



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
Aggressive at 1-level, can have 4 cards, suit quality important		Lead	In Partner's Suit		
Sound at 2-level; up about 18 HCP; New suit=NF; Jump new suit=INV	Suit	3+5=even;low=odd	same		
Jump RAISE=PRE; 1NT=8-11, stopper; RESP DBL: values orT/O	NT	2nd/4th	same		Category: Natural - GREEN
CUE: F with new suit or STR raise; Jump CUE=Mixed raise	Subseq	attitude	same		Country: Estonia
New suit Jump below game=FIT; DBL= 4th suit and tolerance	Other:				Event: ALL EVENTS
					Players: Rasmus MAIDE- Rao ZVOROVSKI
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
15-18 HCP; System as over 1NT opening	Lead	Vs. Suit	Vs. NT		GENERAL APPROACH AND STYLE
REOPEN: 1NT= 10-14 HCP; 2NT= 18-19 HCP	Ace	AKx(+); Ax(+)	AKJ10(+); asks CT or UB		5- card majors, 1m- 3+
4th LIVE: NAT, 15+-18 BAL	King	AK; KQx(+)	KQx(+); KQJ(+); asks ATT		Semi-forcing NT over 1M
	Queen	QJ; QJx(+)	QJx(+); KQ(J/10)x(+); asks J		Preempts very light
	Jack	J10x(+); KJ10x(+)	J10x(+); KJ10x(+)		Aggressive COMP style
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109x(+); H109x(+)	109; 109x(+); H109x(+)		Weak 2D/2H/2S
1-Suit: PRE	9	9x			
2-Suit: 2NT= 2 lowest suits	Hi-x	Sx; HxSx; HxxxSx	xSx		1NT Openings: 15-17 can have 5-card M or 6-card m
	Lo-x	HxS; HxxxS; xxS; xxxxS	xSxx; HxxS(x)		2 OVER 1 Respon:FG
Reopen: 2NT=18-19, new suit 6+ good hand	SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer's Lead	Discarding	Gambling 3NT
MICHAELS CUE:(PRE or STR) in DIRECT and over 1NT resp:	Suit:1st	Hi=DISCRG	Hi/lo=E	S/P	Gazilli
(1m)-2m:H+S,(1M)-2M:OM+m,2NT asks m;	2nd	Hi/lo=E	S/P	Hi/lo=E	lebensohl
	3rd	S/P			1M can bypass 1D
JUMP CUE: NAT /m in direct; else STOP ASK	NT: 1st	as above	as above	as above	
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd				
HELLO: in direct and reopening position	3rd				
DBL=PEN (stronger than opener)	Signals (including Trumps)Trumps: S/P				
2C=diamonds or two-suiter with major and minor, then 2D=P/C	Lavinthal vs NT, Odd/even vs suits				
2D= hearts	STD present count				
2H= majors	DOUBLES				
2S= spades	TAKEOUT DOUBLES (Style; Responses; Reopening)				
VS. PREEMPTS ( Doubles; Cue-bids; Jumps; NT bids)	May be light with classic shape				
LEB after (WK2x)-DBL-(P)-	CUE-BID=FG				
Leaping Michaels	SCRAMBLING 2NT				
					SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
Double=Majors; NT=minors	NEG DBL thru 4S				
Applies vs STR 1C/2C openings and WK, ART 1D/2D responses	MAX DBL				
	SUPP DBL thru 2S				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
OVER OPPONENTS' TAKE OUT DOUBLE					
1M-(X)- transfers (XX is first step)					
Fit-jumps apply					Psychics: Occasionally, especially over strong 1C and NV vs VUL
2X(pre)-(X)-new suit= support, wants lead in the bid suit					

OPENING BID DESCRIPTIONS							
Opening	Artificial	Min.	Neg Dble t	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3		11-21p, 3-3 minors included	2m=F1(10+,no M);3m=PRE, game opposite 18-19	after 1X-1Y-1Z- XYZ, 1NT rebid=11-14, jump	Fit-jumps
1♣					1NT=6-10; 1M=4+M, 3+p, bypass 4D with less than inv	rebid= 18-19; ingberman after reverse; FSF;	
1♣					2M= reverse flannery	double jump after response= SPL	
1♦		3		11-21p, 4-4 minors or 4D5C	as over 1C, 2NT=INV, 3NT= 13-16p	as over 1C	Fit-jumps
1♦				min included			
1♥		5		11-21p, 5+H, can be 4 cards in 3rd	1S- 4+; semi-F1NT (6-12) includes 3c supp inv; 2x =FG	XYZ, 3-way game tries after 1M-2M,	Fit-jumps
1♠		5		as 1H	2NT= FG BAL 4+support,; JS= inv 6+; 3M=L/R, 4M	2C rebid= gazilli (strong or clubs)	
1NT				15-17 BAL, may have 5 card	2C=stayman; 2R= trf; 2S=clubs or inv; 2NT=diamonds	Smolen; 1NT-2C-2D-2H= both majors weak	
1NT				major	3C=puppet stayman; 3DHS=splinter, texas		
2♣	X			ART, STR, 22+ if BAL	2D= waiting; others= good suit slam interest	2NT=22-24; cheapest minor= 2nd neg	
2♦		5		2X- very aggressive, depends	over 2X: 2NT=relay; new suit=F1	2X-2NT: Answers gradient from 3C to 3S (from	
2♥		5		on vulnerability, usually 2-10p,		weakest to strongest)	
2♠		5		any suit quality (incl. 5c suits)			
2NT				20-21 BAL, can have 5M	Muppet stayman; transfers, 3S=MSS, texas	2NT-3C: 3D=4M, 3H= no 4M, 3S= 5S, 3NT= 5H	
3♣		6		3X- aggressive, often 6c suits	over 3X: new suit=F1		
3♦		6		depends on vul			
3♥		6					
3♠		6					
3NT				Solid minor, no outside A or K	4D=Relay; any level of C= P/C		
4♣		7		4X- PRE			
4♦		7					
4♥		7					
4♠		7					
HIGH LEVEL BIDDING							
Italian style cuebidding							
RKCB 1430							
Serious 3NT							
Last train							
Lightner doubles							