

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Often L/D (7+HCP, can be even lighter opposite a passed partner)
Not very aggressive without values in the suit. Reopening hands can have less points.
Against openings that promise 2- cards in a suit - 2♣ is Drury [A2]
Responses: 2♦-opening; 2♥(after 1♠)- natural; repeat suit - minimum
Otherwise CUE is used for invitation with support.
INT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)
Overcalls are (14)15-18hcp. Sound hand, especially on 2 <sup>nd</sup> /3 <sup>rd</sup> suit overcalls.
Reopening promises 11-14(15) hcp.
Responses as per over 1NT opening.
JUMP OVERCALLS (Style; Responses; Unusual NT)
Against 1NT opener, 3♣3♦ can be stronger, as there are no bids available on 2 <sup>nd</sup> level. Opposite to a passed partner – strength/shape varies more. Can be a decent opener, 2-suiter etc. Otherwise should be a standard pre-empt. Unusual 2NT promises 2 of the lowest unbid suits. Reopening hand on 2 <sup>nd</sup> level: 9-12hcp with 6+card suit.
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
In a contested auction, CUE promises fit + INV. Ex. 1♥-(1♠)-2♠...
If a jump to 3 <sup>rd</sup> level is available then it asks for a stopper with
Usually 7+ card running suit. Example: (1♥)-3♥...
VS. NT (vs. Strong/Weak; Reopening; PH)
Against strong (14-16 or stronger): X- 4♥+5m, 2♣- 4♠+5m, 2♦- 5+♥, 2♥- majors, 2♠- 5+♠, 2NT- 6+♣, 3♣- 5+5+minors
HCP varies from suit length and vulnerability. Usually not destructive. Against weak: same EXCEPT: X-strength (14+), 2♣-4M+5m
Reopening: same system, but can have less points
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Against transfer pre-empts: double – the bid suit, delayed double is T/O, direct cue asks for stopper Ex. (3♦)-3♥. Michaels cuebid [A2]
Leaping Michaels against 2X opening [A3]. NT up to 3 <sup>rd</sup> level- NAT
Agreements after 3X/4X pre-empts: [F3]. Reopen: can be weaker
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Against strong 1♣/2♣: X-both majors 44+, 1NT/2NT- minors
Same applies after (1♣)-pass-(1♦) and (2♣)-pass-(2♦)
First level overcalls are 4+ L/D, do not promise HCP
OVER OPPONENTS' TAKEOUT DOUBLE
XX promises 10+hcp, usually not much fit. 1M-(x)-transfers [F1]
After 2♣-(X) 2♦ is still a relay
After 2♦-(X) pass promises ♦

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	Lead	In Partner's Suit
Suit	1/3/5	1/3/5
NT	1/2/4/(3)	3rd
Subsequent	3 <sup>rd</sup> /5 <sup>th</sup> , often active/passive – small is more active	
Other: we are allowed to experiment with the leads, anything can be expected up to leading a small from Kx		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	From any	From any
King	KQ+, AK+, Kx	AK+, KQ+, KJT <sub>x</sub> + etc
Queen	KQ+, QJ+	KQ+, AQJ <sub>x</sub> +, etc
Jack	Highest or HJT	As a rule - highest
10	When it is 1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>	HJT <sub>x</sub> +, T <sub>x</sub> , T9 <sub>x</sub> +
9	When it is 1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>	HT9 <sub>x</sub> +, 98 <sub>x</sub> +, 9 <sub>x</sub> , 9
Hi-X	xxXxxx, xxX <sub>x</sub> , X <sub>x</sub>	Xxxx, xX <sub>xx</sub> , xX <sub>x</sub> , X <sub>x</sub>
Lo-X	xxxxX, xxX	H <sub>x</sub> X, HxxX
SIGNALS IN ORDER OF PRIORITY		
1) Attitude/Suit Preference. Odd ENC, even – Lavinthal (Roman discards).		
The lower the odder principle. [B1]		
2) Smith Echo if necessary. From lead-maker high-low shows discouragement for the suit led. From partner high-low shows ENC for the suit led.[B2]		
3) Count. Standard. Low-high = odd, high-low = even		
King asks for count. Other asks for attitude/suit preference normally.		
Defence is mainly attitude/suit preference based, not count-based.		
Signals in trumps: mostly Smith Echo. Sometimes S/P		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
Take-out of a major very-very rarely does not have a 4+card OM.		
Take-outs can be quite light with appropriate distribution and/or reopening situation.		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
Lightner double – please lead the unintuitive suit [B3]		
X – invitation to game when the following requirements are met: a) fit is established b) opponent bid the suit right before the agreed suit (there is no in-between step to show extras) [B4]		
If opponents reach 3NT in one-sided auction such as 1NT-3NT that does not promise a suit – X – lead your worst major		

