

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 Level; Reopening)
1M – usually 5+(strong 4)cards suit-7-16 HCP
RESPONSES: NF at 2 level, (1C,D or H) – 1M - ? : 2♣ - DRURY(answer-2D=11+ hcp)
CUE=10+, HCP possibly w/o fit; JUMP RAISE=PRE;
New suit JUMP=FIT, INV;
(1M)-2M: other M + C 5-5; 2NT=mm 5-5; 3C=M+D 5-5;
1NT OVERCALL (2nd/4th Live, Responses, Reopening)
1NT: 15-18 HCP bal (semibal); Resp. as after opening;
JUMP OVERCALLS (Style, Responses, Unusual NT)
WEAK-unvul; Constructive-vul=10-13 HCP and 6+cards
2NT=mm;
DIRECT AND JUMP CUE BIDS (Style, Respones, Reopen)
MICHAELS CUE:-7-14(17) hcp
(2HS)-4CD= minor+ other M (12-16) hcp
JUMP CUE – asks for STOPPER
VS. NT (vs. Strong / Weak, Reopening, PH)
vs. Strong: DONT=look summary
4.hand=nat.
vs. Weak: DBL – 14 +; 2♣: 4-4, M or 6+clubs; 2♦: 6(5)+, M or 6+D
2♥: 5+, and 4,m; 2♠: 5+, and 4,m; 2NT:5-5mm; 4-hand –nat.
VS PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
vs. two s: DBL – T/O; 2NT: 15-18 HCP, (semi)BAL
vs. three, four: DBL-T/O
Vs.2♦(Multi):DBL-T/O against 2♣ opening or any strong hand
Suit w/o jump: nat, NF
VS. ARTIFICIAL STRONG OPENINGS
After 1CD=DBL=NAT;1NT=minors ; 2C= Majors; 2D=6+D or
2HS= HS +minor; 2NT=minors;3X=nat
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL=10+ hcp, 1x=F1, 2x=NF

LEADS AND SIGNALS

OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1/3/5	same	
NT	1/3/5	same	
Subseq	Same	same	
Other: K ask count			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x); Ax	AK; AKx(x)	
King	AK; KQ; Kx; AKx(x); KQx(x)	KQ; KQx(x); AKJ10(x)	
Queen	KQJ; QJ; QJx(x); Qx	KQJ;QJ;QJX(x); KQ10x(x);	
Jack	J10;J10x(x); KJ10(x);Jx	J10; J10x(x); Jx	
10	H10(9)x	HH10x(x); 10x	
9	9x	109(x); 9x(x)	
Hi-x	Sx; xxSxxx	Sx; Sxx; xSxx	
Lo-x	xxS(x); xxxxS	HxS; HxxS(x); HH(x)S	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 odd=enc	UDCA	Italian
	2 S/P	S/P	
	3 UDCA (King)		
NT	1 odd=enc	Smith	Italian
	2 S/P	S/P	
	3 UDCA (King)	UDCA	
Signals (including Trumps):Smith; Lavintal, Italian discards;			
Count on king; Ace,Queen-italy (odd=enc)			
DOUBLES			
TAKEOUT DOUBLES (Style, Responses, Reopening)			
10 + HCP; may be less with classic shape after partner's pass			
T/O thru 4H			
SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
(3CDH) = TRF-DBL-take out as DHS			
SUPP DBL thru 2♥: 3cards support;			

Category:

NCBO: **EST / EST** EVENT: All events 14.09.17

PLAYERS: **TENO LUTTER
TOIVO JULLIS**

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE
1♠=17+, 1♦=11-14 BAL or 4+D,unbalanced; w/o5-card Major
2♦-H+other suit ;2♥/♠ weak 6 (5) ; 2NT- 5/5+ mm, weak
3C/D-6(7)cards w/2F, w/o Ace/King other suits (if partner not pass)
1NT Opening: 15-17 HCP, bal (sometimes semibal)
2 over 1 Responses: F1
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2NT:5-5,minors,
GAMBLING 3 NT (SOL m, no outside Ace or King
NEGATIVE FREE BIDS (5-11, 5 cards)
After Opp 1NT-strong-DONT-DBL-one suit
-2C-clubs+other suit
-2D-4+D and M 4+
-2H-4+H and 4+S
-2S-weak S
-2NT -5+5+minors
SPECIAL FORCING PASS SEQUENCES
Pass = F after opponent's penalty RD
Pass = F, when we reached game V vs. NV
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Resp's new suit in comp.= NF 2-level
Openings at 3-d hand may be natural (4 +card) and weaker (4+HCP)
PSYCHICS:
Often

