

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	
1M – usually 5+(strong 4)cards suit-7-16 HCP	
RESPONSES: NF at 2 level,	
(1C,D or H) – 1M - ? : 2♣ - DRURY(answer-2D=11+ hcp)	
CUE=10+, HCP possibly w/o fit; JUMP RAISE=PRE;	
New suit JUMP=FIT, INV;	
(1M)-2M: other M + minor 5-5; 2NT=mm 5-5;	
1NT OVERCALL (2nd/4th Live, Responses, Reopening)	
1NT: 15-18 HCP bal (semibal); Resp. as after opening;	
JUMP OVERCALLS (Style, Responses, Unusual NT)	
WEAK-unvul; Constructive-vul=10-13 HCP and 6+cards	
2NT=mm;	
DIRECT AND JUMP CUE BIDS (Style, Respones, Reopen)	
MICHAELS CUE:-7-14(17) hcp	
(2HS)-4CD= minor+ other M (12-16)hcp	
JUMP CUE – asks for STOPPER	
VS. NT (vs. Strong / Weak, Reopening, PH)	
vs. Strong: DBL= minor suit 10+	
vs. Weak: DBL – 14 +; 2♣: 4-4, M ; 2DHS-NAT;2NT -minors	
3X-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.2♦(Multi):DBL-T/O against 2♣ opening or any strong hand	
Suit w/o jump: nat, NF	
VS. ARTIFICIAL STRONG OPENINGS	
After 1CD=DBL=NAT;1NT=minors ; 2C= Majors; 2DHS-nat	
; 2NT=minors;3X=nat	
OVER OPPONENTS' TAKEOUT DOUBLE	
RDBL=10+ hcp, 1x=F1, 2x=NF	

LEADS AND SIGNALS				
OPENING LEADS STYLE				
	Lead	In Partner's Suit		
Suit	1/3/5	same		
NT	2/4	same		
Subseq	Same	same		
Other: K 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); KQ10x(x);		
Jack	J10;J10x(x); KJ10(x); Jx	J10; J10x(x); Jx		
10	H109(x), 10x, 109(x)	HH10x(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	
Suit	1	Odd or low =enc	Hi/low= even	Italian
	2	S/P	S/P	
	3	Hi/low=even		
NT	1	Odd or low =enc	Smith	Italian
	2	S/P	S/P	
	3	Hi /low even	Hi /low =even	
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				
T/O thru 4H				
SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES				
(3CDH) =TRF-DBL-take out as DHS				
SUPP DBL thru 2♥: 3cards support;				

Category:
 NCBO: **EST / EST** EVENT: All events 15.01.17
 PLAYERS: **TÖNIS PLEKSEPP**
JÜRI JOONSAAR

SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
1♠=17(15)+any;1♦=11-14 BAL or 4+,D,unbalanced; w/o5-card Major	
2♣-Majors ;2♥/♠- weak 6 (5) ; 2NT- 5/5, mm, weak	
3C/D-6(7)cards w/2F, w/o Ace/King other suits (if partner 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)	
After Opp 1NT-strong--DBL-one minor (10+)	
-2C-clubs Majors	
-2DHS-nat	
-2NT-minors	
-3X- nat	
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	