EBL CONVENTION CARD
CATEGORY: BLUE
NCBO: ESTONIA
PLAYERS: MARTIN MAASIK – MANGLUS LEMBER
EVENT: 2017 European Youth Teams Championships
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Strong 1♣, nebulous 1♦, 14-16 NT, 5-card Majors
Lead-directing overcalls; overcalls can be light.
Pre-emptive bids can be very destructive (especially 3 <sup>rd</sup> hand bids opposite to a passed partner).
3 <sup>rd</sup> hands openings are often weaker/shorter
2 <sup>nd</sup> hand openings respect vulnerability and are constructive.
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ - promises 5+♥
2NT – promises 6+♣
3♣ - promises 5+5+ minors
SPECIAL FORCING PASS SEQUENCES
Forcing pass applies when:
GF is established
In an at least invitational sequence F2NT applies
After opp's contract with X has been passed F2NT applies
PSYCHICS:
1♥-(X)-1♠ is often bluff-ish
1♦-pass-1♥/1♠ can sometimes be less than 4-card
Pre-empt-(X)-bid could be bluff with support
Bluffs have occurred in all sorts of various positions.

OPENING / Artificial?		# of cards / Neg X thru		DESCRIPTION	RESPONSES	SUBSEQUENT ACTION
1♣	YES	0	4♥	16+HCP (17+ if balanced) or strong opening from tricks	1♦ - 0-7hcp, 1♥- 5+♥ GF, 1♠ - (semi)bal GF, 1NT - 5+♠ GF, 2♣/2♦-5+ unbal, cant be 54+ in minors, 2♥ - 54mm(31), 2♠ - 55+minors 2NT- any 4441 12+, 3♣- (04)45, 3♦- 0454 3♥- 4054, 3♠-any AKQ 6 <sup>th</sup> 3NT- any AKQ 7 <sup>th</sup>	1♣-1♦-1♥ is 20+→1♠-0-4 or 5-7 hcp balanced (→2♣-GF), 1NT/2NT – 5-7hcp 5-5suits, [F2] Full distribution relays (FDR) after 1♣-1♠-1NT [F4]. After 1♣-1NT and 1♣-2♣ +1 is waiting bid→ NAT, instead 2NT is the +1 suit (♣/♦) from opener. FDR after 1♣-2♥/2♠/2NT/3♣ [F5] If opening is overcalled/DBL-d on first level then 1NT – balanced with stopper (Baron applies [A1]), 1♠- NAT, CUE-BALwithout stopper.[F7] After FDR–key card asking relay principles apply [F6] If 1♣ is DBL-d.: If relays are interfered: [F8]. NT ranges: [F9] 1♣-1♦-2X is 6+Suit GF [F10]
1♦	YES	0	4♥	10-16, no 5card Major (10)11-13 if balanced Not appropriate for 2♣/1NT opening	1♥/♠ - 4+, 6+hcp. 1NT-NAT, limited to bad 11 2♣/♦ - GF 4+. 2♥-5♠4♥ NF, 2♠-5♠4♥ INV 2NT – balanced INV, 3♣♦♥ - 6+ INV	After 1♦-1M: 1NT-11-13HCP BAL, no supp/(4♠), 2♣- both minors 44+ [F11], 2♦ - 6+♦ min [F12] 2M-support min, 2♠ Short Suit Game Try after 1♥[F13], 2NT – 5+♦4♣ max, 3♣- 5♠4+♦ max, 3♦- 6+♦ max, 3♥ (on 1♠) – support, shortness in ♥, max; 3M- support, 5+♦(♠) or 4441 max. MIN-10-13, MAX-14-16. 1-way Checkback after 1x-1y-1z [F14]. 4 <sup>th</sup> suit forces game. 1♦-3NT-4M – shortness, both minors. After 1x-1y-1z, 3X is
