

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 (2nd/4th Live; Responses; Reopening)
Overcalls are (14)15-18hcp. Sound hand, especially on 2 nd /3 rd 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 nd 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 nd 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 rd 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 rd level- NAT
Agreements after 3X/4X pre-empts: [G1]. 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 rd /5 th , 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 _x + etc
Queen	KQ+, QJ+	KQ+, AQJ _x +, etc
Jack	Highest or HJT	As a rule - highest
10	When it is 1 st /3 rd /5 th	HJT _x +, Tx, T9 _x +
9	When it is 1 st /3 rd /5 th	HT9 _x +, 98 _x +, 9 _x , 9
Hi-X	xxXxxx, xxXx, Xx	Xxxx, xXxx, xXx, Xx
Lo-X	xxxxX, xxX	HxX, 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, if anything. 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 – DBL – asks to 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 rd hand bids opposite to a passed partner).
3 rd hands openings are often weaker/shorter
2 nd 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 → see definition & exclusions [G2]
In an at least invitational sequence F2NT applies
After opponent's contract with X has been passed F2NT applies
In sequences where opponents pre-empt and then bid a new suit, which is doubled for penalty - if they run to the initial suit, then pass is F1 unless from passed hand. Ex: (3♣)-(3♥)-X-p-p-(4♣)
In sequences where 2 or more of opponent's suits have been doubled for penalty, pass is F2NT (F1 if higher levels)
If opponents bid 4♥+ after strong 1♣ opening from our side, then pass from opener is forcing T/O-ish, DBL is penalty
PSYCHICS:
Bluffs occur rather often. More common (in order of frequency):
!!! 1♥-(x)-1♠*; 1♥-1♠* [G3]
3x-3y*; 3x-(x)-3y*; 2NT-3x*
1♦-pass-1♥*/1♠*
2x-2y*; 2x-(x)-2y* Ex: 2♣-2♥*, 2♣-2♠*, 2♦-2♠*
Any bid opposite to a PH can be L/D and weaker/shorter

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	1♣-1♦-1♥ is 20+→1♠-0-4 or 5-7 hcp balanced (→2♣-GF [F3]), 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♠- 5+♠, CUE- BAL without stopper [F7]. After FDR–key card asking relay principles apply [F6] 1♣/relay is interfered: [F7/F8] NT ranges + Puppet Stayman [F9/A7] 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-supp MIN, 2NT-5+♦4♣ max, 3♣-5♠4+♦ max, 3♦-6+♦ max, 3M- supp 5+♦(♣) or 4441 max SSGT: 2♠(after ♥); 2NT(after 1♦-1♠-2♠) [F13]. One-way checkback (2♣): after 1x-1y-1z → [F14] After 1x-1y-1z: 3♣ is NF (forcing ♣ goes through 2♣ checkback + 3♣ repeat), 3♦/3y are GF. 1♦-3NT-4M- shortness, 54+mm. 1♦-1♠-3♥-supp+short ♥ max. 1♦-1M-2m-2OM is GF [F11/F12]
1♥	NO	5	4♦	10-16, 5+♥. From 3 rd hand may be lighter or shorter ♥	1♠ - 4+♠ F1, 1NT–semi-forcing (can have 3M) 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]	One-way checkback after 1♥-1♠-1NT [F14]. SSGT: 1♥-2♥-2♠* [F13]. When GF– jump is MIN. On 1M-1NT we can pass with 5332 (or similar) hand and minimum. Responder can show 3-card fit INV 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 maximum, 4M – 6+suit, not necessarily maximum [F15] SSGT: 1♥-2♥-2♠*, 1♠-2♠-2NT* [F13]. After opponent's double 1M, transfers on 2 nd level [F1]
1♠	NO	5	4♥	10-16, 5+♠. From 3 rd 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+♣ ♣ suit must be decent. Can be lighter/shorter from 3 rd	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 rd hand varies.	2NT – relay (can be weak), 3♠4♣4♦-Splinter slam try, 3♣-PUP, 3♦- NAT GF . Else-to play	2♦-2NT: 3♣/3♦–short ♣/♦, 3♥–no shortness/min short ♠, 3♠– max short ♠. Favourable: 3♣–min 5card, 3♦–max 5card, 3♥–min 6card, 3♠–max 6card. Sequences after 2♦-3♣/3♦→[F21].
2♥	YES	4-4	4♦	4-4+ majors weak. Can be stronger from 3 rd 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 rd hand varies.	2NT – relay (can be weak), 4♣4♦-splinter slam try. 3♣-PUP, 3♦/3♥- NAT GF. Else- to play	2♠-2NT: 3♣/3♦/3♥–short ♣/♦/♥, 3♠– no shortness. Favourable: 3♣–min 5card, 3♦–max 5card, 3♥–min 6card, 3♠–max 6card. Sequences after 2♦-3♣/3♦→[F21].
2X	NO	6	4♥	6+ suit (8)9-13p, only 4 th hand	2M-2NT ASK. 2m-2M/2♥-2♠ NF. Other INV	2M-2NT responses: 3 rd level shows shortness in the bid suit; 3M is any minimum.
2NT	YES	6	4♥	6+♣ pre-emptive 3 rd hand varies	Any ♣ bid – to play. New on 3 rd - 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♥ – relay, 3♠ – semi-forcing [F22]	3♥ relay responses: 3♠– ♥ fragment & short ♠; 3NT– ♠ fragment & short ♥; 4♣ – both shortnesses
3♦3♥ 3♠	NO	6	4♥	6+ suit, pre-emptive 3 rd hand varies	New on 3 rd - 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. AKQxxxx+ in minor	Minor suit bid on any level is P/C	HIGH LEVEL BIDDING
4♠4♦	YES	7	4♥	1 st -2 nd hand. 9-9,5 tricks in ♥ / ♠	Bid the suit: to play, other: cue; 4NT-RKCB	RKCB responses: 14 / 03 / 2 / 2+Q(+kings). No suit: 14 / 03 / 2 CRaSh [F23]. Limited to 7p → [F24]
4X	NO	6		(6)7+ suit, 4♣♦ only 3 rd /4 th hand		Key card asking principles: → Q(+kings)?/Kings?/Queens? – Suction responses [F6]
4NT	YES	5-5		Minors. 10-10,5trx if 1 st /2 nd hand	5NT – pick a slam. Else – to play	Minorwood [A5], Voidwood [A10], 5NT pick-a-slam if no suit is agreed in 1-sided auction