OPENING	TICKET	MINOR	NEGTHER	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♠	X	0	4H	17(16) HCP, any	1♦: 0-7 NEG; 1NT=5+ spades, 8+ hcp,	1♠-1♦: -1H=relay 20+hcp (1S=0-4 hcp), -1NT: 18-20, -2NT:21-23; 1C-1D-1H-1S-2Creelay-3C(3-4bal.hand)	
				18+HCP,BAL	1♥2♠♦: NAT 5+, 8,HCP;	1♠-1♠-1NT-2♠:12+ HCP; 1C-1D-2NT-3C(relay);	
					1S=8+ hcp BAL, 2NT,3CDH=8+ hcp 4441	1C-1D-1H-2C(5-7bal);1NT(5-7)5+clubs	
					2♥/2♠: 5-7,6,M w/1,F; 3S any AKExxx;3NT any AKExxxx	1C-1D-1H-1S-2C=relay 22+ hcp (2D=0-2 hcp) 1C-(dbl)-1D=5-7hcp; 1C-(dbl)-rdbl=8+neg	
1♦	X	1	3♠	11-14 HCP,BAL	1M:5,HCP 4 cards M;2NT: 12-13HCP,BAL;1NT:6-11	1D-1M-3D=max .+6 cards D; 1D-1M-3M max	Drury, Lebensohl, Gadget
				11-16 HCP any 4441	2m: 10+ F1; 2♥/2♠:13.good 5,cards, FG	1♦-3m-3NT min;	1D-2HS=10-11hcp,5cards
				11-16 HCP 5+minor, unbal	3m: 13+, 6,cards w/2F;FG; 3M: 5-7, 6, w2F;3NT,4M=pl	1♦-1M-3C max, 5+ D and 5+C;	
1♥		5	3♠	11(10)-16 HCP 5,cards	1♥-1♠:7+,4,cards,F;1NT: NF; 3♠/4♠/♦: splinter; 2NT:inv or slam try support ;1H-2m=4+cards , 10+HCP F1; 3NT:with support; 4♥:play ; 3H= PRE 1H-2S, 3m = good suit slam inv.	1H-2NT-3m -other suit; 3S4CD-shortness	Drury, Lebensohl, Gadget
1♠		5	3H	11(10)-16 HCP 5,cards	All the same like over 1♥		same
1NT			4H	15-17 HCP, BAL (semiBAL)	2S= inv or 6+ C, 2NT=6+D	1NT-2♠-2♦w/o4M-2HS play;2NT=Invit , 1NT-2♠-2♥ 2♠=GF;2NT=Invit,	Lebenshol
					3mM = 6-8HCP,6(7) cards w/2F,Invite	1NT-2D/H-3mM max+supp.	
					1NT-4DH=trf.toH,S ;1NT-4C-Majors	1NT-2D-2H;2S, 3m=GF; 2NT= inv.	
					1NT-2♠-2♦w/o 4M-3♥♠=Smolen	1NT-2♠/2NT-?: -2NT/3♦=MIN, - 3♠=MAX	
2♣		5	3S	11-16HCP,5,C+4M or 6,C	2♦:10,HCP,F1; 2M:7-11HCP, 5,M,NF; 2NT=inv 3C: mild inv; 3♦♥♠: good suit,F; 4C=PRE;4D,H,S=Spli	2C-2D-2NT:max, 6+ C;3C:min,6+C; after that 3D-asks contr	
2♦	X			5-10HCP,H+S suits (5)4+5(4)	2M=play;2NT=relay; 3D =inv in any M 4C=show y best M w trf	2D-2NT-3C min (54);3D-max (55);3M -max(54)	
2♥		5		5-10 HCP, 6(5)cards	2♠: NF; 2NT= R,-3CD =5card minmax;3HS-6cardminma 2H-2NT-4CD, 6+max,void;2H-3CD=6+NF		
2♠		5		6-10 HCP, 6(5)cards	All the same like over 2♥		
2NT	X			6-11HCP,5-5 minors	3H-relay; 3S nat ; 4minor inv; 4M-play	2NT-3H-4C,D=6+5+1/1	
3♣		6		6-10 HCP, 6(7) cards w/2F	3X -F		
3♦		6		6-10 HCP, 6(7) cards w/2F	3X-F		
3♥		6		5-8 HCP, 6(7) cards PRE	3S-F		
3♠		6		5-8 HCP,6(7) cards PRE			
3NT	X			SOL minor usually no stopper	All ♠ bids= pass or correct, 4♦=R, 4♥/♠=play	4D-4H/S-short; 4NT-7222;	
4♣		7		PRE			
4♦		7		PRE			
4♥		7		PRE			
4♠		7		PRE			
						HIGH LEVEL BIDDING	
						RKCB 1430, Gerber; Lightner; cue-bids, splinters	
						DOPI, ROPI=DBL=0/2 ja pass1/3	