1♥	NO	5	4♦	10-16, 5+♥. From 3 <sup>rd</sup> hand may be lighter or shorter ♥	1♠ - 4+♠ F1, 1NT – semi-forcing, may have 3-card support INV 2♣/2♦ – GF balanced or ♣ / 5+♦ 2♠/3♣/3♦- 6+suit INV, from PH fit-jump [A3] 2NT – 4+ support, INV+ 3M – mixed raise, often weak 3NT – (4333) shape, 3♠/4♣/4♦- Splinters [A8]	Checkback after 1♥-1♠-1NT [F14]. SSGT in 1♥-2♥-2♠ [F13] On 1M-1NT we can pass with 5332 (or similar) hand and minimum. Responder can show 3-card fit and invitational hand by jumping onto 3M on the second round of bidding. Ex. 1♥-1NT-2♣-3♥ After 1M-2NT: 3M is any minimum; 3♣/3♦ shows a shortness(extras); 3NT – balanced maximum, 4♣/4♦ – 5card side-suit, 4M – 6+suit, not necessarily maximum [F15] If game is forced, then bidding slowly (e.g choosing 2NT instead of 3NT) shows extras. After opponent’s double 1M, we play transfers on 2 <sup>nd</sup> level [F1]
1♠	NO	5	4♥	10-16, 5+♠. From 3 <sup>rd</sup> hand may be lighter or shorter ♠	Same principles as after 1♥ opening. 2♥ - 5+♥ GF. 4♥ - Splinter [A8]	Same principles as after 1♥ opening After 1♠-2NT: 3♥ - shortness (extras), 4♥ - 55majors
1NT	NO	2	4♥	14-16 (semi)balanced Can have 6m, 5m422, 5M(rare) Very rarely singleton 13-count can be upgraded.	2♣ - Stayman, may be weak. 2♦2♥ - transfers 2♠-6+♣ 0+hcp or BAL INV+. 2NT-6+♦0+hcp 3♣♦-6+card INV AQ/KQ. 3M- 54mm3M1OM 4♣♦-Texas Transfers [A9]. 4♥♠ - to play	On Stayman, 2♥ response can have 4-card ♠, Smolen [A7], full distribution relays [F16] After 1NT-2♠/2NT- 3♣ promises maximum. After diamond transfer (2NT) – promises good ♦ fit. After minor suit transfer – 3M from responder shows shortness with a slam interest. After full distribution relays – high card asking relay principles apply [F6]
2♣	NO	5	4♥	10-16, either 5♣+4M or 6+♣ Can be lighter/shorter from 3 <sup>rd</sup>	2♦ - relay, 2♥/2♠ - 5+ suit, NF 2NT – forces 3♣ from opener, either weak raise in ♣, 55+ other suits GF or wish of Minorwood [A5], 3♣-balanced INV 3♦/3♥/3♠- 6+ suit INV. 4♣ pre-emptive	After 2♣-2♦: 2M – natural (→2♠-NAT INV; 2NT – relay [F17]; 3♣- to play; 3M – NAT forcing) 2NT – max 6+♣ (→3♣- to play; 3♦-relay [F18]; 3M – NAT forcing) 3♣ - min 6+♣ (→3♦-relay [F19]; 3M – NAT forcing) 3♦/3♥/3♠ - max 6+♣&4♦/♥/♠ Sequences after 2♣-2NT→[F20]. Key card asking relay principles apply after FDR. [F6]