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 4th 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] **Puppet Stayman:** A method to ask balanced (2NT in our case) hand about Major suit lengths: After 2NT bid 3♣ asks: 3♦ promises at least one 4-card Major, 3♥/3♠ promises a 5-card suit and 3NT denies 4-card Majors. On 3♦, responder bids his Major with a transfer (with 4-card ♥ bids 3♠; with 4-card ♠ bids 3♥. With 44+MM, starts with a transfer to the suit he has better quality in. Not accepting the transfer by balanced hand, and bidding something on 4th level shows a very good hand with support and a cuebid in the bid suit.
- [A8] **Smolen:** After 1NT-2♣-2♦, 3M shows 4M5OM and a game forcing hand from the responder.
- [A9] **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.
- [A10] **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.
- [A11] **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.

Supplementary Sheets (page 2)

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Usually Voidwood is bid on the 5th 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 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 (may have a fit to opener)
 - 2♣ - ♦ weak or GF (may have a fit to opener)
 - 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 (may have a fit to opener)
 - 2♣ - ♦ weak or GF (may have a fit to opener)
 - 2♦ - ♥ weak or GF (may have a fit to opener)
 - 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
- AFTER TRANSFER:
- If the weak hand bids again, then it shows a GF hand.
- Opener may surpass accepting the transfer only with a good reason:
- Repeating own suit shows shortness in the transferred suit and 6+ decent quality in the opened suit.
 - Bidding a new suit shows shortness in the transferred suit and a solid 5-5+ (usually MAX, unless very long suits) in the other suits
 - 2NT bid promises a MAX with good support in the transferred suit
 - Any jump accept to the transferred suit shows a good support and usually MIN hand

Supplementary Sheets (page 3)

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[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

[F3] 1♣-1♦-1♥-1♠-2♣ sequence

Opener has showed a GF hand, and responder either 0-4 any or 5-7 balanced:

2♦ – waiting bid → continues +- NAT, Puppet Stayman [A7] and transfers after 2NT

2♥ – 5♥ with at least K / 6♥ with at least Q

2♠ – 5♠ with at least K / 6♠ with at least Q

2NT – any 5-5+ hand (3♣-ASK → same principles as over 1NT in [F2])

3♣ - 5♣ with at least K / 6♣ with at least Q

3♦ - 5♦ with at least K / 6♦ with at least Q

[F4] Full Distribution Relays after 1♣-1♠-1NT; 1♠ promises 8+ (semi)balanced

MAXIMUM (12+)

