DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
1st lvl: (4)5+suit (8)10-15HCP
2nd lvl: 5+ suit (10)11-17HCP, natural responses, jump shift=fit-bid
Reopening: agressive if short in opp suit
suit = 4+ suit, 8+ HCP
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)
Direct: 15-17 w/ stopper
Responses: Stayman, Transfers
Reopening: 1NT=(11)12-14 bal.
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-Suit: weak
2-suit: Leaping Michels, 2NT - showing youngest available two suits
Vs. art. 1♣: same as vs. 1NT
Reopen: intermidiate
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)
(1M)-2M = 5♠+5m, strong or weak => 2NT F1 => min/min/max/max
(1M)-2NT = minors, below opening
(1M)-3M =asks stopper, usualy long minor
VS. NT (vs. Strong/Weak; Reopening; Passed Hand)
vs. 1NT: DBL=Competitive points; 2♣=Majors; 2♦=One Major;
2♥/♠=5♥/♠ 4+minor; 2NT = minors
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
DBL: Take-out up to 4♥
Leaping Michels vs 2♥/♠ and 3♥/♠ openings
(2M)-2NT: 15-18
(2M)-3M: asks stopper, usualy long minor
VS. ARTIFICIAL STRONG OPENINGS
Vs. 1♣: Dbl nat.; 1st lvl nat., 1NT = minors; 2nd lvl. = same as vs. 1NT
Vs. 1♦: same as vs. 1♣
Vs. 2♣: 2NT = any two suiter
Vs. 2NT: DBL=One suiter, 3x=x+y
OVER OPPONENTS TAKE OUT DBL
1♦-(DBL): RDBL 10+HCP, at least 3 cards in other suits, SYS ON
1M-(DBL): RDBL 10+HCP, 3+ cards in suits, trasnfers and fit-jumps
1NT-(DBL): 2♣=nat. or ♦+M, 2♦=nat. or M+M, 2♥/♠=nat.

LEADS ADN SIGNALS			
OPENING LEADS STYLE			
	Lead	in Partner's suit	
Suit	1 / 3 / 5		
NT	1 / 2 / 4		
Subseq	attituted		
Other:	2 / 4 through delcearer		
LEADS			
Lead	Vs. Suits same as Vs. NT		
Ace	A+; AK+		
King	AK+; KQ+; Kx		
Queen	QJ+;Qxx; Qx		
Jack	J10x+; AQJ+; Jxx; Jx		
10	HH10+; 109+; 10x		
9	HH9+; 987+; 9x		
Hi-x	Xx; 3/5 or 2/4		
Lo-x	3/5 or 2/4		
SIGNALS IN ORDER OF PRIORITY			
	Partners Lead	Declerers Lead	Discarding
Suit: 1st	Attitude	Count	Lavinthal/Italian
2nd	Count	Lavinthal	
3rd	Lavinthal		
NT: 1st	Attitude	Smith	Lavinthal/Italian
2nd	Count	Count	
3rd	Lavinthal	Lavinthal	
SIGNALS (Including trumps)			
Count:	Low/High = Even		
Attitude:	Low/High = Enc		
Smith:	Low from both hands = enc. first lead		
Lavinthal:	Small even = preference in younger suit		
Italian:	odd = preference in same suit		
high-low in trumps shows ruffing potential or lavinthal			
we like to falscard leads&signals when we feel it could be right or fun			
DOUBLES			
TAKOUT DOUBLES (Style; Responses; Reopening)			
12-15 HCP at least 3 cards in other suits or 16+ HCP			
Reopening starting 8HCP			
Responses: Natural; jump shifts = 8-10 HCP; opp suit = FG			
SPECIAL, ARTIFICIAL AND COMPETITIVE DBL/RDBL			
Neg DBL, than new suit = F1			
Lightner DBL			
Balancing DBL			
Slam Double (X=1trick, P=0 or two tricks)			

