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)

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

2 of opps' (nat) suit = good raise ((3)4c support); minisplinter

reopening: NAT, no special differences (may be weaker)

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

15-17 (14-18) (semi)BAL, promises stopper

SYSTEM ON

reopening: 12-14, at least partial stopper, system on

reopening 2NT without jump: 15-18, promises stopper

reopening jump to 2NT: 19-21, promises stopper, 1NT system on

JUMP OVERCALLS (Style; Responses; Unusual NT)

1-suiter: Pre-emptive (0—10(13) hcp depending on VUL/position)

→ 2NT = INV+ relay → answers like after 2M opening

2-suiter: 2NT = two lowest suits

Reopen: based on tricks, somewhat stronger

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

over 1♥♠ = Michaels cue (0—10 or 16+p) - 2NT = relay, N♣ = poc

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

jump cue = asks stopper for 3NT; (2M)-3M = asks stopper for 3NT

reopening = same

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

vs STR = Dbl= ♠ +any, 2♣♦ = ♥+ ♣/♦, 2♥♠=nat, 2NT=minors

vs WK (lower limit less than 14) = Dbl = 15+, 2♣=Majors, others nat

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=opening strength

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

VS 1♣/♦: DBL=Majors, 1NT=minors

overcall can be aggressive

OVER OPPONENTS' TAKEOUT DOUBLE

RDBL=(10)11+ HCP

1♥/1♠ - (DBL) – transfers, direct raise weak (see suppl. sheet)

1♦ - (DBL) – transfers (see suppl. sheet)

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	1st/3rd/low	1st/3rd (att. in supported suit)
NT	2nd/4th	1st/3rd (att. in supported suit)
Subseq	1st/3rd/att. through dummy, 2nd/4th through declarer	1st/3rd

10/9 is 1st/3rd; when leading through declarer, we lead 2nd from sequence

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK, AK(+), Ax	any AK(+), Ax
King	any AK(+), any KQ(+), Kx	any AK(+), any KQ(+), Kx
Queen	any KQ(+), QJ(+), Qx	any KQ(+), QJ(+), Qx
Jack	J10(+), Jx	J10(+), Jx
10	109(+), HJ10(+), 10x	HJ10(+), 109(+), 10x
9	9x, 98(+), H109(+)	H109(+)
Hi-X	Sx, HxSxxx, xxSxxx	xSx, xSxx(+)
Lo-X	xxS(x), xxxxS, HxSx, HxxxS	xS, 10xxS(+),HxxS(+),(xxxS(+))

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit 1	odd = ENC	hi/lo = even	odd=ENC/even SP
2	hi/lo = even	SP	(hi/lo = even)
3	SP		
NT 1	odd = ENC	Smith 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; "the smaller the odder" principle

SMITH-ECHO, if needed (hi-lo from leader disc., from partner enc.)

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 = GF; (2x)-DBL-2NT = LEB

jump to 2nd level = INV (8-11) with 4+ suit, double jump=INV with 6c suit

We play equal level conversion   Reopening: 8+ (with classical shape)

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

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

support DBL thru "2M-1", responder's DBL to cue shows top-honour

Often DBL shows just extras from NF hand, maximal DBL on 3rd level

Snapdragon DBL   standard Lightner/lead directional DBLs

against (1♥♠) - (1NT) - DBL = TO

DBL to 3NT = lead your suit, if only 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

CATEGORY: BLUE

COUNTRY: Estonia

EVENT: European Championships 2024

PLAYERS: Mirjam IHER – Maarja ORAS

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Relay-Precision, nebulous 1♦, 5c Ms, 1NT (13)14-16 semiBAL

(4441) may open either 1♦ or 1NT

2♦ = lousy w2 in a Major, 2♥/♠=w2, constructive

pre-empts aggressive, especially in green

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

Judgement allowed in any situation; all points can be adjusted

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

1♦ may be short (void if 4405)

2♦ = 5+M, 0-8 hcp

3NT = Gambling (max Q outside)

If opps interfere on 1st level, we play transfers (see suppl. sheet)

TRF-LEBENSOHL if opps interfere on 2nd level (see suppl. s.)

