



DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE			
NAT 5+ suit, (8)10-15 hcp 1/2-level		Lead	In Partner's Suit	
	Suit	3/5	same	
vs. art. 1C: 1D=4+4+Majors; 1H=6-11, C+H or D+S; 1S=6-11, C+S or D+H;	NT	2nd/4th	same	Category: SRONG CLUB - BLUE
INT=8-14, C or D; 2C=8-14. 5+4+minors; 2D=8-14. 5+M; 2HS=8-14. HS & 4+ minor;	Subseq			Country: Estonia
2NT=5+5+ minors	Other:	top from 2 cards		Event: Any
Vs. art 1D same defence, but 2C=4+4+ Majors				Players: Oliver Loper & Aivar Tihane
INT OVERCALL (2ND/4TH Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY
15-17 w/ stop. Responses the same as after 1NT opening (SYS ON)	Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE
	Ace	AKx(+), Ax	AKx(+), Ax	Precision Club
	King	AKx(+),KQx(+),	AKx(+),AKJ10(+),KQ10(+)	strong club w/ natural responses (1NT and 1S switched)
in 4th live 1NT=11-15, w/ stopper, SYS ON	Queen	QJx(+),AQJx(+),	QJx(+),AQJx(+),	1D =4+D unbal
	Jack	J10x(+), KJ10x(+), AJ10x(+)	J10x(+), KJ10x(+), AJ10x(+)	5-card M
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	10x, 109x, KJ10x(+), AJ10x(+)	10x, 1098x, KJ10x(+), AJ10x(+)	jump shift answers to 1HS openings are natural with SUPP in opening suit
1-Suit: Nat. preempt	9	9x	9x, 109x	
2-Suit:	Hi-x	xxxxSx, xxSx, Sx	xSxx, xSx, Sx	1NT Openings: 12-15 HCP (441(D)4 possible)
	Lo-x	xxxxS, xxS	HxxSx,HxxS,HxS	2 OVER 1 Responses: F1
Reopen: in 4th live = 6+suit and 4,5 - 5,5 losers, one-suiter	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
MICHAELS CUE:(1M)2M = 5OM + 5m	Suit:1st	count (hi/low=even)	count	Lavinthal
	2nd	attitude (odd=enc)	Lavinthal	Italian
	3rd	Lavinthal		
	NT: 1st	count	count	Lavinthal
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	attitude	Lavinthal	Italian
vs. weak NT (includes less tahn 14hcp) DBL=13+hcp	3rd	Lavinthal		
All bids 10-14: 2C=H+S, 2D=H or S, 2H=H+m, 2S=S+m, 2NT= minors.	Signals (including Trumps): high-low in trumps shows ruffing potential			4C =long H, 7.5 - 8.5 tricks
	SMITH SIGNAL vs NT (small ENC)			4D=long S, 7.5 - 8.5 tricks
vs. strong D.O.N.T: DBL=1-suit, 2C=C+X, 2D=D+M, 2H=H+S, 2S=6+S, 2NT=minors				Michaels que bid and unusual 2NT. Leaping Michaels after opps open 2HS
after DBL: 2C=P/C, 2DHS=own suit, NF.	DOUBLES			Lebensohl in competitive auctions
after 2CD: +1=P/C, other suit bids are natural, NF	TAKEOUT DOUBLES (Style; Responses; Reopening)			Special defence vs. opponents art. 1CD openings
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	in take-out position - 12-15 HCP balanced or 16+ any hand			
DBL: for Take-out	Reopening from 8 HCP if good distribution			
Leaping Michaels vs. 2HS openings.	Responses - nat, NF (except opp. suit). After art. 1CD openings (1C)-X-(p)-2C is GF			
(2M)-3M asks stopper				SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			in GF situations; when OPP runs from PEN DBL
Vs. Strong1 C: same as vs. all art 1C openings, no hcp restrictions				in high-level competition, if we bid game in strong sequence
	NEG DBL, then new suit=F1			
	1D-(1 S)-DBL suggests 4+H, 8+ HCP			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
	Lightner DBL			1D opening may include 4D5C distribution
OVER OPPONENTS' TAKE OUT DOUBLE	Reopen DBL in competitive auctions			lebensohl in competitive auctions
RDBL=10+ HCP	competitive slam DBL.			
