

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
8-16 hcp, 5+ suit (on 1 <sup>st</sup> level good 4-card suit possible)
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
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-17 (14-18) (semi)BAL, at least partial stopper
SYSTEM ON
reopening: 12-15, does not promise stopper, SYSTEM ON
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
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
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
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
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
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
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
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
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
VS 1♣: DBL-1♦-1NT=CRASH 44+suits (usually more), random
VS 1♦:DBL-1NT-2♠= CRASH 44+suits (usually more), random
overall can be very aggressive, 1M from 4 card suit
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
RDBL=(10)11+ HCP; 1x = FI
1♥/1♠ - (DBL) – transfers, direct raise weak
1♦ - (DBL) – transfers

<b>LEADS AND SIGNALS</b>			
<b>OPENING LEADS STYLE</b>			
Suit	Lead	In Partner's Suit	
NT	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>	same	
Subseq	4 <sup>th</sup> or att, 10/9 are 1 <sup>st</sup> or 3 <sup>rd</sup>	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>	
	1 <sup>st</sup> /3 <sup>rd</sup> or attitude	same	
Other: from AK or KQ both honours are possible			
10 or 9 is 1 <sup>st</sup> or 3 <sup>rd</sup> also in suit			
<b>LEADS</b>			
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(+)	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	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			
odd encourages, even = Lavinthal, TRUMP for SP			
"the smaller the odder" principles, SMITH-ECHO			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
11-16 negative or 1♣ opening values, may be light with classic shape			
then new suit = NF, cue-bid = FI; (2x)-DBL-2NT = LEB			
jump to 2nd level = INV (7-10) usually 5 cards			
Reopening: 8+ (with classical shape), otherwise the same			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
NEG X thru 4♥, higher it shows "cards", 1♦ - (x) – xx = ♥, 1♦-(1♥)-x = 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 <sup>rd</sup> level			
standard lightner/lead directional DBLS			
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)			

<b>CONVENTION CARD</b>
<b>CATEGORY: BLUE</b>
<b>COUNTRY: Estonia</b>
<b>EVENT: Eesti koonmise valikturniir 2017</b>
<b>PLAYERS: Lauri NABER – Leo LUKS</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
<b>Relay-Precision</b> , nebulous 1♦, 5-card Majors (sometimes light)
Variable INT (10,5-13/15-17 in nonVUL/VUL)
2♦ = mini-wilkosz 2♥/♠=weak (5+ nonVUL)
preempts aggressive, especially in green
overall range (5)8-16 hcp, lots of non-penalty doubles
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1♦ may be short (void, if 4405) -> 2x = NF, 3x=INV
2♦ = 5+M and 4+any, (0)3-8(10) (usually not 5♠ and 4♥)
2♥/♠ = weak two (3-9), in nonVUL 5+ /VUL normally 6+ cards
2NT = weak 55(+) minors, 3NT = Gambling (max Q outside)
If opps interfere on 1 <sup>st</sup> level, we play transfers
TRF+LEBENSOHL if opps interfere on 2 <sup>nd</sup> 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 = FI, 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♣ = ♥+♠
<b>SPECIAL FORCING PASS SEQUENCES</b>
after INV+ balance has been found, after our RDBL or PEN dbl
If our 1NT opening bid is doubled (points or penalty)
If we bid on low levels instead of FP, it shows good hand
<b>IMPORTANT NOTES</b>
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
<b>PSYCHICS: 3rd hand opening may be a bit lighter, 1♥(X) 1♠</b>
often with 3♠, otherwise rare, possible with fit or to avoid a lead

		MIN. NO. OF CARDS	NEG.D BL	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
				1♣	x	0	4♥
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 <sup>st</sup> level, we play transfers If opps double: XX=♥, 1♥=♠, 1♠=trf to NT	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 54+majors 2♣=6+ ♥/♠, 2NT=6+M&4m; 3♣/♦ MAX 5M & 5+♣/♦ 3♥/♠=6+M & 5♣/♦, 3NT = 65 majors 1M-2♣->2♦ =waiting or min 5c M; ->2M = min 6c M	no FG relays
1♠		5	3♥	(9)11-16 hcp	same principles as after 1♥; 1♠-2♥=NF, 3♥=INV, 6+♥	1♥ - 3♣ / 1♠ - 3NT = minisplinter, 1♥ - 3NT = ♠ splinter	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+M 4+m	2NT=(R), 2♥/♠, 3♣♥/♠ = POC, 4♥/♠ = to play 4♣ = make TRF, P!, 3♦ = INV to 4M, 4♦ = F to 4M	if opps DBL: SYS IN; Pass = POC 2♦ - 3♦ - 4♣ = 5♥; ...4♦ = 4♣	
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♥/3♠ = NAT; F; 4♥ asks shortness, 4♣/4NT = ♣/♦ RKCB, N♣/♦ = to play		
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 (if 6c, then good suit)	4 minors = cue		
3♠		6 (VUL 7)		pre-empt (if 6c, then good suit)	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			
				<b>HIGH LEVEL BIDDING</b> SPLINTER; autoSPLINTER, Any lowest 1 <sup>st</sup> or 2 <sup>nd</sup> round cue Quantitative 4/5NT after NT-bids	<b>HIGH LEVEL BIDDING</b> After finding exact pattern +1 CRASH for aces, then +1 CRASH for kings/+2 asks exact location of honours and after that +1 CRASH for kings etc. DOPI-ROPI, if higher than 5 of our suit - DEPO	<b>HIGH LEVEL BIDDING</b> 4♦(bypassing CRASH for aces) = TRF to 4♥, gamestop game = mild slam interest in that suit RKCB 1403, Exclusion Blackwood, Josephine	