, or (4441) 19-22 [3]

Modified Bergen raises [7];

1-D overcall: 4⁺ 4⁺ in overcalled and next higher suit, 8-15 HCP [9]

Aggressive with fit, frequent use non-PEN DBL & LEB variations

4♣/♦ = NAMYATS

After DBL of CUE BID: RDBL=1st CTRL (Ace, void); PASS=2nd CTRL (S/S),

BID = CTRL, w/o CTRL cue bid suit; NT = stop

SPECIAL FORCING PASS SEQUENCES

PASS after overcall - may be PEN DBL, reopening DBL not obligated
PASS after OPPT bid at level 6 & 7 - first control of that suit; DOPI & ROPI

PSYCHICS: VERY RARE

OPENING	TICK IF ART.	MIN. N° of CARDS	NEG. DBL thru	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING	
PASS				NORMAL, USUAL PASS				
1♣ [1]		3	4♥	11 - 20 HCP,	1♦ 1♥/♠ 1 NT 2♣ 2♦/♥/♠ 2NT 3♣	NAT, 5+ HCP, at least 3 cards NAT, 5+ HCP, at least 4 cards (if week possible canapé in ♦) NAT, 6-10 HCP, denies 4 cards M INV m 11+HCH 5cards, inverted [2] 6 cards WK 11-12 HCP 5+, 6-9 HCP	1♣ - 1♦ 1NT (can have 4crd M) 1♣ - 1♦ 1♥/♠ (unbalanced)	New suit: same, NF; 1NT: 5-10 HCP; 2 NT: 11 HCP, BAL; NEG DBL F1; RDBL 10+HCP; CUE: fit, 10-11 HCP; Jump raise: 0-6 HCP, 5+ cards♣
1♦ [1]		3	4♥	11 - 20 HCP	1♥/♠ 1 NT 2♣ 2♦ 2♥/♠ 2 NT 3♦ 3 NT	5+ HCP, 4+ cards 6-10 HCP, no 4 cards M 10+ HCP, 4+♣, F1 5+♦, 11+ HCP, inverted [2] 6 cards WK 11-12 HCP 5-9 HCP, 6+♦, inverted [2] 15-17 HCP, BAL	Same as in 1♣ (with ♦)	New suit: same, NF; 1NT: 5-10 HCP; 2 NT: 11 HCP, BAL; NEG DBL F1; RDBL 10+HCP; CUE: fit, 10-11 HCP; Jump raise: 0-6 HCP, 5+ cards♦;
1♥		5	4♦	11 - 20 HCP		See [7].	1♥ - 1♣ 1NT=12-15 HCP, BAL, no 4 cards ♠ 1♥ - 1NT = NF 1♥ - 2♥ - new suit = positive trial bid	NEG DBL: 7+HCP, doesn't promise 4 crd other M; 2NT: 11/12 HCP, 3+ crd ♥, BAL; CUE: 10-11 HCP, 4+ cards ♥; 3♥ : 10-11 HCP, 3 cards ♥;
1♠		5	4♦	11 (10) - 19 HCP	Same as after 1♥ opening, but for ♠ suit, see [7]		1♠ - 1NT - 2♣ = Check back for ♥	As above, but for ♠ suit
1 NT		-	-	15-18 HCP, no 5 c. M	2♣ = STAY by PH, UPS by unPH [4]; 2NT=INV JTB; Texas; Gerber; Level 3 = Slam INV; LEB [6]		1NT-2♣ : 2♦= no M ⇨ 3♥/♠ = 5-4 ♠ /♥, 9-11 HCP 2♥/♠ = 4 crd, 2NT=MAX; 3♣/♦ = both M, MIN/MAX	NAT & same.
2♣ [2]	✓	0	4♠	strong, 23+ HCP or 8½+ tricks	2♦negative, 2♥/2♠/3♣/3♦= Ace ♥/♠/♣/♦; 2NT = 2 Kings; 3♥/3♠/3NT = 2 Aces (C-RA-SH)	Natural	The same	
2♦ [3]	✓	0	-	WK ♥/♠, 6+crd & 6-10 HCP, STR minor or 20-21 HCP, BAL	2♥ = NF (P/C); 2♠ = PASS or INV for ♥ 2NT=13+HCP, F1; 4♥ =to play!	2♦-2NT: 3♣/♦=min ♥/♠; 3♥/♠=max ♠/♥ 2NT=20-21 HCP ⇨ 3♣=BARON; 3♦/3♥=TRF; [3]	NAT & same. PASS over 2♦ doubled shows MIN 6 cards♦	
2♥/♠ [10]		5	4♠	5+♥/♠, 21-23 HCP	Natural (10)			
2 NT		-	-	21-22 HCP, BAL, no 5 cards M,	3♣ = BARON, 3♦/♥ = TRF, 3♠ = 5crd♣ and 4crd♥			
3♣/♦		6+	-	GAMBLING	NAT, New suit=F1; 3 NT= to play	HIGH LEVEL BIDDING		
3♥/♠		7+	-	FREE	NAT, 3 NT= to play; 4♣ = P/C, 4♦ = FG	RKCB 4NT Responses: 5♣=0/3 KC's; 5♦=1/4 KC's; 5♥=2 KC's; 5♠=2 KC's & trump Q		
3 NT	✓	-	-	FREE in m	NAT	6 suit = 2 KC's + that void, 6 trump suit = 2 KC's + higher void, next step INQ for trump Q		
4♣/♦	✓	7♥/7♠	-	8½ tricks in ♥/♠ (NAMYATS)	NAT, 1st step = RKCB, 5 opened M trump quality ASK	Exclusion RKCB: JUMP to 5th level in a non/trump suit [void, ask for outside KC's]		
4♥/♠		7♥/7♠	-	Preemptive, rule of 3 & 2	NAT, 5 opened M ASK for trump quality			