2♦	YES	5	4♦	(5)6+♥ weak [F22] Should not have 4♠. 3 <sup>rd</sup> hand varies.	2NT – relay (can be weak), 3♠4♣4♦-Splinter slam try, 3♣-PUP, 3♦- NAT GF. Else-to play	2♦-2NT relay: 3♣♦-short ♣♦, 3♥-no shortness/min short♠, 3♠- max short♠. Favourable: 3♣-min 5card, 3♦-max5card, 3♥-min6card, 3♠-max6card. Sequences after 2♦-3♣/3♦→[F21].
2♥	YES	4-4	4♦	4-4+ majors weak. Can be stronger from 3 <sup>rd</sup> hand	2NT – relay (can be weak), 3♣-PUP, 4♠- make TRF to better.3/4♦-bid your better. Else-to play	2♥-2NT relay: 3♣-min 54 (3♦asks→5♥/5♠; 3♦-min same length; 3M- max 5M4OM; 3NT- max 55+, short ♣; 4♣ - max 55+, short ♦. Sequences after 2♥-3♣→[F21].
2♠	NO	5	4♥	(5)6+♠ weak [F22] Should not have 4♥. 3 <sup>rd</sup> hand varies.	2NT – relay (can be weak), 4♣4♦-splinter slam try. 3♣-PUP, 3♦/3♥- NAT GF. Else- to play	2♦-2NT relay: 3♣♦-short ♣♦, 3♥-no shortness/min short♠, 3♠- max short♠. Favourable: 3♣-min 5card, 3♦-max5card, 3♥-min6card, 3♠-max6card. Sequences after 2♠-3♣/3♦/3♥→[F21].
2NT	YES	6	4♥	6+♣ pre-emptive 3 <sup>rd</sup> hand varies	Any ♣ bid – to play. New on 3 <sup>rd</sup> - semi-F [F22] 4♦ is RKCB (♣)	RKCB responses to 4♦ are 0/1/1+Q/2/2+Q
3♣	YES	5-5	4♥	5-5 minors pre-emptive	3♠ is semi-F [F22], 3♥ - Relay	3♥ relay responses: 3♠- ♥ fragment/short♠; 3NT - ♠fragment/short♥
3♦3♥3♠	NO	6	4♥	6+ suit, pre-emptive 3 <sup>rd</sup> hand varies	New on 3 <sup>rd</sup> - semi-F [F22] 4♣ is RKCB of partner’s suit	RKCB responses to 4♣ are 0/1/1+Q/2/2+Q
3NT	YES	7	4♥	Gambling	Minor suit bid on any level is P/C	<b>HIGH LEVEL BIDDING</b>
4♣4♦	YES	7	4♥	1 <sup>st</sup> -2 <sup>nd</sup> hand. 9-9,5 tricks in ♥ / ♠	Bid the suit: to play, other: cue; 4NT-RKCB	RKCB responses: 14 / 03 / 2 / 2+Q(+kings). With no suit agreed: 14 / 03 / 2 CRaSh [F23]
4X	NO	6		(6)7+ suit, 4♣♦ only 3 <sup>rd</sup> /4 <sup>th</sup> hand		Key card asking principles: → Q(+kings)?/Kings?/Queens? – Suction responses [F6]
4NT	YES	5-5		Both minors. 10-10,5 tricks	5NT – pick a slam. Else – to play	Minorwood [A5], Voidwood [A10], 5NT pick-a-slam if no suit is agreed in 1-sided auction

