

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 Level; Reopening)
1M – usually 5+(strong 4)cards suit-7-16 HCP
RESPONSES: NF at 2 level, (1C,D or H) – 1M - ? : 2♣ - DRURY(answer-2D=11+ hcp)
CUE=10+, HCP possibly w/o fit; JUMP RAISE=PRE; New suit JUMP=FIT, INV; (1M)-2M: other M + C 5-5; 2NT=mm 5-5; 3C=M+D 5-5;
1NT OVERCALL (2nd/4th Live, Responses, Reopening)
1NT: 15-18 HCP bal (semibal); Resp. as after opening;
JUMP OVERCALLS (Style, Responses, Unusual NT)
WEAK-unvul; Constructive-vul=10-13 HCP and 6+cards 2NT=mm;
DIRECT AND JUMP CUE BIDS (Style, Respones, Reopen)
MICHAELS CUE:-7-14(17) hcp (2HS)-4CD= minor+ other M (12-16) hcp JUMP CUE – asks for STOPPER VS. NT (vs. Strong / Weak, Reopening, PH) vs. Strong: DBL=5+minor and 4 card M v.s. Weak:DBL=14+hcp 2♣: 4-4, M or 6+clubs; 2♦: 6(5), M or 6+D 2♥: 5, and 4,m; 2♠: 5, and 4,m; 2NT:5-5mm;
VS PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
vs. two s: DBL – T/O; 2NT: 15-18 HCP, (semi)BAL vs. three, four: DBL-T/O Vs.2♦(Multi):DBL-T/O against 2♠ opening or any strong hand Suit w/o jump: nat, NF
VS. ARTIFICIAL STRONG OPENINGS
After 1CD=DBG=NAT;1NT=minors ; 2C= Majors; 2D=6+Dor 5+M 2HS= HS +minor; 2NT=minors;3X=nat
OVER OPPONENTS' TAKEOUT DOUBLE
RDBG=10+ hcp, 1x=F1, 2x=NF

LEADS AND SIGNALS

OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1/3/5	same	
NT	2/4	same	
Subseq	Same	same	
Other: K ask count			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x); Ax	AK; AKx(x)	
King	AK; KQ; Kx; AKx(x); KQx(x)	KQ; KQx(x); AKJ10(x)	
Queen	KQJ; QJ; QJx(x); Qx	KQJ;QJ;QJX(x); KQ10x(x);	
Jack	J10;J10x(x); KJ10(x); Jx	J10; J10x(x); Jx	
10	H109(x), 10x, 109(x)	HH10x(x); 10x	
9	9x	109(x); 9x(x)	
Hi-x	Sx; xxSxxx	Sx; Sxx; xSxx	
Lo-x	xxS(x); xxxxS	HxS; HxxS(x); HH(x)S	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 odd=enc	UDCA	Italian
	2 S/P	S/P	
	3 UDCA (King)		
NT	1 odd=enc	Smith	Italian
	2 S/P	S/P	
	3 UDCA (King)	UDCA	
Signals (including Trumps):Smith; Lavintal, Italian discards; Count on king; Ace,Queen-italy (odd=enc)			
DOUBLES			
TAKEOUT DOUBLES (Style, Responses, Reopening)			
10+ HCP; may be less with classic shape after partner's pass T/O thru 4H			
SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
(3CDH)'=TRF-DBG-take out as DHS			
SUPP DBG thru 2♥: 3cards support;			

Category:
 NCBO: **EST / EST** EVENT: All events
 PLAYERS: **TÖNIS PLEKSEPP**
TOIVO JULLIS

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE
1♠=15+any 2♦-Majors ;2♥/♠- weak 6 (5); 2NT- 5/5+, mm, weak 3C/D-6(7)cards w/2F, w/o Ace/King other suits (if partner not pass)
1NT Opening: 12(10)-14 HCP, bal (sometimes semibal)
2 over 1 Responses: F1
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2NT:5-5, minors,
GAMBLING 3 NT (SOL m, no outside Ace or King)
NEGATIVE FREE BIDS (5-11, 5 cards)
SPECIAL FORCING PASS SEQUENCES
Pass = F after opponent's penalty RD Pass = F, when we reached game V vs. NV
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Resp's new suit in comp.= NF 2-level Openings at 3-d hand may be natural (4 +card) and weaker (4+HCP)
PSYCHICS:
Rare

