

DEFENSIVE AND COMPETITIVE BIDDING**OVERCALLS** 1D style

8(10)-15, shows min. 4-4 in suit bid and next higher
 Responses: CUE is F1; P/C is SO; 3M is PREE
 SINGLE RAISE and NT are INV
 DBL: 1♣ - 1♦ - 2♣ - DBL = F1, 1♣-1♦-1♠-DBL = PEN
 JUMP in 4th suit is INV
 Reopening: SAME

1NT OVERCALL 15-17(18) HCP, BAL - *live/reopen*

Stayman, TRF, Texas, Lebensohl, jump 3♥/♠ = single
Escaping from 1NT doubled: RDBL=♣ or ♥; 2♣=♦ or ♠
 2♦ = ♦ and MAJ; 2♥ = ♥ and ♠; 2♠ = ♠ and min;
 2NT = min 2-suiter; PASS is for PEN
1NT 4th live: min. 5-4 unbid suits, weak

JUMP OVERCALLS 6-12(13) HCP, 6(5)+ cards

1-suiter: 6-12(13)HCP, 6-7c. 5c possible with solid
 suit. After partner's pass could be 0 HCP
 CUE/2NT=INV; after DBL=L/D; RDBL is F1
 2-suiter: 2NT=GF 2-suiter (5+5+). CUE or 3♦ ASK
 (one suit is same rang as opening bid)
 2-suiter: 4♣/♦ 5-5 min/M, weaker than 2NT
 Reopening: SAME

DIRECT and JUMP CUEBIDS

CUE MAJ: 13-16 HCP, 6+ min - 4 OMAJ; CUE is F1,
 2NT/3OMAJ are INV, other is SO or P/C
 CUE min: OVERCALL in same minor
 Jump CUE: AKQxxx(x) in any other suit
 DOUBLE JUMP CUE 4th level: MAJ or min 2-suiter

VS. NT DONT or CAPPELLETTI

DONT vs strong (14+) and CAP. vs weak (max.13-15)

VS. PREEMPTS

DBL=14+; CUE is stopper ask; Jumps 4♣/♦ 2-suiter
 2NT=15-18; Resp: 3♣ Stay; 3♦/♥TRF; 3♠minASK

VS. ART. STR. OPENINGS 1/2♣, 1/2♦ and 1/2♠-1/2♦

VS CLUB: DBL = ♣ - ♥; NT = ♦ - ♠
 overcall 2 touching suits; jump is one suiter
 VS DIAMOND: DBL=♦-♠; NT=♣-♥; jump is one suiter

OVER OPPONENT'S TAKEOUT DOUBLE

After 1♦: pass is 3♦+; JUMPS are PRE
 After 1MAJ: 2♣ 3 cards supp, 8-9 HCP, 2NT 4+cards
 After 2♦: pass is 3♦+; RDBL is F1-ASK
 After 1♣: pass is 0-4, 1♦ is 12+; RDBL is 5-7 HCP

LEADS AND SIGNALS**OPENING LEADS STYLE**

	Lead	In Partner's Suit
Suit	4th, from xxx or xx	4th, from xxx or xx
NT	4th, from xxx , xxx or xx	4th, from xxx , xxx or xx
Subseq.	same	same
Other:	RUSINOW. Vs. NT, Q asks unblocking	

LEADS

	Vs. Suit	Vs. NT
Ace	AK (even number)	AK(+) - for COUNT
King	AK (odd number)	KQx(+), AK(+) - for ATT
Queen	KQ, QJx(+)	KQ, QJx(+), KQ109(+)
Jack	QJ, AQJ(+), J10(+), Jx	QJ, AQJ(+), J10(+), Jx
10	HJ10(+), 10x	HJ10(+), 109(+), 10x(x)
9	H109(+), (10)98xx(+), 9x	H109(+), 98(+), 9x(x)
8	J98(+), 98x, 8x	J98(+), 87(+), 8x
x	Hxxx(+), xxx , xx , xxx (+)	Hxxx(+), xxx , xx , xxx (+)
x	10xxx	10xxx

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit/NT:1st	Hi/lo=E	Hi/lo=E	S/P
2nd	S/P	S/P	Hi/lo=E
3rd	Hi=ENCRG		Hi=ENCRG

Trump signals: S/P only

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

Take-out -12+HDP, min. 2 good cards in unbid suits or
 15+ one-suiter or 18+ BAL. In competition support is NF, FA
 Responses: TRF; 1♠ - DBL - pass - 1 NT = club
 Double is responsive
 Jump: 8-10 HCP, 5+ cards
 Reopening: could be very weak after PRE

