


DEFENSIVE & COMPETITIVE BIDDING [Obrambne in tekmovalne napovedi]	
<b>OVERCALLS</b> [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:	
<b>JUMP OVERCALLS (Style; Responses; Unusual NT; Reopen)</b>	
Moč/dolžina:	week (usually) 6 card major
2NT po 1♣ OR 1♦ -> 5-5 or 4-5 in ♥ and ♦♣	
2NT po 1♠/1♥: 5-5 or 5-4 in minors	
V izteku:	
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Reopening; Responses)</b>	
[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	
<b>CUE BIDS DIRECT &amp; JUMP (Style; Response; Reopen)</b>	
[Napoved nasprot. barve [CUE]: Moč; S skokom; Odgovori; V izteku]	
CUE po 1♣/♠: 2♦ 5-5 or 4-5 in majors	
CUE po 1♠/1♥: 5-5 or 4-5 other major and one of minors	
<b>DEFENCE vs. 1NT (Strong/Weak); Reopening; PassedHand</b>	
[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 ♦♥♣ (it could 5 cards and opening)	
2NT:	at least 5-4 in minors
Kontra:	15-18 SP
3♣: usually 6 cards in ♣	
<b>DEFENCE vs. PREEMTS (DBL; Cue; Jumps; NT) [Po nasprotnikovih barajah]</b>	
Kontra na 2b/3b: takeout	
Nova barva: natural 5 cards	
<b>DEFENCE vs. ARTIF. STRONG OPENINGS (i.e. 1♣ or 2♣)</b>	
[Licitacija po nasprotnih močnih odprtjih (na primer 1♣ ali 2♣)]	
<b>OVER OPPONENTS' TAKEOUT DOUBLE [Po nasprotnikovi info-kontri]</b>	
Ask in case of 1♥/♠ opening	
1♣♦ Dbl other majors, RDBl- support in opening suit	

LEADS AND SIGNALS [Atake in signalih]	
<b>OPENING LEADS STYLE</b> [Atakira se: [NIZ] <sub>KA</sub> , [3.5.] <sub>TA</sub> , [4.] <sub>TA</sub> , [MUD] <sub>SREDNJA</sub> , [VIS] <sub>OKA karta</sub> ]	
<b>Lead</b> [Ataka] (in Partner's Suit [v partn. barvi])	
Vs. Suit [v adutni igri]:	4. 4.
Vs. NT [v brezadutni]:	4. 4.
<b>Later leads</b> [pozn. atake]:	
<b>Other agreements</b> [drugi dogovori]:	
<b>CARD LEADS</b> (Kartne kombinacije. Ataka zahteva signal [VŠEČ] <sub>EK</sub> , [DEB] <sub>LOK</sub> , [SODO] <sub>ST</sub> , [PREF]barvo)	
Vs. Suit [proti adutni igri]	Vs. NT [proti brezadutni igri]
<b>Ace:</b>	<b>AKx+</b> <b>AKx(x)</b>
<b>King:</b>	<b>AKx+;</b>
<b>Queen:</b>	<b>QJ+;</b>
<b>Jack:</b>	<b>J10+</b>
<b>10:</b>	<b>109+</b>
<b>9:</b>	<b>98+</b>
High <b>X</b> [visoka št.]:	<b>Xx</b>
Low <b>X</b> [nizka št.]:	
<b>PRIORITY</b> [Prioritetni red signalov]	
<b>ORDER OF</b>	[na partnerjevo atako] [na igro izvajalca/mize] [pri odmetavanju]
<b>SIGNALS</b>	<b>On Partner's Lead</b> <b>On Declarer's Lead</b> <b>On Discarding</b>
<b>Vs. Suit</b> [v adutni igri]	1. [VIS] <sub>OKA</sub> = higher ranked suit. High=odd number 1. High= enc. 2. 3.
<b>Vs. NT</b> [v brez adutni igri]	1. [VIS] <sub>OKA</sub> =attitude 1. High=odd number 1. High= enc 2. 3.
<b>SPECIAL SIGNALS</b> (Suit Preference, LIKE Lead, Ruff Ability, Hand Parity, In Trumps):	
V adutni barvi:	
<b>TAKEOUT DOUBLES</b> [Informativna kontra] (Style; Responses; Reopening)	
Moč:	11. SP
Odgovori:	CUE bid
Kontra v izteku:	
<b>SPECIAL (Artificial, Competitive, Support) DBLS &amp; RDBLS</b>	
[Umetne, vabilne, podpome kontre in rekontre]	
Negativna kontra:	Yes ( 4S)
Podporna kontra/rekontra:	Yes
Kontra na umetno napoved: Lead directing	
Kontra nasp. odprtja 1NT: Penalty	

