

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level)
1M – usually 5+(4)cards-7-16 HCP; RESP: NF at 2 level
(1C,D or H) – 1D,M - ? : 2C – DRU =2D= 11+; 2,3new-same
New suit jump =FIT, INV
CUE=10+ HCP possibly w/o fit; JUMP RAISE=PRE;
(1M)-2M: other M + C 5-5; 2NT=mm 5-5; 3C=M+D 5-5;
B) Opponents didn't show 4+suit: 1D=4+4+ C & D; 1H=4+4+ C & H or D & S; 1S=4+4+ C & S or D & H; 2C=6+ C or 4+4+ H & S; 2D=6+ D or 5+ M; 2M=5+M & 4+ m; 2NT=5+5+ C & D; { NB! 4.hand=nat }
RESP: 2NT=Relay; Other (thru 3S)= p/c.
1NT OVERCALL
1NT: 15-18 HCP bal (semibal); Resp. as after opening;
JUMP OVERCALLS (Style)
WEAK-unvul; Constructive-vul=10-13 HCP and 6+cards
2NT=mm
DIRECT AND JUMP CUE BIDS (Style)
MICHAELS CUE:-7-14(17) hcp
JUMP CUE – asks for STOPPER
VS NT
Look (B)
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.2D(Multi):DBL-T/O against 2S opening or any strong hand
Suit w/o jump: nat, NF
VS. ARTIFICIAL STRONG OPENINGS
DBL=nat,
Look (B)
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL=10+ hcp, 1x=nf, 2x=F

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1/3/5	same	
NT	Attitude	same	
Subseq	Same	same	
Other: King 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);	
Jack	J10; J10x(x); KJ10(x); Jx	J10; J10x(x); Jx	
10	H109(x), 10x, 109(x)	HJ10x(x); HT9(x); 10x	
9	9x	109(x); 9x(x)	
Hi-x	Sx; xxSxxx	Sx; Sxx; xSxx	
Lo-x	xxS(x); xxxS	HxS; HxxS(x); HH(x)S	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	odd=enc	UDCA	Italian
Suit	2	S/P	
	3	UDCA (King)	
NT	1	odd=enc	Smith
	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			
Thru-4H			
SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
1C- (dbl=club)- Redbl=neg 8+HCP			
Cue-(dbl)- Redbl= Ace			
SUPP DBL thru 2♥: 3cards support;			

Category **RED**
 NCB **EST / EST** : 04.10.17
 PLAYER **TÖNIS PLEKSEPP**
MARKO KOLK

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1C =17+; 1D =11-14 BAL or 4+D,unbalanced; w/o 5-card M
2D = Wilkosz
2M = weak 6 (5)
2NT= 5/5+ mm, weak
3C/D-6(7) cards w/2F, w/o Ace/King other suits (if p 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)
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:
Rare

