

**DEFENSIVE AND COMPETITIVE BIDDING**

OVERCALLS (Style; Responses; 1/2 Level; Reopening)  
**Natural 8-17, seldom 4-card, Drury promises fit**  
**1-level: new suit=F1, 2-level: new suit=NF,**  
**Responses:Pre raises, jump to 2NT=supp. inv+**  
**Cue- any strong hands without fit**  
**T/o dbl: 12 +HPC, classic shapes**

1NT OVERCALL (2nd/4th Live, Responses, Reopening)  
**1NT: 15-18 HCP; Responses as after opening**  
**1NT: reopen 11-15 HCP, subsequent bidding is natural, cue -only F**

JUMP OVERCALLS (Style, Responses, Unusual NT)  
**Weak 6(5) solid suit at 2-nd level, 7(6) at 3-rd level**  
**2NT=mm**

**Reopen 2 NT=nat. 19-21**

DIRECT AND JUMP CUE BIDS (Style, Respones, Reopen)  
**Michaels cue-bids:(1♠/♦)-2♦= 5/5+ both M**  
**(1M)-2M: other M + m 5/5+**  
**Jump cue- asks for stopper**

VS. NT (vs. Strong / Weak, Reopening, PH) ♠

**vs. Strong15-17: dbl= 4M and 5m: 2♠: 44+ MM;**  
**2♥: 5+ and 4+m; 2♠: 5+ and 4+m; 2♦:Multi**

**vs. Weak12-14: dbl=Strong hand 14+; 2♠: 44+ MM;**  
**2♥: 5+ and 4+m; 2♠: 5+ and 4+m; 2♦:Multi**

VS PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)

**vs. twos: dbl - T/O; 2NT= 15-18 HCP, bal**  
**vs. threes, fours: dbl-T/O 3NT= to play,**  
**Vs.2♦Multi, dbl-T/O against 2♠ opening**

VS. ARTIFICIAL STRONG OPENINGS  
**agressive overcalls, NT=any 2-suiters**

**2X= NAT, dependes on vulnerability**

OVER OPPONENTS' TAKEOUT DOUBLE  
**Transfers bids in some cases(1♠-x-1♦/1♥/1♠=trs to next step bid),(1♥/♠-x-1NT/2♠/2♦=trs )**

**LEADS AND SIGNALS**

OPENING LEADS STYLE		
	Lead	In Partner's Suit
Suit	<b>2nd/4th</b>	<b>The same</b>
NT	<b>2<sup>nd</sup>/4th</b>	<b>The same</b>
Subse		

Other: vs NT " K " ask unblock or count

LEADS		
Lead	Vs. Suit	Vs. NT
Ace	<b>AKx(+); Ax</b>	<b>The same</b>
King	<b>AK; KD; Kx; KDx(+)</b>	
Queen	<b>QJ; QJx(+); Qx;</b>	
Jack	<b>J10; J10(+); KJ10(+); Jx</b>	
10	<b>H109x(+); 10x</b>	
9	<b>109x; H9x</b>	
Hi-x	<b>xSx(+); HSx;</b>	
Lo-x	<b>xS; xSx(+); HxxS(+)</b>	

**SIGNALS IN ORDER OF PRIORITY**

	Partner's Lead	Declarer's	Discarding
Suit	1 <b>Lo=Encrg</b>	<b>Hi/Lo=Odd</b>	<b>Hi/Lo=Odd</b>
	2 <b>Hi/Lo=Odd</b>		
	3 <b>Lavinthal</b>		
NT	1 <b>Lo=Encrg</b>	<b>Lo=Smith</b>	<b>Hi/Lo=Odd</b>
	2 <b>Hi/Lo=Odd</b>	<b>Hi/Lo=Odd</b>	
	3 <b>Lavinthal</b>		

Signals (including Trumps): **Smith( low -like your lead), Lavinthal,**

**DOUBLES**

TAKEOUT DOUBLES (Style, Responses, Reopening)  
**12+ HPC; may be less with classic shape**

**Resp: 1♦-neg. over opp.1♠**  
**SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES**

**Resp. dbl thru 3♠;**  
**Competitive dbl in most cases when opps. agreed suit**

**Neg .dbl thru 3♠**  
**Max. overcall dbl**

**Transfers dbl in some cases**  
**Supp. dbl thru 2♠: 3-card support or strong bal.**

**Rdbl -usually strong except in obvious SOS situations**  
**2♦-x-xx= say 2♥ and then Pass**

Category: **RED**

NCBO: **LITHUANIA** EVENT: Ostend Open

PLAYERS: **VYTAUTAS VAINIKONIS**  
**WOJTEK OLANSKI**

**SYSTEM SUMMARY**

GENERAL APPROACH AND STYLE  
**1♠=2+, 1♦=5+ or 4♦(441), 5-card Major**  
**Multi 2♦;2♥/♠- weak two-suiter 6-11,5/5+ with suit opened;**  
**2NT=20-22 balanced**