CONVENTION CARD	
Category:	BLUE
Country:	LATVIA
Event:	Pairs / Teams
Players:	Julius SIGURJONSSON - Janis BETHERS
SYSTEM SUMMARY	
GENERAL APROACH AND STYLE	
Precision Club	
Strong 1♣ with artificial 1st level responses	
1♦ = 0+♦	
5-card Majors	
2♦=both majors	
1NT Openings: 10-12 non-vul vs vul in 1st/2nd, other 14-16	
2 OVER 1 Responses: FG	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
1♣	16+ HCP
1♦	(12)13-15
1NT	14-16, but 10-12 when non-vul vs vul 1st/2nd seat
2♦	Both Majors below opening
3NT	Gambling w/o stopper
(1M)-2M: 5OM&5m under opening or 16+ (Michaels)	
(2/3M) – 4m: 55+m&oM	
1M-2NT: both minors 55+ either weak or 16+	
SPECIAL FORCING PASS SEQUENCES	
When we have forced to game	
After fit-bid	
IMPORTANT NOTES THAT DON'T FIT ELSWHERE	
Psychics: Rare	
Agresive overcals in favourable vulnarability	

OPENING BID DESCRIPTIONS							
Opening	Art.?	Min.	Neg. dbl Thr.	Description	Responses	Subsequent Austion	passed hand bidding
1♣	Yes	0	4♥	16+p. any distribution	1♦: 0-7p.; 1♥: 8+p., 5+♠; 1♠: 8+p., bal.; 1NT: 8+p. 5+♥; 2♥: 8+p any 4441		
1♦	Yes	0	4♥	10-15, 0+♦ unbalanced			
1♥	No	5	4♥	10-15, 5+♥			
1♠	No	5	4♥	10-15, 5+♠			
1NT	No	1	4♥	14-16, balanced, 10-12 non-vul vs vul 1st/2nd	2♣: staym.; 2♦/♥: 5+ ♥/♠; 2♠: inv.+, 6+♣ or bal.; 2NT: ♦ or minors	1NT-2♣-response:+2=ask distribution; 1NT-2♣-2♦: 2♥=NF w both majors, 3♦=GF 55+ majors, 3♥/♠=GF, 5-4 Majors	
2♣	No	6	4♥	10-15, 6+♣	2♦: 10+p., reley;		
2♦	Yes	0		both majors, if vul 8-10, 5-4, if non-vul 3-8 from			
2♥	No	6		7-11, 6♥			
2♠	No	6		7-11, 6♠			
2NT	Yes	1		21-22			
3♣	No	6		6-10, 6+♣ 2/3 Top H			
3♦	No	6		6-10, 6+♦ 2/3 Top H			
3♥/♠	No	7		7+♥/♠			
3NT	Yes	0		solid major, no side A/K			
4♣	No	7		7+♣, destructive			
4♦	No	7		7+♦, destructive			
4♥	No	7		pre			
4♠	No	7		pre			
4NT	Yes	0		minors 65+			

HIGH LEVEL BIDDING
Cue-bid: 1st or 2nd round
RKCB (usualy 4NT bid in agreed suit): 1430 (5 aces); +1 asking Q, than +1 aks for K => bids suit where he has K or 2 other kings. In minor Slam bidding Kick-back
PIDO-PIRO: If opp Dbl our RKCB => p=1, Rdbl=0; 5♣=2A w/o Q; 5♦=2A w/ Q; if opp bids over our 4NT=> p=1, Dbl=0, 5♣=2A w/o Q, 5♦=2A w Q, SYS ON
Exclusion Blackwood: Ask aces without specific suit, usually with 5th lvl bid
If opp dbl Cue-bid: pass ask for 1st round control => Rdbl=1st round kontrol from both hands, bidding
Lightner DBL (ask partner to give a ruff on first trick)
Slam DBL (in competitive high lvl (slamm lvl) auction DBL shows 1 trick, and pass shows 0/2 tricks)