


DEFENSIVE & COMPETITIVE BIDDING [Obrambne in tekmovalne napovedi]
OVERCALLS [Nadklici] (Style; On 1/2 Level, On Reopening; Responses)
Moč/dolžina: Depending on vulnerability: 8-15/16 SP (1. LEVEL), 11/12-15/16 SP (2. LEVEL), Dbl-take out or 16/17 SP
Nadklic v izteku:
Odgovori:
JUMP OVERCALLS (Style; Responses; Unusual NT; Reopen)
Moč/dolžina: week (usually) 6 card major
2NT po 1♠/1♦: 5-5 in ♥ and ♦/♣
2NT po 1♠/1♥: 5-5 in minors
V izteku:
1NT OVERCALL (2nd/4th Live; Reopening; Responses) [Nadklici 1NT: Direktni; 4. m. v sendviču; 4. m. v izteku; Odgovori]
Direktni (na 2. mestu): 15-18 SP, system on
Na 4. mestu (sendvič): 15-18 SP, system on
Na 4. mestu (v izteku): 8-12 SP, system on
CUE BIDS DIRECT & JUMP (Style; Response; Reopen) [Napoved nasprot. barve [CUE]: Moč; S skokom; Odgovori; V izteku]
CUE po 1♦: 5-5 in majors
CUE po 1♠/1♥: 5-5 other major and one of minors
DEFENCE vs. 1NT (Strong/Weak); Reopening; PassedHand) [Licitacija po nasp. odprtju 1NT: Močnem/šibkem; V izteku; Po Pasu]
2♣: Landy; at least 5:4 in majors
2♥♦ in višje: usually 6 cards in ♥/♥/♠
2NT:
Kontra: 15-18 SP
DEFENCE vs. PREEMTS (DBL; Cue; Jumps; NT) [Po nasprotnikovih barajah]
Kontra na 2b/3b: takeout
Nova barva: natural 5 cards
DEFENCE vs. ARTIF. STRONG OPENINGS (i.e. 1♣ or 2♣) [Licitacija po nasprotnih močnih odprtjih (na primer 1♣ ali 2♣)]

LEADS AND SIGNALS [Atake in signalij]		
OPENING LEADS STYLE [Atakira se: [NIZ] _{KA} , [3.5.] _{TA} , [4.] _{TA} , [MUD] _{SREDNJA} , [VIS] _{OKA} karta]		
	Lead [Ataka]	(in Partner's Suit [v partn. barvi])
Vs. Suit [v adutni igri]:	4.	4.
Vs. NT [v brezadutni]:	4.	4.
Later leads [pozn. atake]:		
Other agreements [drugi dogovori]:		
CARD LEADS	(Kartne kombinacije. Ataka zahteva signal [VŠEČ] _{EK} , [DEB] _{LOK} , [SODO] _{ST} , [PREF]barvo)	
	vs. Suit [proti adutni igri]	vs. NT [proti brezadutni igri]
A ce:	AK+	AK+
K ing:	KQ+;	KQ+
Q ueen:	QJ+;	QJ+
J ack:	J10+	J10+
10 :	109+	109+
9 :	98+	98+
High X [visoka št.]:	Xx	
Low X [nizka št.]:		
PRIORITY	[Prioritetni red signalov]	
ORDER OF SIGNALS	[na partnerjevo atako]	[na igro izvajalca/mize]
		[pri odmetavanju]
	On Partner's Lead	On Declarer's Lead
		On Discarding
Vs. Suit [v adutni igri]	1. [VIS] _{OKA} =higher ranked suit	1. High=odd number
	2.	1. High= enc.
	3.	
Vs. NT [v brez adutni igri]	1. [VIS] _{OKA} =	1. High=odd number
	2.	1. High= enc.
	3.	
SPECIAL SIGNALS (Suit Preference, LIKE Lead, Ruff Ability, Hand Parity, In Trumps):		
V adutni barvi:		
TAKEOUT DOUBLES [Informativna kontra] (Style; Responses; Reopening)		
Moč:	11. SP	
Odgovori:	CUE- forcing	
Kontra v izteku:		
SPECIAL (Artificial, Competitive, Support) DBLS & RDBLS [Umetne, vabilne, podpome kontre in rekontre]		
Negativna kontra: Yes (4S)		

	EBL KONVENCIJSKA KARTICA
CATEGORY (Green / Blue / Red / HUM / Brown Sticker):	
EVENT (Open): All	
PLAYERS: Boro Nikič	
	Marko Rožanec
SYSTEM SUMMARY [Povzetek/naziv sistema] GENERAL APPROACH AND STYLE [Splošni opis sistema]	
2 OVER 1 ALMOST GF	
5 card majors, 4 card diamonds 2 card clubs	
Point count based on Bergen (not entirely dependent on HCP)	
Principles of starting, dummy, and total points	
Lots of upgrades and downgrades in point count	
Creativity and judgement possible in any situation	
SPECIAL BIDS (CONVENTIONS) that may require defense [Napovedi / konvencije, ki bi lahko zahtevale posebne obrambe]	
1 NT based on starting points (in general 14-18 HCP, could be +- 1HCP in special cases)	
1 in suite based on starting points: could open with less than 12 HCP and pass with more than 12 HCP.	
SPECIAL FORCING PASS SEQUENCES [Kdaj je Pas forsiren]	
/	
IMPORTANT NOTES [Napotek na pomembne sistemske posebnosti]:	