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

MINIMUM (8-11)

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

○ Skipping relay after 1♣-1♠

▪ 2♣ - MIN/MAX + RKCB CRaSH relay

→ first step MIN (+1 repeats), 2nd etc steps: CRaSH aces (See [F23])

After response kings CRaSH etc

Supplementary Sheets (page 4)

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- 2♦/2♥/2♠/2NT – MIN/MAX + ♣/♦/♥/♠ Voidwood
→ first step MIN (+1 repeats), 2nd etc steps: Voidwood responses (See [A11])
- Skipping relay after later stages, when distribution has been partially shown:
 - +2...+5 are RKCB-s starting from longest suit (See [F6])
- Jumps to (3♠)/4♣/4♦/(4♥) from opener if only a 4-card Major had been shown is a Splitter, minimum hand that only has a slam interest in case of a good fit
Examples: 1♣-1♠-2♦-4♣; 1♣-1♠-2♣-2♦-2♥-4♣
- If responder has shown 12+ points and opener chooses 3NT or other contract through GS (passing 4♥ or 3NT step is not allowed), then bidding on shows aces in longest suit
Example: 1♣-1♠-1NT-2♣-2♦-3♥-3NT-4♦
Responder had showed 12+hcp 5332, which was not appealing to opener. Responder on the other hand is very strong and now by bidding 4♦ showed 0/3 = 3 aces.

[F5] Full Distribution Relays after 1♣-2♥...3♥

- | | |
|---|---|
| <p>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+</p> <p>2) 1♣-2♠; promises 55+ minors, 8+hcp
2NT asks:
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)</p> | <p>3) 1♣-2NT; promises 4441, 12+hcp
3♣ asks for the shortness
→ responses are natural</p> <p>4) 1♣-3♣; promises 5♣4♦4M
3♦ asks for the 4M:
3♥- 4♥ 8+hcp
NB! on +1 relay first step is MIN
3♠- 4♠ 8-11hcp
3NT - 4♠ 12+hcp</p> <p>5) 1♣-3♦/3♥; promises 5♦4♣4♥/5♦4♣4♠
NB! on +1 relay first step is MIN</p> |
|---|---|

In all 1)...5) described in [F5], after distribution is clear, key card asking principles apply, which are further explained in [F6]

[F6] Key card asking principles

GENERAL PRINCIPLES:

- 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, 2nd longest, 3rd longest etc.
- If 2 or more suits are the same length then the suits are in the following order: ♥♠♣♦
- If the asking side exceeds 4 steps, then he is making an invitation to 6 in the bid suit.

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- 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, unless responder has max 7hcp [F24]
- If the response was "0" or "3" and the strong hand chooses contract which is illogical in case of "3", then responder bids on, showing next possible keycards (K or Q, Suction)
- In situations where MIN/MAX is not known after 1♣ opening, then the first step is MIN
 - 1♣-1♠-2♣...2NT
 - 1♣-3♣-3♦-3M→+1
 - 1♣-3♦-3♥
 - 1♣-3♥-3♠
- See also [F4] and [F5] for more clarifications

AFTER THE RKCB RESPONSE:

- If 3NT & 4♦ are available, then they are still TO PLAY & Game Stopper
- The suit in which RKCB was made is TO PLAY
- Any bid further than +2 (3NT/4♦ not counted as steps) from asking side is TO PLAY
 - +3 cannot be asking, even if among +1 and +2 would be RKCB suit and queen skipping relay. In this case asking the queens cannot be skipped

If queen is unknown:

- +1 asks for the queen → No queen / Q+ Suction Kings
- +2 skips the queens and asks for kings → Suction Kings

If queen is already known:

- +1 asks for kings → Suction Kings

After Suction kings +1 is Suction queens.

SUCTION MECANISM:

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♠)

XX – 5+♣

1♠ – 5+♠ natural

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

CUE – balanced without stopper

1♣-(X=majors)-

XX – 5+♣

1♥/1♠ - 5+ natural

1NT – balanced with stoppers (at least semi in both)

2♣ - balanced without stoppers

1♣-(unknown one/two suits)