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/RDBL

NEG DBL through 3♠, could be very weak (0 HCP)
 ANTI LEAD DIRECTING (only if we bid 5+ cards)
 SUPP DBL: 3 cards support
 SPLINTER DBL(L/D) = higher suit
 L/D after 1D OVERCALL = lead in no named suit
 RDBL after WEAK TWO opening: SO in any suit, F1
 RDBL after 1NT opening: could be very weak, F1
 Opener's reopening DBL is nearly obligated
 PENALTY: 3rd suit, 4th level, after penalty RDBL
 DOPI / ROPI

March 2008

**Convention Card**

Category: **Strong ♣ - BLUE**
 NBO: Serbia

Event: 2008

Players: Dimitraki Zipovski - Branko Vlajnic

SYSTEM SUMMARY**GENERAL APPROACH AND STYLE RELAY STYLE**

1♠: strong, 16+ HCP or 8+ tricks or 18+, 4441
 1♦: 12-15 HCP any BAL, poss. 5 MAJ
 2♣: 5♣+, 11-15 HCP, unBAL, w/o 11-13 HCP, 5♣+-4♦
 2♦: 11-17 HCP, any 4-4-4-1
 5-card MAJ with Bergen raises
 Sound initial action

1 NT Opening: 11-15 HCP, UNBAL, 5+♦
 2 OVER 1 Res: 1♦/MAJ - 2♣ = REL-GF
 1NT Responses: 1♠ - 1NT = F1 1♥ - 1NT = NF

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

1♦ - 1 MAJ = 0+ HCP, 3+cards, CANAPE
 1♥-1♠ = F1, 0+♠, 0+ HCP, generally with spades
 3rd/4th: 1 MAJ - 2 min = 2 way Drury fit
 2M weak two, 5-10 HCP, 6-7 cards, possible 5c. in 3rd
 Bergen four card raises of 1 MAJ
 Escaping from 1 NT doubled = ART (see 1NT overcall)
 2NT = 10-13 HCP, 5+♣ and 4♦
 3x = 2-suiter, 5-10 HCP
 JUMP 2NT OVERCALL = 2-suiter, GF
 Truscott over strong 1♣ and 1♦: o/c 2-suiter; jump 1-suiter
 Conventional overcalls: 2-touched suits
 2NT COMP is RAISE = 4 cards support, 8+ HCP
 CUE or 2NT after minor openings are LROB

SPECIAL FORCING PASS SEQUENCES

1x - 1/3x - PASS could be PEN, F1 in 90%
 In competitive auction PASS is often PEN
 1NT - DBL - pass: INV or FG
 Relay sequences: pass is further DAB

4th/5th level competition

We play F-pass if we have fit, we are in slam invit position
 DBL without CTRL or CTRL and very weak; pass with ctrl.

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Psychics: bidding - RARE; leads and signals - very OFTEN