OPE- NING	TICK IF ART.	MIN. N ^o of CARDS	NEG. DBL thru	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
4 NT		5 ⁺ +5 ⁺ m	-	GF for better minor	NAT, suit preference, 5♥ is BW	JOSEPHINE 5 NT Responses: 6♣ /6♦/6♥ /6♠ = 0, 1, 2, or 3 of three top trump honors	
5♣ /5♦		7♣ /7♦	-	To play	NAT, First step = BW		
5♥ /5♠		7♥ /7♠	-	Trump quality ask	NAT, 6 opened M with one trump honor, 7 with two		



[1] INVERTED MINOR (Inverted MINOR denies a 4 card major!)

1♣/♦-2♣/♦ raise: 5♣/♦, F1 ⇒ new suit: stopper in the bid suit

2 NT: balanced 12-15 3♣/♦: weak hand

3 NT: balanced 19-20 4♣/♦: strong hand - (RKCB)

⇒ responder: pass: possible after the 3♣/♦rebid; new suit: a stopper; 2NT: BAL, INV

3♣/♦: minimum hand; 4♣/♦: strong unbalanced hand, RKCB

1-3♣/♦ raise: Weak hand with a bad 9 or less with 5♣/♦ SUPP 1 - 4/5♦ raise: PRE

IN COMPETITION: natural

[3] 2♦ OPENING (MULTI): WEAK MAJOR, STRONG MINOR or (4441) 19-22

Responses: 2♥ = NF (P/C); 2♠ = PASS or INV for ♥ ; 2NT= F1; 4M= to play!

2♦- 2♥/♠ : PASS=WK♥/♠ ; 2♠/3♥ (over 2♥/2♠)=WK♠/♥ ;

2NT=(4441) 19 - 22HCP; 3♣/♦=STR m

2♦- 2NT: 3♣/♦= MIN ♥/♠ ; 3♥/♠ = MAX ♠/♥ ; 3NT = 19 - 22HCP; 4♣/♦= STR minor

2♥/♠ - 2NT: 19 - 22HCP ⇒ 3♣ = ART ⇒ opener bids suit below singleton

2♥/♠ - 3♣/♦: STR ♣/♦ ⇒ 3♦/♥/♠, 3NT, 4♣ (over 3♦) = NAT; 4♣/♦= ST

[4] UPS CONVENTION AFTER 1NT OPENING: 1NT - pass - 2♣ - pass - ?

Responses: 2♦/2♥/2♠/2NT = doubleton ♦/♥/♠/♣ ⇒ 1st STEP = further ASK ⇒ suit = 3 cards;

Rebidded doubleton = 5 cards ♣ ; 1st free NT= 5 cards ♦

3♣/♦/♥/♠ = 4-3-3-3 distribution, 4 cards ♦/♥/♠/♣ | ⇒ 3NT= to play,

After NT opener distribution is revealed, bid of a suit below game is RKCB for the bidded suit

After NT opener shows a doubleton and responder skips step for further ask, it is RKCB for that suit

[6] LEBENSOHL

1NT- 2 any suit - ?

