

Competitive bidding		Leads and Discards			
Overcalls (Style, responses, re-op)		First Leads (general style)			
1 st Level 5+, 8-16 hcp Resp: nt= Nat till Cue= nat F1 Cue=Tran		<i>Lead</i>	<i>Partner Suit</i>		
Jump Cue = Mixed Raise (more than preempt less limit raise)	Suit	2nd/4 th	3/5		
2 nd Level :Sound Opp Strength Resp after Major Suit OC we use	NT	2 nd /4 th	3/5	Category	Blue
Transfers responses, after minors OC we bid natural with 2♦				Country	Latvia
/forcing after 2♣ overcall	Others			Event	All Events
Re-open: same				Players	A.Smilgajs – A.Shudnev
1NT Overcalls (direct, re-open , responses)		Leads			
1nt = 15-17hcp; different bidding after major opening *	<i>Xoð</i>	<i>Vs Suit</i>	<i>Vs NT</i>	General Style	
1nt re-open = 10-16p: 2♣=ask about strength w answers	Ace	AK	AK(+)	1♠ = 17+ Non-Vul 1♦ nat unbal 4+♠ Vul: +11-13hcp	
2♦=10-12 2♥/♠/nt-13-14hcp 3♣=15-16 w M 3nt=15-16 no M	King	KQ KQ(+), AK (+)	AKJT(+), KQ(+)	5C Majors but can open with good 4C especially from 3 rd hand	
• Transfer Cue = stayman	Queen	QJ(+), Qx	KOT9(+), QJ(+)	1nt resp = semi-f 1M-2m=gf 1♠-2♥=fl	
	Jack	J10(+), Jx	J10(+), AQJ10(+)	2♣ = 10-16hcp, 5♣+4M or 6♣ Different meaning 2♦opening:	
Jump overcalls (Style, responses unusual NT)	10 (0 or 2)	AJ10(+), KJ10(+), 10x, 10	KJ109(+), 10x, 109	Vul= weak-two in M Non-Vul=4+4+♥&♠ 2nt=minors	
Preemptive in all positions	9 (0 or 2)	K109(+)	Q109(+), 98(+)	Many Transfers Bids in Competitive, Transfers when we open	
		xSx(+), HxS10Sxx(+)	Sxx, HSxSxx(+)	Opponents overcall or preempt on the 2nd level	
		xS, HxxS(+)	xS, HxxS(+), 10xxS(+)	Different strength 1nt: Vul=14-16hcp Non-vul=12-14hcp	
	Discards			Bids what may require special defense	
Direct cue-bids		<i>Partner Leads</i>	<i>Opponent Leads</i>	<i>Discards</i>	2♦= weak two in maior (Vulnerable) 4+4+♥&♠(Non-Vulnerable)
Gesthem Two-suiters (1x) – 2NT=lowest	Suit :1-й	Hi/Lo = Odd.	Hi./Lo. =Odd	S/P	2♥= 5♥+& 5+m,(non-vul4+v) 3-8 hcp
(1x) – 2x= untouched , (1x) – 3♣ highest	2-й	Lo. = Encourage	S/P	Hi./Lo.= Odd.	2♠= 5♠+ & 5+m. (non-vul4+v) 3-8 hcp
	3-й	S/P			2nt = 5+-5+ minors, 3-8hcp
Jump cue-bid = ask about stopper (solid minor)	NT 1-й	Lo= Encourage	Smith (Lo)	S/P	
Vs NT (strong/weak;)	2-й	Hi./Lo = Odd	Hi./Lo. = Odd	Lo= ENC	
2♣ = majors 4-5	3-й				
2♦ = 6+ in major					
2M = M+M , 4-5					3nt = contract usually solid suit + stopp
Double = Penalty oriented.					
