

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
8-16 hcp, 5+ suit (on 1 st level sometimes good 4-card suit happens)
2♣ = DRURY (fit not guaranteed), fit-jumps, opps suit = INV to 4M after Drury – 2♦ = ->10 hcp, repeating suit = weak opening hand
reopening: NAT, no special differences
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17 (14-18) (semi)BAL, at least partial stopper
SYSTEM ON
reopening: 12-15, does not promise stopper, SYSTEM ON
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-suiter: Pre-emptive : new suit = INV, 2NT = relay
2-suiter: 2NT = two lowest suits
over 1♣ (2+ or Polish) 2♦ = (54)+ Majors, 7-11
Reopen: based on tricks, somewhat stronger
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
over 1♥♠ = Michaels cue (10-16 or FG) - 2NT = relay, N♣ = poc
over 1 minor (3+) = both majors (54+) 8-11 hcp
jump cue = asks stopper for 3NT
reopening = same
VS. NT (vs. Strong/Weak; Reopening;PH)
vs STR = DONT (DBL = 10+onesuiter; 2x = (44)+ suit & higher; 2♣=5+♣
2♣♦♥ = random strength => +1 = poc
vs WK NT SUCTION: DBL=Strength (about 15+), 2♣=♦ or ♥♠;
2♦=♥ or ♣♣, 2♥=♠ or ♣♣, 2♠=♥♣ or ♠♠, 2NT=♣ or ♦♥
if opps bid 1m-1NT we play DONT, if 1M-1NT DBL = TO of M
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
T/O DBL thru 4♥, (2x)-DBL-2NT=LEB; applies also if
(1M-2M), cue-bid = asking stopper, Leaping Michaels (FG)
against MULTI-opening DBL=TO of ♠; 2NT=16-19 hcp
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
VS 1♣: DBL-1♦-1NT=CRASH 44+suits (usually more), random
VS 1♠:DBL-1NT-2♣= CRASH 44+suits (usually more), random
overcall can be very aggressive, 1M from 4 card suit
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL=(10)11+ HCP; 1x = F1
1 major – (DBL) – 3 something = FIT-Jump

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1 st /3 rd /5 th	same	
NT	4 th or att, 10/9 are 1 st or 3 rd	1 st /3 rd /5 th	
Subseq	1 st /3 rd or attitude	same	
Other: from AK or KQ both honours are possible			
10 or 9 is 1 st or 3 rd also in suit			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK, AK(+)	any AK(+), Ax	
King	any AK(+), any KQ(+)	any AK(+), any KQ(+)	
Queen	any KQ(+), QJ(+), Qx	any KQ(+), QJ(+), Qx	
Jack	J10(+), Jx	J10+, Jx	
10	109(+), HJ10(+), 10x	HJ10(+), 109(+), 10x(x)	
9	9x, 98(+), H109(+)	98(+), 9x(x), H109(+)	
Hi-X	Xx	Xx, Xxx, xXxx	
Lo-X	xxX(x), xxxX, HxX(+)	xxxX(+), HxX, HxxX(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1	odd = ENC/even SP	hi/lo = even	odd=ENC/even SP
2	hi/lo = even	SP	(hi/lo = even)
3			
NT 1	odd = ENC/even SP	hi/lo = positive echo*	odd=ENC/even SP
2	hi/lo = even	hi/lo = even	(hi/lo = even)
3			
Signals: ATT on A or Q, count on K			
Italian signals and discards + Lavinthal, TRUMP for SP			
"the smaller the odder" principles, SMITH *from leader reversed*			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
11-16 negative or 1♣ opening values, may be light with classic shape			
then new suit = NF, cue-bid = F1; (2x) - DBL - 2NT = TRF-Lebensohl			