## Supplementary Sheets (page 1)

ESTONIA

Martin Maasik - Manglus Lember

EST&500073 - EST&500069

### Section A – Conventions used

- [A1] **Baron:** After NT bid, the first available ♣ bid asks for the first four card suit. Responding 2♦ does not deny 4 cards in the major suits, simply promises 4+♦
- [A2] **Drury:** After partner's overcall on a nebulous minor suit opening (promising 2 or less cards in a suit), 2♣ bid is used to ask partner about the quality of the overcall. Responses:
- 2♦ - light opening (ca 10-13hcp), no extra info to add
  - 2♥ (after 1♠ opening) – natural, 4+♥, light opening
  - 2M – weakest response
  - 2NT – (semi)balanced maximum, usually 5332
  - Rest is natural, promises a maximum
- Drury does NOT promise a fit. Drury does not apply from passed hand. Instead fit-jumps are available. Drury does not apply when the opening promises 3+ cards in a suit – then a cuebid in opponent's suit is used to indicate a good raise or otherwise suitable forcing hand.
- [A3] **Fit-Jump:** 3+ fit in partner's suit, 5+ side-suit with values in it (for example AJxxx, 2 out of 3 top honors, or alike. Invitational values. We use it after 1M opening if the responder is a passed hand.
- [A4] **Leaping Michaels:** After opponent opens 2X, jump to 4<sup>th</sup> level shows a strong hand with 5-5 suits. (2M)-4m shows 5m+5OM (4♦ asks to bid the major suit in case of 4♣ overcall) (2m-natural)-4m shows both majors; (2m-natural)-4om shows 5om + 5M (4♦ asks to bid the major suit in case of 4♣ overcall; 4♥ is P/C in case of 4♦ overcall)
- [A5] **Minorwood:** When game is already forced (in a strong auction) and a minor suit fit has already been established, then 4m bid is RKCB in the minor suit. In some cases, 4m at the same time agrees the suit and asks. For example: 1♥-2♦-3♣-4♣, 4♣ agrees clubs and asks for aces out of 5. The responses are still 14/03/2/2+Q(kings)
- [A6] **Michaels cuebid:** (1m)-2m=5+5+♥♠, (1M)-2M = 5OM+5m  
Agreement is that Michaels cuebid shows either up to weak opening or strong. Ca up to 12 or (16)17+. The mediocre range (13-16) will go through natural bidding of 1♠ and later ♥.
- [A7] **Smolen:** After 1NT-2♣-2♦, 3M shows 4M5OM and a game forcing hand from the responder.
- [A8] **Splinter:** Shortness (a singleton or a void in the bid suit) + fit in partner's suit. Usually fit has to be 4+ cards. Sometimes can be 3 if it describes the hand best.
- [A9] **Texas Transfer:** 1NT-4♣ is a transfer to ♥, promises 6+♥, and usually a hand with no slam interest. 1NT-4♦ is a transfer to ♠, promises 6+♠, and usually a hand with no slam interest. 1NT-2♦-2♥-4♥ and 1NT-2♥-2♠-4♠ promise a mild slam interest with balanced hand.
- [A10] **Voidwood:** Also known as the exclusion Blackwood. A double jump after the suit is agreed asks for aces without that suit. Sometimes the bid can at the same time agree the suit and ask for aces. Example: 1♣-1♥-4♣. 4♣ agrees hearts and asks for aces without the club suit. Usually Voidwood is bid on the 5<sup>th</sup> level, though. Responses: 14/03/2/2+Q(kings)

### Section B – Leads and signals

- [B1] In defence, we mainly focus on showing attitude/suit preference, not count. Odd encourages, but the lower the odder principle means that from spot cards, if one wants to encourage, he

## Supplementary Sheets (page 2)

ESTONIA

Martin Maasik - Manglus Lember

EST&500073 - EST&500069

chooses an available spot card that is closest to the left in this series of numbers: 3 5 7 9 2 4 6 8 10. That means that 9 is more encouraging in the suit than 2.

[B2] Showing a positive Smith Echo signal (either low-high from lead maker or high-low from partner), does not necessarily mean values in the suit. It can simply mean that there is no good switch available.

[B3] Lightner double often indicates to the first naturally bid suit by RHO of the doubler.

[B4] Example sequences to illustrate:

1♥-(pass)-2♥-(3♦)-X Here double would be invitation to 4♥

1♥-(pass)-2♥-(3♣)-X Here double is for penalty as 3♦ can still be used for invitation

### Section F – Back of card

[F1] Transfers after 1M-(X)

After opponent doubles 1M opening, transfers apply on the 2nd level of bidding

1♥-(X)-

1NT - ♣ weak or GF

2♣ - ♦ weak or GF

2♦ - good raise in ♥

2♥ - natural weak raise

2♠/3♣/3♦ are NAT 6+ INV, as they would be without the double. From passed hand they are fit jumps

2NT – 4+ support, at least invitational (same system applies as without the X)

1♠-(X)-

1NT - ♣ weak or GF

2♣ - ♦ weak or GF

2♦ - ♥ weak or GF

2♥ - good raise in ♠

2♠ - natural weak raise

2NT – 4+ support at least invitational (same system applies as without the X)

3♣/3♦/3♥ are NAT 6+ INV, as they would be without the double. From passed hand they are fit jumps

[F2] System after 1♣-1♦-1♥:

1♠ - 0-4 any or 5-7 balanced

1NT – 5-5 at least one of them a major, 5-7hcp (2♣-ASK)

2♦ - ♦+♥

2♥ - ♥+♠

2♠ - ♠+m (2NT-ASK→5♣/5♦)

