

DEFENSIVE & COMPETITIVE BIDDING	
OVERCALLS	
NAT ; 8 - 16 ; 5+ suit	
1X-1Y-Pas-2X Drury with fit	
1X-1Y-Pas-2C From passed hand NAT, otherwise Drury w/o fit	
1NT OVERCALL	
15 - 17(18) Bal or Semibal	
Reop. = the same	
Resp=1T opening resp.,	
Exception: TRF to Opp.suit = weak, 4441 with 1 in Opp suit	
JUMP OVERCALLS	
After 1X NAT: 2NT= Note 21; 3C=Note 22	
6+cards suit on level 2. Note 24	
7+card suit on level 3 (Not 3C). Note 25	
After 1X ART: Jump (7-15): 2D=long Major; 2M= NAT+ minor	
DIRECT & JUMP CUE BIDS	
After 1X NAT: Direct cue bid = Note 23	
Jump cue = stopper asking (based on a long solid suit)	
VS. NT	
* 2C = majors ; 2D = 1 major ; 2H/S = Nat + a minor ; 2T = minors	
Vs Strong NT (15+) Dbl=long minor; * HCP not defined	
Vs Weak NT(14 or less) Dbl = 15+; HCP=11-14	
VS. PREEMPTS	
Overbid = NAT ; 2T = (15)16 - 18(19) BAL/SBAL ; DBL = T/O	
Cue-bid =5+5+ m & other M (after Major)	
Cue-bid =5+5+ Majors (after minor)	
Resp.: NAT ; LEBENSCHL after DBL	
VS. ARTIFICIAL STRONG OPENINGS (or 1C - 1D)	
DBL = NAT, suit ; 1X = NAT ; 1T = minors; 2C = Majors ;	
2D = 1 Major ; 2H/S = NAT + a minor ; 2T = Strong 2-suiter	
OVER OPPONENT'S TAKE-OUT DOUBLE	
after 1C = (note 18);	
after 1D = (note 19);	
after 1M= (note 20)	

SYSTEM SUMMARY	
GENERAL APPROACH & STYLE	
Strong 1C	
Artificial 1D (11 - 14 BAL or 11 - 16 without 5+M)	
1M= 5+ NAT ; 1NT=15-17	
2 over 1 = F1	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
1C= 16+	
1D =11-16, may be void in any suit (incl. D)	
2C = weak, both majors	
2D = weak in a major	
2T = weak minor two suiter	
3T = gambling	
FORCING PASS SEQUENCES	
Doesn't depend on vulnerability	
After Opps were doubled for penalty.	
PSYCHICS	
Happens ; without control; usually with support, destructive or tactical	
DOUBLES	
TAKEOUT DOUBLES	
11+, usually at least 2 unbid suits or strong (16+ P)	
Responses : NAT; 1X=F1; 1NT=NF; 2X=NF; 2NT (jump)=INV;	
3X(jump)=FG; 2NT(not jump)=LEB; 3X(not jump)=NAT, 8+	
Reopening DBL : may be weaker	
SPECIAL, ARTIFICIAL & COMPETITIVE DOUBLES/REDOUBLES	
NEG DBL through 3S (from 4-th level = values)	
Supp. DBL through 2S	
Lightner's Double	
Resp. DBL thru 3S (usually minors)	
Against opp.cue : DBL suggests other lead	
SLAM BIDDING	
RKCB; CUE (before RKCB); questions in suit (after RKCB);	
5NT=sign off	

LEADS & SIGNALS			
OPENING LEADS STYLE			
	Lead	Partner's suit	
Suit	1st,3rd,5th	Same	
NT	1st,3rd,5th	Same	
Subseq.	Same	Same	
Other	Against NT K suggests unblocking		
	Against NT Q may be from KQ or QJ		
LEADS			
Lead	Vs. suit	Vs. NT	
Ace	AK(x) ; Ax(x)	AK(x) ; Ax(x)	
King	AK(x) ; KQ(x) ; Kx	AKJ10x,KQ109x)	
Queen	QJ(x) ; Qx	KQ(x) ; QJ(x) ; Qx	
Jack	J10(x) ; Jx	J10(x) ; Jx	
10	HJ10(x) ; 109(x) ; 10x	HJ10(x) ; 109(x) ; 10x	
9	H109(x); 9x	H109(x); 9xx; 9x	
Hi - x	Even	Even	
Lo - x	Odd	Odd	
SIGNALS IN ORDER OF PRIORITY			
	Partner's lead	Declarer's lead	Discarding
Suit	1 lo = enc ; hi = d	Smith echo	Italian
	2 Hi/lo = even (K)	Hi/lo = even (rare)	Lavinthal
	3		
NT	1 lo = enc ; hi = d	Smith echo	Italian
	2 Hi/lo = even (K)	Hi/lo = even (rare)	Lavinthal
	3		