jump to 2nd level = INV (7-10) usually 5 cards			
Reopening: 8+ (with classical shape), otherwise the same			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
NEG DBL thru 4♥, higher it shows "cards", 1♦-(1♥)-DBL 4+♠			
support double through "2M-1", DBL to opp's cue shows top-honour			
Often DBL shows just extras from NF hand, INV DBL in comp on 3 rd level			
standard lightning/lead directional DBLS, POS SLAM DBL			
against (1♥♠) - (1NT) - DBL = TO, (1NT (wk))-(ART BID)-DBL = cards			
DBL to 3NT = lead your suit, if OPPS have bid = lead dummy's suit			
usually DBL is takeout until there are still 2 unbid suits left			
if only one hand has bid, then double from there is competitive (or cards)			

CONVENTION CARD
CATEGORY: BLUE
COUNTRY: Estonia
EVENT: Eesti paaride karikas 2008
PLAYERS: Lauri NABER – Leo LUKS
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Relay-Precision, nebulous 1♦, 5-card Majors (sometimes light)
Variable 1NT (10,5-13/15-17 in nonVUL/VUL)
2♦ = mini-wilkosz (5+major4+minor), 2♥/♠=weak (5+ nonVUL)
preempts aggressive, especially in green
overcall range (5)8-16 hcp, lots of non-penalty doubles
If opponents interfere on 1 st level – we play transfers
If on 2 nd – 2 nd level = NF, Transfer-Lebensohl
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♦ may be short (even void, if 4405) -> jump shifts are to play
2♦ = mini-wilkosz (5+M4+m), (0)3-8(10)
2♥/♠ = weak two (3-9), in nonVUL 5+ /VUL normally 6+ cards
2NT = 55(+) minors 3-10 hcp, 3NT = Gambling (max Q outside)
TRF-LEBENSÖHL if opps interfere on 2 nd level (our 2x is NF)
1♥ - 1♠ is often with less than 4 spades to keep bidding open
after our pre new suit in VUL = F1, nonVUL = NF (INV)
1M-3M raise weak, Michaels cue 10-16 or FG, Leaping Michaels
Special escaping sequence from 1NT doubled: RD = one-suiter
pass = puppet to RD either wants to play or separate suits or
♥+♠ with better ♠ (later DBL=TO), 2x=lower from touching suits
against (1m)-(1NT) we play DONT, 1♦-(1NT)-2♣ = ♥+♠
SPECIAL FORCING PASS SEQUENCES
after INV+ balance has been found, after our RDBL or PEN dbl
If our 1NT opening bid is doubled (points)
If we bid instead of FO, it's stronger (exc.4/5 th level)
IMPORTANT NOTES
sometimes light bids, on distributional values or lead directional
If relay is doubled, pass and RD count as steps, if answer,
pass = relay, RD = to play. We tend to reopen in nonvul vs VUL
even with MIN
PSYCHICS: 3rd hand opening may be a bit lighter, 1♥ (X) 1♠
often with 3♠, otherwise rare, possible with fit or avoiding lead

Open		Min	leg	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	x	0	4♥	STR: 18+ if BAL (17+ nonVUL) (14) 16+ if UNBAL or 8+ playing tricks	1♠=0-7, 1♥/1NT=5+M 8-11/12+, 1♣=BAL 2♣/♦=NAT, 2♥=(54)♣+♦, 2♠=55+♣+♦ 2NT-3♥=4441 below singleton 3♠(NT)=any AKQxxx(x)	1♣-1♦-1♥ 20+ hcp->1♠=0-4-> 2♣=FG/23/24 BAL 1♣-1♦-1♥-2♣=BAL or ♣, other NAT ->20 (2NT ♣♦); 1♣-1♦-1NT - 1NT sys on. +1=relay .if opener doesn't relay, he has usually two-suiter	Max-responses are 10-11
