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|---|--|-------------------------------|-----------------------|--|--|
| DEFENSIVE AND COMPETITIVE BIDDING | | LEADS AND SIGNALS | | | |
| OVERCALLS (Style; Responses; 1/2 Level; Reopening) | | OPENING LEADS STYLE | | | |
| Several different meanings, as a Rule can be 1M=nat 4+ M & 12+ HCP | | Lead | In Partner's Suit | | |
| or next M 5+ & 7-15 HCP (valid over 1C/D not very strong by definition) | Suit | 1st/3rd/5th | small values | | |
| Answers 2C relay, 1NT=NF/2M=pass/correct | NT | 4th or secod if not good suit | Attitude or count | Category: | Red |
| | Subseq | depends from situation | | Country: | Estonia |
| 1NT OVERCALL (2ND/4TH Live; Responses; Reopening) | | | | Event: | Team Events & Pair Tournaments |
| 15-17 (18) Bal or semibal with stopper | | | | Players: | vectorNatural Users |
| Reop= 11-14 with stopper | Other: | | | SYSTEM SUMMARY | |
| Resp= 1NT opening resp. | LEADS | | | GENERAL APPROACH AND STYLE | |
| | Lead | Vs. Suit | Vs. NT | Natural based with many meaning owning responses | |
| JUMP OVERCALLS (Style; Responses; Unusual NT) | Ace | Asks attitude or side suit | Asks attitude | Responses strong&natural or next suit 4+ HCP unknown | |
| 1-Suit: 6+cards suit (some free calls on level 3. and PRE) or | King | Asks count | Asks unblock or count | Openings meaning depends from vulnerability | |
| 2-Suit: Ghestem fashion (which 2 suits immediatly clear) | Queen | QS, sometimes KQ(x) | QS9 | Agressive (with good distribution) | |
| | Jack | J10 | J108 orA/KS10 | | |
| Reopen: same | 10 | 109 | 109 | | |
| DIRECT and JUMP CUE BIDS (Style; Responses; Reopen) | 9 | 9x | 98x | | |
| Direct cue= asks stopper or shows shortness | Hi-x | even | xxx | 1NT Openings: Strong,Weak,Weaker | |
| jump cue= very short, if 5+ suit was promised | Lo-x | odd | xxxx(x) | 2 OVER 1 Responses usually F1 or FG for same cases | |
| SIGNALS IN ORDER OF PRIORITY | | | | | |
| | | Partners Lead | Declarer's Lead | Discarding | SPECIAL BIDS THAT MAY REQUIRE DEFENCE |
| VS. NT (vs. Strong / Weak; Reopening; PH) | Suit:1st | Attitude | Attitude | Count | 1C= 2+C 11-21 |
| 2C= Majors/2D=1 Major/2M= M+ m | 2nd | Count | Count | Lavintahl | 1D=4+D 11-21 |
| VS.Strong Dbl= 5m+4M or really strong hand/2NT=Both minors/ | 3rd | | | | 1HS=5+HS 11-21 |
| 3CD=Preemptive | NT: 1st | Attitude | Smith | Attitude | 2CDNT= Very Strong Opening Bids |
| VS.Weak Dbl= Points/2NT= 4H and 6 in a m/3C=6C+4S/3D=6D+4S | 2nd | Count | Attitude | Count | 2HS= meaning depends from vulnerability |
| | 3rd | | | | 1NT dependent from vulnerability combination |
| VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids) | Signals (including Trumps): Direct count, lavintahl, Schmith | | | | |
| Overcall solid natural, D Strong or shortness and opening, | | | | | SPECIAL FORCING PASS SEQUENCES |
| min NT= 15-18 with stopper | DOUBLES | | | | On 5th level with proved sufficient HCP advantage, pass = better overcall, |
| | TAKEOUT DOUBLES (Style; Responses; Reopening) | | | | than simply overcalling, double suggests not to overcall. |
| VS. ARTIFICIAL STRONG OPENINGS | 11+HCP usually at least 2 unbid suits or strong 16+HCP | | | | |
| Overcalls natural, Ghestem off, pass could be strong | Responses: NAT; 1X=F1; 1NT=NF; 2X=NF; 2NT(jump)=iNV; 2NT(not | | | | |
| | jump)=Good card; 3X(not jump)=NAT,not so good 3X (jump)= PRE; | | | | IMPORTANT NOTES THAT DON'T FIT ELSEWHERE |
| OVER OPPONENTS' TAKE OUT DOUBLE | Reopening DBL : may be weaker | | | | Sometimes opening and overcalling very light |
| RD= promises strength | NEG DBL through 3S (from 4-th = values) | | | | Sometimes not opening with good (mainly) balanced hands |
| jump raise= PRE no defending tricks, simple raise could be stronger | SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES | | | | |
| new suit = F1 | From opener double to overall promises additional strength | | | | |
| | If partner opened I answered and an overcall was made, then double | | | | Psychics: happens |
| | (by me) means that the stonger option of answer takes place | | | | |
| OPENING BID DESCRIPTIONS | DEFENSIVE AND COMPETITIVE BIDDING | | | | |

