

DEFENSIVE & COMPETITIVE BIDDING
OVERCALLS
A) Opponents didnt show 4+M : 1D = 5+ d,h or s ; 1H = 4+4+ c&h or d&s ; 1S = 4+4+ c&s or d&h ; 2C = 6+c or 4+4+ h&s ; 2D = 6+d or 5+M ; 2H = 5+h & 4+m ; 2S = 5+s & 4+m ; 2T = 5+5+ c&d. Responses : 2T = relay (usually at least game interest) ; other (thru 3S) = p/c.
B) Opponents have shown 4+M : NAT, 5+suit.
Overcalls 1-st level = 5 - 16 P ; 2-nd level = 8 - 16 P
1NT OVERCALL
15 - 17(18) P bal or halfbal
Reop. = the same
Responses = look at 1T opening resp., TRF to opp.suit = FG, shortness
JUMP OVERCALLS
Against 1x = NAT, about 6 - 10 P, 6+suit (2-nd level), 7+suit with 2+ high cards (3-rd level). Resp: 2T = relay ; other NAT NF
Against 2M(1M-2M) : 4C = minors NF ; 4D = d & oth.M ; 4oth.M = NAT; 3M = 6+m or 5+c & 5+ other M
DIRECT & JUMP CUE BIDS
Direct = michael's cue 10+ P ; resp. 2T = relay
Jump cue = stopper asking (usually 6+ m)
VS. NT
Look at OVERCALLS (var.A) ; DBL = NAT
Against 2T (minors) : dbl = 12+ P, one 4+m or 16+ any ; 3C = 5+h & 4s ; 3D = 4+h & 5+s ; 3MT = NAT
VS. PREEMPTS
Overbid = NAT ; 2T = 16 - 19 P BAL/HBAL ; DBL = 14(12)+ P take-out ; cue-bid = 7+ good m or 5+5+ c & other M ; jump = look at JUMP OVERCALLS.
Resp.: NAT ; LEB after DBL
VS. ARTIFICIAL STRONG OPENINGS
Look at OVERCALLS (var.A) ; DBL = NAT, 5+ suit
OVER OPPONENT'S TAKE-OUT DOUBLE
RD = NAT, positive ; new suit after : 1C = FG, 1D = F1, 1MT = NF

SYSTEM SUMMARY
GENERAL APPROACH & STYLE
Strong 1C
Artificial 1D (1+d, 11 - 14 BAL or 10 - 16 without 5+M)
5+ 1M ; strong 1NT
Weak preemts
2 over 1 = F1
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Artificial 1C & 1D
2D = weak two suiter (3 - 9 P, 5+5+ at least 1M)
2T = weak minor two suiter or weak 6+ spade
2M = weak NAT, but 5+ in nv
3C,D,H = light PRE (6+ suit)
3S = gambling
Artificial overcalls
FORCING PASS SEQUENCES
Doesnt depend from vulnerability
Always after opp. run from possible penalty first pos. pass is forcing & DBL penalty (excl.: 1t - DBL - 2/3x - P is NF)
PSYCHICS
Happens; without control; usually with support, destructive or tactical
DOUBLES
TAKEOUT DOUBLES
10+ P, usually at least 2 unbid suits or any strong (16+ P)
Responses : NAT; NT = constr. ; cue & jump = F1 (10+ P)
Reopening DBL : may be weaker
SPECIAL, ARTIFICIAL & COMPETITIVE DOUBLES/REDOUBLES
NEG DBL thru 4S (from 4-th level = values)
1D - 1h - DBL : 4-4 minors, no h-stopper (6+ P)
1D - 1s - DBL : sputnik (4+ h, 6+ P)
Resp.DBL thru 3s (usually minors)
Always pen.DBL after we both have made pos.bid (excl. 1D - p - 1H - 1s - DBL is 4+4+ c&d)
Against opp.cue : DBL from bid hand suggests other lead
Lightner

LEADS & SIGNALS			
OPENING LEADS STYLE			
	Lead	Partner's suit	
Suit	3 = even ; low = odd	Same	
NT	Attitude	Attitude	
Subseq.	Same	Same	
Other	Against NT 10 suggests higher card (excl.10x) & J denies. From AK & KQ always both leads possible		
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	KJ10(x) ; J10(x) ; Jx	J10(x) ; Jx	
10	H109(x) ; 109(x) ; 10x	HJ10(x) ; H109(x) ; 10x	
9	KJ9(x) ; 9x	109(x) ; 98(x) ; 9x(x)	
Hi - x	Even	Passive	
Lo - x	Odd	Active	
SIGNALS IN ORDER OF PRIORITY			
	Partner's lead	Declarer's lead	Discarding
Suit	1 O = enc ; E = sp	Smith echo	Italian
	2 Hi/lo = even (K)	Hi/lo = even (rare)	
	3		
NT	1 O = enc ; E = sp	Smith echo	Italian
	2 Hi/lo = even (K)	Hi/lo = even (rare)	
	3		