OVER OPPONENTS' TAKEOUT DOUBLE [Po nasprotnikovi info-kontri]
1♣♦♥♠ - (DBL)-
Ask in case of 1♥/♠ opening
1♣♦: Dbl other majors, RDBl- support in opening suit

Podporna kontra/rekontra:	Yes
Kontra na umetno napoved:	Lead directing
Kontra nasp. odprtja 1NT:	Penalty

/
PSYCHICS [Blefiranje]:
Possible in rare occasions

↓ TICK IF ARTIFICIAL [✓ Označi umetna odprtja]				[F], [NF], [GF] = [Forsira, Ne forsira, Forsira manšo]; [IGRA] = [Sign Off, To Play]; [M], [m] = [Majorska, Minorska barva]; [BAL] = [Balansiran, uravnotežen list]	
↓ MIN. NO. OF CARDS [Minimalno štev. kart v barvi]				Napovedi: [ART], [UME], [*] = [Umetna, dogovorna]; [STAY] = [Staymanova]; [TRF] = [Transfer]; [CUE] = [Nasprotnikove barve]; [DBL], [RDBL] = [Kontra, Rekontra]	
[Odprtja]				Signali: [ATT], [LIKE] = [VŠEČ] _{NOST} ; [CT], [SODO] _{OST} = [Count, Dolžina]; [S/P] = [PREF] _{ERENCA} za barvo; [SPL] = [Splinter (Škrbina)]	
OPENING	✓	NO.	DESCRIPTION [Moč in opis odprtja]	RESPONSES & SUBSEQUENT ACTION [Odgovori na odprtje in nadaljnji razvoj licitacije]	COMPETITIVE & PASSED HAND BIDDING [Po pasu, vmešavanju] ↓
1♣		2+	4♣ 12-21 SP On 3./4. position could be less SP. Rule 18.	1 NT -> 6/7-10 SP; 2NT -> 11-12 SP; 3NT -> 13-15 SP; (balanced, usually without 4 cards in ♠, ♥, ♣) 1♦, 1♥, 1♠ -> usually 4+cards and 5+SP, could be semi forcing if dummy passes first round of bidding 2♣ -> 5-10 DP, at least 5C 2♥/2♠ -> at least 16 SP + 5H/5S 4 NT -> RKCB	
1♦		4+	4♣ 12-21 SP On 3./4. position could be less SP. Rule 18.	1 NT -> 6/7-10 SP; 2NT -> 11-12 SP; 3NT -> 13-15 SP; (balanced, usually without 4 cards in ♥, ♣) 1♥, 1♠ -> usually 4+cards and 5+SP, could be semi forcing if dummy passed first round of bidding 2♦ -> at least 11 DP and at least 4D; 3♦ -> 0-8 DP and at least 4D, otherwise 1 NT 2♥/2♠ -> at least 16 SP + 5H/5S 4 NT -> RKCB	
1♥		5	4♣ 12-21 SP On 3./4. position could be less SP. Rule 18.	2♥ -> 8-10 DP (3H), -> 3♥ 0-6 DP (4H); 4♥ -> 0-11 DP (5H)	
				1NT -> 5-12 SP (semi forcing); 2 NT -> at least 13 DP (4 H, JACOBY); 3NT -> 13-15 DP (balanced + 3H); 4NT -> RKCB at least 16 DP + 5 H	
				2♣, 2♦ -> at least 13 SP + 4C/4D (almost GF); 3♣, 3♦ -> 7-9 DP, 10-12 DP, 4H (BERGEN)	
				3♠ (SPL) -> at least 13DP + 4H; 4♣ -> 16 DP (balanced + 3H); 4♦ -> 12-15 DP + 5H	
1♠		5	2♣ 12-21 SP On 3./4. position could be less SP. Rule 18.	2♠ -> 8-10 DP (3S), -> 3♠ 0-6 DP (4S); 4♠ -> 0-11 DP (5S)	
				1NT -> 5-12 SP (semi forcing); 2 NT -> at least 13 DP (4 S, JACOBY); 3NT -> 13-15 DP (balanced + 3S); 4NT -> RKCB at least 16 DP + 5 S	
				2♣, 2♦ -> at least 13 SP + 4C/4D (almost GF); 2♥ -> at least 13 SP + 5H, 3♣, 3♦ -> 7-9 DP, 10-12 DP, 4S (BERGEN)	
				3♥ (SPL) -> at least 13DP + 4S; 4♣ -> 16 DP (balanced + 3S); 4♦ -> 12-15 DP + 5S	
1NT			15-17 SP	2♣ -> Puppet Stayman	