2NT - ♣+♥

After every response, +1 ASK for shortness

2X – 5+ suit, 5-7 points

2NT – 55+ minors, 5-7 points (3♣-ASK for shortness)

3X – 4441, 5-7 points, shortness in the bid suit

## Supplementary Sheets (page 3)

ESTONIA

Martin Maasik - Manglus Lember

EST&500073 - EST&500069

[F4] Full Distribution Relays after 1♣-1♠-1NT

1♣-1♠ - 8+ (semi)balanced (1NT=relay)

2♣ - 12+ (2♦=relay)

2♥ - 4♥ (2♠=relay)

2NT - 4♥4♠(32) (→4423/4432)

3♣ - 4♣+ (→2434/3424/2425)

3♦ - 2443

3♥ - 3442

3♠ - 2452

3NT - 3433

2♠ - 4♠ (2NT=relay)

3♣ - 4+♣ (→4234/4324/4225)

3♦ - 4243

3♥ - 4342

3♠ - 4252

3NT - 4333

2NT etc – like after minimum

2♦ - 4♥ (2♥=relay)

2♠ - 4♥4♠(32) (→4423/4432)

2NT – 3433

3♣ - 4♣+ (→2434/3424/2425)

3♦ - 2443

3♥ - 3442

3♠ - 2452

3NT – 3433 total min

2♥ - 4♠ (2♠=relay)

2NT – 4333

3♣ - 4+♣ (→4234/4324/4225)

3♦ - 4243

3♥ - 4342

3♠ - 4252

3NT – 4333 total min

2♠ - 4441 min (→4441/4414/4144/1444)

2NT – no 4M/5m (→2344/3244/3334/3343)

3♣ - 5♣(332) (→3325/3235/2335)

3♦ - 54mm22 (→2245/2254)

3♥♠NT - 3352/3253/2353

[F5] Full Distribution Relays after

1) 1♣-2♥; promises 54mm(31) 8+hcp

2♠ asks:

2NT-5♣4♦ 8-11hcp → 3♣ asks → 1345/3145

3♣-5♦4♣ 8-11hcp → 3♦ asks → 1354/3154

3♦ - 1345 12+

3♥ - 3145 12+

3♠ - 1354 12+

3NT - 3154 12+

2) 1♣-2♠; promises 55+ minors, 8+hcp

2NT asks:

## Supplementary Sheets (page 4)

ESTONIA

Martin Maasik - Manglus Lember

EST&500073 - EST&500069

3♣- 8-11hcp → 3♦ asks → same principles as below

3♦- 55mm 12+

3♥- 6♣5♦ 12+

3♠- 6♦5♣ 12+

3NT- 66mm 12+

4♣ - 7♣5♦ 12+

4♦ - 7♦5♣ 12+

For each response, +1 asks for the fragment (the opposite of the shortness)

3) 1♣-2NT; promises 4441, 12+hcp

3♣ asks for the shortness → responses are natural

In all 1)/2)/3) described in [F5], after distribution is clear, key card asking principles apply, which are further explained in [F6]

[F6] Key card asking principles after the full distribution has been revealed are the following:

- 4♦ from the asking side is Game Stopper → asks partner to bid 4♥ after which appropriate contract will be chosen
- 3NT from the asking side is to play.
- Other steps are RKCB-s with the longest shown suit, 2<sup>nd</sup> longest, 3<sup>rd</sup> longest etc.
- If 2 or more suits are the same length then the suits are in the following order:  
♥♠♣♦
- 5<sup>th</sup> step is asking aces without a suit, responses are CRaSh style, *see [F23]*
- If the asking side exceeds 5 steps, then he is making an invitation to 6 in the bid suit.
- If Game Stopper (4♦) is not available after the full distribution is revealed, then +1 bid by the asking side is Game Stopper (forcing the next +1 from responder), and +2/+3/+4 etc steps are counted as previously described (RKCB in the longest suit etc)

RKCB responses: 14 / 30 / 2 / 2+Q+Suction kings

AFTER THE RKCB RESPONSE:

Next step asks for the queen (if not already shown) → No queen / Q+ Suction Kings

If the queen was shown already, then it asks for kings → Suction

After that +1 asks for queens → Suction

How does SUCTION work?