1♥ - 1♠ is sometimes bid with <4 spades to keep bidding open

1M-3M raise weak, Michael's cue, Leaping Michaels

1M-2♥♦ = NF

3x-3M = GF in Vul, INV in NVul

If our 1NT is doubled for penalty, then responder's:

2♣ = nat or ♦ + M (usually passed unless doubled);

2♦ = nat or Majors

SPECIAL FORCING PASS SEQUENCES

after GF balance has been found, after our RDBL or PEN dbl

after 1M/NT - 2♣

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 NVul vs Vul even with min

PSYCHICS: 3rd hand opening may be very light

1NT opening flexible   otherwise rare

Mirjam Iher – Maarja Oras (Estonia)

	Art	MIN. NO. OF CARDS	NEG. DBL	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	x	0	4♥	STR: 17-19 or 22+ if BAL	1♦=0-7, 1♥= ♠ or 8-11♥, 1NT=12+♥,1♠=BAL/4441	1♣-1♦-1♥/♠ 4+ F1, unBAL	Max-responses are (9)10-11
				(14) 16+ if UNBAL	2♣/♦=NAT, 2♥=(54)♣+♦,2♠=55+♣+♦	1♣-1♦- 2♥ puppet to 2♠, almost GF; 1♣-1♦-2♠=minors	
				or 8+ playing tricks	2NT-3♥= 8-11, 4441 below singleton	1♣-1♦-1NT - 1NT sys on, 1♣-1♦-2NT – 2NT sys on	
					3♠(NT)=any AKQxxx(x) all answers except 1♦ GF	after positive answer (except 2♦) +1=relay (any distr.)	
1♦	x	0	4♥	11-13 BAL,	1♥/♠=F1, 4+, 1NT/2NT NAT, limit	voluntary ♣ bids from opener=both minors	
				11-16 hcp 4414, 4405 or 4+♦	2♣/♦ NAT, GF, 2♥/♠ = 5♠4+♥, 7-9/8-11 hcp	1♦-1M-1NT-2♣=checkback	
				may be also 5♣4M with bad ♣	3x=INV, 6+ suit	if opps interfere, we play transfers (see suppl. sheet)	
1♥		5	4♦	(9)11-16 hcp	1NT=GF relay (any distr.); 1♠=3+♠ F1	1♥/♠-1NT-2♣=MAX, 2♦=4+m;2♥=BAL or 54+Majors	no GF relays
					2♣=ART, INV; 2NT= distributional INV with supp	2♠=6+ M, 2NT=6+M&4m; 3♣/♦ MAX 5M & 5+♣/♦	
					3♣/♦=6c suit INV, 2♦/♠ = NAT, NF (0—10(11)hcp)	3♥/♠=6+M & 5♣/♦, 3NT = 65 Majors	
					3♥ = PRE (0—8hcp), 3♠ any splinter with	1M-2♣ ->2♦ =waiting or min 5c M; ->2M = min 6c M	
					singleton, 3NT spl with ♠ void, 4♣♦ spl with void	1M-2NT-3x=short, 4x=5c suit, 4M=min 6c or max bal	
1♠		5	4♥	(9)11-16 hcp	same principles as after 1♥; 1♠-2♥=NF,		no GF relays
