


Amin - Bhisma
Event ITS Challenge

Category Strong Club - Blue

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
PRECISION; 1C = Strong 16+ HCP, Any Distribution

1D = 2+D 12-15 HCP

1M = 5+M 12-15 HCP/NT=Semi Forcing

2C = 6+C or 5C+4M; 2D = 3 suiter SPL D; 2M = Nat Weak

2NT = Minors weak

Pree = Random; Fast Arrival; Freq Not Pen DBL

Bergen Raise; Jump Raise Pree; many fit bids

3NT = Gabling solid m

Open maybe weaker with good Dist.

1NT : 15-17 bal; 5M ok , may semi-bal

2 OVER 1 Resp : 1M-2x=FG; 1D-2m= 10+HCP

SPECIAL BID THAT MAY REQUIRE DEFENCE

2D = 3-suiter SPL D 12-15 HCP

2NT = 2 Minors weak

LIMIT RAISE +;

LEBENSÖHL style after DBL of OPP WK 2M

SPL in COMP at 4-Level

1D - 2H = 5+S + 4+H 6-9 HCP

1D-2S/2NT=INV 5+S/H + 5+C

Escaping from 1NT DBL (see-1)

SPECIAL FORCING PASS SEQUENCES

DOPI, ROPI

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 level; Reopening)

Aggressive 1-Level 5 card; Sound 2- Level

New Suit = F1; CUE=FIT/M; Jump Raise = Weak;

1NT RESP = CONST

4th LEVEL JUMP = SPL

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

15-17 as 1NT Open

JUMP OVERCALLS (Style; Responses; Unusual NT)

1-Suit = Weak 6(5)+ card. SYSTEM ON

(1M) 2NT = 2 minors weak; (1m) 2NT = H + om

DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)

(1m) - 2m = Majors (54) + Weak or STR

(1M) - 2M = OM + m ,Weak or STR. 2NT=ASK; 3C=P/C

VS. NT (VS Strong/Weak; Reopening; PH)

1NT Strong MULTILANDY, 3rd hand dbl Balancing

1NT Weak Natural, 3rd hand dbl balancing

DBL = P; 2C = Majors; 2D = 1 Suiter Major 6+; 2M = M+m

2NT = minors; 3C = Natural C; 3D = Natural D

VS. PREEMPTIVE (Doubles; Cue-Bids; Jumps; NT Bids)

(2M)-3M = 4 Other M Ask Stopper (For 3NT); LEB (2M) DBL

(3X) - 4M = Sound Hand

VS. ARTIFICIAL STRONG OPENING

Over 1C - DBL = Majors; Suit = Natural, 1NT = minors

OVER OPPONENT'S TAKEOUT DOUBLE

Natural

Jump Raises=WK;

LEADS AND SIGNALS
OPENING LEADS STYLE

	Lead	In Partner's Suit
SUIT	3rd/5th	Hi=E: Low=O
NT	2nd/4th	same
SUBSEQ		
OTHER : T top or 2 higher; 9 top or 1 higher; ToN		

LEADS

Lead	Vs. Suit	ATT	Vs. NT	ATT
Ace	AK(+); A(+),		AKx(+); Ax(+),	
King	AK(+); KQ(+);		AKJ10(+); KQ(+)	
Queen	QJ(+); Qx		QJT(+); KQ10(+); AQT; AQJ	
Jack	JT(+); Jx		same	
10	109(+); 10x; HJT(+)		same	
9	HT9(+); 9x		same	
Hi - x	Even			
Low - x	Odd			

Signal in order of priority

	Partner's lead	Declarer's lead	Discarding
1st	Lo = O	Hi-Lo = E	Lavinthal
SUIT 2nd	Lo = ENCRG	Lavinthal	Hi-Lo = E
3rd	Lavinthal		
1st	Lo = O	SMITH	Lavinthal
NT 2nd	Lo = ENCRG	Hi-Lo = E	Hi-Lo = E
3rd	Lavinthal	Lavinthal	

Signals (including trumps) : SMITH SIGNAL (LOW=ENCRG)

DOUBLES
TAKEOUT DOUBLES (Style; Responses; Reopening)

12+ HCP, or residual suit

(1m) - DBL - (1M) - 2m = natural; 2M = GF

Reopening may be weaker

SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

1D-(1S)-DBL=Suggests 4+H