DBL:

penalty

2 higher suit:

weak, to play

2 NT:

TRF to 3♣, then, if opponent pass:

pass

weak, to play 3♣

3 lower suit:

weak, to play in that suit

3 overcalled suit: STAYMAN with stopper

3 lower & higher suit: forcing, 5+ cards

3 overcalled suit: STAYMAN without stopper

3 NT: to play

4♣/♦/♥: GERBER, TEXAS



[2] 2♣ OPENING, strong, asking for Aces, 23+ HCP or 8½+ tricks

Rebids: 2♦ = negative, 2♥ / 2♠ / 3♣ / 3♦ = Ace ♥ / ♠ / ♣ / ♦;
 2NT = 2 Kings or 8+ HCP; 3♥ / 3♠ / 3NT = 2 Aces (Color-RAng-SHape);
 4 in suit = A,K,Q,x,x in that suit; 4 NT = 3 Aces
 Opener's rebid: Suit = NAT; 2NT = 22÷24 HCP, BAL; 3NT = 25÷26 HCP, BAL;
 After 2NT (3NT): 3(4) ♣ = Baron; 3(4) ♦ / ♥ = TRF; 3(4) × = minors, ST

[9] 1-D TWO SUITED OVERCALLS (over opening of one in any suit, NAT, MIN 3 cards)

direct overcall: 4+ - 4+ cards in overcalled & first higher suit, 8-15 HCP (Roman Jump O/C Style);
 responses: CUE = F1 → one of O/C suit: MIN, 5+ cards; cheaper bid between 4th suit and first NT = 4-4 MIN and other one 4-4 MAX; CUE = 5+ - 5+;
 Jump one O/C suit = 6(5) - 4(+), MAX; CUE - DBL - PASS = 4-4 MIN and RDBL = 4-4, MAX;

jump overcall: one suiter, 5+ cards, 8-15 HCP, without Qxx or better in other suits (except opened)

responses: Raise = INV, G/T; New suit = L/D, NF; CUE = Stop ASK for 3NT;

- 1♣ /♦ - 2NT = 6+ good ♦/♣ & 4+ cards any Major, STR, 13+ HCP
- 1♥ /♠ - 2NT = 6+ good cards any minor & 4+ cards ♠ /♥, STR, 13+ HCP
- 1♣ -pass-1♦-1NT = 5+ - 5+ cards ♥ & ♠, less than 12 HCP N.B. Suit O/C = NAT, DBL = T/O
- 1♣ -pass-1♦-2♥ /♠ = 6+ cards ♥ /♠, 8-15+ HCP
- 1♣ -pass-1♦-2NT = 6+ - 6+ cards ♥ & ♠, less than 12HCP

[10] 2♥ /♠ OPENING 5+ CARDS, 21-23 HCP

Responds: Pass = 0-2 HCP, without fit, without 5+ cards in any suit
 2 NT = 3-7 HCP, NAT
 3♥ /♠ = GF, ST 4♥ /♠ = SO
 2♣ over 2♥ = 4+ cards, 3+ HCP, undisciplined
 3 in a suit = 5+ cards, 3+ HCP
 3 NT = proposal for play

[7] BERGEN MAJOR RAISES (modified)

Response	after 1♥ opening	after 1♠ opening
1♠	4+ cards ♠, 5+ HCP, F1, undisciplined (with good support for ♥, 3+ cards 11+HCP, may has less than 4 cards ♠)	-
1NT	NAT, BAL, 6-10 HCP, at most 2 cards in opened major	
2♣	NAT, 4+ ♣, 10+ HCP, F1	
2♦	F1, 4+♦, 10+ HCP or 5-8 HCP, 3 cards ♥	NAT, 4+ cards ♦, 10+ HCP, F1
2♥	9-10 HCP, 3 cards ♥, ⇨ 3th l. trial, 4th AB	GF, 4+♥, 10+ HCP or 5-8 HCP, 3 cards ♠
2♠	6 cards ♠, WK, 0-5 HCP	9-10 HCP, 3 crd ♠, ⇨ 3th l. trial, 4th ASK
2NT	NAT, BAL, 12+ HCP, 4+ cards support, opener bids shortness, 3M - 18-20 HCP BAL, 3NT - 15-18 HCP BAL, 4M MIN, 4 of a suit Exclusion RKC	
3♣	7-9 HCP, 4 cards ♥, ⇨ 3th l. trial, 4th ASK	7-9 HCP, 4 cards ♠, ⇨ 3th l. trial, 4th ASK
3♦	10-12 HCP, 4 cards ♥ ⇨ ASK	10-12 HCP, 4 cards ♠ ⇨ ASK
3♥	0-6 HCP, 5+♥ (4+, with 5+ in a side suit)	splinter
3♠	splinter	0-6 HCP, 5+♠ (4+, with 5+ in a side suit)
4♣ /♦	SPLINTER - singleton or void in bid suit, 12+ HCP, 4+ cards support, ⇨ CUE	
4♥	to play	to play
4♠	Exclusion RKCB (void ♠)	