DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

8-16 hcp, 5+ suit (on 1st level good 4-card suit possible)

2♣ = DRURY (fit not guaranteed), fit-jumps, opps suit = INV to 4M

after Drury – 2♦ = ->10 hcp, repeating suit = weak opening hand

reopening: NAT, no special differences

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

15-17 (14-18) (semi)BAL, at least partial stopper

SYSTEM ON

reopening: 12-15, does not promise stopper, SYSTEM ON

JUMP OVERCALLS (Style; Responses; Unusual NT)

1-suiter: Pre-emptive : new suit = INV, 2NT = relay

2-suiter: 2NT = two lowest suits

over 1♣ (2+ or Polish) 2♦ = (54)+ Majors, 7-11

Reopen: based on tricks, somewhat stronger

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

over 1♥♠ = Michaels cue (10-16 or FG) - 2NT = relay, N♣ = poc

over 1 minor (3+) = both majors (54+) 8-11 hcp

jump cue = asks stopper for 3NT

reopening = same

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

vs STR = DONT (DBL = 10+onesuiter; 2x = (44)+ suit & higher; 2♠=5+♠

2♣♦♥ = random strength => +1 = poc

vs WK NT SUCTION: DBL=Strength (about 15+), 2♣=♦ or ♥♠;

2♦=♥ or ♣♠, 2♥=♠ or ♣♦, 2♠=♥♣ or ♦♠, 2NT=♣ or ♦♥

if opps bid 1m-1NT we play DONT, if 1M-1NT DBL = TO of M

Vs 2NT DBL = majors

VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)

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=TO of ♠; 2NT=16-19 hcp

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

VS 1♣: DBL-1♦-1NT=CRASH 44+suits, random strength

VS 1♦ (1♣ - 1♦):DBL-1NT-2♣= CRASH 44+suits

overcall can be very aggressive, 1M from 4 card suit

VS 2♣ DBL = Majors, 2NT = minors

OVER OPPONENTS' TAKEOUT DOUBLE

RDBL=(10)11+ HCP; 1x = F1

1♥/1♠ - (DBL) – transfers, direct raise weak

1♦ - (DBL) – transfers

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	1st/3rd/5th	same
NT	4th or att, 10/9 are 1st or 3rd	1st/3rd/5th
Subseq	1st/3rd or attitude	same
Other: from AK or KQ both honours are possible		
10 or 9 is 1st or 3rd also in suit		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK, AK(+)	any AK(+), Ax
King	any AK(+), any KQ(+)	any AK(+), any KQ(+)
Queen	any KQ(+), QJ(+), Qx	any KQ(+), QJ(+), Qx
Jack	J10(+), Jx	J10+, Jx
10	109(+), HJ10(+), 10x	HJ10(+), 109(+), 10x(x)
9	9x, 98(+), H109(+)	98(+), 9x(x), H109(+)
Hi-X	Xx	Xx, Xxx, xXxx
Lo-X	xxX(x), xxxxX, HxX(+)	xxxX(+), HxX, 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	SP	(hi/lo = even)
3			
NT 1	odd = ENC/even SP	hi/lo = positive echo*	odd=ENC/even SP
2	hi/lo = even	hi/lo = even	(hi/lo = even)
3			

Signals: ATT on A or Q, count on K

odd encourages, even = Lavinthal, TRUMP for SP

If only odd or even cards then small = enc, SMITH-ECHO (hi=unexpected)

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 (7-10) usually 5 cards

Reopening: 8+ (with classical shape), otherwise the same

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

NEhG X thru 4♥, higher it shows "cards",1♦ - (x) – xx = ♥, 1♦-(1♥)-x = 4+♠

support double through "2M-1", DBL to opp's cue shows top-honour

Often DBL shows just extras from NF hand, INV DBL in comp on 3rd level

standard lightner/lead directional DBLs

against (1♥♠) - (1NT) - DBL = TO, (1NT (wk))–(ART BID)–DBL = cards

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

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Relay-Precision, nebulous 1♦, 5-card Majors (sometimes light)

Variable 1NT (10-13/14-16 in nonVUL/VUL)

2♦ = mini-wilkosz 2♥/♠=weak (5+ nonVUL)

preempts aggressive, especially in green

overcall range (5)8-16 hcp, lots of non-penalty doubles

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

1♦ may be short (void, if 4405) -> 2x = NF, 3x=INV

2♦ = 5+M and 4+m, (0)3-8(10)

2♥/♠ = weak two (3-9), in nonVUL 5+ /VUL normally 6+ cards

2NT = weak 55(+) minors, 3NT = Gambling (max Q outside)

If opps interfere on 1st level, we play transfers

TRF-LEBENSOHL if opps interfere on 2nd level (our 2x is NF)

1♥ - 1♠ is often with less than 4 spades to keep bidding open

after our pre new suit in VUL = F1, nonVUL = NF (INV)

