

## DEFENSIVE & COMPETITIVE BIDDING

### OVERCALLS

NAT ; 5 - 16 P ; 5+ suit

After 1X overcall : 2C - relay

### 1NT OVERCALL

15 - 17(18) P bal or halfbal

Reop. = the same

Responses = look at 1T opening resp., TRF to opp.suit = FG, shortness

### JUMP OVERCALLS

NAT, about 6 - 10 P, 6+suit (2-nd level), usually 7+suit

with 2+ high cards (3-rd level).

### DIRECT & JUMP CUE BIDS

Direct = michael's cue 10+ P ; resp. 2T = relay

Jump cue = stopper asking (usually 6+ m)

### VS. NT

2C = majors or 6+C ; 2D = 5+MAJ or 6+D ; 2HS = Nat + minor ;

2T = minors

### VS. PREEMPTS

Overbid = NAT ; 2T = 16 - 19 P BAL/HBAL ; DBL = 14(12)+ P

take-out ; cue-bid = 7+ good m or 5+5+ m & other M

Resp.: NAT ; LEB after DBL

### VS. ARTIFICIAL STRONG OPENINGS

DBL = NAT, suit = NAT ; 1T = minors

### OVER OPPONENT'S TAKE-OUT DOUBLE

RD = NAT, positive ; new suit after : 1C = FG, 1D = F1, 1MT =

NF ; jump after NAT op.bid = suit & supp (game inv or tactical)

## SYSTEM SUMMARY

### GENERAL APPROACH & STYLE

Strong 1C

Artificial 1D (1+d, 11 - 14 BAL or 10 - 16 without 5+M)

5+ 1M ; strong 1NT

Weak preemts

2 over 1 = F1

### SPECIAL BIDS THAT MAY REQUIRE DEFENSE

Artificial 1C & 1D

2C = weak, both majors

2T = weak minor two suiter

2M = weak NAT & 4+minor

3X = light PRE (6+ suit)

3T = gambling

### FORCING PASS SEQUENCES

Doesnt depend from vulnerability

Always after opp. run from possible penalty first pos. pass is

forcing & DBL penalty

### PSYCHICS

Happens ; without control; usually with support, destructive or tactical

## DOUBLES

### TAKEOUT DOUBLES

10+ P, usually at least 2 unbid suits or any strong (16+ P)

Responses : NAT; NT = constr. ; cue & jump = F1 (10+ P)

Reopening DBL : may be weaker

### SPECIAL, ARTIFICIAL & COMPETITIVE DOUBLES/REDOUBLES

NEG DBL thru 3S (from 4-th level = values)

Lightner

Usually pen.DBL after we both have made pos.bid or someone

bid NT

Against opp.cue : DBL suggests other lead

## LEADS & SIGNALS

### OPENING LEADS STYLE

	Lead	Partner's suit
Suit	3 = even ; low = odd	Same
NT	3 = even ; low = odd	Same
Subseq.	Same	Same
Other		

### LEADS

Lead	Vs. suit	Vs. NT
Ace	AK(x) ; Ax(x)	same
King	AK(x) ; KQ(x) ; Kx	
Queen	KQ(x) ; QJ(x) ; Qx	
Jack	J10(x) ; Jx	
10	H109(x) ; 109(x) ; 10x	
9	H109(x) ; 9x	
Hi - x	Even	
Lo - x	Odd	

### SIGNALS IN ORDER OF PRIORITY

	Partner's lead	Declarer's lead	Discarding
Suit	1 lo = enc ; hi = d	Smith (h/l enc)	Italian
	2 Hi/lo = even (K)	Hi/lo = even (rare)	
	3		
NT	1 lo = enc ; hi = d	Smith (h/l enc)	Italian
	2 Hi/lo = even (K)	Hi/lo = even (rare)	
	3		