EBL KONVENCIJSKA KARTICA	
	
<b>CATEGORY</b> (Green / Blue / Red / HUM / Brown Sticker):	
<b>EVENT</b> (Open): AI events!	
<b>PLAYERS:</b> Vlasta Gašperšič Bajželj Marko Rožanec	
<b>SYSTEM SUMMARY</b> [Povzetek/naziv sistema]	
<b>GENERAL APPROACH AND STYLE</b> [Splošni opis sistema]	
<b>NAZIV SISTEMA</b>	
5 card majors, 4 card diamonds 2 card clubs	
Point count based on Bergen (not entirely dependent on HCP) –adjusted HCP	
Creativity and judgement possible in any situation	
Lots of upgrades and downgrades in point count	
<b>SPECIAL BIDS (CONVENTIONS) that may require defense</b>	
[Napovedi / konvencije, ki bi lahko zahtevale posebne obrambe]	
1 NT based on starting points (in general 15-17 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.	
<b>Konvencije v uporabi:</b>	
Puppet Stayman 2NT	
Jacobby 2NT	
2 over 1	
Michaels Cue Bids,	
Unusual 2NT	
Landy 2♣ (po odp.1NT)	
Stayman	
<b>SPECIAL FORCING PASS SEQUENCES</b> [Kdaj je Pas forsiren]	
<b>IMPORTANT NOTES</b> [Napotek na pomembne sistemske posebnosti]:	
<b>PSYCHICS</b> [Blefiranje]:	
Possible in rare occasions	

↓ TICK IF ARTIFICIAL [✓ Označi umetna odprtja]				[F], [NF], [GF] = [Forsira, Ne forsira, Forsira manjšo]; [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] <sub>NOST</sub> ; [CT], [SODO] <sub>OST</sub> = [Count, Dolžina]; [SP] = [PREF] <sub>ERENCA</sub> 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) (Bergen); 4♥ -> 0-11 DP (5H) 1NT-> 5-12 SP (SF); 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 (GF); 3♣, 3♦ -> 7-9 DP, 10-12 DP, 4H (BERGEN)	
1♠		5	4♥ 12-21 SP On 3./4. position could be less SP. Rule 18.	2♠-> 8-10 DP (3S), ->3♠ 0-6 DP (4S) (Bergen); 4♠ -> 0-11 DP (5S) 1NT-> 5-12 SP (SF); 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)	
1NT			15-17 SP	2♣ -> Stayman 2♦ -> (TRANSFER) v ♥ 2♥ -> (TRANSFER) v ♠ 2♠-> (TRANSFER) v ♣ 2 NT -> (TRANSFER) v ♦	
2♣	✓		STRONG (22+ SP)	2♦ - waiting bid (5+ )SP tukaj lahko uvedeva 2♥ 0-4 2♠ -> 5H+ ; 2NT -> 5S+ 3♣/3♦ -> 5+cards, at least 2 figures 3♥/3♠ -> 5+ cards, 2 top figures 10+ SP	
2♦, 2♥, 2♠		6	WEAK TWO (mostly 6 cards)	2NT 15+ SP	
2NT			20-21 SP)	3♣ ->Puppet Stayman 3♦ -> TRANSFER FOR ♥ 3♥ -> TRANSFER FOR ♠ 3 NT SIGN OFF	
3♣, 3♦, 3♥, 3♠			WEAK (mostly 7 cards)		
4♣, 4♦, 4♥, 4♠			WEAK (mostly 8 cards)		
					<b>HIGH LEVEL BIDDING</b> [Visoke (slemne) licitacije]