DEFENSIVE & COMPETITIVE BIDDING	SYSTEM SUMMARY		LEADS & S	IGNALS		
OVERCALLS	GENERAL APPROACH & STYLE	OPENING LEADS STYLE				
NAT ; 8 - 16 P ; 5+ suit	Strong 1C		Lead	Partner's	s suit	
After 1X overcall : 2C - Drury	Artifical 1D (12 - 14 BAL or 10 - 16 without 5+M)	Suit	3 = even; low = a	odd Same		
	5+ 1M ; strong 1NT	NT	2nd,4th	Same		
		Subseq.	Same	Same		
	2 over 1 = F1	Other				
	SPECIAL BIDS THAT MAY REQUIRE DEFENSE					
	Artifical 1C & 1D	LEADS	LEADS			
1NT OVERCALL	2C = weak, both majors	Lead	Vs. suit	Vs. NT		
16-18 P bal or halfbal	2T = weak minor two suiter	Ace	AK(x) ; Ax(x)	AK(x) ; Ax(x)		
	2M = weak NAT & 5+minor	King	AK(x) ; KQ(x) ; K	()	KQ(x) ; Kx	
Responses = look at 1T opening resp., TRF to opp.suit = FG,		Queen	KQ(x) ; QJ(x) ; Q		QJ(x) ; Qx	
	3T = gambling	Jack	J10(x) ; Jx	HJ10(x)	; J10(x) ; Jx	
Re open 12-14 P bal		10	KJ10(x); 10x	KJ10(x)	; 109(x) ; 10x	
JUMP OVERCALLS		9	KH109(x); 9x	H109(x)	; 98(x) ; 9x(x)	
NAT, about 6 - 10 P, 6+suit (2-nd level), usually 7+suit	FORCING PASS SEQUENCES	Hi - x	Even			
with 2+ high cards (3-rd level).		Lo - x	Odd			
		SIGNALS	S IN ORDER OF PR	-		
DIRECT & JUMP CUE BIDS			Partner's lead			
Direct = michael's cue 10+ P ; resp. 2T = relay	PSYCHICS				Italian	
Jump cue = stopper asking (usually 6+ m)		Suit	2 Hi/lo = even (K)	Hi/lo = even (rare)		
	Rare		3			
VS. NT	4		1 hi = enc ; lo = d	Smith echo	Italian	
2C = majors ; 2D = 1 major ; 2HS = Nat + minor ; 2T = minors		NT	2 Hi/lo = even (K)	Hi/lo = even (rare)		
Vs Strong NT Dbl=long minor			3			
√s Weak NT Dbl = 14+	DOUBLES					
2D = majors; 2C = 17-19 P	TAKEOUT DOUBLES					
VS. PREEMPTS	10+ P, usually at least 2 unbid suits or any strong (16+ P)					
Overbid = NAT ; 2T = 16 - 19 P BAL/HBAL ; DBL = 14(12)+ P	Responses : NAT; NT = constr. ; cue & jump = F1 (10+ P)					
take-out ; cue-bid = 7+ good m or 5+5+ m & other M	Reopening DBL : may be weaker					
Resp.: NAT ; LEB after DBL						
	SPECIAL, ARTIFICAL & COMPETITIVE DOUBLES/REDOUBLES					
	NEG DBL thru 3S (from 4-th level = values)					
VS. ARTIFICAL STRONG OPENINGS	Supp. DBL thru 2S					
DBL = NAT, suit ; 1X = NAT ; 1T = minors	Lightner		CATEGORY			
2C = majors ; 2D = 1 major ; 2HS = Nat + minor ; 2T = minors OVER OPPONENT'S TAKE-OUT DOUBLE	Resp. DBL thru 3S (usually minors)		NCBC	ESTONI	A	
RD = NAT, positive ; new suit after : 1C = FG, 1D = F1, 1MT =			Ivar Kalma	l	Aarne Rumme	
NF ; jump after NAT op.bid = suit & supp (game inv or tactical)						

OPEN	ART	NR	NDBL	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPET/PASSED	
