

DEFENSIVE & COMPETITIVE BIDDING	
OVERCALLS	
NAT ; 8 - 16 HCP ; 5+ suit	
After 1 level overcall passed by opp 2♣ = Drury	
if opp bids : Dbl=3+ supp, suit(incl 2♣)=nat, noF	
1NT OVERCALL	
16-18 HCP BAL or HBAL	
Responses = look at 1NT opening resp., ,	
TRF to opp.suit = F1, Nat	
JUMP OVERCALLS	
after 1♣♦ - 2NT3♣♦♥ = NT--♣,♣--♦,♦--♥,♥--♠ PRE 6+ card	
3♠ = gambling w/minor AKExxxx	
3NT = 1 suiter minor PRE	
after 1♥♠ - jump = Nat 6+, 2NT= minors, all weak	
DIRECT & JUMP CUE BIDS	
Direct = michael's cue 10+ HCP ; resp. 2NT = relay	
VS. NT	
DONT	
VS. PREEMPTS	
Overbid = NAT 5+ ; 2NT = 16 - 19 HCP BAL/HBAL ;	
cue-bid = F1: w/good hand or Michaels style 2 suiter	
Resp.: NAT ; LEB after DBL	
Dbl = 11-16 HCP take-out or any strong hand	
VS. ARTIFICIAL STRONG OPENINGS	
DBL = NAT ; 1X = NAT 5+ ; 1NT = as overcall NT	
1♠str-2♣ = club + other suit, 2♦ = weak major 6+	
OVER OPPONENT'S TAKE-OUT DOUBLE	
RD = Nat 10+HCP ;	
bidding on level1 = F1, on leve2=noF	

SYSTEM SUMMARY	
GENERAL APPROACH & STYLE	
2 over 1	
2♣ strong 22+	
1♥♠ 5+ suit;	
1NT=(14)15-17(18) BAL or HBAL	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
2♣=22+ HCP	
2♦ = 1 suiter, 6+major, 6-11 HCP	
2♥♠ = 5+ Nat & 4+ minor 6-11 HCP	
2NT3♣♦♥ = NT--♣,♣--♦,♦--♥,♥--♠ PRE (weak) 6+ card	
3♠ = gambling w/minor AKExxxx	
3NT = 1 suiter minor PRE	
FORCING PASS SEQUENCES	
PSYCHICS	
often	
DOUBLES	
TAKEOUT DOUBLES	
10+ HCP, usually at least 2 unbid suits or any strong (16+HCP)	
Responses : NAT; NT = constr. ; cue & jump = F1 (10+ HCP)	
SPECIAL, ARTIFICIAL & COMPETITIVE DOUBLES/REDOUBLES	
NEG DBL thru 3♠ (from 4-th level = values)	
Supp. DBL thru 3♠	
Lightner	
Resp. DBL thru 3♠ (usually minors)	

LEADS & SIGNALS			
OPENING LEADS STYLE			
	Lead	Partner's suit	
Suit	3. / 5.	Same	
NT	small=active in lead suit	higher or 3./ 5.	
Subseq.	2.	Same	
Other	K - we show dir or enc	Same	
	A or Q - we show parity	Same	
LEADS			
Lead	Vs. suit	Vs. NT	
Ace	AK(x) ; Ax(x)	AK(x) ; Ax(x)	
King	AK(x) ; KQ(x) ; Kx	AK(x) ; KQ(x) ; Kx	
Queen	KQ(x) ; QJ(x) ; Qx	KQ(x) ; QJ(x) ; Qx	
Jack	QJx(x) ; J10(x) ; Jx	QJx; J10(x) ; Jx	
10	K109(x) ; 109(x) ; 10x	HJ10(x) ; 10x	
9	KJ9(x) ; 9x	H109(x) ; 9x	
Hi - Lo	Even		
Lo - Hi	Odd		
SIGNALS IN ORDER OF PRIORITY			
	Partner's lead	Declarer's lead	Discarding
Suit	1 direction to K lead	direction	Italy
	2 parity to A or Q	parity	Lavintahl
	3 Lo=enc;Hi=dec		
NT	1 direction to K lead	Smith	Italy
	2 parity to A or Q	direction	Lavintahl
	3 Hi=dec 9,8,6	parity	
enc 3,5,7,2,4			