**1NT Opening: Classic 15-17 -HCP,**

**2 over 1 responses: FG**

**SPECIAL BIDS THAT MAY REQUIRE DEFENCE**

**Multi 2♦**  
**2♥: hearts plus any**  
**2♠: spades plus minor**  
**Gambling 3 NT (solid m, no outside stopper)**  
**F 1NT over 1♥/1♠ opening**  
**Negative free bids (5-11, 5 cards)**

**SPECIAL FORCING PASS SEQUENCES**

**In obvious situations**

**IMPORTANT NOTES THAT DON'T FIT ELSEWHERE**

**OPP 1♠/ better minor/ is treated as non showing suit: (1♠)-2♠**

PSYCHICS:  
**Rare**

OPENING	TICK IF ART	MIN No. OF	NEG X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1 ♠	X	2	3♠	a) 11-22 HCP= semi nat. b) 18-19 HCP = bal.	1♦: a) 0-6 HPC negative b) 7-11 HPC,mm, unbal. c) 16+ bal. No 4M 1♥/1♠= nat. 4+, 6+HCP, m. b. longer m if not FG 1/2/3 NT= limit; 2♦/2♥/2♠= nat., FG; 3♠/3♦= 9-11 nat. 6+	1♠-1♦ -1♥/♠= seminatl., NF: =1NT (18-19 ) 1♠-1♥/♠-2♠-2♦= Relay 2-way checkback	1♠-1NT= 10-11 HCP,
1♦		4	3♠	11-21 HCP, 5+♦ or 11-21 HCP 4♦ (4441)or 4♦ and 5♠	2♦/3♦= inverted 3♠= 9-11 HCP, nat. 6+; 2♥/2♠: nat., FG; 3♥/3♠/4♠=Splinters others as over 1♠	1♦-2♦F(1) then we show M stoppers 2-way checkback	
1♥		5	3♠	11-21 HCP 5+	1♥-1NT= F1, 1♥-2♥= 8-10 PC, 1♥-2NT=inv.+	1♥-3♥ = mini. Splinter 1♥-1♠(1NT)-2♠ =Gazzili	Drury
1♠		5	3♠	11-21 HCP 5+	1♠-1NT= F1, 1♠-2♠= 8-10 PC, 1♠-2NT=inv.+	1♠-3NT= mini. Splinter 1♠-1NT-2♠ =Gazzili	Drury
1NT			3♠	15-17 HCP, bal.;uncontrolable deviations are possible	Stayman, Transfers, 2♠= tr(♠) or inv.bal. 3♥/♠=Shortness ,minors, GF 3♠= Puppet-Stayman	1NT-2♠-2♦-2♠=Relay , 1NT-2♠-2♥/♠-3♠=Relay 1NT-2♠-2♥-3♦=strong with ♥ support 1NT-2♠-2♠-3♥=strong with ♠ support 1NT-2♠-?: - 2NT=MIN, - 3♠=MAX	
2♠	X			FG	Kokish Relays, 2♠-2♦-2♥= 5+♥ or balanced	Mainly natural. When we agreed suit, opener can make some asking-bids	
2♦	X		2♠	Weak two in one M	2M= pass or correct ; 2NT=R, F1 4♠=ask to transfer the suit, 4♦=ask for the suit	2♦-2NT-?: 3♠ =any max. then 3♦ =R, 3♦/♥=min. with ♥/♠	
2♥		5	2♠	6-11 HCP, 2-suiter, ♥+ any	2NT=R, asks for other suit 3♠/♦= nat. NF		
2♠		5	2♠	6-11 HCP, 2-suiter, ♠+ m	2NT=R, asks for other suit 3♠/♦/♥= nat. NF		
2NT				20-22 HCP, balanced	Puppet-Stayman, Transfers		
3♠		6		6-11 HCP, PRE			
3♦		6		6-11 HCP, PRE			
3♥		6		6-11 HCP, PRE	4♠=natural, 4m=cue-bid		
3♠		6		6-11 HCP, PRE	4♥=natural, 4m=cue-bid		
3NT	X			SOL minor usually no stopper	All ♠ bids= pass or correct		
4♠		7		PRE			
4♦		7		PRE			
4♥		7		PRE			
4♠		7		PRE			
4NT						HIGH LEVEL BIDDING RKC Blackwood102; RIPO; DIPO; Gerber after 1NT, Josephine, Splinters, Cue-bids shows 1st or 2nd round controls	