CATEGORY	BLUE
NCBO	ESTONIA
CLUB	TALLINN BK
EVENT	ALL EVENTS
PLAYERS	Vassili LEVENKO
	Sven SESTER

OPEN	ART	NR	NDBL	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPET/PASSED
1C	x	0	3S	16+ P ; 18+ P (BAL)	1D = 0 - 7 P ; 1HS= 8+ P NAT (5+ suit) 1T = 8-11 or 14+ BAL; 2C=5+C/D (Note 30) 2D/H=6+ Major(Note 4); 2S=12-13 BAL (Note 8); 2NT-3H = 8+ P, 4441(short S/C/D/H); 3S/T = any AKQxxx(x) (Note 5)	1C - 1D - ? : 1HS = nat, 4(3)+ suit F1 ; 1C - 1D - 1M - 1T2M = nat 0-4 P, other nat 5-7 P 1C - 1D - 1T - 1) 2C = 4+4+ minors; 2) 2D/H/NT = TRF; 3) 2S = TRF or INV (Note 14) 1C - 1M - 2M = RKCB ; 1C - 1M - 1T - 2m - 2M3m = RKCB After RKCB(Note1) any new suit is asking control(Note2) or quality(Note3) 1C-1NT-2C- (8-11 Note 7; 14+ Note 8)	Opps 1X: Dbl=5-7 Opps 2X: Dbl=8+
1D	x	0	3S	11 - 14 P BAL or 11 - 16 P 5+m or 4441	1HS = NAT(3+) F1 ; 1T = 5 - 11(12) P ; 2C/D=NAT FG (no 4 card major, notes 26,27) 2M = 15+ P FG NAT 6+ one suiter (Note 9) 2T = Inv, 11 - 12 Bal/semiBal 3X=Nat & Inv: 9-11, 6+ minor; AKQxxx Major	1D - 1M - ? : 2S(1H) & 2T(1S) = any SSGT (support) ; 1D-1H-2NT=5-5 minors 3M = 14 NAT. 1D - 1M - 1X - ? : 2C = gadget (Note 6), other = NAT NF 1D - 1M - 2M - next step = any SSGT or slam interest with void 1D - 1S - 1NT - 3H =5-5 INV 1D - 1S - 1NT - 2C - 2D - 2H=INV+, 4=H 1D - 1S - 1NT - 2C - 2D/H - 3H=GF, 5+H;	LEB after 2X (Opps) comp.bid.:2X=NF(<12) supp.dbl after 1D - 1M
1H		5	3S	11 - 16 P NAT	1S = 5+ P NAT(4+) F1 ; 1T = 5 - 11(12) P ; 2CD = 1) NAT(4+) INV+ ; 2) 9-11 6+ Nat 2NT/3C/D = suit+supp. ; 2S = with 3+supp, at least INV ; 3/4H = sign-off ; splinters	LSGT & SSGT after 1H - 2H (Note 10); 1H - 1S - 1T - 2C = gadget (Note 11) 1H - 2S - (Note 12)	2C = Drury (from passed hand) LEB after 2X (Opps)
1S		5	3H	11 - 16 P NAT	2H = (10)11+ P NAT(5+) F1;2C/D as after 1H 1T = 5 - 11(12) P ;3CDH = suit+supp 2NT=with 3+supp, at least INV	1S-2NT - as in Note 12;	2C = Drury (from passed hand) LEB after 2X (Opps)