Aivar Tammel

Allar Padari

OPEN	ART	NR	NDBL	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPET/ PASSED
1♣		3	3♠	3+Nat,11-21 HCP no 5+ major	1♦ = 3+♦,5+ HCP,F1 1♥♠=4+Nat,5+HCP,F1; 1NT=6-10 BAL ; 2♣=(4)5+Nat,10-12HCP 2♦♥♠=6+Nat,GF ; 3♣=5+Nat,noF 2NT=INV, 3♦♥♠=Nat w/6trics	after resp 1♠,1NT - 2♦ = gadget	after opp 2♦♥♠ 2NT=Lebensohl
1♦		3	3♠	3+Nat,11-21 HCP no 5+ major	1♥♠=4+Nat,5+HCP,F1; 1NT=4-10 ; 2♣=4+Nat,11+HCP,F1 2♦=4+Nat,10-12HCP; 2♥♠3♣=6+Nat,GF ; 3♦=5+Nat,noF 2NT=INV, 3♥♠=Nat w/6trics	after resp 1NT - 2♣ = gadget	after opp 2♥♠ 2NT=Lebensohl
1♥		5	3♠	5+ Nat, 11 - 21 HCP	1♠ =4+ Nat, F1 ; 1NT=3-11 HCP,F1 2♣♦ = 4+ Nat, 11+HCP, F1; 2♥ =5-10 w/supp 2♠3♣♦ =5+Nat w/supp, INV or 16+ 2NT= w/good supp, GF 3/4♥ = sign-off ; dbl jump =splinters 3-5 ctrl	1♥ - 1♠ - 1NT - 2♣ = gadget 1♥ - 2NT - 3♥=18+,str suit; 3♣♦♠=short; 3NT=15-17; 4♥=min, 4♣♦=15+& 5+ good NAT	after opp 2♦♠ 2NT=Lebensohl
1♠		5	3♥	5+ Nat, 11 - 21 HCP	2♥ = 10+ HCP NAT(5+) F1 ; other : look at 1♥	look at 1♥ subs.auct.	after opp 2♦♥ 2NT=Lebensohl
1NT			3♠	(14)15-17 HCP BAL or half BAL single K or Q may be 5 Maj , 6 min	2♣=asking ; 2♥NT = TRF 2♠=tr ♣ or asking min/max 3♣♦=nat 5 ,short in oth minor, majors 3-4,GF 3♥♠=nat 3, short in oth major, minors 4-5,GF 4♣♦=texas, 6-8 HCP,	1NT - 2♣ - ? : 2♦ = no 4♥♠ ; 2♥♠= NAT ; 3♣♦ = NAT. Poss.rel.seq. after these. After TRF -to major new suit=NAT,F1; -to minor new suit=short,F1 Jump answer to TRF=max, supp (4-card). Other = NAT w/supp	after opp 2♦♥♠ 2NT=Lebensohl after DBL - all transfers
2♣	x	0	3♠	22+ HCP or GF	2♦ = waiting, 2♥=0-4 suit =(5)6+ w/2top		
2♦	x	0	no	6+ major, 1 suiter 6-11 HCP or 22-23 BAL	2♥=pass or correst 2♠=pass w/♠ & INV w/♥ 2NT = str. REL	2NT= str REL : 3♣/♦ - min♥/♠, 3♥/♠ - max ♥/♠ 3NT - 22-23 BAL	2NT = REL DBL=penatly
2♥♠	x	5	no	5+ Nat ja 4+ minor 6-11 HCP	2NT = REL	2NT: str REL -3♣ -min; other max: 3♥/♠ - w/weak 6card; 3♦ = ♣; other Maj=♦;3NT= 5-5	2NT = REL DBL=penatly
2NT			3♠	20-21 HCP BAL or half BAL			
3♣♦♥♠		6	no	6+ PRE	new suit Nat F1		DBL=penatly
3NT	x		no	gamble, minor AKQxxxx	3NT contract	SLAM BIDDING	
4♣♦	x	7	no	♣--♥,♦--♠ 8.9 tricks, v.good suit	1st step=slam inerest	Cue bids = 1st & 2nd round equally, usually from 4th level ; shape & high card relays ; splinters ; RKCB 140322Q, Josephine;	