PLAYERS

IVAR MAASIK /
MARGUS SUURVÄLI

OPEN	ART	NR	NDBL	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPET/PASSED
1C	x	0	3S	16+ P ; 18+ P (BAL)	1D = 0 - 7 P ; 1HS2CD = 7+ P NAT (5+ suit) FG ; 1T = 8 - 11 or 15+ BAL ; 2M = 4 - 6 P 6+suit NF ; 2T = 12 - 14 BAL ; 3X = 7+ P 4441(bid.shortn.) ; 3T = any AKQxxx	1C - 1D - ? : 1H = 20 P, relay ; other = NAT, NF. 1C - 1D - 1H - ? : 1S = 0 - 4 P ; 1T2X = 5 - 7 P NAT FG ; 3X = 5 - 7 P 4441 FG. 1C - 1HST2CD - ? : NAT (excl. possible relay sequence after 1C - 1T). 1C - 2M - next step = ask.shortn.; 1C - 2H - 2T = 5+s. 1C - 3X - ? = NAT (excl. 1C - 3S - 4S = slam interest with 4+h)	Opener direct cue = michael's
1D	x	1	3S	11 - 14 P BAL or 10 - 16 P 5+m or 4441	1HS = 5+ P NAT(4+) F1 ; 1T = 5 - 10 P NF ; 2CD = 10+ P NAT(4+) F1 ; 2M3m = 13+ P FG one suiter (5/6+) ; 2T = 11 - 12 P INV ; 3M = NAT sign-off	1D - 1M - ? : 1S = 4s ; 1T = BAL ; 2/3C = 4+4+/5+4+ cd ; 2/3D = 5+ d ; 2M = NAT ; 2H (aft.1S) & 2T(1H) = 14 - 16 P 5+d & 4+c ; 2S(1H) & 2T(1S) = any SSGT (support) ; 3M = 14 - 16 NAT & 5+d (us.5422). 1D - 1M - 1T - ? : 2C = gadget (game interest or c sign/off) ; other = NAT NF. 1D - 1M - 2C - 2oth.M = FSF. 1D - 1M - 2M - next step = any SSGT or slam interest with void.	LEB after 2x(op) comp.bid.: 2X = NF
1H		5	3S	10 - 16 P NAT	1S = 5+ P NAT(4+) F1 ; 1T = 5 - 10 P NF ; 2CD = 10+ P NAT(4+) F1 ; 2H = 3 - 9 P NF ; 2S3CD = FG one suiter ; 2T = with 4+supp, us.at least INV ; 3/4H = sign-off ; splinters	1H - 2m - 2X - 2T = FG relay ; LSGT & SSGT after 1H - 2H ; 1H - 1S - 1T - 2C = gadget 1H - 2T - 3X = shortn.,3NT-(5-3-3-2),4X-NAT	P - 1H - ? : 2C = drury 2T3m = suit+supp.; 2S = SSGT LEB after 2x(op)
1S		5	3H	10 - 16 P NAT	2H = 10+ P NAT(5+) F1 ; other : look at 1H responses	1S - 2H - ? : 2S = min, 2T=4+c,3C=4+D,3D=3h bal,3H=3+h+minor short.,3T=5233max, 4C,D=splint 4+H max,4H=5422 min 3S = 6+ NAT 13+ P. Other : look at 1H subs.auct.	P - 1S - 2T = SSGT other : look at 1H
1T			3S	15 - 17 P BAL	2C = REL ; 2DH = TRF ; 2S = BAL INV or 6+c 2T = 6+d ; 3X = 5431 FG ; 4C = gerber ; 4DH = texas	1T - 2C - ? : 2D = no 4M ; 2HS = NAT ; 2T = both ; 3CD = NAT. Poss.rel.seq. after these. After 2DH TRF responder will bid new suit = NAT FG; after 2ST = shortn.FG. Opener will break TRF = max, supp (4-card). Other = NAT	LEB after 2x(op)
2C		5	3S	10 - 16 P 6+c or 5c & 4M	2D = REL ; 2HS3C = NAT NF (us.light inv) 2T = INV ; 3DHS = FG one suiter ; 4DHS = SPL	2C - 2D - ? : 2HS = NAT ; 2T = 6+c max ; 3C = 6+c min ; 3DHS = 6-4 max. 2C - 2D - 2M - 2T = FG rel (ask.shape, nat answ.) ; 2C - 2D - 2T3C - next step = FG rel (ask.shortn.)	LEB after 2x(op)
2D	x	0	3S	3 - 9 P 5+5+ at least one M	2T = REL (us.game int.) ; 3D = INV any M ; 4D = say M ; other thru 3S = p/c	2D - 2T - ? : 3C = c & M ; 3D = d & h ; 3H = h & s ; 3S = d & s. 2D - 2T - 3C - 3D = ask.M	
2HS		5	no	3 - 9 P NAT 5+ (nvul) ; 6+ (vul)	2T =relay ; other =NF	REL ans. In vul.(steps) : min,weak ; min,good ; max,weak ; max,good REL ans. In non vul.(steps):5card-min,6card-min,5card-max,6card-max	
2T	x		no	3 - 9 P 5+5+ c & d or 7+spade-weak	3CDS = p/c ; 3H = NAT F1 ; 4CDS = p/c	2T - 3H - 4H = 2 cards	
3cdh		6	no	5-4-3-2 rule, NAT	New suit = NAT NF	SLAM BIDDING	
3S	x	7		7+minor(AKExxxx)			
3T	x		no	7+ minor	minors=p/c, majors= for play	Cue bids = 1st & 2nd round equally, usually from 4th level ; shape & high card relays ; RKCB ; splinters ;	
4CD	x		no	8,5 - 9,5 tr, 7+ h/s	4HS = s/o ; other = cue	josephine (step answers) ; FSF ; void splinter after autorelay	
4HS		7	no	7 - 8 tr, NAT			
4T	x			ace asking	5C = no ; 5DHST = dhsc ace ; 6C = 2		