



DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			Category: BLUE Country: Estonia Event: Bridge tournaments 2011-02 Players: Hendrik Nigul - Taavi Toomere SYSTEM SUMMARY GENERAL APPROACH AND STYLE Strong club, precision, nebulous 1D, 5-card majors 2D wilkosz 2HS = weak (5)6 cards Overcall range 8-16 1NT Openings: Vul-dependant 11-13 NV, 15-17 VUL 2 OVER 1 Responses: F1/GF SPECIAL BIDS THAT MAY REQUIRE DEFENCE 1D may be short D; 2D = 5major+(4)5 any, (3)5-10 2NT=55(+) minors, 6-10; 3NT=Gambling (max Q outside) after our pre new suit in 3 level VUL=F1, nonVUL=NF (INV) 1M-3M=weak raise; Michaels cue=10-16 or FG Against (1m)-(1NT) we play NT-system; 1D-(1NT)-2C = H+S
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE			
8-16 hcp, 5+ suit (on 1st level sometimes good 4-card suit happens)		Lead	In Partner's Suit	
2C = DRURY; fit-jumps, opps suit INV to 4M	Suit	1-3-5	same	
after Drury: 2D = minimum, repeating suit = opening values	NT	attitude (small = ENC), 4th	1-3	
Trf-Leb after: 1D/1NT-(2x)-?, (1M)-X/1NT-(2M)-?, (1M)-(2M)-X-?	Subseq	attitude		
(x=D/H/S): 2y=NF, 2NT=any weak or clubs; 3C/D/H=transfer	Other:			
3S=transfer to 3NT; Transfert to opps suit: Stayman	LEADS			
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	Lead	Vs. Suit	Vs. NT	
15-17(18) (semi)BAL, at least partial stopper	Ace	Ax(+), AKx(+)	AKx(+), AQJ(+)	
SYSTEM ON	King	AKx(+), KQx(+)	AKx(+), KQx(+)	
reopening: 12-15, does not promise stopper, SYSTEM ON	Queen	KQx(+), QJx(+)	KQx(+), QJx, QJ10(+)	
reopening 2NT = 19-21	Jack	KJ10(+), J10(+), Jx	AJ10(+), KJ10(+), J10x(+), Jx	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	K109(+), Q109(+), 109x, 10x	A109x(+), Q109(+), 109x, 10x	
1-Suit: Pre-emptive: new suit = INV, 2NT = relay	9	KJ9(+), K98(+), 98+, 9x	AQJ9x, A9x, 98+, 9x	
2-Suit: 2NT = two lowest suits	Hi-x	xx, xxxx	xx, xxx, xxxx	
	Lo-x	xxx		
Reopen based on tricks, somewhat stronger	SIGNALS IN ORDER OF PRIORITY			
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer's Lead	
over 1HS = Michaels cue (10-16 of FG): 2NT=relay, NC = POC	Suit: 1st	low = ENC	hi/lo even	
jump cue = asks stopper for 3NT	2nd	hi/lo even	(hi/lo even)	
	3rd			
	NT: 1st	low=ENC	hi/lo even	
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	hi/lo even	(hi/lo even)	
Aspro: X=14+; 2C=4/5H; 2D=4/5S; 2HS=6M; 2NT=6-5 suits	3rd			
	Signals (including Trumps)			
	NT on A or Q, count on K			
	Small ENC, standard count, Italian discards			
is opps bid 1m-1NT we play NT system; If 1M-1NT DBL = TO of M	Smith against NT (big ENC)			
	DOUBLES			
	TAKEOUT DOUBLES (Style; Responses; Reopening)			
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	11-16 negative or 1C opening values; may be light with classic shape			
TO DBL thru 4H, (2x)-DBL-2NT = Trf-Leb; applies also if (1M-2M)	then new suit = NF, cue-bid = F1; (2x)-DBL-2NT = Trf-Lebensohl			
cue-bid=asking stopper; Leaping Michaels	jump to 2nd level = INV (8-10) usually 5 cards			
against MULTI: DBL = TO of S; 2NT = 16-19	SPECIAL FORCING PASS SEQUENCES			
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
VS strong 1C or 1C-1D: DBL = majors; 1NT = 5-5 any	NEG DBL thru 4H, higher it shows "cards", 1D-(1H)-DBL up to 3S			
1DHS = canape; 2C = minors; 2NT = good one-suiter PRE	support double thru "2M-1"; DBL to opp's cue shows top-honor			
From passed hand VUL vs NVUL: DBL = majors, 1NT = minors	Often DBL shows just extras from NF hand; INV DBL in comp on 3rd			
	std lightner/lead directional DBLs			
OVER OPPONENTS' TAKE OUT DOUBLE	against (1M)-(1NT)-X = TO; (1NT (wk))-(ART BID)-DBL = cards			
RDBL = 10+ HCP; 1x = F1	DBL to 3nt = lead your suit; OR lead dummy's suit; OR don't lead my suit			
1M - (DBL) - 3x = Fit-jump	usually DBL is takeout until there are still 2 unbid suits left			
	if only one hand has bid, then his DBL is competitive (or cards)			
	Psychics:happens if: 3rd seat, NV against VUL, against multi, great fit			

