

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS		<div> </div>
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE		
NAT 4+ suit, (8)10-15 hcp 1/2-level		Lead	In Partner's Suit	
after overcall, transfers from opp siut to -1 suit,if opp double then from INT to -1 suit	Suit	2-4th low from Hxx; top from xx	same	
Fit-bids	NT	2nd/4th same	same	
	Subseq	1. count 2. attitude (high=passive)	same	Category: STRONG CLUB - BLUE
	Other:			Country: LATVIA
				Event: European Championships, Samorin
				Players: Gatis Prieditis - All
INT OVERCALL (2ND/4TH Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY
15-17 w/ stop. Responses: transfers starting w 2 ♣, trnsf to opp suit = staym.	Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE
	Ace	AKx(+), Ax+	AKx(+), Ax+	Precision Club
	King	AKx(+),KQx(+),	AKx(+),AKJ10(+),KQ10(+)	strong club with natural responses (INT and 1♠switched)
in 4th live INT=11-14, w/ stopper, SYS ON	Queen	QJ; QJx(+);	QJ; QJx(+); Qx	1♦ = 4+♦unbal
	Jack	HJ10x(+), J10x(+), AQJ(+)	HJ10x(+), J10x(+)	5-card Majors
JUMP OVERCALLS (Style; Responses; UnusualNT)	10	H109(+), 10x	H109(+), 10x	2D – one major; 2H - both majors; 2S – S + m; 2NT-both minors
1-Suit: Nat. preempt	9	9x,	9x	jump shift answers to 1♥♠ openings are natural with SUPP in opening suit
2-Suit:	Hi-x	xSxx,xSx,Sx	xSxx,xSx,Sx	INT Openings: (12)13-15 HCP
	Lo-x	HxxSx,HxxS,HxS	HxxSx,HxxS,HxS	2 OVER 1 Response: 2 OVER 1 Responses F1
Reopen: in 4th live = 6+suit and 4,5 - 5,5 losers, one-suiter	SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer's Lead	Discarding
Ghestem on Majors:(1M)-2M = 5 OM + 5♣;(1M)-3C=5 OM + 5 ♦	Suit:1st	count (low/hi =even)	count	Lavinthal –Italian
(1M)-2NT = minors	2nd	attitude (small=enc)	Lavinthal	
Michels Cue on minors:(1m)-2m=both Majors	3rd	Lavinthal		
	NT: 1st	count	Smith	Lavinthal -Italian
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	attitude	Count	
DBL=competitive points, 2 ♣= majors, 2 ♦= One major,	3rd	Lavinthal	Lavinthal	
2M = 5 M w/ 4+minor 2NT=minors	Signals (including Trumps): high-low in trumps shows ruffing potential			
	SMITH SIGNAL vs NT (small ENC)			
	DOUBLES			
	TAKEOUT DOUBLES (Style; Responses; Reopening)			
VS. PREEMPTS ( Doubles; Cue-bids; Jumps; NT bids)	DOUBLES TAKEOUT DOUBLES (Style; Responses; Reopening)			
DBL: for Take-out	in take-out position - 11-15 HCP w/ classic TO or 16+ any hand			
Leaping Michaels vs. 2♥♠ openings.	Reopening from 8 HCP if good distribution for TO;			
(2M)-3M asks stopper,usually long minor				
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			SPECIAL FORCING PASS SEQUENCES
2C – Both majors	NEG DBL, than new suit=F1			in GF sitations; when OPP runs from PEN DBL;after INV w/ SUPP;
2D – one major	1♦-(1♥)-DBL is w/ 4♠, 9+ HCP			in high-level, after our strong bidding or freely bid VUL game against non-vul;
2M – M + m	Lightner DBL			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
2NT – Both minors	Reopen DBL in competitive auctions			1♦opening may include 4♦5 ♣ distribution
OVER OPPONENTS' TAKE OUT DOUBLE	Slam double (X=1 trick, P=0 or 2 tricks)			(1m)-DBL-(1M)-2M=NAT
RDBL=10+ HCP	1 ♣- 1x or 2x-DBL=5-7 HCP(except 2M: x=TO)			Judgement allowed in any situations
1M-(DBL): 1NT2 ♣♦ are transfers				Psychics: Rare
3nt makes forcing pass				

OPENING BID DESCRIPTIONS							
Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	Yes	0	7♥	16 +, any distr.	1♦=0-7; 1♥/2m=8+p 5+,FG; 1NT=8+p 5+♠,FG;	1♣-1♥/1NT-2M=ST; 1♣-2NT3♣♦♥: +1 asks control	
1♣					2M=4-7 6+NF; 2nt,3 ♣♦♥.=8+, 4441 S/S ♣♦♥♠, F	controls; other suit below game=RKCB	
1♣					1♠ = 8+ bal. distr.,		
1♦	No	4	3♠	11-15 HCP 5+♦; 4 ♦5♠; 4♦441	2♦=F1(inverted minors); 2M=FG	1♦-1M-1NT-2 ♣=Gadget;1♦-2♥-2♠=min,S/S	
1♥	No	5	4♦	11-15 HCP	jump bids= natural, promise SUPP; 2♣- 2+	1♥-2NT = inv+ 3+H	Drury
1♥					Double jump= splinter;	1♥-3♥= premt	
1♠	No	5	4♥	11-15 HCP	same as 1♥		Drury
1NT	Yes			(12)13-15 HCP (4414 possible)	STAY; JACOBY TRF; 2♠ to ♣or INV to 3NT; 2NT to ♦	1NT-2♠-2NT=min, 3 ♣=max; 1NT-2NT-3♣=max, 3♦=min	
1NT					3x-sign-off	1NT-2♦ : 2NT=max good supp 3H=min 4♥;	
2♣	Yes	5	4♥	11-15,5♠4M or 6+♣	2♦=ART F1;2M=NF;2NT=trnsf to ♣ or (5-5)M; 3 ♣8-10 3+	2♣-2NT-3♣-3♦=inv (5+5+)M; 3♥♠=FG with M	
2♦	Yes	0		7-10 HCP 6+ M	2M – P/C; 2NT- asking	2D-2NT -3C H max 3D S max 3H H min 3S S min	
2♥	Yes	4		5-10 HCP 5-4 majors	2♠,3♥,3♠,4♥,4♠=To play, 2NT = Relay	2♥-2NT-3 ♣=min,3♦ =max5-5, 3♥=max 5♥, 3♠=max 5♠	
2♠	Yes	5		7-10 HCP 5♠/4m	2NT asking	3 ♣=min♣; 3♦ =min♦; 3♥=max♣, 3♠=max ♦	
2NT	Yes			5-10 minors 5-5	3M - forcing		
3♣	No	6		PRE constructive	new suit forcing		
3♦	No	6		PRE constructive	new suit forcing		
3♥	No	7		PRE	new suit forcing		
3♠	No	7		PRE	new suit forcing		
3NT	No			GAMBLING w/o stopper	4m = p/c		
4♣	Yes	0		PRE in ♣ Destructive			
4♦	Yes	0		PRE in ♦ Destructive			
4♥	No	7		PRE			
4♠	No	7		PRE			
4NT	Yes			(6+-6+)m			
5♣	No	7					
5♦	No	7					
HIGH LEVEL BIDDING							
RKCB 1403; 5A+Q,							
Splinter bids							
Cue-bids							