

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
8-16 hcp, 5+ suit (on 1 st 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
INT 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.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 (usually more), random
VS 1♦:DBL-1NT-2♣= CRASH 44+suits (usually more), random
overall can be very aggressive, 1M from 4 card suit
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL=(10)11+ HCP; 1x = F1
1♥/1♠ - (DBL) – transfers, direct raise weak
1♦ - (DBL) – transfers on 2 nd level

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1 st /3 rd /5 th	same	
NT	4 th or att, 10/9 are 1 st or 3 rd	1 st /3 rd /5 th	
Subseq	1 st /3 rd or attitude	same	
Other: from AK or KQ both honours are possible			
10 or 9 is 1 st or 3 rd also in suit			
LEADS			
	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), xxxX, 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			
"the smaller the odder" principles, SMITH-ECHO			
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			
NEG DBL thru 4♥, higher it shows "cards", 1♦-(1♥)-DBL 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 3 rd 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
CATEGORY: BLUE
COUNTRY: Estonia
EVENT: European Team Championships 2010
PLAYERS: Lauri NABER – Leo LUKS
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Relay-Precision , nebulous 1♦, 5-card Majors (sometimes light)
Variable 1NT (10,5-13/15-17 in nonVUL/VUL)
2♦ = mini-wilkosz 2♥/♠=weak (5+ nonVUL)
preempts aggressive, especially in green
overall range (5)8-16 hcp, lots of non-penalty doubles
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♦ may be short (void, if 4405) -> 2M = to play, 3x=INV
2♦ = 5+M and 4+any, (0)3-8(10) (usually not 5♠ and 4♥)
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 1 st level, we play transfers
TRF-LEBENSÖHL if opps interfere on 2 nd 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 a bit lighter, 1♥(X) 1♠
often with 3♠, otherwise rare, possible with fit or to avoid a lead

		MIN. NO. OF CARDS	NEG.D BL	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
				1♣	x	0	4♥
1♦	x	0	4♥	11-14/14-16 BAL VUL/nonVUL, 11-16 hcp 4414, 4405 or 4+♦ may be also 5♣4M with bad ♣	1♥=F1, 4+♥ or any FG hand, 1♠=4+♠ F1 1NT/2NT NAT, limit, 2♥/♠ to play, 2♣/♦ NAT, NF 3x=INV, 6+ suit 2m = nat F1; 3M = INV 6+suit	♣ bids from opener=both minors, 1♦-1♥-any-+1=FG (exc. 1♠ & 2♦), 1♦-1♠-1NT-2♣=checkback if opps interfere on 1 st level, we play transfers	no FG relays
1♥		5	3♠	(9)11-15 hcp	1NT=FG; 1♠=3+♠ F1 2♣=ART, INV; 2NT= distributional INV with supp 3♣/♦=6c suit INV, 2♦/♠ = NAT, NF 3♥ = PRE, 3♠=minisplinter in any suit, 3NT=♠ SPL	1♥/♠-1NT-2♣=MAX, 2♦=4+m; 2♥=BAL or 54+majors 2♣=6+ ♥/♠, 2NT=6+M&4m; 3♣/♦ MAX 5M & 5+♣/♦ 3♥/♠=6+M & 5♣/♦, 3NT = 65 majors 1M-2♣ ->2♦ =waiting or min 5c M; ->2M = min 6c M	no FG relays
1♠		5	3♥	(9)11-16 hcp	same principles as after 1♥; 1♠-2♥=NF, 3♥=INV, 6+♥	1♥ - 3♣/ 1♠ - 3NT = minisplinter, 1♥ - 3NT = ♠ splinter	no FG relays
1NT			4♥	15-17 BAL VUL 10,5-13 BAL nonVUL	2♣ = (R), 2♥ = TRF, 2♠ =BAL or ♣, 2NT=♣♦ or ♦ 3x=5431, singleton, 4♣/♦=TRF, 4NT INV	1NT-2♣-2NT = MAX 44 majors ->3♦/♥ = TRF 1NT-2♣-2♦-2♥=(44)+ majors 2♠=relay, 3M=SMOLEN 1NT-2♣-2♠-3♠=relay, otherwise +1=relay after TRF new suit = INV, jump = autosplinter	1NT-2♣-2♦-2♠=5♠4♥ to play
2♣		5	4♥	11-16hcp 6♣ or 5+♣4M min with 6♣4♦/5♣4M with bad ♣ may be opened 1♦	2♦=(R); 2♥♠=NF; 2NT=trf to 3♣ (♣ or ♥+♠) 3♠=trf to 3♦ (♦ or ♦+major); 3♦♥♠ INV 6+suit	2♣-2♦-2M=4card; 2NT=max 6+♣; 3♣ min 6+♣ 3♦=max 4♦, 3♥ = max 7 (321); 3NT = max 7222 after relay answers +1 = FG relay	
2♦	x	0		(0)3-8(10) 5+M 4+any	2NT=(R), 2♥/♠, 3♥/♠ = POC, 4♥/♠ = to play 4♣ = make TRF, P!, 3♦ = INV to 4M, 4♦ =F to 4M	if opps DBL: SYS IN; Pass = POC 2♦ - 3♦ - 4♣ = 5♥; ...4♦ = 4♣	
2♥		5		(0)3-9 (11), 5+ nonVUL, 6+ VUL	2NT = relay (Ogust in VUL), raise = random PRE New suit VUL = F, nonVUL = NF (INV)	in nonVUL 3♣/♦ = min 5/6 cards; 3♥/♠ = max 5/6 cards	
2♠		5		(0)3-9 (11), 5+ nonVUL, 6+ VUL	2NT = relay (Ogust in VUL), raise = random PRE New suit VUL = F, nonVUL = NF (INV)	in nonVUL 3♣/♦ = min 5/6 cards; 3♥/♠ = max 5/6 cards	
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, Any lowest 1 st or 2 nd round cue Quantitative 4/5NT after NT-bids	After finding exact pattern +1 CRASH for aces, then +1 CRASH for kings/+2 asks exact location of honours and after that +1 CRASH for kings etc.	4♦(bypassing CRASH for aces) = TRF to 4♥, gamestop game = mild slam interest in that suit	
					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 anna@ecats.co.uk in accordance with the Supplemental Conditions of Contest for the event