1M-3M raise weak, Michaels cue 10-16 or FG, Leaping Michaels

Special escaping sequence from 1NT doubled: RD = one-suiter

pass = puppet to RD either wants to play or separate suits or

♥+♠ with better ♠ (later DBL=TO), 2x=lower from touching suits

against (1m)-(1NT) we play DONT, 1♦-(1NT)-2♣ = ♥+♠

SPECIAL FORCING PASS SEQUENCES

after INV+ balance has been found, after our RDBL or PEN dbl

If our 1NT opening bid is doubled (points or penalty)

If we bid on low levels instead of FP, it shows good hand

IMPORTANT NOTES

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

PSYCHICS: 3rd hand opening may be very light,

otherwise rare, possible with fit or to avoid a lead

		MIN. NO. OF CARDS	NEG.DBL	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	x	0	4♥	STR: 18+ if BAL (17+ nonVUL)	1♦=0-7, 1♥= ♠ or 12+♥, 1NT=12+♠, 1♠=BAL/ 4441	1♣-1♦-1♥ 20+ hcp->1♠=0-4-> 2♣=FG/23/24 BAL	Max-responses are (9)10-11
				(14) 16+ if UNBAL	2♣/♦=NAT, 2♥=(54)♣+♦,2♠=55+♣+♦	1♣-1♦-1♥-1N/2♣=switched,	
				or 8+ playing tricks	2NT-3♥= 12-14, 4441 below singleton	1♣-1♦-1NT - 1NT sys on.	
					3♠(NT)=any AKQxxx(x)	after positive answer +1=relay	
1♦	x	0	4♥	11-14/14-16 BAL VUL/nonVUL,	1♥=F1, 4+♥ or any FG hand, 1♠=4+♠ F1	♣ bids from opener=both minors, 1♦-1♥-any-+1=FG	no FG relays
				11-16 hcp 4414, 4405 or 4+♦	1NT/2NT NAT, limit, 2♥/♠ to play, 2♣/♦ NAT, NF	(exc..1♠ & 2♦), 1♦-1♥-1NT-2♣=checkback	
				may be also 5♣4M with bad ♣	3x=INV, 6+ suit	if opps interfere on 1st level, we play transfers	
					2m= nat F1; 3M = INV 6+suit		
1♥		5	3♠	(9)11-15 hcp	1NT=FG; 1♠=3+♠ F1	1♥/♠-1NT-2♣=MAX, 2♦=4+m;2♥=BAL or 54+majors	no FG relays
					2♣=ART, INV; 2NT= distributional INV with supp	2♠=6+ ♥/♠, 2NT=6+M&4m; 3♣/♦ MAX 5M & 5+♣/♦	Fit-Jumps
					3♣/♦=6c suit INV, 2♦/♠ = NAT, NF	3♥/♠=6+M & 5♣/♦, 3NT = 65 majors	
					3♥ = PRE, 3♠= any SPL, 3NT/4♣/4♦= ♠/♣/♦ void	1M-2♣ ->2♦ =waiting or min 5c M; ->2M = min 6c M	
1♠		5	3♥	(9)11-16 hcp	same principles as after 1♥; 1♠-2♥=NF,	1♥ - 3♠/ 1♠ - 3NT = minisplinter, 1♥ - 3NT = ♠ splinter	no FG relays
					3♥=INV, 6+♥		Fit-Jumps
1NT			4♥	14-16 (semi)BAL VUL	2♣ = (R), 2♦ = TRF, 2♠ =BAL or ♣, 2NT=♣♦ or ♦	1NT-2♣-2NT = MAX 44 majors ->3♦/♥ = TRF	1NT-2♣-2♦-2♠=5♠4♥
				10-13 (semi)BAL nonVUL	3x=5431, singleton, 4♣/♦=TRF, 4NT INV	1NT-2♣-2♦-2♥=(44)+ majors 2♠=relay, 3M=SMOLEN	to play
				(3rd-4th 10-14 nonVUL)		1NT-2♣-2♠-3♣=relay, otherwise +1=relay	
						after TRF new suit = INV, jump = autosplinter	
2♣		5	4♥	11-16hcp 6♣or 5+♣4M	2♦=(R); 2♥♠=NF; 2NT=trf to 3♣ (♣ or ♥+♠)	2♣-2♦-2M=4card; 2NT=max 6+♣;3♣ min 6+♣	
				min with 6♣4♦/5♣4M with bad ♣	3♣=trf to 3♦ (♦ or ♦+major); 3♦♥♠ INV 6+suit	3♦=max 4♦, 3♥ = max 7 (321); 3NT = max 7222	
				may be opened 1♦		after relay answers +1 = FG relay	
2♦	x	0		(0)3-8(10) 5+M 4+minor	2NT=(R), 2♥/♠, 3♥/♠ = POC, 4♥/♠ = to play	2♦-2NT-3=♣M; 3♣/♥=♦♥/♠ min, 3♠/NT = ♥♥/♠ max	
					4♣ = make TRF, P!, 3♦ = INV to 4M, 4♦ =F to 4M	if opps DBL: SYS IN, but 2♠ = NAT; Pass = P/C	
2♥		5		(0)3-9 (11), 5+ nonVUL, 6+ VUL	2NT = relay (Ogust in VUL), raise = random PRE	to 2NT: nonVUL 3♣/♦ = min 5/6; 3♥/♠ = max 5/6 cards	
					New suit VUL = F, nonVUL = NF (INV)		
2♠		5		(0)3-9 (11), 5+ nonVUL, 6+ VUL	2NT = relay (Ogust in VUL), raise = random PRE	to 2NT: nonVUL 3♣/♦= min 5/6; 3♥/♠ = max 5/6 cards	
					New suit VUL = F, nonVUL = NF (INV)		
2NT	x			3-10 hcp, minors (55)+	3♥/3♠ = NAT; F; 4♥ asks shortness,		
					4♠/4NT = ♣/♦ RKCB, N♣/♦ = to play		
3♣		6 (VUL 7)		pre-empt(random)	new suit F in VUL, INV nonVUL (can be for lead)		
3♦		6 (VUL 7)		pre-empt(random)	new suit F in VUL, INV nonVUL (can be for lead)		
3♥		6 (VUL 7		pre-empt (if 6c, then good suit)	4 minors = cue		
3♠		6 (VUL 7		pre-empt (if 6c, then good suit)	4 minors = 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♣		7		pre-empt			
4♦		7		pre-empt			
4♥/♠		7		to play, in nonVUL random			
4NT	x			both minors			
				HIGH LEVEL BIDDING	**HIGH LEVEL BIDDING**	**HIGH LEVEL BIDDING**	
				SPLINTER; autoSPLINTER,	After finding exact pattern +1 CRASH for aces,	4♦(bypassing CRASH for aces) = TRF to 4♥, gamestop	
				Any lowest 1st or 2nd round cue	then +1 CRASH for kings/+2 asks exact location	game = mild slam interest in that suit	
				Quantitative 4/5NT after NT-bids	of honours and after that +1 CRASH for kings etc.	4♣ (bypassing CRASH for aces) = preparing RKCB	
					DOPI-ROPI, if higher than 5 of our suit - DEPO	RKCB 1403, Exclusion Blackwood, Josephine	