X – 8+ points balanced-ish

Bid – natural

1♣-(one specific suit + one unknown)-

CUE – balanced without stopper in that suit

X – takeout if the suit was promised / points balanced-ish

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

Opponent doubles		
RESPONDER	Can have 4 cards in the suit	<ul style="list-style-type: none">XX – decent 4-card in the suit (+1 from opener continues relays)Pass – 1st step (+1 from opener continues relays) NB! 4-card opponent's suit is still considered as a step (simply suit quality is bad)
	Cannot have 4 cards in the suit	<ul style="list-style-type: none">Pass – 1st step (+1 from opener continues relays)XX – 2nd step (+1 from opener continues relays)
Opener	<ul style="list-style-type: none">XX – to playPass – asks partner to XX with 4-card decent opp's suit (if that happens then +1 from opener still continues relays), otherwise to respond as there was no double	
Opponent bids		
RESPONDER	Can have 4 cards in the suit	<ul style="list-style-type: none">X – decent 4-card in the suit (+1 from opener continues relays)Pass – 1st step (+1 from opener continues relays) NB! 4-card opponent's suit is still considered as a step (simply suit quality is bad)
	Cannot have 4 cards in the suit	<ul style="list-style-type: none">Pass – 1st step (+1 from opener continues relays)X – 2nd step (+1 from opener continues relays)
Opener	<ul style="list-style-type: none">X – to playPass – asks partner to X with 4-card decent opp's suit (if that happens then +1 from opener still continues relays), otherwise to respond as there was no bid	
Opener continues relays after responder's X or XX with 4-card decent suit		
No suit had been shown Examples: 1♣-1♠-(DBL)..., 1♣-1♠-1NT-2♣-(DBL)...		1 st step: 4♥ 2 nd step: 4♠ 3 rd step: 4441 4 th step: no 5m/4M 5 th step: 5♣(332) 6 th -8 th : 5♦(332) ZOOM
4-card Major had been shown Example: 1♣-1♠-2♦-(DBL)... 8-11hcp 4♥ had been shown		1 st step: 4♥4♦3♣2♠ (cheaper suit has longer fragment) 2 nd step: 4♥4♦2♣3♠ (cheaper suit has shorter fragment) 3 rd step: 4♥5♦22
4441 had been shown Example: 1♣-1♠-1NT-2♠-(DBL)...		Steps: 4441 / 4414 / 4144
Opponent doubles a suit for penalty which had already been promised naturally (4+)		
Opener	XX – to play Pass – please XX with good suit (+1 continues from opener still continues relays), otherwise respond distribution	
Responder	XX – decent 4+card suit (+1 from opener continues relays) Pass – 1 st step (+1 from opener continues relays)	
Opponent doubles a suit when full distribution had already been showed: 5♦(332) or 4441		
Opener	XX – to play Pass – first possible RKCB Other: as in [F6], +1 bid is second possible RKCB, 3NT is to play, 4♦ is GS	
Responder	Pass – 1 st step XX – 2 nd step	

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[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♠-2♣-2♦-2NT

NB! After 2NT (22+) → Puppet Stayman [A7] applies.

[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♦-1M-2♣ (promises 44+ minors, usually 54+ minors, minimum)

1♦-1♥-2♣

2♠ is 4th suit GF

2NT – stopper, MAX

3♣ – no stopper, 5♣4(+)♦

3♦ – no stopper, 5(+)♦4♣

3♥ – 3-card ♥ support

3♠ – no support, ♠ shortness

3NT – stopper, MIN

1♦-1♠-2♣

2♥ is 4th suit GF

2♠ – 3-card ♠ support

2NT – stopper, MAX

3♣ – no stopper, 5♣4(+)♦

3♦ – no stopper, 5(+)♦4♣

3♥ – 4-card ♥

3♠ – support + ♥ void

3NT – stopper, MIN

Direct 4♣/4♦ is invitational with support. Minorwood goes through 4th suit GF

Suit repeat by responder is NF. 5♠4(+)♥ NF/INV goes through direct 1♦-2♥/2♠

From passed hand 4th suit forcing is max with tolerance to one of the minors.

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

1♦-1♥-2♦

2♠ is 3rd suit GF

2NT – stopper, MAX

3♣ – no stopper, ♣ values

3♦ – no stopper, no ♣ values

3♥ – 3-card ♥ support

3♠ – no support, ♠ shortness

3NT – stopper, MIN

1♦-1♠-2♦

2♥ is 3rd suit GF

2♠ – 3-card ♠ support

2NT – stopper, MAX

3♣ – no stopper, ♣ values

3♦ – no stopper, no ♣ values

3♥ – 4-card ♥

3♠ – support + ♥ shortness

3NT – stopper, MIN

Direct 4♣/4♦ is invitational with support. Minorwood goes through 3rd suit GF

Suit repeat by responder is NF. 5♠4(+)♥ NF/INV goes through direct 1♦-2♥/2♠

From passed hand 3rd suit forcing is max with tolerance to ♦.