OPENING	TICKET	MINOR	NEGTIVE	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	X	0	4H	17(16) HCP, any	1♦: 0-7 NEG; 1NT=5+ spades, 8+ hcp,	1♣-1♦: -1H=relay 20+hcp (1S=0-4 hcp), -1NT: 18-20, -2NT:22-23; 1C-1D-1H-1S-2Creelay-3C(3-4bal.hand)	
				18+HCP,BAL	1♥2♣♠: NAT 5+, 8+HCP;	1♣-1♠-1NT-2♣:12+ HCP; 1C-1D-2NT-3C(relay);	
					1S=8+ hcp BAL, 2NT,3CDH=8+ hcp 4441	1C-1D-1H-2C(5-7bal);1NT(5-7)5+clubs	
					2♥/2♠: 5-7,6,M w/1,F; 3S any AKExxx;3NT any AKExxxx	1C-1D-1H-1S-2C=relay 22+ hcp (2D=0-2 hcp) 1C-(dbl)-1D=5-7hcp; 1C-(dbl)-rdbl=8+neg	
1♦	X	1	3♠	11-14 HCP,BAL	1M:5+HCP 4 cards M;2NT: 12-13HCP,BAL;1NT:6-11	1D-1M-3D=max .+6 cards D; 1D-1HS-2SH(6D+4SH) max	Drury, Lebensohl, Gadget
				11-16 HCP any 4441	2m: 10+ F1; 2♥/2♠:13,good 5+,cards, FG	1♦-3m-3NT min;1D-1M-2NT=6+D and 3cards M, max	1D-2HS=10-11hcp,5cards
				11-16 HCP 5+minor, unbal	3m: 13+, 6+,cards w/2F;FG; 3M: 5-7, 6+, w2F;3NT,4M=pl	1♦-1M-3M: max, 5+(4) D+4-card M;1D-	
1♥		5	3♠	11(10)-16 HCP 5+,cards	1♥-1♠:7+,4,cards,F;1NT: NF; 3♠/4♠/♦: splinter; 2NT:inv+, support ;1H-2m=4+cards , 10+HCP F1; 3NT:with support; 4♥:play,w/o 2,5defence tricks ; 1H-2S, 3m =suit+support=slam inv.	1H-2S,3m-3H(2NT)-min.w/o key card in p.suit; 3NT-max w/o key card in p.suit; 3-new=3+cards+3 in p.s.w/o key card in p.s. 4-new=short,max,+key card in p.s., 4-p.suit=max w/o short+k.c. 4-H=min.+k-card in p.suit ;1H-3H =PRE;1H-2NT-3x-short.	Drury, Lebensohl, Gadget
1♠		5	3H	11(10)-16 HCP 5+,cards	All the same like over 1♥	1H-1S-2H-2NT=relay ; 1H-2C-2H-2NT=relay	same
1NT			4H	15-17 HCP, BAL (semiBAL)	STAYMAN; TRANSFERS; 2S= inv or 6+ C, 2NT=6+D	1NT-2♣-2♦w/o4M-2H:play;2S:FG,R.2NT=Invit , 1NT-2♣-2♥ 2♠=GF;2NT=Invit, 1NT-2D/2H-2NT-supp. with2 keycard	Lebensohl
					3mM = 6-8HCP,6(7) cards w/2F,Invite	1NT-2D/H-3mM max+supp.	
					1NT-4DH=trf.toH,S	1NT-2D-2H;2S, 3m=GF; 2NT= inv.	
					1NT-2♣-2♦w/o 4M-3♥♠=Smolen	1NT-2♠/2NT-?: -2NT/3♦=MIN, - 3♣=MAX	
2♣		5	3S	11-16HCP,5,C+4M or 6,C	2♦:10,HCP,F1; 2M:7-11HCP, 5,M,NF; 2NT:10,,F,w/o 4M 3C: mild inv; 3♦♥♠: good suit,F; 4C=PRE;4D,H,S=Spli	2C-2D-2NT:max, 6+ C;3C:min,6+C; 2C-2NT:R,w/o4M-3C:min;3D,3M:max,short D, H, S; 3NT:max,w/o shortness; 2C-(2S)-2NT-inv.;2C-2D-2NT-3C-asks shortness(3C-3D-same)	
2♦	X			5-10HCP,H+S suits (5)4+5(4)	2M=play;2NT=relay; 3D =inv in any M 4C=show y best M w trf	2D-2NT-3C min (54);3D-max (55);3M -max(54)	
2♥		5		5-10 HCP, 6(5)cards	2♠: NF; 2NT= R,-3CD =5card minmax;3HS-6cardminma 2H-2NT-4CD, 6+max,void;2H-3CD=6+NF		
2♠		5		6-10 HCP, 6(5)cards	All the same like over 2♥		
2NT				20-22HCP			
3♣		6		6-10 HCP, 6(7) cards w/2F	3X-NF;4C-inv;4D-RKCB w C;4M-play		
3♦		6		6-10 HCP, 6(7) cards w/2F	3X-NF;4C-RKCB w D;4D-inv; 4M-play		
3♥		6		5-8 HCP, 6(7) cards PRE	3S-NF; 4S-play;4C-RKCB wH;4D-cue		
3♠		6		5-8 HCP,6(7) cards PRE	4C-RKCB w S;4H-play; 4D-cue	3DHS-4C? and 3C-4D?; answers=1/0/1+Q/ AK	
3NT	X			SOL minor usually no stopper	All ♣ bids= pass or correct, 4♦=R, 4♥/♠=play	4D-4H/S-short; 4NT-7222;	
4♣		7					
4♦		7					
4♥		7		PRE			
4♠		7		PRE			
HIGH LEVEL BIDDING							
						RKCB 1430, Gerber; Lightner; cue-bids, splinters	
						DOPI, ROPI=DBL=0/2 ja pass1/3	