### CATEGORY

NCBO

CLUB

EVENT

PLAYERS

Blue

ESTONIA

TALLINN BK / PÄRNU BK

European Championship

JAANUS MARIPUU

OLAVI OJA

OPEN	ART	NR	NDBL	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPET/PASSED
1C	x	0	3S	16+ P ; 18+ P (BAL)	1D = 0 - 7 P ; 1HS2CD = 7+ P NAT (5+ suit) FG ; 1T = 8 - 12 BAL ; 2M = 4 - 6 P 6+suit NF ; 2T = 13+ BAL ; 3X = 7+ P 4441(bid.shortn.) ; 3T = any AKQxxx	1C - 1D - ? : 1HS = nat, 4+ suit F1, jump =FG ; 1C - 1D - 1M - 1T2M = nat 0-4 P other nat 5-7 P (exc.1C - 1D - 1H - 1S = 0-7 P); 1C - 1D - 1T2CD = nat NF 1C - 1D - 1T - ? : 2C = 44 minors NF, 2DH = TRF	Opener direct cue = michael's resp.DBL = 7+ HCP FG t/o
1D	x	0	3S	11 - 14 P BAL or 10 - 16 P 5+m or 4441	1HS = 5+ P NAT(4+) F1 ; 1T = 5 - 10 P NF ; 2CD = 10+ P NAT(4+) F1 ; 2M3m = 15+ P FG one suiter (6+) ; 2T = 11 - 12 P INV ; 3M = NAT sign-off	1D - 1M - ? : 1S = 4s ; 1T = BAL ; 2/3m = 5+m ; 2M = NAT ; 2T = 55 min max 3M = 14 - 16 NAT & 5+m. 1D - 1M - 1X - ? : 2C = gadget, other = NAT NF 1D - 1M - 2M - next step = any SSGT or slam interest with void 1D - 2m - ? : 2M = max, stopper in bid suit; 2T = min, M stoppers ; 3D = NAT; 3HS = SPL 1D - 1H - 2S = 4S & 6+min, after this 2T asking & 3C = p/c	LEB after 2M(op) comp.bid.: 2X = NF 1D - 1t (opp) - 2C = majors
1H		5	3S	11 - 16 P NAT	1S = 5+ P NAT(4+) F1 ; 1T = 5 - 10 P NF ; 2CD = 10+ P NAT(4+) F1 ; 2H = 3 - 9 P NF ; 3CD = NAT FG 15+ ; 2T = with 3+supp, us.at least INV ; 2S = any SSGT with supp 3/4H = sign-off ; splinters	LSGT & SSGT after 1H - 2H ; 1H - 1S - 1T - 2C = gadget 1H - 2T - 3X = shortn. ; 1H - 2X - 2Y - 2T = FG shape relay	P - 1H - ? : 2C = drury LEB after 2M(op) 1M - 2x (op) - 3X INV+ with supp.
1S		5	3H	11 - 16 P NAT	2H = 10+ P NAT(5+) F1 ; other : look at 1H responses ; 3CDH = NAT FG one suiter 15+P	look at 1H subs.auct.	P - 1S - ? : 2C = drury LEB after 2M(op)
1T			no	15 - 17 P BAL	2C = REL ; 2DH = TRF ; 2S = TRF to any min. 2T = NAT ; 3X = NAT 6+ 2 TH	1T - 2C - ? : 2D = no 4M ; 2HS = NAT ; 2T = both ; 3CD = NAT. After 2DH TRF responder will bid new suit = F1; 1T - 2S - 2T = supp.for both min. 1T - 2S - 2T3C - ? 3H - clubs FG, 3S - diam FG 1T - 2C - 2T - 3/4 DH = TRF	LEB after 2M(op)
2C	x	0	no	5 - 10 P 5+4+ M (4+4+ nonv.)	2D = ask(maybe str.with minor or 16-18 BAL) 2T = REL 3CD = NAT NF	2C - 2D - ? : 2HS = NAT longer M 2C - 2T - ? : 3C min no 5S, 3D 5-4 min, 3H 4-5 max, 3S 5-4 max, 3T 44 max	2C - dbl - RD = say maj 2C - dbl - P = clubs
2D		5	no	7 - 10 P 5(NV)/6(V) D	2T = REL	2D - 2T - ? : 3CD = 5 min/max; 3HS = 6 min/max	
2HS		5	no	7 - 10 P 5(NV)/6(V) M	2T = REL	2M - 2T - ? : 3CD = 5-c min/max; 3H/S = 6-c min/max	
2T	x		no	3 - 9 P 5+5+ c & d	3/4CD = s/o ; 3HS = NAT FG 4HS = RKCB for C/D		
3X		6	no	5-4-3-2 rule, NAT	New suit = NAT NF	<b>SLAM BIDDING</b>	
4X		7	no	7 - 8 tr, NAT			Cue bids = 1st & 2nd round equally, usually from 4th level ; shape & high card relays ; RKCB ; splinters ; josephine (step answers) ; FSF ; void splinter after autorelay