

Ain Aspre Marek Pontus

Strong 1♣,
Natural weak 2 openings in all suits

1♣	17+p any (18+p if balanced)	resp: 1♦:0-6p; 1♥:7+p, 0-2 controls.; 1♠: 3c... to 2♦: 6+c: 2♥-3♠: 6+HHxxxx. 5-8 p. no 3c.	1♣-1♦-1♥:21+p After interv to 2♠: controls in steps
1♦	11-16p, no 5 card major	resp: new suit-nat F1; jump shift- 6+inv.	Check-back 2♣: (1♦-1♥-1T-2♣)
1♥	11-16p, 5+♥	resp: new suit -nat F1; 1T- 1) 3-7p 3♥, 2) 8-11 w/o supp.; jump shift: 5+FG, may be 3 rd supp; 2T – 4+th supp, inv; 3♠- mini-splinter 9-12p. (unknown suit) ; 3T-♠-spl.	Drury, 4 th suit forcing; after 1M-2T-?: 3M,4M – min, s/o, 3x – control, not min, 4x – splinter 1M-1T-2M-2T: asking splinter. 1M-2x-2M-2T: FG, asks side suit Two-way game-try
1♠	11-16, 5+♠	the same as after 1♥; but 3T – mini-splinter	
1NT	15-17p, balanced, could be any 5 card suit	Stayman (could be weak 4+4+majors), Jacoby trf. ;2♠: 6+♠; 2T: 6+♦. 3♣: asking 5M,FG; 3♦: 6+♦, HHxxxx(x), inv; 3♥,♠ - spl, 5431, FG; 4♣ - gerber; 4♦(♥)- transf to 4♥(♠); 4♠ - 4432 or 5422 with minors, slam try to find 6m	Smolen. 1T-2♣-2♥-3♠? – FG raise in ♥ 1T-2♣-2x-?: 2T-inv, 3♠(♦)-FG, 5332, slam try Lebensohl 2NT through opp-s interv. 2♥(♠).
2♣	3-10p, 5+♣	2♦-(r);2♥,♠- nat,NF; 2T- 1) 4+supp & 2-3 tricks 2) 3♦ to play; 3♣,4♣ - compet. 3♦-♠: nat, could be supp, FG; 4♦ - spl., FG	2♣-2T: 3♣-min; 3♦-max; 2♣-2♦(r): 2♥(♠)- 4 th ,min; 2T: 5 th ♣; 3♣- 6+♣, min; 3♦-4 ⁺ ♦ max; 3♥,♠ - 4 th , max; 3T-6+♣, max
2♦	3-10p, 5+♦	the same as after 2♣, but: 2T-(r)strong or 6 th + (semi-) solid ♣; 3♣ - 4+supp & 2-3 tricks; 4♣ - spl., FG	2♦-2T: 3♣-min, 3♦- max, 4 th +♣, 3♥,♠ - 4 th ;3T – 5 th +♦, max
2♥	3-10p, 5+♥	the same as after 2♦, but: 3♣-bid 3♦; 3♦-str w ♦ or good ♥-supp ; 4♣,♦ - spl.	(r): 3♣-min, 3♦♠-4 th ,max, 3♥-max 4 th ♣; 3T-max, no side suit 2♥-3♦: 3♥-min, 3♠..., max
2♠	3-10p, 5+♠	the same as after 2♥, but: 3♣-bid 3♦; 3♦-bid 3♥; 3♥-nat,F1	2♠-3♥: 3♠-min, 3T..., max
2NT	7+ minor, undisciplined	resp: 3-5♣: p/c; 3♦- major-oriented (r); others - contract	3♦(r)-3♥,♠-3 rd , 3T-no 3 rd M, 4♣: both 3♥-3♠
3♣♦♥♠	7+suit, HHxxxx,	Responder orders the contract.	
3NT	gambling, solid minor, no side control	4♣- pass or correct, 4♦- (r)	(r): 4♥,♠- spl, 4T-7222, 5♣♦- spl in other minor
4♣♦♥♠	7+suit, offensive values		

Slam bidding and conventions
Controls (1.& 2.round controls treated as equal), splinters, RKC, Voidwood, Josephine, 5M-slam try, DOPI, ROPI

Opening leads, basic style
Against suit contract: 3/5, coded-10 10(9)x; (J)10xx; KJ10xx
Against NT contract : attitude, lowest from suit at least Kxx, Exxx, Jxxxx
Signals
Suit-pref. = lavinthal, Attitude = odd-encour.; Count = standard;

Defensive bidding
Over opp's opening: suit on 1th level: 5-16p, 4+; : **on 2nd level:**10-16p, 5+. **Double:** take-out, 11+p **1NT** - 15-18, bal or semi-bal , 4th -seat balancing situation 1NT – 12-15, bal., **Michaels** (over major only), unlimited 5+oM&5+m, **jump-cue:** solid suit, FG
Over opp's 2nd level pre-empt: double- take-out (resp: lebenshlish); **new suit** – nat, 10-16p; **4♣♦(after opp's 2nd level)** – 5+M 5+other
Over opp's 3rd level pre-empt: double-take-out; **new suit-nat,** 10-16p; **3NT-** 16-21, bal
Over opp's 4♣: dbl – penalty; **4♦** - take-out in majors; **Over 4♦: dbl** – take out; **Over 4♥: dbl** - pas or bid 4♠; **Over 4♠: dbl** – penalty; **4NT** - take-out (if partner chooses 5♣, then 5♦ shows ♦+♥)
Over opp's 1♣, 1♦, 1NT opening, also after opp's 1♣-1♦, 1♣(♦)-1NT: Aspro 2♣- 4+5+suits, one is ♥ (if majors, then 5+♠); 2♦- 4+5+suits, one is ♠ (if majors, then 5+♥)
Unusual NT
Psychic – rare but happens;)