1NT		2	3S	15 - 17 P BAL	2C = REL ;2DH = TRF ; 2T = D TRF; 2S = BAL INV, C TRF OR STRONG (Note 14); 3X = NAT 6+ 2F ; 4C = 55 M; 4D/H = texas	1NT - 2C - ? : (Note 13) 1NT-2C-2D-2S=Inv 5 Spades & 4 Hearts After TRF new suit on 3rd level = NAT FG; 1NT-2D-2H-2S=Inv 5 Hearts & 4 Spades 1NT-2D/H-3H/S (Max, 4H/S), jump=Splinter; 1NT - 2NT - ? : 3C=Max; 3D=Min.	LEB after 2X (Opps)
2C	x	0	no	6 - 10 P 5+4+ M	2D = RELAY ; 2/3/4 M = sign/off 2T = INV ;	2C - 2D - ? : 2HS = NAT longer M then 1.step =FG; (Note 15) other bids= Inv	
2D	x	0	no	Green Or Red vs. Red 0 - 6 P 5+ M	2T = RELAY ; 2M= P/C ; 3C/D = nat NF 3M=P/C, preempt; 4M=own suit, to play	2D - 2T - ? : 3C/D = max H/S (GF), 3M = NAT min; after DBL=note 29 2D-2M-correct-3M - to play; 4C = bid your suit with TRF; 3C/D Nat, NF	after 2M Dbl=penalty after 3C/D Dbl=T/O
2D		6	no	Red vs. Green 7-10 P 6+ D	2H/S/3C NF; 2NT= RELAY	2D - 2T - ? 3D=min; 3C/H/S=max, lowest stopper 2D - 3H/S=6+H/S FG	
2HS	x	5	no	7 - 10 P 5+ M	2T = REL FG (if Max); 3C/D=Nat, NF 2S(after 2H), 3H(after 2S)=NF, Nat 3H/S = Preempt	2M - 2NT - ? : 3C/D =min/max 5 cards; 3H/S=min/max 6 cards; 4C/D=void, max, 6cards Jump=Splinter	after Dbl=as w/o Dbl
2NT	x	0	no	9 - 11 P 5+5+ c & d	3C/D = s/o ; 3H = ? ; 3S = 6+S FG ; 3NT, 4X = for play	2NT - 3H - 3S (shortness in H)/3NT (2+ H); 2NT-3H-3X-4C/D=RKCB; 4H=to play	
3X		6	no	4-3-2-1 rule, NAT	New suit (1. or 2. step)=F, Control, Nat or LD After 3C/D bid 3S/4C = inv to 5 C/D	Note 16	New suit=F1,may beLD
3NT	x	7	no	AKQxxxx any no outside K or A	4C/H/S/5C/D pas or correct 4D=asking for shortness (Note 17)	SLAM BIDDING	
4CD		7	no	Preemptive		Cue bids = 1st & 2nd round equally, usually from 4th level ; RKCB ; splinters ; After RKCB answers after last step mean longer suits than showed before ;	
4HS		7	no	Preemptive			
4NT	x	0		ace asking	5C = no ; 5DHST = dhsc ace ; 6C = 2		