					3♥=INV, 6+♥; 3NT any spl with singleton		
1NT			4♥	14-16 (semi)BAL	2♣ = Stayman, 2♦♥ = TRF, 2♠ =BAL or ♣,	1NT-2♣-2NT = MAX 44 majors ->3♣/♥ = TRF	
				(5c suit usually counts as 1hcp)	2NT=♣♦ or ♦, 3♣=both minors, INV, 3♦=both	1NT-2♣-2♦-2♥=(44)+ Majors, weak (<9hcp),	
				may include 5c M, 6c m,	minors, GF; 3♥=31(54) GF, 3♠=13(54) GF	2♠=5♠4♥, INV; 1NT-2♣-2♦-3♥♠=Smolen	
				singleton (rarely small)	4♣=asking for aces, 4♦♥=TRF, 4NT INV	after TRF new suit = GF, jump = autosplinter	
2♣		5	4♥	11-16hcp 6♣or 5+♣4M	2♦=relay (INV+); 2♥♠=NF (0—10(11)hcp);	2♣-2♦-2M=4card; 2NT=max 6+♣;3♣ min 6+♣	
				min with 6♣4♦/5♣4M with bad ♣	2NT=trf to 3♣ (♣ or GF twosuiter)	3♦♥♠=max 6♣4x	
				may be opened 1♦	3♣=nat INV, 3♦♥♠ INV 6+suit		
						2♣-2♦-x -> new suit = nat GF	
2♦	x	0		1st/2nd hand: 0-8 hcp, 5+♥ or ♠	2NT = relay (INV+), 2♥/3♥♠ = POC, 2♠ nat NF	on 2NT: 3♣=max→3♦=R→3♥♠=oM; 3♦♥=min, trf	
				3rd/4th hand: natural, 0—12hcp	3♣=puppet to 3♦, 4♥/♠ = to play	pass = to play (may not have ♦); if doubled: rdbl =	
				(lower limit depends on vul and pos.)	4♣ = make TRF, P!, 3♦ = INV to 4M, 4♦ =F to 4M	partner, bid your suit!; 2♥♠3♣=nat NF, others sys on	
2♥		6		6-10 hcp, good 6c suit	2NT = relay (INV+); raise = random PRE	2♥-2NT-> 3♥=min, 3♣♦♠ max shortness,3NT max bal	
				3rd/4th hand: like 2♦	2♠ NF, otherwise new suit F1		
2♠		6		6-10 hcp, good 6c suit	2NT = relay (INV+); raise = random PRE	2♠-2NT-> 3♠=min, 3♣♦♥ max shortness, 3NT max bal	
				3rd/4th hand: like 2♦	New suit F1		
2NT				20-21 hcp, semiBAL	3♣=puppet stayman, 3♦♥=trf, 3♠=minors, GF	2NT-3♣-3♦=at least one 4c M, 3♥=no 4c M,	
					4♣♦♥=trf	3♠=5c ♠, 3NT=5c ♥	
3♣ ♦		6		pre-empt (random), 0—10hcp	new suit F1 VUL, INV nonVUL (can be for lead)		
		6		depending on VUL and position			
3♥ ♠		6		same	4♣♦ = cue		
3NT	x			1st/2nd: solid m, no outside A/K	Any ♣ = poc; 4♦ = (R) asks shortness	4M=shortness;4NT=7222;5m=short in other m	
4♣	x	0		♥, 8,5-9,5 tricks	4♦=inv to slam		
4♦	x	0		♠, 8,5-9,5 tricks	4♥=inv to slam		
4♥/♠		7		pre-emptive (7—8 tricks)			
4NT	x			both minors			