0 or 3 / Lowest suit or the other 2 / middle suit or the other 2 / highest suit or the other 2

[F7] After 1♣-(X=♣)/(1♦)/(1♥)/(1♠)

1♠ - 5+♠ natural

1NT – balanced with stopper (→ Baron, *see [A1]*)

CUE – balanced without stopper

[F8] If relays are interfered after 1♣-1♠-1NT..., then the following principles apply:

If opponent doubles

Responder:

- Can have 4 cards in the suit:
  - XX – decent 4-card in the suit (+1 from opener continues relays)
  - Pass – 1<sup>st</sup> step (+1 from opener continues relays)
  - 4-card opponent's suit is still considered as a step (simply suit quality is bad)

## Supplementary Sheets (page 5)

ESTONIA

Martin Maasik - Manglus Lember

EST&500073 - EST&500069

- Cannot have 4 cards in the suit:
  - Pass – 1<sup>st</sup> step (+1 from opener continues relays)
  - XX – 2<sup>nd</sup> step (+1 from opener continues relays)

Opener:

XX – to play

Pass – please XX if you have decent four-card suit in opponents' suit (in case that happens then +1 from opener still continues relays), otherwise respond as there was no double

In case opener continues relays after XX:

- If a 4-card Major had been shown previously by responder (such as 1♣-1♠-2♦, 8-11 4♥ had been shown and 2♦ gets DBL-d), then the following steps would be:
  - 4♥4♦3♣2♠ (cheaper suit has longer fragment)
  - 4♥4♦2♣3♠ (cheaper suit has shorter fragment)
  - 4♥5♦22
- If no suits had been shown previously (such as 1♣-1♠-1NT-2♣; 12+ had been shown and 2♣ gets doubled), then the following steps would be:
  - 2♦ - 4♥
  - 2♥ - 4♠
  - 2♠ - 4441
  - 2NT – no 5m/4M
  - 3♣ - 5♣(332) etc... (just like 8-11 responses straight after 1♣-1♠-1NT-...)
- If 4441 had been shown previously (such as 1♣-1♠-1NT-2♠; 8-11 any 4441 had been shown, and 2♠ gets DBL-d), then the following steps would be (4♠ is established):
  - 4441
  - 4414
  - 4144

[F9] NT ranges in the system are the following:

11-13 – through 1♦ opening

14-16 – 1NT opening

17-19 – 1♣-1♦-1NT

20-21 – 1♣-1♦-1♥-1♠-1NT

22-23 – 1♣-1♦-2NT

24-25 - 1♣-1♦-1♥-1♠-2NT

26+ – 1♣-1♦-1♥-1♠-1NT-2♣-2♦-2NT

[F10] 1♣-1♦-2X (except for 2NT) promises 6+ solid suit (AKQxxx/AKJxxxx or alike) and a game forcing hand. Suit is agreed and cuebidding starts.

[F11] After 1♦-1♥-2♣ (promises 44+ minors, usually 54+ minors, minimum)

2♠ is 4<sup>th</sup> suit GF

After 1♦-1♠-2♣

2♥ is 4<sup>th</sup> suit GF

GF situation principles apply. Check.

[F12] After 1♦-1♥-2♦ (promises 6+♦, minimum)

## Supplementary Sheets (page 6)

ESTONIA

Martin Maasik - Manglus Lember

EST&500073 - EST&500069

2♥ is NF, less than invitational

2♠ is artificial GF

After 1♦-1♠-2♦

2♥ is artificial GF

[F13] Short Suit Game Try (SSGT) applies as following:

1♦-1♥-2♥-2♠ (any shortness, invitational; or slam interest with void)

2NT asks

3♣ - club shortness, INV

3♦ - diamond shortness, INV

3♥ - spade shortness, INV

3♠ - spade void, slam interest

3NT - N/A, forgot system, natural

4♣ - club void, slam interest

4♦ - diamond void, slam interest

4♥ - N/A, forgot system, natural

Same applies in the sequence - 1♦-1♥-2♠, and 1♥-2♥-2♠

[F14] 1x-1y-1z checkback after 1♦-1♥-1♠/1♦-1♥-1NT/1♦-1♠-1NT/1♥-1♠-1NT

2♣ asks for MIN/MAX and 3-card support, responses are:

2♦ - min, no 3-card support

2M – min, 3-card support

2OM – max, 3-card support

2NT - max, no 3-card support

[F15] In the sequences 1M-2NT, opener can raise to 4M with any distributionally good hand, such as 7-card suit or something. It does not necessarily promise a maximum HCP-wise.