Names: Lauri NABER – Leo LUKS

Country Estonia

Event: EC Teams 2010 in OSTENDE

Opening bid of 2♦ **in** any **seat at** All vulnerabilities

Shows: 5+ major and 4+ other suit (may be both majors) 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 or pass, in VUL (especially vs nonVUL) it is somewhat stronger (usually 5-10 bad hcp). Facing passed partner it may also be stronger (or weaker). 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. If we have both majors and spades are longer and also significantly better than hearts, we usually do not open 2♦. Sometimes we open 2♦ also with very distributional hands with intention to make a rebid – even on 4th/5th level, if needed.

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 (then the misfit is very likely in cards)

Meanings of other responses and rebids:

2♥/♠; 3♥/♠ = pass-or-correct

2NT = relay: 3♣ = ♣+M->3♦=relay; 3♦ = ♦+♥; 3♥ = 5♥+♠; 3♠ = ♦+♠; 3NT=5♠+4♥

3♦ = INV in 5 card major: 3/4 ♥/♠ = to play there; 4♣/♦ = accepts with 5♥/♠ (transfers)

4♣ = asks for transfer to 5 card major: 4♦ = ♥; 4♥ = ♠

4♦ = asks opener to pick major 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 = nearer suit is better; RDBL = equal suits or distant suit is better. Later DBL-s from both hands are for take-out/pass-or-correct (from opener it shows extreme 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

Rebids after 4th hand DBLs the response:

Pass = 4+ in that suit

bid = nearest suit, better than the other

Redouble = equal suits or distant suit is better than nearer

if response asked for information (2NT, 3♦, 4♣), we answer like without double

Rebids after 4th hand overcalls:

opener usually passes, DBL = take-out (promising extra lengths). If it runs to responder, then DBL = pass-or-correct, bid = NAT; NF

Proposed Defense

We ourselves use DBL as takeout of spades (same hand, with what we would double 2♠ opening, which shows spades, ie very strong on opening strength with 4♥ or something similar) and other bids NAT. With takeout of hearts we pass and hope to pick up the bidding later. Probably the other defenses against Multi or Polish Wilkosz are also possible to use.