

DEFENSIVE AND COMPETITIVE BIDDING	LEADS ADN SIGNALS			CONVENTION CARD	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE				
1st lvl: (4)5+suit (8)10-15HCP, transfer responses starting opp suit		Lead	in Partner's suit		
2nd lvl: 5+ suit (10)11-17HCP, natural responses, jump shift=fit-bid	Suit	4th from Honor holdings; 1/3 from honor sequences;		Category:	BLUE
	NT	2nd from small cards; top from doubleton		Country:	LATVIA
Reopening: agressive if short in opp suit	Subseq.	Sometimes attitude may be preffered		Event:	56th European Team Championships
suit = 4+ suit, 8+ HCP	Other:	any from Hxx (usually small)		Players:	Uldis BETHERS - Jurijis BALASOVs
INT OVERCALL (2ND/4TH Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY	
Direct: 15-17 w/ stopper	Lead	Vs. Suits same as Vs. NT			GENERAL APROACH AND STYLE
Responses: Stayman, Transfers	Ace	A+; AK+; AKxxx			Precision Club
Reopening: INT=(11)12-14 bal.	King	AK+; KQ+; Kx; AKxx			Strong Club with natural responses (Except 1♠ and 1NT (swiched))
JUMP OVERCALLS (Style; Responses; Unusual NT)	Queen	QJ+; Qxx; Qx			1♦ Opening: 1st/2nd = 4+♦ unbalanced; 3rd/4th = 1+♦ no 5c M
1-Suit: weak	Jack	J10x+; AQJ+; Jxx; Jx			5-card Majors
2-suit: Leaping Michels, 2NT - showing youngest available two suits	10	HH10+; 109+; 10x			2♦=both majors; 2NT=both minors
Vs. art. 1♣: same as vs. 1NT except: 2♣=nat.	9	HH9+; 987+; 9x			jump shift responses to 1♥/♠ opening = natural with support (fit-jumps)
Vs. nat. 1♣: 2♣ - Majors, weak or strong; 2♦ = ♠+♦ weak	Hi-x	xXx; Xx; HXx			1NT Opening: 1st/2nd = (12)13-15; 3rd/4th = 14-15
Reopen: intermediate	Lo-x	HxxX; HxxXx; HxX			2 OVER 1 Responses: Forcing 1 round
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)	SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
(1M)-2M = 5♠+5m, strong or weak		Partners Lead	Declerers Lead	Discarding	1♣ 16+ HCP
(1M)-2NT = minors, below opening	Suit: 1st	Count	Count	Attitude	1♦ 3rd/4th 11-15 no 5card Majors
(1M)-3M =asks stopper, long solid minor	2nd	Attitude	Lavinthal	Count	1NT 1st/2nd (12)13-15; 3rd/4th = 14-15
VS. NT (vs. Strong/Weak; Reopening; Passed Hand)	3rd	Lavinthal		Lavinthal	2♦ Both Majors below opening
vs. 1NT: DBL=Competitive points; 2♣=Majors; 2♦=One Major;	NT: 1st	Count	Smith	Lavinthal/Italian	2NT Both minors below opening
2♥/♠=5♥/♠ 4+minor; 2NT = minors	2nd	Attitude	Count		3NT Gambling w/o stopper
	3rd	Lavinthal	Lavinthal		(1M)-2M: 5OM&5m under opening or 16+ (Michaels)
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	SIGNALS (Including trumps)			(2/3M) - 4m: 55+m&OM	
DBL: Take-out up to 4♥	Count:	Low/High = Even			[1M]-2NT: both minors 55+ under opening or 16+
Leaping Michels vs 2♥/♠ and 3♥/♠ openings	Attitude:	Low/High = Enc			Transfers above oponent suit in competitive auction
(2M)-2NT: 16-18	Smith:	Low from both hands = enc. first lead			
(2M)-3M: asks stopper, usually long minor	Lavinthal:	Small even = preference in younger suit			
(2M)-3NT: Long solid minor with stopper in M	Italian:	odd = preference in same suit			
(2♦ (Multi)): 4♣ = ♥+minor, 4♦ = ♠+minor	high-low in trumps shows ruffing potential or lavinthal				
(2♦ (Multi)): Double = take out as if opened 2♣	we like to falscard leads&signals when we feel it could be right or fun				
VS. ARTIFICIAL STRONG OPENINGS	DOUBLES			SPECIAL FORCING PASS SEQUENCES	
Vs. 1♣: Dbl nat.; 1st lvl nat.; 1NT = minors; 2nd lvl. = same as vs. 1NT	TAKOUT DOUBLES (Style; Responses; Reopening)			When we have forced to game	
Vs. 1♦: same as vs. 1♣	12-15 HCP at least 3 cards in other suits or 16+ HCP			After fit-bid	
Vs. 2♣: Dbl nat.; 2NT = any twosuit	Reopening can be lighter if trapping pass is expected			After freely bid VUL GAME vs non-vul	
Vs. 2NT: DBL=One suiter, 3x=x+y	Responses: Natural; jump shifts = 8-10 HCP; opp suit = FG				
OVER OPPONENTS TAKE OUT DBL	SPECIAL, ARTIFICIAL AND COMPETITIVE DBL/RDBL			IMPORTANT NOTES THAT DON'T FIT ELSWHERE	
1♣-(DBL): 1♦=6-7HCP SYS ON	Neg DBL, than new suit = F1			1st/2nd 1♦ opening includes 5♣ and 4♦	
1♦-(DBL): RDBL 10+HCP, at least 3 cards in other suits, SYS ON	1♦-(1♥)-DBL: 4♠ 8+HCP			Transfers in competitive auction	
1M-(DBL): RDBL 10+HCP, 3+ cards in suits, trasnfers and fit-jumps	Lightner DBL			(1m)-DBL-(1M)-2M: Natural	
1NT-(DBL): 2♣=nat. or ♦+M, 2♦=nat. or ♥+♠, 2♥/♠=nat.	Balancing DBL			Psychics: Rare, occurs only if passed partner	
	Slam Double (X=1trick, P=0 or two tricks)			Agresive overcalls in favourable vulnarability	
	1♣-(1♥)-DBL: 6-7 HCP				
	1♣-(DBL)-RDBL: 4-5 HCP				
	1♣-(DBL)-p-(p)-RDBL: 19+				
	1♣-p-1♦-(DBL)-RDBL: 19+				