[F16] Full Distribution Relays after 1NT-2♣

1NT-2♣ (garbage possible)

2♦ (2♥=GF relay)

2♠ - any 6m or 4m333 total minimum (2NT=relay)

3♣ - 6♣(322) (→2236/2326/3226)

3♦ - 4m333 total minimum (→3334/3343)

3♥♠NT - 6♦(322) (→2263/2362/3262)

2NT – no 4M/5m → (2344/3244/3334\*/3343\*)

\*not total minimum

3♣ - 5♣(332) (→3325/3235/2335)

3♦ - 54mm22 (→2245/2254)

3♥♠NT - 3352/3253/2353

2♥ (2♠=GF relay)

2NT - 44♥♠(32) → (4423/4432)

3♣ - 4+♣ (→2434/3424/2425)

3♦ - 2443

3♥ - 3442

3♠ - 2452

3NT – 3433

2♠ (3♣=GF relay)\*\*

\*\*4♠5m22 → 4♠2♥4m3om

3♦ - 4♠4♣(32) (→4234/4324)

3♥ - 4243



## Supplementary Sheets (page 7)

ESTONIA

Martin Maasik - Manglus Lember

EST&500073 - EST&500069

3♠ - 4342

3NT – 4333

After full distribution is revealed, key card asking principles apply as described in [F6]

[F17] Relays after 2♣-2♦-2M (2NT asks)

3♣ - MAX (cannot be 6♣+4M; 3♦ asks, same principles as [F18] and [F19])

3♥ - shortness

3♠ - shortness

3NT – no shortness / ♦ shortness

3♦ - 6♣4M minimum (3♥ asks → ♦ fragment / OM fragment)

3M – 54, ♦ fragment, OM shortness

3OM - 54, OM fragment, ♦ shortness

3NT - 5422

[F18] Relays after 2♣-2♦2NT (3♣ is to play; 3♦ asks)

3♥ - shortness

3♠ - shortness

3NT – no shortness / ♦ shortness

[F19] Relays after 2♣-2♦-3♣ (3♦ asks)

3♥ - shortness

3♠ - shortness

3NT – no shortness / ♦ shortness

[F20] Sequences after 2♣-2NT

2NT forces 3♣ from opener, and shows either a) weak raise in clubs; b) 55+ in other suits GF  
c) a wish to bid Minorwood (check [A5])

In case of option b), the suits are shown as following:

2♣-2NT-3♣-

3♦ - 5♦+5♥

3♥ - 5♥+5♠

3♠ - 5♠+5♦

[F21] On 2♦/2♥/2♠ opening, 3♣ is a puppet to 3♦

It has the following meanings/uses:

2♦-3♣-3♦

3♥ - strong suit agreement

3♠ - invitational with fit

3NT – to play / slam interest in one of the minors

4♣ - slam interest in ♣

2♥-3♣-3♦

3♥ - strong suit agreement

3♠ - strong suit agreement

3NT – to play / slam interest in one of the minors

4♣ - slam interest in ♣

2♠-3♣-3♦

3♥ - invitational hand with ♥

3♠ - strong suit agreement

3NT – to play / slam interest in one of the minors

## Supplementary Sheets (page 8)

ESTONIA

Martin Maasik - Manglus Lember

EST&500073 - EST&500069

2♦-3♦ shows 5+♦ GF → opener shows cues, responder describes further

2♠-3♦/3♥ also show natural 5+ suit, GF → opener shows cues, responder describes

[F22] Semi-forcing 3<sup>rd</sup> level after a pre-emptive opening means that partner can pass with a minimum hand and no support. In any case when he subjectively thinks there is a reason good enough to raise it to game (a decent support; a maximum otherwise), he should.

[F23] CRaSh ace responses:

Colour / Rank / Shape = reds or blacks / minors or majors / pointed or round

The responses go as following: 03 / 14 / ♦♥ or ♣♠ / ♣♦ or ♥♠ / ♦♠ or ♣♥