

DEFENSIVE AND COMPETITIVE BIDDING				
OVERCALLS — General Style				
vs. art 1♣♦: 2C=5+4+ majors; 2♦=5+ Major; 2♥♠=6-14, 4+ ♥♠ 5+minor				
vs. art 1♣ (0-2 cards) - pass -1♦ (0-2 cards) see above				
TAKE-OUT DOUBLE — General Style				
1/2 level - 11+ HCP or 16+ any				
IN BAL. POS.				
Responses: opp suit RF				
1NT OVERCALL		Responses	Other Meanings	
2nd/4th pos. 15-18/12-15 HCP with stopper				
(1♣♦)-1NT > as after 1NT opening				
(1♥♠)-1NT 4OM& 5+minor, 8-15				
JUMP OVERCALL	WEAK	INTERM.	STRONG	2-SUITER
2nd position	x			
4th position 6+ suit with 4.5-5.5 losers			x	
Responses				
3♣ and UNUSUAL NT - Ghestem				
Responses				
DIRECT CUE-BID STYLE				
on 1 minor - vs natural promises both majors 4+5 any				
on 1 major other major and clubs 5-5, 8-15				
Vs. NT		Responses		
vs. weak NT (includes less than 14HCP) DBL=12+HCP				
2♣=Majors, 2♦=5+M, 2♥♠=5+M 5+m, 2NT=minors, jumps=weak vs. strong NT				
vs. strong NT DBL=4+major 5+minor				
Vs. PRE-EMPTS				
Take out Double, Lebensohl, Natural Overcalls				
(2M)-3M=minors, (2m)-3m=Majors, 4♣♦=Leaping Michaels				
Vs. ARTIFICIAL STRONG 1♣ or 2♣ OPENINGS				
art 1♣♦ defence (also against 1♣-1♦ negative), DBL=12+HCP				
same defence against strong art 2♣, all bids 1 level higher				
OVER OPPONENTS TAKE-OUT DOUBLE				
New suit on 2 level is NF, after 1M-(DBL) 1NT2♣♦ transfers				
XX=11+, FP till 3 in our suit from unpassed hand against opening				

LEADS AND SIGNALS					
OPENING LEADS	SUIT	2/4, top of sequence, higher from doubleton			
		in partners suit MUD (small from A/K/Q)			
LEADS	NT	2/4, in partners suit MUD (small from A/K/Q/J)			
		10 can be from inner sequence (also vs suit)			
SUBSEQUENT LEADS		active/passive			
Bold opening leads vs. no-trumps					
Underlined leads against suit contracts					
A K	K Q	Q J	J 10		
A K x	K Q x	Q J x	J 10 x		
A K J x	K Q x x	Q J 10 9	J 10 9 8		
A K J 10 x	K Q J x	K Q 10 x	K J 10 9		
A Q J x	K J 10 x	K Q 10 9 x	K 10 9 8		
A J x x	K x x	Q x x	J x x		
K J x x x	K x x x	Q x x x	J x x x		
K x x x x x	K x x x x	Q 10 9 x	J x x x x		
10 x	10 9	10 9 x	10 x x	10 x x x	
9 8 x	x x	x x x	x x x x	x x x x x	
SAME LEADS IF OUR SIDE SHOWED SUIT: YES / NO (MUD)					
SIGNAL WHEN FOLLOWING SUIT OR DISCARDING					
USE: 1 = ODD NO. OF CARDS, 2 = EVEN NO. OF CARDS					
D = DISCOURAGING, E = ENCOURAGING, S = SUIT PREFER.					
BRACKET THE SIGNALLING SYMBOL WHEN RARELY USED					
SUIT	CARDS	HIGH	LOW	ODD	EVEN
		On partner's lead	2-1 on AQ	E-D on KJ and x	
		On declarer's lead	2-1, Lavinthal on 1st trick		
NT		Discarding	Italy/Lavinthal		
		On partner's lead	2-1 on AQx	E-D on KJ	
		On declarer's lead	2-1, Smith on 1st trick		
		Discarding	Italy/Lavinthal		
SIGNALS IN TRUMP SUIT		OTHER SIGNALS			
LAVINTHAL		LAVINTHAL, ITALIAN			
		SMITH (low encourages)			
SPECIAL FORCING PASS SEQUENCES					
FP after GF, after pass after penalty double or redouble, after game bid when we are vulnerable and opponents are not					

NAMES OF PLAYERS	
Aivar Tihane	
Māris Matisons	
Latvia	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
STRONG CLUB, PRECISION STYLE	
OPENINGS	DESCRIPTION
1♣	15+ HCP or up to 5 losers, any distribution
1♦	10-14 HCP, 4+♦, no 5-card major, unbalanced
1♥/♠	10-14 HCP, 5+♥/♠
1NT	(9)12-14(15) HCP, (may have singleton ♦ with 4414)
2♣	10-14 HCP, 6+♣ or 5+♣ with 4 major
2♦	3-9 HCP, (5)6+ major
2♥	3-9 HCP, 5+4+ Majors
2♠	3-9 HCP, 4+♠ 5+ minor
2□□	6+C, constructive in 1/2 pos VUL
□□□	7-10 HCP, 5+5+ minors
3NT	Gambling 7+ minor with AKQ, no outside A
SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENCE	
4♣♦ = long ♥♠, 7.5 - 8.5 tricks	
COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE	
MICHAELS is with clubs	
UNUSUAL 2NT (Ghestem)	
LEAPING MICHAELS in all possible situations	
LEBENSÖHL	
SPECIAL DEFENCE AFTER ART 1♣♦ OPENINGS	
SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES	
NEGATIVE thru 4♦ (new suit invitational), LIGHTNER,	
SOS-REDOUBLE, TAKE OUT DOUBLE	
SUPPORT DOUBLE up to 2 of partners major	
1♣-(1♦♥♠)-DBL=5-7 HCP	
NOTES THAT DON'T FIT IN ELSEWHERE	
Psychics have happened in 3rd hand with all openings/overcalls	
1♦ OPENING MAY INCLUDE 4♦5♣	
Strength and/or distribution adjustments in any situation are possible	

