

DEFENSIVE AND COMPETITIVE BIDDING
<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 jump
after Drury – 2♦ = <10 hcp, repeating suit = weak opening hand
reopening: NAT, no special differences (may be weaker)
<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: 12-14, does not promise stopper, SYSTEM ON
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1-suiter: Pre-emptive (0—10(13)hcp depending on VUL/position)
→ 2NT = INV+ relay → answers like after 2M opening
2-suiter: 2NT = two lowest suits
Reopen: based on tricks, somewhat stronger
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
over 1♥♠ = Michaels cue (10+p) - 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 = Dbl=♥+m, 2♠=♠+m, 2♦=♥, 2♥=Majors, 2♠=nat, 2NT=minors
vs WK (lower limit less than 14) = Dbl = 15+, 2♠=Majors, others nat
<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=opening strength
<b>VS ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♣</b>
VS 1♠/♦:CRASH:Dbl=♠♣or♥♦, 1♦/NT=Ms or ms, 1NT/2♣=♥♣or♠♦
overcall can be aggressive
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
RDBL=(10)11+ HCP
1♥/1♠ - (DBL) – transfers, direct raise weak (see suppl. sheet)
1♦ - (DBL) – transfers (see suppl. sheet)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>	same	
NT	4 <sup>th</sup> or attitude	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>	
Subseq	1 <sup>st</sup> /3 <sup>rd</sup> or attitude	same	
Other: from AK or KQ both honours are possible			
10/9 is 1 <sup>st</sup> /3 <sup>rd</sup>			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK, AK(+), Ax	any AK(+), Ax	
King	any AK(+), any KQ(+), Kx	any AK(+), any KQ(+), Kx	
Queen	any KQ(+), QJ(+), Qx	any KQ(+), QJ(+), Qx	
Jack	J10(+), Jx	J10(+), Jx	
10	109(+), HJ10(+), 10x	HJ10(+), 109(+), 10x	
9	9x, 98(+), H109(+)	98(+),H109(+)	
Hi-X	Xx	Xx, XXx, xXxx(+)	
Lo-X	xxX(x), xxxX, HxX(+)	xxxX(+), HxxX(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1	odd = ENC/even SP	hi/lo = even	odd=ENC/even SP
2	hi/lo = even	(Smith echo)	(hi/lo = even)
3	SP		
NT 1	odd = ENC/even SP	hi/lo = even	odd=ENC/even SP
2	hi/lo = even	(Smith echo)	(hi/lo = even)
3			
Signals: ATT on A or Q, count on K			
odd encourages, even = Lavinthal; if only odd or even – small = ENC			
SMITH-ECHO (hi-lo from leader disc., from partner enc.)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
11-16 negative or 1♣ opening values, may be light with classic shape			
then new suit = NF, cue-bid = F1; (2x)-DBL-2NT = LEB			
jump to 2nd level = INV (8-11) with 4+ suit, double jump=INV with 6c suit			
We play equal level conversion                      Reopening: 8+ (with classic shape)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
NEG X thru 4♥, higher it shows "cards", 1♦-(x)-xx = ♥, 1♦-(1♥)-x = 4+♠			
support DBL thru "2M-1", responder's DBL to 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			
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)			

CONVENTION CARD
<b>CATEGORY:</b> BLUE
<b>COUNTRY:</b> Estonia
<b>EVENT:</b> European National Mixed Team Championships
<b>PLAYERS:</b> Lauri NABER – Maarja ORAS
SYSTEM SUMMARY
<b>GENERAL APPROACH AND STYLE</b>
<b>Relay-Precision</b> , nebulous 1♦, 5-card Majors
1NT 14-16, semiBAL possible
2♦ = both Majors 5-10, 2♥/♠ = w2
pre-empts aggressive, especially in green
overcall range (5)8-16 hcp, lots of non-penalty doubles
hcp-ranges can always be adjusted due to distributional values or tactical consideration
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1♦ may be short (void if 4405)
2♦ = 44+ ♥♠, 5-10
3NT = Gambling (max Q outside)
Transfers over low level intervention
2NT is usually Lebensohl in competition
1♥ - 1♠ possibly with less than 4 spades to keep bidding open
1M-3M raise weak, Michaels cue, Leaping Michaels
If our 1NT is doubled for penalty, 2♠=nat or 2 other suits (passed unless doubled)
<b>SPECIAL FORCING PASS SEQUENCES</b>
after GF balance has been found, after our RDBL or PEN dbl
after 1M/NT-2♠, after 2♠-2♦
<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:</b> 3rd hand opening may be very light
1NT opening flexible      otherwise rare