BROWN STICKER OPENING BID ANNOUNCEMENT FORM

This form is to be completed and sent, by email, to <u>anna@ecats.co.uk</u> **in accordance with the Supplemental Conditions of Contest for the event**

Names: Lauri NABER – Leo LUKS
Country Estonia   **Event:** EC Teams 2024
Opening bid of 2♦ **in** 1st/2nd/3rd **seat at** All vulnerabilities
Shows: 5+ major and 4+minor 0-10hcp (depending on vulnerability)
Detailed Description:
In nonVUL it may be very weak and undisciplined (0)3-7(9) hcp, with good nine-pointer we rather open 1 major; in VUL (especially vs nonVUL) it is somewhat stronger (usually 5-10 bad hcp) and usually 5-5, 3rd hand nonVUL – facing passed partner – the bid may be stronger.
In nonVUL the opening bid overlaps a bit with our 2♥/♠ opening (5+ weak) – if our 5-card-major is significantly better (and longer) than the other suit, we usually open with weak 2-bid.

Responses and Rebids in Uncontested auctions

With what hands will responder pass the opening bid?
With long diamonds or if he has also weak two-suited hand (assuming probable misfit)
Meanings of other responses and rebids:
2♥/♠; 3♥/♠ = pass-or-correct
2NT = asking bid: 3♣ = ♣+M->3♦=asks; 3♦ = ♦+♥ min; 3♥ = ♦+♠ min; 3♠ = ♦+♥ max; 3NT=♦+♠ max
3♦ = INV in 5 card major: 3♥/♠ = declines; 4♦/♥ = accepts with 5♥/♠ (transfers)
4♣ = asks for transfer to 5 card major: 4♦ = ♥; 4♥ = ♠
4♥/♠ = to play

Competitive Agreements

Responses after opponent's DBL (including Pass, RDBL and expected follow-ups)
Pass = pass-or-correct (partner passes with 4+♦) -> bid = closer suit is better; RDBL = equal suits or further is better. Later DBL-s from both hands are for take-out/pass-or-correct (from opener it shows extra distribution)
Redouble=like pass, but sets up a penalty sequence
2♠ = NAT, to play
other bids = the same as without intervention
Responses after opponent's overcall:
DBL = pass-or-correct (if it goes 2♦ - (2M) – p – (p), then DBL from opener is takeout and shows extra lengths); 3x = NAT, F;
if opponent's bid is 3NT or higher – DBL = PEN, 4♥ = P/C
Rebids after 4th hand DBLs the response:
Pass = 4+ in that suit
bid = closer suit, better than the other
Redouble = equal suits or further is better than closer
if response asked for information (2NT, 3♦, 4♣), we ignore double
Rebids after 4th hand overcalls:
opener usually passes, DBL = take-out (promising extra lenghts). If it runs to responder, then DBL = pass-or-correct, bid = NAT; NF

Proposed Defence

We ourselves use natural defense like against Multi with DBL as general takeout (about 13+ balancish or 17+ hands) to get the strength across and other bids NAT.

Probably the other defences against Multi or Polish Wilkosz are also possible to use.