

DEFENSIVE & COMPETITIVE BIDDING
OVERCALLS
NAT ; 8 - 16 P ; 5+ suit
After 1X overcall : 2C - Drury
1NT OVERCALL
16-18 P bal or halfbal
Responses = look at 1T opening resp., TRF to opp.suit = FG,
Re open 12-14 P bal
JUMP OVERCALLS
NAT, about 6 - 10 P, 6+suit (2-nd level), usually 7+suit
with 2+ high cards (3-rd level).
DIRECT & JUMP CUE BIDS
Direct = michael's cue 10+ P ; resp. 2T = relay
Jump cue = stopper asking (usually 6+ m)
VS. NT
2C = majors ; 2D = 1 major ; 2HS = Nat + minor ; 2T = minors
Vs Strong NT Dbl=long minor
Vs Weak NT Dbl = 14+
2D = majors; 2C = 17-19 P
VS. PREEMPTS
Overbid = NAT ; 2T = 16 - 19 P BAL/HBAL ; DBL = 14(12)+ P
take-out ; cue-bid = 7+ good m or 5+5+ m & other M
Resp.: NAT ; LEB after DBL
VS. ARTIFICIAL STRONG OPENINGS
DBL = NAT, suit ; 1X = NAT ; 1T = minors
2C = majors ; 2D = 1 major ; 2HS = Nat + minor ; 2T = minors
OVER OPPONENT'S TAKE-OUT DOUBLE
RD = NAT, positive ; new suit after : 1C = FG, 1D = F1, 1MT =
NF ; jump after NAT op.bid = suit & supp (game inv or tactical)

SYSTEM SUMMARY
GENERAL APPROACH & STYLE
Strong 1C
Artificial 1D (12 - 14 BAL or 10 - 16 without 5+M)
5+ 1M ; strong 1NT
2 over 1 = F1
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Artificial 1C & 1D
2C = weak, both majors
2T = weak minor two suiter
2M = weak NAT & 5+minor
3T = gambling
FORCING PASS SEQUENCES
PSYCHICS
Rare
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 3S (from 4-th level = values)
Supp. DBL thru 2S
Lightner
Resp. DBL thru 3S (usually minors)

LEADS & SIGNALS			
OPENING LEADS STYLE			
	Lead	Partner's suit	
Suit	3 = even ; low = odd	Same	
NT	2nd,4th	Same	
Subseq.	Same	Same	
Other			
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	J10(x) ; Jx	HJ10(x); J10(x) ; Jx	
10	KJ10(x) ; 10x	KJ10(x) ; 109(x) ; 10x	
9	KH109(x); 9x	H109(x); 98(x) ; 9x(x)	
Hi - x	Even		
Lo - x	Odd		
SIGNALS IN ORDER OF PRIORITY			
	Partner's lead	Declarer's lead	Discarding
Suit	1 hi = enc ; lo = d	Smith echo	Italian
	2 Hi/lo = even (K)	Hi/lo = even (rare)	
	3		
NT	1 hi = enc ; lo = d	Smith echo	Italian
	2 Hi/lo = even (K)	Hi/lo = even (rare)	
	3		

CATEGORY
NCBO

RED/OPEN
ESTONIA

Jaak Känd

Aarne Rummel

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+ or 14+ BAL ; 2M = 4 - 7 P 6+suit NF ; 2T-3H = 8+ P 4441 =SCDH short 3S = any AKQxxx ; 3T = any AKQxxxx	1C - 1D - ? : 1HS = nat, 4+ suit F1 ; 1C - 1D - 1M - 1T2M = nat 0-4 P, other nat 5-7 P 1C - 1D - 1T2CD = nat NF 1C - 1M - 2M = RKCB ; 1C - 1M - 1T - 2m - 2M3m = RKCB After RKCB any new suit is asking quality or control	Opener direct cue = michael's DBL ag.1x = 8+ HCP DBL ag.2x = 8+ HCP
1D	x	1	3S	12 - 14 P BAL or 10 - 16 P 5+m or 4441	2CD = 10+ P NAT(4+) F1 ; 2M3m = 14+ P FG one suiter (5/6+) RKCB; 2T = 11 - 12 P INV ; 3M = NAT sign-off	NAT 3M = 14 - 16 NAT & 5+m. 1D - 1M - 1X - ? : 2C = gadget, other = NAT NF 1D - 1M - 2M - next step = any SSGT or slam interest with void	comp.bid.: 2X = F1 supp.dbl after 1D - 1M
1H		5	3S	10 - 17 P NAT	1S = 6+ P NAT(4+) F1 ; 1T = F1 ; 2CD = 12+ P NAT(4+) FG ; 2H = 6 - 9 P NF ; 2S3CD = 14+ P one suiter ; 2T = with 3+supp, us.at least INV ; 3/4H = sign-off ; splinters 3-4 controls	LSGT & SSGT after 1H - 2H ; 1H - 1S - 1T - 2C = gadget 1H - 2T - 3X = control	P - 1H - ? : 2C = drury comp.bid.: 2X = F1
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 ; 2S = 8-9 BAL or C 5+; 2T = 5+ D 3CDHP = nat six card with 2TH 4C=55 majors; 4DH = texas	1T - 2C - ? : 2D = no 4M ; 2H = H or both majors; 2S = S Next suit slam relay After 2DH TRF responder will bid new suit on 3rd level = NAT FG; after 2ST Nat FG Jump after TRF = max, supp (4-card). Other = NAT	
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	x	0	no	7 - 10 P 6M or 20-21 BAL	2T = RELAY ; 2/3M = P/C ; 3m = nat NF 4D = bid your suit	2D - 2T - ? : 3C = max H or S 3DH = H, S min; 3T = 20-21 BAL 2D - 2T - 3C - 3D - ? : 3HP = SH	2T = REL 3HS = p/c
2HS	x	5	no	7 - 10 P 5+ & (4) 5+m	2T = REL ; 3C = P/C ; 3D (aft.2H) & 3H (aft. 2S) = inv.to HS game ; 2S3D (aft.2S)= nat NF 3HS = s/o	2M - 2T - ? : 3CD = NAT min; 3H/S = C/D max	
2T	x		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			