OPEN	A R T	N R	N D B L	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	x	0	4H	17(15+) HCP, any 18 +HCP,BAL	1D: 0-7 NEG; 1NT=5+ spades, 8+ hcp, 1H,2m: NAT 5+, 8+HCP; 1S=8+ hcp BAL, 2NT,3CDH=8+ hcp 4441 2M: 5-7,6,M w/1,F; 3S any AKExxx;3NT any AKExxxx	1C-1D: -1H=relay 20+hcp (1S=0-4 hcp), -1NT: 18-20, - 2NT:21-23; 1C-1D-1H-1S-2C(Relay)-3C(3-4bal.hand) 1C-1S-1NT-2C:12 + HCP; 1C-1D-2NT-3C(Relay); 1C-1D-1H-2C(5-7bal);1NT(5-7)5+clubs;1C-1D-1H-1S-2C-relay -2D=0-2;2NT-5+C;3C=3-4 bal . 1C-(X)-XX=8+neg;1C-(X)-1D (5-7); 1C-(X=clubs)-1NT (with clubs stopper)	
1♦	x	1	3S	11-14 HCP,BAL 11-16 HCP any 4441 11-16 HCP 5+minor, unbal	1M: 5+HCP 4+ M; 2NT: 12-13HCP,BAL;1NT:6-11 2m: 10+ F1; 2M:13+HCP 5+M GF 3m: 13+, 6,cards w/2F GF; 3M: 0-7, 6+M;	1D-1M-3D=max 6+ D; 1D-1H/S-2S/NT =max, autorelay; 1D-1H/S-2NT/H=5+/4+ D/C max, 3C=5+4+D max; 1D-2m-3M=splinter; 1D-3m: we show M stoppers; 1D-1M-3M: max, 5(4) D & 4-card support;	Lebensohl, Gadget 1D-2M=10-11hcp,5M
1♥		5	3S	11(10)-16 HCP 5+.cards	1H-1S:7+,4+S,F1; 1NT: NF; 1H-2m=4+, 10+HCP F1; 2NT:inv+, support ; 1H-2S, 3m =suit+fit=slam inv.; 3S/4m: splinter;	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 1H	1H-1S-2H-2NT=Relay ; 1H-2C-2H-2NT=Relay	
1NT			3S	15-17 HCP, BAL (semiBAL)	2S= inv or 6+ C, 2NT=6+D; 1NT-2C-2D w/o 4M; 3mM = GF 5431(bid singl, mm 5-1 OR MM 3-1) 1NT-4D,H=trf. to H,S	Smolen 1NT-2C-2S-2NT inv, with 4 cards in H; 1NT-2D/2H-2NT,3m,M max+supp. 1NT-2S/NT-? :2NT/3D=MIN, 3C=MAX1;NT-2C-2D: 2H=play; 2S=FG; 2NT=Invit , 1NT-2C-2H-2S-FG;	Lebenshol
2♣		5	3S	11-16HCP,5+.C+4M or 6+.C	2D:10+,F1; 2M:7-11HCP, 5+.M,NF; 2NT ask shortness; 3C=inv; 3D,M=FG; 4C=PRE;4D,H,S=Splinter	2C-2D-2NT:max, 6+ C;3C:min,6+C; 2C -2NT- 3C:min;3D,3M:max,short D, H, S; 3NT:max,w/o shortness; 2C-2D-2NT-3C-asks shortness(3C-3D-same)	Lebensohl
2♦	x			4-9HCP Wilkosz	2HS or 3C =pass/correct; 2NT relay; 3D=inv any M; 4c=show y best M w trf;	2D-2NT-3C-3D=relay;2D-2NT-3DHS=D+H(H+S)(S+D)	
2♥		6(5)		5-10 HCP, 6(5) cards	2S=NF;2NT-=min (5),max (5) min (6), max 6;3NT=AKQ		
2♠		6(5)		5-10 HCP, 6(5) cards	All the same like over 2H		
2NT	x			6-10HCP,5-5 minors	3m-play; 3H-relay; 3S-nat.inv; 4M-play	2NT-3H-3S,NT -short H,S; 2NT-3H-4C,D=6+5+1/1;	
3♣		6		6-10 HCP, 6(7) cards w/2F			
3♦		6		6-10 HCP, 6(7) cards w/2F		3DHS-4C? and 3C-4D ?; answers= 1//0// 1+Q/// AK	
3♥		6		5-8 HCP, 6(7) cards PRE			
3♠		6		5-8 HCP,6(7) cards PRE			
3NT	x			SOL minor usually no stopper	All C bids= p/c, 4D =R, 4M =play	4D-4H/S-short; 4NT-7222;-5C-short in m	
4♣	x			Transfer to 4H ,8,5-9 tricks	4H=play, other=cue		
4♦	x			Tranfer to 4S; 8,5-9 tricks	4S=play, other=cue		
4♥		7		PRE			
4♠		7		PRE			
4NT	x			Ace asking	5C=no; 5D,H,S,T=d,h,s,c Ace; 6C=2	RKCB 1430, DOPI,ROPI=DBL=0/2 and pass =1/3 ; cue-bids, splinters	

HIGH LEVEL BIDDING