OPENING BID	TICK IF ARTIFICIAL	MIN No. OF CARDS	NEGAT. DOUBLE THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
1♣	x	0		15+ HCP any distribution 5 or less losers	1♦ 0-8 HCP 1♥ 9+ HCP, 5+♠ or 15+ HCP, balanced 1♠ 9+ HCP, 5+♥ 1NT 9-14 HCP, balanced 2♠♦ 9+ HCP, 5+ other minor 2♥ 9+ HCP, 5+5+ minors 2♠ 9+ HCP, 5+C, 4♦ 2NT, 3♠♦♥ 9+HCP, singleton up-the-line, 4441 3♠NT 9+HCP 6+ / 7+ any suit with AKQ	1♥=19+ > 1♠=0-5; 1NT=15-18; 2NT=21-22 1♠=relay > 1NT=15+, bal; 2♠=12+; 2♦...=9-11, 5+♠ 1NT=relay > as after 1♣-1♥-1♠ 2♠=relay > 2♦=12-14; 2♥=various; 2♠=4♥; 2NT=4♠ 2♦/♥=relay > 2♥=4♣; 2♠=4♥; 2NT=4♠; 3♠...=6+m 2♠=relay > 2NT=12+; 3♠...=5-5, 6-5, 5-6, 6-6, 7-5... 2NT=relay > 3♠=12+; 3♦=6+4; 3♥...=54 shapes suit below game=RKCB; +1=asks for controls 4♠=asks for shortness; 4♦=asks suit	1♣-(1♦♥♠)-pass=0-5 HCP X, XX=6-8 HCP 1♣-(1♦♥♠)-1♥♠NT > +1=relay 1♣-1♦...3♠(X)-P=relay
1♦		4	4♠	10-14 HCP, 4+♦, no 5 in major if 4♦, then 4♣5♠ or 4441	1♥ 4+♥ 1♠ F1, 4+♠ or 0-8 HCP with ♦ support 1NT 0-11 HCP, 5+♠ 2♠ nat, GF 2♦ 4+♦, F1 2♥♠ 5+♥♠3♦, invitational 3♥♠ Splinter, 5+♦, minimum GF strength	2♥♠=♠ support, values, max; 2NT=4+♠, max nat, GF 2♥♠= values; 2NT=♥♠ stoppers; 3♥♠=Splinter 3♠ and 2♠/3♥ in other M=support, shortness, min	new suit on 2 level NF 1♦-2♠(X) > XX=4+♠, penalty 1♦-(1NT)-2♠=4+4+ Majors
1♥		5	4♦	10-14 HCP, 5+♥	1NT GF relay		
1♠		5	4♦	10-14 HCP, 5+♠	1NT GF relay 2♠ any invitational hand 2♦♥ NF, nat 2NT mixed raise 2♠, 3♠♦♥ INV in new suit, 6+ NF 4♠♦♥ Splinter	2♦=min, 5♠ / max, 4m; nat values; over 3 in opener's suit=Splinter, supermax	
1NT	x		n/a	(9)11-14 HCP, balanced 5-card suit possible can be 4-4-1-4 (singleton in ♦)	2♠ Stayman 2♦♥ transfers ♥♠ 2♠ invitational or 6+♠ 2NT 6+♦ or 5+4+ minors	after 2♦♥♠+2=relay; 2♦-3♦/♥=5+5+ Majors GF/invit 2♥♠ > 3♠, 4♠♦=Splinter, 6+ suit 2NT=min; 3♠=max > 3♦♥♠=GF, shortness, 6+♠ 3♠♦=better minor --> new suit shows 6+D and s/s	1NT-(X)-2♠=5+♠ or 4+♦ 4M 2♦=5+♦ or 4+4+ Majors 2NT=5+5+ minors
2♠	x	5	4♦	10-14 HCP, 6+♠ or 5+♠ and 4 major	2♦ asking		2♠(X)-SYS ON
2♦	x	0	n/a	3-9 HCP, 6+ major	2♥♠, 3♥♠ pass or correct 2NT relay 4♠ asks for the transfer 4♦ asks for the suit	2♦-2♠ > 2NT; 3♠♦=max, 6+♥, shortness up-the-line 3♠♦=min, ♥♠; 3♥♠=max, ♠♥ > +1=asking shortness 4♦♥ = transfers	2♦-(X) > Pass=5+♦
2♥	x	4		5+4+ majors, 3-9	2NT=asking	3C=min, 3D=5-5 min, 3HS=other M longer, max	
2♠	x	5	m	0-9 HCP, 4+S 5+ minor	2NT asking		
2NT	x		n/a	PRE, 6+ C	3DHS NAT INV	SLAM APPROACH AND CONVENTIONS (including all slam-interest bids)	
3♠	x	6	n/a	7-10 HCP 5+5+ minors			
3♥♠		6	n/a	6+M	4♠ RKCB		RKCB 4NT (4♦ for ♠ suit) with 1403 answers, 5A+Q, ROP1, DOP1, DEPO, REPO
3NT	x		n/a	7+ minor AKQ, may be outside controls	4♦ asking for shortness > 4NT=7222		1NT / 2NT / 3NT > 4NT invitation to slam > 14/03/color/strength/remaining 2 aces
4♠♦		0		NAT			Splinters, cue bids
4♥♠		7	n/a	NAT			5NT after cue bids or with jump=Josephine
4NT			n/a	minors			LIGHTNER DBL