HIGH LEVEL BIDDING	HIGH LEVEL BIDDING	HIGH LEVEL BIDDING	HIGH LEVEL BIDDING	
Splinter; autosplinter	Any lowest 1st or 2nd round cue	After finding exact pattern +1 CRASH for aces,	4♦ after finding exact pattern= TRF to 4♥, gamestopper	
Quantitative 4NT after NT-bids	In bid 5c suit, bidder's cuebid	then +1 CRASH for kings/+2 asks exact location	4♥♠NT5♣♦= INV in suit bid; 4♣ = trf to 4♦,	
5NT: pick a slam; 4♦ with ♣fit or	promises 2/3 honours; partner's	of honours and after that +1 CRASH for kings etc.	preparing to RKCB in suits in order of length	
after nat ♣ bid is RKCB♣	1/3; no cuebid with shortness	DOPI-ROPI, if higher than 5 of our suit - DEPO	RKCB 1403, Exclusion Blackwood	

Mirjam Iher – Maarja Oras (Estonia)

Supplementary sheet: Transfers in competitive auctions

After 1♦-(dbl):

rdbl	4+♥
1♥	4+♠
1♠	NT
1NT	♣
2♣	♦
2♥♠	6+♥/♠/♣, weak or GF [1]
2NT	minors, weak or GF
3♣♦♥♠	nat, INV
3NT	to play
4NT	minors

After 1♦-(1♥):

dbl	♠ (4+)
1♠	NT, doesn't promise stopper!
1NT	♣
2♣	♦
2♦	"trf to opp's suit", i.e GF without 4c ♠
2♥♠	6+♠/♣, weak or GF
2NT	minors, weak or GF
3♣♦	nat, INV
3♥	INV with ♠
3♠	asking for ♥ stopper, solid minor

After 1♦-(1♠):

dbl	take-out (usually guarantees 4c ♥)
1NT	nat, with stopper

2nd and 3rd level as after 1♥, only 2♥ is trf to opps' suit (INV+, asking for stopper)

3♣/♦ may be 5+c

After 1♦-(2♣):

dbl	take-out
2♦	♥
2♥	♠
2♠	♦
2NT	nat INV
3♣	asking for stopper

After 1♥-(dbl):

rdbl	11+
1♠	4+♠
1NT	nat
2♣	♦ (may be lead-directing)
2♦	♥ support, constructive
2♥	♥ support, lousy (0—8p)
2♠	♣ (weak or GF)
2NT	INV, 4c support
3♣♦	nat, INV
3♥	pre-emptive

After 1♥-(1♠):

dbl	take-out
1NT	♣ (may be lead-directing)
2♣	♦ (may be lead-directing)
2♦	♥ support, constructive
2♥	♥ support, lousy hand
2♠	♣, weak or GF
2NT	INV w 4c support/GF w 3c support
3♣♦	nat, INV
3♥	pre-emptive

After 1♥-(2♣)

2x	nat, NF
2NT	INV+ with support
3♣♦	transfer (skipping partner's suit), INV+

After 1♥-(2x):

dbl	take-out
2♠	nat, NF
2NT	*Lebensohl*
3♣♦	transfer (skipping partner's suit), INV+

TRF to opps' suit: INV+ with support

After 1♠-(dbl):

Same as after 1♥-(dbl), except:

2♦	♥
2♥	constructive ♠ raise
2♠	lousy hand with ♠ support
3♥	nat, INV

After 1♠-(2x): same as after 1♥-(2x).

After 1NT-(2♣♦)[2]:

dbl	penalty in at least one M
2♥	GF in ♣
2♠	GF in ♦
2NT	*Lebensohl*
3♣♦	nat, INV
3♥♠	GF, both minors and shortness in that Major
4♦♥	TRF to ♥/♠

After 1NT-(2♣)[3]: stolen bid, sys on

After 1NT-(2♦[4]♥♠):

dbl	take-out
2♥/♠	nat, NF (0—8hcp depending on VUL)
2NT	*Lebensohl*
3♣♦♥	transfer (opps' suit skipped), INV+

direct bid of opps' suit = asking for stopper

After 2♣-(dbl):

rdbl	11+
2♥♠	nat, NF (0—10hcp depending on VUL)
2NT	GF, 55+ other suits
3♣	may be weak
3♦♥♠	INV, 6+

After 2♣-(2x):

2NT	*Lebensohl*
3♣	nat, INV
3♦♥♠	transfers (trf to opps' suit: GF w support)

Similar logic applies if opps open with nebulous 1m or bid and support the same suit, for example:

(1m)-1M-(2m[5]) -> like after 1M-(2m)
(1♦[6])-1♥-(1♠) -> like after 1♥-(1♠)
(1x)-2m-(2x[5]) -> like after 2♣-(2x)

3

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[1] Henceforth: weak = 0—10(11) hcp depending on hand and vulnerability, GF = 13+ hcp or distributional extras.

[2] Promising both Majors

[3] Not promising both Majors

[4] Not promising both Majors

[5] NF

[6] Nebulous