1M-(DBL): 1NT2CD are transfers	1C-(1DHS)-DBL=5-7 HCP			Psychics: rare

OPENING BID DESCRIPTIONS							
Opening	Artificial	Min.	Neg Dble thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1C	Yes	0	7H	16+, any distr.	1D=0-7; 1H,2m=8+ 5+,FG; 1NT=8+ 5+S,FG; 1S= 8+ bal. distr., FG; 2M=4-7 6+; 2NT3CDH=8+, 4441 S/S CDHS, FG	1C-1H/1NT-2M=asks suit quality 1C-2NT3CDH: +1 asks controls; other suit below game=RKCB	
1D	No	4	3S	11-15 HCP 5+D; 4D5C; 4D441	2D=F1 (inverted minors); 2M=FG, 2NT=5+5+HS	1D-1M-1NT-2C=Gadget; 1D-2H-2S=min,S/S; 1D-2S-3H=min,S/S	
1H	No	5	4D	11-15 HCP	jump bids= natural, promise SUPP in opener's suit. Double jump= splinter 2NT=ASK		Drury
1S	No	5	4H	11-15 HCP	same as 1H		Drury
1NT	No			12-15 HCP (441(D)4 possible)	STAY; JACOBY TRF; 2S to C or LIMIT RAISE; 2NT to D 3x-shortness,FG	1NT-2S-2NT=min, 3C=max; 1NT-2NT-3C=max, 3D=min 1NT-2D-2NT=max good supp., 3H=min 4H; after 1NT-2H=same	
2C	No	5	4H	11-15,5C4M or 6+C	2D=ART F1; 2M=NF; 2NT=transfer to 3C, (5-5)M or 0-9 w/ 3+C	2C-2NT-3C-3D=FG (5-5)M	
2D	Yes	0		6-10 HCP 6+M	2H,2S,3H,3S=Pass correct; 2NT Relay; 4C=reqs xfer; 4D=game in partner's suit	2D-2NT-3C=minH,3D=minS, 3H=maxH, 3S=maxS	
2H	Yes	5		6-10 HCP 5H 4+m	2S=Nat, NF; 2NT Relay; 3C=Pass correct; 3D=invite in H; 3H NF	2H-2NT: 3CD=min w/ CD; 3HS=max w/ CD	
2S	Yes	5		6-10 HCP 5S 4+m	2NT Relay; 3C=Pass correct; 3D=trans. to H; 3H=invite in S; 3S NF	2H-2NT: 3CD=min w/ CD; 3HS=max w/ CD	
2NT	Yes			6-10 hcp (5-5)m			
3C	No	6		PRE	new suit F1		
3D	No	6		PRE	new suit F1; 4C=asks S/S	4D=no S/S; any suit = S/S	
3H	No	7		classic	new suit F1; 4C=RKCB		
3S	No	7		classic	new suit F1; 4C=RKCB		
3NT	Yes			GAMBLING	4D=ASK	3NT-4D: 4HS=s/s; 4NT=7222; 5CD=NAT, s/s in other minor	
4C	Yes	0		PRE in H, Strong	4D=ask controls; 5H ask suit quality		
4D	Yes	0		PRE in S, Strong	4H=ask controls; 5S ask suit quality		
4H	No	7		PRE, no side CTRL			
4S	No	7		PRE, no side CTRL			
4NT	Yes			(6+-6+)m			
5C	No	7					
5D	No	7					
5H							
5S							
5NT							
HIGH LEVEL BIDDING							
RKCB 1403; 5A+Q							
Splinter bids							
Cue-bids							
DOPE-ROPE							