Note #	Description
1	RKCB=asking aces: 1. step=1 or 4; 2. step=0 or 3; 3. step= 2 w/o Q; 4. step= 2 & Q
2	Control asking: 1. step=no control; 2. step=II round; 3. step=I round; 4. step=A&K
3	Quality asking, answers: 1. step=no Q, K or A; 2. step=Q or AK; 3. step=K or AQ; 4. step=A or KQ; 5. step=Q, K & A
4	2NT=FG: 3C=min, bad suit; 3D=min, good suit; 3H=max, bad; 3S=max, good; new suit = NF
5	1C-3NT-4C=asking for shortness, Answers: 4D/H/S/NT=either shortness or Nat w/o shortness (H/S/C/D). 4H/S/5C/D=pas or correct
6	1D-1M-1NT-2C or 1D-1H-1S-2C = Gadget, Answers: 2D=Min, no 3 cards, 2M=Min, 3 cards; 2OM=Max, no 3 cards; 2NT=Max, 3 cards. After Opener shows Min, 2NT=FG
7	2D=8-11 no M-s; 2H/S=8-11 H/S; 2NT=H+S; 1. Step=relay
8	3C=C4; (3D-? 3H=H4,3S=S4,3NT=3334, 4C=3244,4D=2344); 3D=D4; (3H-? 3S=S4; 3NT=3343; 4C=3442; 4D=2443) 3H=H4; (3S-? 3NT=3433; 4C=4432; 4D=4423); 3S=4333; 4NT=to play; 1.step=distr. relay (if needed); RKCB
9	1D-2H/S-?1.step=min;with Max:2.step=0-1 cards & 6-card suit;3.step=xx or F;4.step=xxx or Fx;5.step=xxxx or Fxx;jump=better fit&contr After min (1D-2H-2S or 1D-2S-2NT) 1.step=Relay. Answers are analogical as with Max
10	1H-2H-? 2S=short suit game try (SSGT) 2NT=15-16; 3C/D/H=long suit (C/D/S) game try (LLGT) 1S-2S-? 2NT=SSGT; 3C/D/H=LSGT; 3S=15-16
11	1H-1S-1NT-2C-? 2D=Min, no 3cards; 2H=Max, no 3cards; 2S=Min, 3cards; 2NT=Max, 3cards. After Opener shows Min 2NT=FG
12	1H-2S-? 2NT/3C/D=shortness;3H=Min, no shortness;3NT=15-16 5332;3S/4C/D=Max, lowest contr,no shortness;4H=Min, 6+H, no shortness
13	1NT-2C-? 2D=no Majors; 2H=4cards; 2S=4cards; 2NT=44 Majors; 3C=Max 5332 Clubs; 3D/H/S=Max 5332 Diam, showing doubleton (C/H/S)
14	1NT-2S-? 2NT=Min, 3C=Max. 1NT-2S-2NT/3C-? 3D=nat (5+C,4+D); 3H/S/4C/D RKCB nat
15	2C-2D-2H-2S-? 2NT=minors 2-2; 3C/D=3+ Nat; 3H=6+H; 3S=5S. 2C-2D-2S-2NT-? 3NT=minors 2-2; 3C/D=3+ Nat; 3H=5H; 3S=6+S
16	3C-3S=Inv to 5C 3D-3H-? 3S/4C=shortness; 3NT=no S/C shortness; 3D-3S-? 4C=H shortness; 3NT=no H shortness; 3D-4C=Inv to 5D 3H-3S-? 4C/D=Shortness; 3H-4C-? 4D=shortness in S; 3S-4C-? 4D/H=Shortness; 3S-4D- ? 4H=Shortness in C 3NT-4D-? If no shortness: 4H/S/NT=Heart, Spade, Minor. With shortness: 4H/S/5C/D=shortness in H/S/D/C
17	1C - (Dbl=T/O) - ? Pas=0-4; RD=5-7, 4+C; 1D=5-7, less than 4C; 1H until 3NT as w/o Dbl
19	1D-(Dbl)-? RD=10+,4+D;1X=F1,NAT;1NT/2X=NF,NAT;2NT=Weak,5-5 minors;3X=as w/o Dbl
20	1M-(Dbl)-? RD=8+ 4+ in another major; 1S (after 1H)=F1 no 4S, no fit in H 1NT/2C=F1,TRF;2D=fit in M,at least max of 1M-2M w/o Dbl; 2H (after 1S)=F1 no 4H,no S fit 2M= min of 1M-2M w/o Dbl; Jump 2M+1=at invit; Jump=at least SSGT; 3M=0-5 4+fit Dbl jump=void, 3-4 controls; 3NT=to play, guarantees 2 cards in M
21	Two lowest suits w/o opp's; 7-15 HCP depends on vulnerubility
22	Two highest suits w/o opp's; 7-15 HCP depends on vulnerubility
23	One lowest and one highest suits w/o opp's; 7-15 HCP depends on vulnerubility
24	1X(NAT) - jump 2X (7-15) - Pas - 2NT: see Note 4; new suit w/o jump = NF
25	1X(NAT) - jump 3X(not 3C) - Pas - Opp's suit=asking stopper; Own suit=Nat or Cue bid
26	1D-2C-2D (5+D)-2H(?) -2S=min; 1D-2C-2H/S/NT/3C=max+no-fit/max+fit/min+no-fit/min+fit 1D-2C-3D/H/S=Splinter
27	1D-2D-2H (5+C)-2S(?) -2NT=min; 1D-2D-2S/NT/3C/D=max+no-fit/max+fit/min+no-fit/min+fit 1D-2D-3H/S/4C=Splinter
28	1C-2NT: 3C=BARON;Resp: the lowest NAT (3NT=3-3-3-4); Opener: RKCB or Cue-bid or NAT. Ex: 1C-2NT-3C-3H(4=H, <4D)-1)3S=NAT;2) 3NT=to play;3) 4C=NAT;4) 4D=cue-bid(H); 4NT=RKCB

29	2D - Opp's Dbl - 1)Pas= (5)6+D 2) RD=asks to bid Major; 3) 2M=own suit
30	2D=? 2H/S=4 Nat (2NT=? 3C/D=5+Nat); 2NT=5+4+minors (3C=? 3D=5+C, 4=D; 3H=5+D, 4=C; 3S=5+5+); 3C/D=NAT, one-suiter