	A r t	MIN. NO. OF CARDS	NEG. DBL	Lauri Naber – Maarja Oras (Estonia)			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	x	0	4♥	STR: 17+ if BAL (14) 16+ if UNBAL or 8+ playing tricks	1♦=0-7, 1♥=♠ or 8-11♥, 1NT=12+♥, 1♠=BAL/4441 2♣/♦=NAT, 2♥=(54)♠+♦, 2♠=55+♠+♦ 2NT-3♥= 8-11, 4441 below singleton 3♠(NT)=any AKQxxx(x) all answers except 1♦ GF	1♠-1♦-1♥=20+ -> 1♠=0-4 -> 2♣=GF 1♠-1♦-2NT=55+ minors, ca 16-20hcp 1♠-1♦-1NT - 1NT sys on after positive answer (except 2♦) +1=relay (any distr.)	Max-responses (9)10 (11)
1♦	x	0	4♥	11-13 BAL, 11-16 hcp 4414, 4405 or 4+♦ may also be 5♣4M with bad ♣	1♥/♠=F1, 4+, 1NT/2NT NAT, limit 2♣/♦ NAT, GF, 2♥/♠ = 5♣4+♥, 7-9/8-11 hcp 3x=INV, 6+ suit	♣ bids from opener=both minors 1♦-1M-1NT-2♠=checkback if opps interfere, we play transfers (see suppl. sheet)	
1♥		5	4♦	(9)11-16 hcp	1NT=GF relay (any distr.); 1♠=3+♠ F1 2♠=ART, INV; 2NT= distributional INV with supp 3♣/♦=6c suit INV, 2♥/♠ = NAT, NF (0—10(11)hcp) 3♥= PRE (0—8hcp), 3♣4♣ splinter	1♥/♠-1NT-2♠=MAX, 2♦=4+m; 2♥=BAL or 54+Majors 2♠=6+ M, 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 GF relays fit jump
1♠		5	4♥	(9)11-16 hcp	same principles as after 1♥; 1♠-2♥=NF, 3♥=INV, 6+♥		no GF relays fit jump
1NT			4♥	14-16 semiBAL possible	2♣ = Stayman, 2♥ = TRF, 2♠ =BAL or ♣, 2NT = ♣♦ or ♦, 3♣♦ = nat, INV 3♥ = 31(54) GF, 3♠ = 13(54) GF 4♣ = asking for aces, 4♥ = TRF, 4NT INV	1NT-2♣-2NT = MAX 44 majors ->3♦/♥ = TRF 1NT-2♣-2♦-2♥=(44)+ Majors, weak (<9hcp), 2♠=5♣4♥, INV; 1NT-2♠-2♦-3♥♠=Smolen after TRF new suit = GF, jump = autosplinter	
2♣		5	4♥	11-16hcp 6♣or 5+♣4M min with 6♣4♦/5♣4M with bad ♣ may be opened 1♦	2♦=relay (INV+); 2♥♠=NF (0—10(11)hcp); 2NT=trf to 3♣ (♠ or GF twosuit) 3♠=nat INV, 3♥♠ INV 6+suit	2♣-2♦-2M=4card; 2NT=max 6+♣; 3♣ min 6+♣ 3♥♠=max 6+♣4x	
2♦	x	0		5-10hcp, 44+ ♥♠ 4 <sup>th</sup> hand: natural, 10-13hcp (lower limit depends on vul and pos.)	2NT = relay (INV+), 2/3/4♥/♠ = to play 3♠ = nat NF, 3♦ = 33 Majors, INV 4♣ = make TRF, P!, 4♦ = bid your better M, P!	on 2NT: 3♠=min -> 3♦ asks to bid longer suit 3♦=55+Ms, GF -> 3M agrees suit 3♥♠=max, longer suit; 3NT=max, 44	
2♥		(5)6		(2)5-9hcp, nonVUL 5+, VUL 6c 4 <sup>th</sup> hand: 10-13	2NT = relay (INV+); raise = random PRE 2♠ NF, otherwise new suit F1	2♥-2NT VUL-> 3♥=min, 3♣♦ max short, 3NT max bal 2♥ - 2NT nonVUL ->3♣♦ = min 5/6; 3♥/♠ = max 5/6	
2♠		(5)6		(2)5-9hcp, nonVUL 5+, VUL 6c 4 <sup>th</sup> hand: 10-13	2NT = relay (INV+); raise = random PRE New suit F1	2♠-2NT VUL-> 3♠=min, 3♣♦♥ max short, 3NT max bal 2♠ - 2NT nonVUL ->3♣♦ = min 5/6; 3♥/♠ = max 5/6	
2NT				7-11hcp, 55+ ♣♦	3/4/5♠♦=to play, 3♥♠=nat, F		
3♣♦		6		pre-empt (random), 0—10hcp depending on VUL and position	new suit F1 (can be for lead)		
3♥♠		6		same	4♣♦ = 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♣	x	0		♥, 8,5-9,5 tricks	4♦=inv to slam		
4♦	x	0		♠, 8,5-9,5 tricks	4♥=inv to slam		
4♥/♠		7		pre-emptive (7—8 tricks)			
4NT	x			both minors			
				<b>HIGH LEVEL BIDDING</b>	<b>HIGH LEVEL BIDDING</b>	<b>HIGH LEVEL BIDDING</b>	
				SPLINTER; autoSPLINTER, Any lowest 1 <sup>st</sup> or 2 <sup>nd</sup> round cue	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.	4♦ after finding exact pattern= TRF to 4♥, gamestopper 4♥♠NT5♣♦= INV in suit bid; 4♣ = trf to 4♦, preparing to RKCB in suits in order of length	
				Quantitative 4/5NT after NT-bids	DOPI-ROPI, if higher than 5 of our suit - DEPO	RKCB 1403, Exclusion Blackwood	