OPENING	TICKET	MINOR	NEGTHER	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	X	0	4H	15+ HCP, any	1♦: 0-7 NEG; 1NT=5+ spades, 8+ hcp, 1♥2♣♦: NAT 5+, 8,HCP; 1S=8+ hcp BAL, 2NT,3CDH=8+ hcp 4441	1♣-1♦: -1H=relay 20+hcp (1S=0-4 hcp), -1NT: 15-18, -2NT:22-24; 1C-1D-1H-1S-2Creelay-3C(3-4bal.hand) 1♣-1♠-1NT-2♣:12+ HCP; 1C-1D-2NT-3C(relay); 1C-1D-1H-2C(5-7bal);1NT(5-7)5+clubs	
1♦		4	3♠	11(10)-14 (15)HCP, unbal	2♥/2♠: 5-7,6,M w/1,F; 3S any AKExxx;3NT any AKExxxx 1M:5,HCP 4 cards M;2NT: 12-13HCP,BAL; 1NT:6-11 2C-GF: 2D-4+INV; 2♥/2♠:13,good 5,cards, FG 3C: 13+, 6,cards w/2F;FG;3D-NF; 3M-6+ NF;3NT,4M=pl	1C-1D-1H-1S-2C=relay 22+ hcp (2D=0-2 hcp) 1C-(dbl)-1D=5-7hcp; 1C-(dbl)-rdbl=8+neg 1D-1M-3D=max .+6 cards D; 1D-1HS-2SH(6D+4SH) max 1D-1M-2NT=6+D and 3cards M, max;1D-2C-2NT(max);-3NTmi 1♦-1M-3M: max, 5+(4) D+4-card M;1D-1M-3Cmax 5+5+minor	Drury, Lebensohl, Gadget
1♥		5	3♠	11(10)-14(15)HCP 5,cards	1♥-1♠:7+,4,cards,F;1NT: NF; 3♠/4♠/♦: splinter; 2NT:inv+, support ;1H-2m=4+cards , 10+HCP F1; 3NT:with support; 4♥:play,w/o 2,5defence tricks ; 1H-2S, 3m =suit+support=slam inv.	1H-2S,3m-3H(2NT)-min.w/o key card in p.suit; 3NT-max w/o key card in p.suit; 3-new=3+cards+3 in p.s.w/o key card in p.s. 4-new=short,max,+key card in p.s., 4-p.suit=max w/o short+k.c. 4-H=min.+k-card in p.suit ;1H-3H =PRE;1H-2NT-3x-short.	Drury, Lebensohl, Gadget
1♠		5	3H	11(10)-14(15)HCP 5,cards	All the same like over 1♥	1H-1S-2H-2NT=relay ; 1H-2C-2H-2NT=relay	same
1NT			4H	12(10)-14(15)HCP, BAL (semiBAL)	2C-NF stayman; 2S= inv or 6+ C, 2NT=6+D 3m = 6-8HCP,6(7) w/2F,Inv ; 3M=GF mm 5-4,MM3-1 1NT-4DH=trf.toH,S;1NT-4C=ask Aces;4M-play 1NT-2♣-2♦w/o 4M3♥♠=Smolen	1NT-2♣-2♦w/o4M-2H:play;2S:FG,R,2NT=Invit , 1NT-2♣-2♥ 2♠=inv ;2NT=GF; 1NT-2D/2H-2NT=supp. with2 keycard 1NT-2D/H-3other max+supp.;1NT-2D/H-3HS min, good HS 1NT-2D-2H;2S, 3m=GF; 2NT= inv. 1NT-2♠/2NT-?: -2NT/3♦=MIN, - 3♣=MAX	Lebenshol
2♣		5	3S	11(10)-14(15)HCP,5,C+4M or 6,C	2♦:10,HCP,F1; 2M:7-11HCP, 5,M,NF; 2NT-GFor W club 3C: mild inv; 3♥♠♠: good suit,F; 4C=PRE;4D,H,S=Spli	2C-2D-2NT:max, 6+ C;3C:min,6+C; 2C-2NT-3C-3DHS 2s-tsGF 2C-(2S)-2NT-inv.;2C-2D-2NT-3C=asks shortness(3C-3D=same)	
2♦	X			5-9 HCP,H+S suits (5)4+5(4)	2M=play;2NT=relay; 3D =inv in any M 4C=show y best M w trf	2D-2NT-3C min (54);3D-(55);3M -max(54)	
2♥		5		5-9 HCP, 6(5)cards	2S3CD NF; 2NT= R-3C=max no short.3DS-max+ short; 2NT-3NT-max and C shortn.2NT-3H=min.		
2♠		5		5-9 HCP, 6(5)cards	All the same like over 2♥		
2NT	X			6-10 HCP,5-5 minors	3♣♦:NF; 3♥:R-3s=short S;3NT=H; 3♠:natural,NF; 4m-nat inv;4H-RKCB w C;4S-RKCB w D	2NT-3H-4C,D=6+5+1/1	
3♣		6		5-9 HCP, 6(7) cards w/2F	3X-NF;4C-inv;4D-RKCB w C;4M-play		
3♦		6		5-9 HCP, 6(7) cards w/2F	3X-NF;4C-RKCB w D;4D-inv; 4M-play		
3♥		6		5-9 HCP, 6(7) cards PRE	3S-NF; 4S-play;4C-RKCB wH;4D-cue		
3♠		6		5-9 HCP,6(7) cards PRE	4C-RKCB w S;4H-play; 4D-cue	3DHS-4C? and 3C-4D?; answers=1//0//1+Q// AK	
3NT	X			SOL minor usually no stopper	All ♣ bids= pass or correct, 4♦=R, 4♥/♠=play	4D-4H/S-short; 4NT-7222;	
4♣	X			Transfer to 4H ,8,5-9 tricks	4D-cue;4H-play		
4♦	X			Tranfer to 4S; 8,5-9 tricks	4H-cue;4S-play		
4♥		7		PRE			
4♠		7		PRE			
4NT				Minors-PRE			
HIGH LEVEL BIDDING							
						RKCB 1403;2;2+Q, Lightner; cue-bids, splinters DOPI, ROPI=DBL=0/2 ja pass1/3	