1C	1C x 0		3S	16+ P ; 18+ P (BAL)	1D = 0 - 7 P ; 1HS2CD = 7+ P NAT (5+ suit)	1C - 1D - ? : 1HS = nat, 4+ suit F1 ; 1C - 1D - 1M - 1T2M = nat 0-4 P, other nat 5-7 P	Opener direct cue =	
					FG ; 1T = 8+ or 14+ BAL ; 2M = 4 - 7 P	1C - 1D - 1T2CD = nat NF	michael's	
					6+suit NF ; 2T-3H = 8+ P 4441 =SCDH short	1C - 1M - 2M = RKCB ; 1C - 1M - 1T - 2m - 2M3m = RKCB	DBL ag.1x = 8+ HCP	
					3S = any AKQxxx ; 3T = any AKQxxxx	After RKCB any new suit is asking quality or control	DBL ag.2x = 8+ HCP	
1D	х	1	3S	12 - 14 P BAL or				
				10 - 16 P 5+m or 4441	2CD = 10+ P NAT(4+) F1 ; 2M3m = 14+ P FG	NAT	comp.bid.: 2X = F1	
					one suiter (5/6+) RKCB; 2T = 11 - 12 P INV ;	3M = 14 - 16 NAT & 5+m. 1D - 1M - 1X - ? : 2C = gadget, other = NAT NF	supp.dbl after 1D - 1M	
					3M = NAT sign-off	1D - 1M - 2M - next step = any SSGT or slam interest with void		
1H		5	3S	10 - 17 P NAT	1S = 6+ P NAT(4+) F1 ; 1T = F1 ;	LSGT & SSGT after 1H - 2H ; 1H - 1S - 1T - 2C = gadget	P - 1H - ? : 2C = drury	
					2CD = 12+ P NAT(4+) FG ; 2H = 6 - 9 P NF ;	1H - 2T - 3X = control	comp.bid.: 2X = F1	
					2S3CD =14+ P one suiter ; 2T = with 3+supp,		·	
					us.at least INV ;			
					3/4H = sign-off ; splinters 3-4 controls			
1S			3H	10 - 16 P NAT	2H = 10+ P NAT(5+) F1 ; other : look at 1H	look at 1H subs.auct.		
1T			3S	15 - 17 P BAL	2C = STAY or slam relay ; 2DH = TRF ;	1T - 2C - ? : 2D = no 4M ; 2H = H or both majors; 2S = S Next suit slam relay		
					2S = 8-9 BAL or C 5+; 2T = 5+ D	After 2DH TRF responder will bid new suit on 3rd level = NAT FG; after 2ST Nat FG		
					3CDHP = nat six card with 2TH	Jump after TRF = max, supp (4-card). Other = NAT		
					4C=55 majors; 4DH = texas			
2C	x	0	no	7 - 10 P 5+4+ M	2D = weak or strong relay	2C - 2D - ? : 2HS = NAT longer M next step strong relay		
2D	х	0	no	7 - 10 P 6M or 20-21	2T = RELAY ; 2/3M = P/C ; 3m = nat NF	2D - 2T - ? : 3C = max H or S 3DH = H, S min; 3T = 20-21 BAL	2T = REL	
				BAL	4D = bid your suit	2D - 2T - 3C - 3D - ? : 3HP = SH	3HS = p/c	
2HS	x	5	no	7 - 10 P 5+ & (4) 5+m	2T = REL ; 3C = P/C ; 3D (aft.2H) & 3H (aft.	2M - 2T - ? : 3CD = NAT min; 3H/S = C/D max		
					2S) = inv.to HS game ; 2S3D (aft.2S)= nat NF			
					3HS = s/o			
2T	х		no	7 - 10 P 5+5+ minors	3/4CD = s/o ; 3H = C RKCB ; 3S = D RKCB ;			
					3NT, 4X = for play			
3X		6	no	4-3-2-1 rule, NAT	New suit = F, Control or Nat	SLAM BIDDING		
3T	x		no	any AKQxxxx		Cue bids = 1st & 2nd round equally, usually from 4th level ; shape & high card relays ; RKCB ; splinters ;		
						josephine;		
4x		7	no	Preempt				