OPENING BID DESCRIPTION

Opening	Art.	Min.	NEG	Description	Responses	Subsequent Auction	Modifications over competition and with passed hand
1♣	x	0	3♠	16+ HCP or 8+ tricks or 4-4-4-1 18+ HCP	1♦ = 0-7 or 12+ (13+ with BAL) 1♥=8-11,5♠+1♠=8-11,5♥+ 2♣=8-11,5♦+/2♦=5♠+/2♠=11-12,BAL 2♥=8-11,6♦+,w/o 4 cards / 2NT=6♠+ 1NT=8-10,BAL, poss.5MAJ 3♣♦♥♠=8-11 HCP, single, 4441	1♣ - 1♦ - 1/2x - 1/2 NT = 12+ 1♣-1♦-2♠/3♣/♦=16-18,5+♥ and 4♠/5♣♦ 1♣ - 1♦ - 1♥ = 19+ : 1♠=0-4,2♠=5-7,1NT=12+ HCP 2♣=5-7,5♦+/2♦=5♥+/2♥=5♠+/2NT=5♠+ 1♣-1♦; 1♥-2♣; 2♦: 2♥=4♠ / 2♠=4♥	1♣-p-1♦-1X- dbl = 19+ 1♣-p-1♠-2♦: pass=DAB / dbl=PEN 1♣-p-1♥-p-1♠-!: pass=2-3♠ dbl=4♠+/bid 0-1♠
1♦	x	2	3♠	12-15 HCP any BAL possible 5 MAJ 3rd/4th 11-15 HCP w/o 5 MAJ	1 MAJ=3+cards 0+ HCP, canape 2♣ = REL. 2♦/MAJ/NT = INV 3♣♦♥♠ = SO	1♦-2♣: 2♦=2♦ or 5MAJ / 2♥♠NT=2cards 3♣♦♥♠ = 4333 below 4 cards 1♦-2♣: 2♦-2♥: 2♠=5♥ / 2NT=5♠	After pass 2♣ = NAT and INV 1♦-p-2♣-dbl: pass=3♣ / rdbl=4-5♣ 2NT=any 5 cards stop ♣
1♥		5	3♠	11-15 HCP, UNBAL 3rd/4th 9-15 could be BAL	1♠ = REL,F1 / 2♣=REL,GF; 1NT = NF 2♦=GF 3♣/♦/♥=Bergen	1♥-2♣; 3♣/♦ = 14-15, 5♥-5min 1♥-2♣: 3NT=7♥+,1TH / 4♥=7♥+, 2TH	2-way DRURY FIT:2♣/♦; 1♠ is NAT 2NT comp.=8+HCP, 4+ cards
1♠		5	3♥	11-15 HCP, UNBAL 3rd/4th 9-15 could be BAL	1NT = REL, F1; 2 min/♥ = GF 3♥=any void; 3NT=any single	1♠-2♣: 2NT=shortness bid3♣ / 3♠=INV	CUE or lower CUE = LROB CUE (after supp) 4th level=CAB
1NT	x		3♠	11-15, UNBAL with 5+♦	2♣=REL; 2♦=SO; 2NT=INV ♣ or ♦, F1 3♠ = PRE; 2MAJ= 5+,NF-F; 3MAJ=INV	1♦-2♣: 2♦=11-13,6♦+ or 11-13 5♦+-4♣ 2MAJ=4 cards/2NT=14-15,6♦+/3♣=5♦-5♣ 3♦=14-15,6♦+-4♣ / 3♥=14-15,1-3-5-4 1♦-2♣, 2♦-2♥: 3♣=11-13,5♦-4♣/3♠=2164	1NT-p-2♣-2♥: pass=2-3♥ bid=0-1♥/dbl=4♥ 1NT-dbl-pass = F1, 10+ hcp
2♣	x	5	3♠	11-15, UNBAL with 5+♣; excluded 5/6♣-4♦ 11-13 HCP	2♦ = REL; 2NT = INV ♦ or ♣ 3♦ = PRE; 2 MAJ = F for FIT; 3MAJ=INV	After 2NT, 3♣ = min, 3♦ = max	2NT comp.=10+HCP, 3+ cards
2♦	x	1	3♠	11-17 HCP any 4-4-4-1	2♥ = REL; Other is NF and p/c 2NT = ASK for single	After 2♥, 2♠=min, other=single,max After 2♠, 2NT = REL, other p/c	2♦-dbl; rdbl=strong,short /pass=3♦+ 2♦-2X-2NT=0-9HCP,bid lower suit
2♥	x	6		5-10 HCP, min 1 TH, 6/7♥ 3rd 5♥+, 0-11 HCP	2 NT = REL; 2♠ /3 min = NAT, GF	After 2 NT, 3♣/♦=max with 1/2 TOP, 3♥=min, 3♠/3NT=max with 6♥-4 min	After pass 2NT = INV; 2♠ /3 min=SO
2♠	x	6		5-10 HCP, min 1 TH, 6/7♠ 3rd 5♠+, 0-11 HCP	2 NT = REL; 3 min/♥ = NAT, GF	After 2 NT, 3♣/♦=max with 1/2 TOP, 3♠ =min, 3♥/3NT=max with 6♠ -4 min	
2NT	x			10-13 HCP, 5+♣ - 4♦	3 min=SO; 3 MAJ=NAT, GF; 4 min=RKC	2NT-3♥: 3♠=2♥, 3NT=0-1♥; 4♦/♥=3♥ 2NT-3♠: 4♠=2♠, 3NT=0-1♠; 4♦/♥=3♠	2NT - dbl - 4♣/♦ = SO
3♣	x	5		5-10HCP, 5+♣ - 5+♦	4 min = RKCB; Other is NAT	3♣-3♥: 3♠=3♥, 3NT=0-1♥; 4♥=2♥ 3♣-3♠: 4♠=2♠, 3NT=0-1♠; 4♥=3♠	
3♦	x	0		5-10 HCP, 5+♠ - 5+♥	4♣ = RKC♥, 4♦ = RKC♠		3♦-dbl-rdbl=bid 3♥, FG
3♥	x	5		5-10, 5+♥ - 5+ min	4♣ = P/C, 4♦ = ask for min; Other is NAT	After 4♦, 4♥ = ♣, 4♠ = ♦	3♥-dbl-rdbl=bid minor, FG
3♠	x	5		5-10, 5+♠ -5+ min	4♣ = P/C, 4♦ = ask for min	After 4♦, 4♥ = ♣, 4♠ = ♦	
3NT	x			any AKQ xxx x(x)	4♣ = P/C, 4♦ = ask for single		
4 min		7		PRE, 6-8 tricks	4NT = RKC		
4 MAJ		6		PRE,6-8 tricks;3rd/4th could be strong	4NT = RKC		
4NT							
5 MAJ		7		Culbertson's 5 in MAJ	6 MAJ = A or K trumps		

HIGH LEVEL BIDDING

DOPI, ROPI, JOSEPHINE, RKCB 0314, BLACKWOOD 0314, SPIRAL SCAN, CUE, GAMA, EPSILON, BETA, SPLINTER, EXCLUSION BLACKWOOD, CONTROL AB