1♦	x	0	4♥	11-14/14-16 BAL VUL/nonVUL, 11-16 hcp 4414, 4405 or 4+♦ may be also 5♣4M with bad ♣	1♥=F1, 4+♥ or any FG hand, 1♠=4+♠ F1 1NT/2NT NAT, limit, 2♥/♠ to play, 2♣/♦ NAT, NF 3x=INV, 6+ suit 2m = nat F1; 3M = INV 6+suit	♣ bids from opener=both minors, 1♦-1♥-any-+1=FG (exc..1♠ & 2♦), 1♦-1♠-1NT-2♣=checkback if opps interfere on 1 st level, we play transfers	no FG relays
1♥		5	3♠	(9)11-15 hcp	1NT=FG; 1♠=3+♠ F1 2♣=ART, INV; 2NT= distributional INV with supp 3♣/♦=6c suit INV, 2♦/♠ = NAT, NF 3♥ = PRE, 3♠=minisplinter in any suit, 3NT=♠ SPL	1♥/♠-1NT-2♣=MAX, 2♦=4+m; 2♥=BAL or both majors 2♠=6+ ♥/♠, 2NT=6+M&4m; 3♣/♦ MAX 5M & 5+♣/♦ 3♥/♠=6+M & 5♣/♦, 3NT = 65 majors	no FG relays
1♠		5	3♥	(9)11-16 hcp	same principles as after 1♥; 1♠-2♥=NF, 3♥=INV, 6+♥		no FG relays
1NT			4♥	15-17 BAL VUL 10,5-13 BAL nonVUL	2♣ = (R), 2♦♥ = TRF, 2♠ =BAL or ♣, 2NT=♣♦ or ♦ 3x=5431, singleton, 4♣/♦=TRF, 4NT INV	1NT-2♣-2NT = MAX 44 majors ->3♦/♥ = TRF 1NT-2♣-2♦-2♥=(44)+ majors 2♠=relay, 3M=SMOLEN 1NT-2♣-2♠-3♣=relay, otherwise +1=relay after TRF new suit = INV, jump = autosplinter	1NT-2♣-2♦-2♠=5♠4♥ to play
2♣		5	4♥	11-16hcp 6♣ or 5+♣4M min with 6♣4♦/5♣4M with bad ♣ may be opened 1♦	2♦=(R); 2♥♠=NF; 2NT=trf to 3♣ (♣ or ♥+♣) 3♣=trf to 3♦ (♦ or ♦+major); 3♦♥ INV 6+suit	2♣-2♦-2M=4card; 2NT=max 6+♣; 3♣ min 6+♣ 3♦=max 4♦, 3♥ = max 7 (321); 3NT = max 7222 after relay answers +1 = FG relay	
2♦	x	0		(0)3-8(10) 5+M4+m	2NT=(R), 2♥/♠, 3♥/♠ = POC, 4♥/♠ = to play 4♣ = make TRF, P!	if opps DBL: SYS IN; Pass = POC, RDBL = NAT	
2♥		5		(0)3-9 (11), 5+ nonVUL, 6+ VUL	2NT = relay (Ogust in VUL), raise = random PRE New suit VUL = F, nonVUL = NF (INV)	in nonVUL 3♣/♦= min 5/6 cards; 3♥/♠ = max 5/6 cards	
2♠		5		(0)3-9 (11), 5+ nonVUL, 6+ VUL	2NT = relay (Ogust in VUL), raise = random PRE New suit VUL = F, nonVUL = NF (INV)	in nonVUL 3♣/♦= min 5/6 cards; 3♥/♠ = max 5/6 cards	
2NT	x			3-10 hcp, minors (55)+			
3♣		6 (VUL 7)		pre-empt(random)	new suit F in VUL, INV nonVUL (can be for lead)		
3♦		6 (VUL 7)		pre-empt(random)	new suit F in VUL, INV nonVUL (can be for lead)		
3♥		6 (VUL 7)		pre-empt(a bit aggressive)	4 minors = cue		
3♠		6 (VUL 7)		pre-empt(a bit aggressive)	4 minors = cue		
3NT	x			solid m, no outside A/K	Any ♣ = poc; 4♦ = (R) asks shortness	4M=shortness;4NT=7222;5m=short in other m	
4♣		7		pre-empt			
4♦		7		pre-empt			
4♥/♠		7		to play, in nonVUL random			
4NT	x			both minors			
				HIGH LEVEL BIDDING	HIGH LEVEL BIDDING	HIGH LEVEL BIDDING	
				SPLINTER; autoSPLINTER, Any lowest 1 st or 2 nd round cue	After finding exact pattern +1 CRASH for aces, then +1 CRASH for kings/+2 asks exact location	4♦(bypassing CRASH for aces) = TRF to 4♥, gamestop game = mild slam interest in that suit	
				Quantitative 4/5NT after NT-bids	of honours and after that +1 CRASH for kings etc.		
					DOPI-ROPI, if higher than 5 of our suit - DEPO	RKCB 1403, Exclusion Blackwood, Josephine	