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

Heart fit:

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

2NT asks

3♣ - club shortness, INV

3♦ - diamond shortness, INV

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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

3♣/3♦ bid instead of 2NT relay asks to bid 3♥ in case of shortness in ♣/♦

Same applies in sequences 1♦-1♥-2♠, and 1♥-2♥-2♠

Spade fit:

1♦-1♠-2♠-2NT (any shortness, invitational)

3♣ asks

3♦ - diamond shortness, INV

3♥ - heart shortness, INV

3♠ - club shortness, INV

3♦/3♥ bid instead of 2NT relay asks to bid 3♠ in case of ♦/♥ shortness

Same applies in the sequence 1♠-2♠-2NT

[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)

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3♥ - 4243

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)

3M - 54, ♦ fragment, OM shortness

3OM - 54, OM fragment, ♦ shortness

3NT - 5422

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 (in every case an option is also PASS, with weak ♦):

2♦-3♣-3♦

3♥ - strong suit agreement → cuebids

3♠ - invitational with 6+♠ (direct 3♠ would be splinter)

3NT - slam interest in both minors (55+)

4♣ - slam interest in ♣

4♦ - slam interest in ♦

2♥-3♣-3♦

3♥ - strong suit agreement → cuebids

3♠ - strong suit agreement → cuebids

3NT - slam interest in both minors (55+)

4♣ - slam interest in ♣

4♦ - slam interest in ♦

2♠-3♣-3♦

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3♥ - invitational hand with ♥ (direct 3♥ would be forcing)

3♠ - strong suit agreement → cuebids

3NT – slam interest in both minors (55+)

4♣ - slam interest in ♣

4♦ - slam interest in ♦

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

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

[F22] Semi-forcing 3rd 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 ♣♥

[F24] If responder is limited to maximum 7HCP (such as after 1♣-1♦), then ace responses are the following: 0 / 1 / 1+Q / 2

Section D – Defensive and competitive bidding

[D1] In competitive bidding we use 2NT Lebensohl (2NT forces 3♣) to show

- NF weak hands, when the bidder's suit is lower than opponent's overcall
- Inviting hands where otherwise 3X bid would be forcing
- Competitive hand with long suit but not MAX (Auto-Lebensohl)

Example: 1♦-(1♥)-(2♥)-2NT-3♣-3♦ - weak hand with 6+♦

As opposed to bidding 3♦ directly which shows a stronger hand with 6+♦

Agreements after Lebensohl

Surpassing auto 3♣ bid can be done, when

- Hand is unlimited, such as one doubles, partner bids Lebensohl (2♠)-X-2NT-... skipping 3♣ here shows strong hand
- Hand is limited (such as 1♦ or 1M opening), then skipping 3♣ shows ♣ shortness or very good own suit.

Section G – Others

[G1] If opponent pre-empts on 3rd/4th level then conventional tools used are the following:

(3♣)	4♣ - both majors 4♦ - ♦+M 4NT - RKCB CRaSh 5♣ - both majors INV to 6	(3NT-gambling) Dbl - strength 4♣ - both majors 4♦ - ♦+M
(3♦)	4♦ - both majors 4NT - RKCB CRaSh 5♦ - both majors INV to 6	(4♣) 4NT - RKCB CRaSh 5♣ - any two-suiter
(3♥)	4♥ - ♠+m 4NT - both minors	(4♦) 4NT - ♣+M 5♦ - both majors
(3♠)	4♠ - both minors 4NT - RKCB CRaSh	(4♥) 4NT - both minors 5♥ - ♠+m INV to 6
		(4♠) 4NT - any two-suiter

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[G2] GF is established (and forcing pass applies) when:

- bidding 2/1
- one side has INV+ and other has maximum
- opponent bids from passed hand after we reach game (even if it is 1M-4M)
- we bid vulnerable game when opponents are nonvulnerable (even if it is 1M-4M)

Forcing pass does not apply when we have pre-empted – stronger hand has to decide.

[G3] In sequence 1♥-(X)-1♠*

1♠ can be bluff but partner should bid as if it is natural, thus raise with support and even jump-raise with good hand and support. Though, bidding directly 4♠ is forbidden.

Bluffing side must have ♥ tolerance or a very good own escape suit to bid 1♠.