**Supplementary sheet: Transfers in competitive auctions**

After 1♦-(dbl):

rdbl 4+♥  
 1♥ 4+♠  
 1♠ NTish  
 1NT ♣  
 2♣ ♦  
 2♦♥♠ 6+♥/♠/♣  
 2NT minors  
 3♣♦♥♠ nat, INV  
 3NT to play  
 4NT minors

After 1♦-(1♥):

dbl ♠ (4+)  
 1♠ NT, doesn't promise stopper!  
 1NT ♣  
 2♣ ♦  
 2♦ "trf to opp's suit", i.e GF without 4c ♠  
 2♥♠ 6+♠/♣  
 2NT minors  
 3♣♦ nat, INV  
 3♥ INV with ♠  
 3♠ asking for ♥ stopper, solid minor

After 1♦-(1♠):

dbl take-out (usually guarantees 4c ♥)  
 1NT nat, with stopper  
 2<sup>nd</sup> and 3<sup>rd</sup> level as after 1♥, only 2♥ is trf to opps' suit  
 (INV+, asking for stopper)  
 3♣/♦ may be 5+c

After 1♦-(2♣):

dbl take-out  
 2♦ ♥  
 2♥ ♠  
 2♠ ♦  
 3♠ asking for stopper

After 1♥-(dbl):

rdbl 11+  
 1♠ NT  
 1NT ♣ (may be lead-directing)  
 2♣ ♦ (may be lead-directing)  
 2♦ ♥ support, constructive  
 2♥ ♥ support, lousy (0—8p)  
 2♠ nat, 6c, NF  
 2NT INV, 4c support  
 3♣♦ nat, INV  
 3♥ pre-emptive

After 1♥-(1♠):

dbl take-out  
 1NT NAT  
 2♣ ♦ (may be lead-directing)  
 2♦ ♥ support, constructive  
 2♥ ♥ support, lousy hand  
 2♠ INV, 4c support  
 2NT GF with support  
 3♣♦ nat, INV  
 3♥ pre-emptive

After 1♠-(dbl):

Same as after 1♥-(dbl), except:  
 2♦ ♥  
 2♥ constructive ♠ raise  
 2♠ lousy hand with ♠ support  
 3♥ nat, INV

After 1NT-(2♣♦)<sup>1</sup>:

dbl penalty in at least one M  
 2♥ GF in ♣  
 2♠ GF in ♦  
 2NT *Lebensohl*  
 3♣♦ nat, INV  
 3♥♠ GF, both minors and  
 shortness in that Major  
 4♦♥ TRF to ♥/♠

After 2♣-(dbl):

rdbl 11+  
 2♦♥♠ nat, NF (0—10hcp depending on VUL)  
 2NT GF, 55+ other suits  
 3♠ may be weak  
 3♦♥♠ INV, 6+

After 1NT-(2♣)<sup>2</sup>: stolen bid, sys on

<sup>1</sup> Promising both Majors.

<sup>2</sup> Not promising both Majors.