| Opening | Artificial | Min. | Neg Dble thr | Description | Responses | Subsequent Auction | Passed Hand Bidding |
|---------|------------|------|--------------|-------------------------------|---|---|---|
| 1♣ | | 2 | 3S | 11-21 usually no 5 card M | 1D=4+D FG/ 4+ H / 8-10 HCP 4-5 S cards | transfers accepted with 3+ in first order, | FG is substituted with INV |
| 1♣ | | | | | 2S= Bal FG / 6 m min KExxxx no side entry | allowed jump if 4(+) support= PRE or tactical | |
| 1♣ | | | | | 1H=4+H FG/ 4+ S | min NT cuts HCP power from top | |
| 1♣ | | | | | 1S=4+S FG/4+D INV/ 1NT=5-9NF | 1H-1S=3+S/1NT=other¬ strong | |
| 1♣ | | | | | 2C=4+C INV | 1H-2S=4(+) S according to policy | |
| 1♣ | | | | | 2D= 6 card H & ca 5 HCP/ 5+ D FG. | 1D-1H=3+H/1S=4S/1NT=other¬ strong | |
| 1♣ | | | | | 2H= 6 card S & ca 5 HCP/ 5+ H FG. | 1D-2H= 4(+) H according to policy | |
| 1♦ | | 4 | 3S | 11_21 usually no 5 card M | 1H= 4+H FG or 4+S/ 1S=4+S FG /4+H | answers with same policy as 1C | FG is substituted with INV |
| 1♦ | | | | | 1NT= NF(5-9) / 2S=FG Bal / 6 C(min KExxxx) | 1S-2H=3+H not very strong/2D= F1 relay | |
| 1♦ | | | | | 2C= 6 card H & ca 5 HCP / 5+C FG. | 1H-1S= 3+S/1NT=other¬ strong | |
| 1♦ | | | | | 2D= 6 card S ca 5 HCP / 5+C INV | | |
| 1♦ | | | | | 2H=4+D INV | | |
| 1♥ | | 5 | 3S | 11-21 5+ card | 1S= 4+ F1/ 1NT NF(5-9)/2D=4+D F1/2C=FG | 1H-2H-2S=S/S game try | 2C FG is substituted with natural C & INV |
| 1♥ | | | | | /2H=3-10 support/2NT=Limit-raise / at least | 1H-2NT-3H= full min | |
| 1♥ | | | | | INV/3D=mixed-raise/3C= nat+support / any | answers to 3X always min option assumed | |
| 1♥ | | | | | splinter/3H=PRE/3S=any void/ | | |
| 1♠ | | 5 | 3H | 11-21 5+ card | 1NT NF(5-9)/2DH=9+natural F1/2S=3-10 sup. | 1S-2S-2NT=S/S game try | 2C FG is substituted with natural C & INV |
| 1♠ | | | | | 3C/2NT=same as 1H opening/3S=pre/2C=FG | 1S-2NT-3S= full min | |
| 1♠ | | | | | 2D=4+D F1/2H= 5+H F1/3H=mixed-raise | same policy as 1H answers policy | |
| 1NT | | | no | 15-17 (12-14) (10-13) | 2C=Ask M | 2C-2NT-3D= asks to call 3H | |
| 1NT | | | | | 2D=H/2H=S/2S=m/2NT=INV/4C=Aces? | 2C-2NT-3H= asks to call 3S | |
| 1NT | | | | Bal or 5332(wery weakM) | 4D=H/4H=S/4NT=INV | 2C-2NT-3C= slam try- follwed 3NT= no intrest | |
| 2♣ | | | | 18-19 balanced | 2D=4+H/2H=4+S/2NT=FG Balanced/2S asks | 2D-2H=3+H/2H-2S=3+S/2D-2S=4S | |
| 2♣ | | | | | bid 2NT or 4S&5m /3C=4,5M/3D=4,4M | | |
| 2♣ | | | | | /3H=shortH/3S=short S | | |
| 2♦ | | | | FG / 23+balanced | 2H=Relay | 2D-2H-2S=Any 6card suit / 23+Bal | |
| 2♦ | | | | | | (2NT-3NT)= 2 suiters (CD,CH,CS,DH,DS,HS) | |
| 2♥ | | | | 4-10 6 card / (4,5 M not Vul) | 2S=Asks / NF if (45M) | 2H-2S-2NT=any 6,4/3C=short in m/3D= short S/ | |
| 2♥ | | | | | | 3H=min no short/ 3S=max no short | |
| 2♠ | | | | 4-10 6 card / (4,5 m not Vul) | 2NT=Asks / asks bid longer m (if 4,5 m) | 2S-2NT-3C=short m/3D=short H/3H=no s. max | |
| 2♠ | | | | | 3CD= to play if not Vul | 3S=min no short | |
| 2NT | | | | 20-22 Bal or 5332 with 5M | 3C=Puppet/3D/H=H/S/3NT= to play | 2NT-3C-3H=no M/3D=at least 1 4+card M | |
| 3♣ | | 6 | | 4-? 6+card | 4C=PRE, 3NT= to play/3H/S= NF | | |
| 3♦ | | 6 | | 4-? 6+card | 4D=PRE, 3NT= to play/3H/S= NF | | |
| 3♥ | | 6 | | 4-? 6+card | | | |
| 3♠ | | 6 | | 4-? 6+card | | | |
| 3NT | | 7 | | 7+ AKExxxx no A&K outside | 4C= Pass or correct/4D ask for shortness/ | | |
| 3NT | | | | | 4NT=Bid | | |
| 4♣ | | 7 | | | 4H/S = to play | | |
| 4♦ | | 7 | | | 4H/S = to play | | |
| 4♥ | | 6 | | | | | |
| 4♠ | | 6 | | | | | |
| 4NT | | 55 | | | | | |
| 5♣ | | 6 | | | | | |
| 5♦ | | 6 | | | | | |
| 5♥ | | | | | | | |
| 5♠ | | | | | | | |
| 5NT | | | | | | | |

HIGH LEVEL BIDDING

Key Card Blackwood (03)(14)2,2 with Q or additional length (5 key cards, if agreed suit)

Exclusion Key Card same

Josephine