Re-open: Dont	Doubles				
	Take-Out doubles (style, responses, re-open)				
Vs preempts (doubles, cue-bids)	Generally 3cards in unbid majors. May be weaker with shape				
Doubles for take-out, Resp 2nt=Leb	Resp: nat 0-9hcp , cue and higher 9+ transfers 4+				
2nt= 16-18 HCP Resp: 3♣=Leb, ohers nat INV					
Cue-bid=ask about stopper , 4♣/♦= Leaping Michaels					Specials forcing pass sequences
Vs strong artificial openings		Specials artificial doubles			
1♣ (16+) CRaSh DBL= Colors 1♦= RANge 1NT= SHape	Penalty doubles when our side open preempt				
	We open , opp double for take-out we redouble all doubles				
	Penalty oriented in other cases doubles are competitive or negat				Important notes
	Art doubles after our 1♣ opening and opponents overcall				
Vs Opp take-out doubles					
Redouble = 10+hcp no more 2cards in opener's suit, 3+ in others					
Transfers 1nt= ♣ , weak or strong, etc 2nt=					

Oppening Description							
Opp	Art	Min	Neg doubles	Opening Description	Answers		Bidding with passed hand
1♣	X	0	4♥	17+hcp Unbal	1♣-neg, 1♥=5+♠, 1♠=Bal, 1nt= 5+♣, 2♣= 5=♦	1♣ -1♦:1♥=Art, 20+, 1♠=5+, <20, 1nt=16-19	
				Vulnerable: 17+hcp Bal	2♦=5+♥, 2♥=4♥+5+♦, 2♠= 5-5 min, 2nt=4-4-4-1	(may be 4441 or 1/345), 2♣/♦/♥= 16-19 Unb	
				Non-Vulnerable 15+hcp Bal	3x= HHxxxx, 4-7 hcp, 3nt= solid suit	1♣-1♦; 2♣,3♣/♦/♥= GF TA followed by EPS	
1♦	x	2	4♥	Vulnerable: 1) 11-13hcp, Bal	2♣=semi-nat gf, 2♦=5+♦, gf 2♥/♠= 6-9 hcp	1♦-2♣;2M=nat,bal 2nt=bal no majors	
				2) 4+♦, 9-16hcp,unbal	2nt=minors, inv 3♣/♦= 6+good, inv	1♦-2♣;2♦=4+, unbal	
1♦		4	4♥	Non-Vulnerable: 9-16hcp 4+♦, unbal	2♣=semi-nat.gf; 2♦=6-9hcp 2♥/♠= weak.3♣=inv		
					2nt=4+♦, Invitational, 3♦= pre 3♥/♠= Inv		
1♥/♠		5	4♥	9-16hcp	1nt=nf;2♣= semi-natgf, 2♦=5+,gf 2♥=fl		2♣= drury 2M= min
					2nt= 4+m, inv; 3♣/♦/=6+, 10-12 hcp; 3M=Pre		
					3nt=any singl; 4♣/♦/♥= Voids		
1nt			4♥	Non-Vulnerable: 12-14hcp	2♣=inv stayman2♦=gf stayman 2♥/♠=nat. nf		
				Vulnerable: 14-16hcp	2nt= 5/4m,weak/Inv or 5-5M Inv 3x=nf		
2♣			4♥	.9-16hcp, 5+♣ or 5♠ & 4M	2♦=R,9+ w 4M; 2♥/♠= 5+F1;2nt=3+♣,10+	2♣-2♦; 2♥/♠=4M, 2nt= 6C bad suit or 6♣ &	
				May be 6♣ & 4poor ♦	3♣=6-9, may have 4M, 3♦/♥/♠= 6+Good, gf	4♦, 3♠=min Good suit, 3♦/♥/♠= x, max 6♣	3nt= max, bal
						2♣-2♦;2♥- 2♠=4SF w 5♦, 2nt/3♣= Inv	
						3♦=Inv w ♥, 3♥!=GF	
2♦	X	(5)6		Vulnerable: Weak two in M	2♥/♠ 3♥/♠= pass or correct, 2NT= R 3♣/♦= nat	2♦-2nt; 3♣=min♥, 3♦= min♠, 3♥=♠ max	3♠=♥max
					GF, 4♠=tr-r your M, 4♦= bid your M, 4♥/♠=con		
2♦	X			Non-Vulnerable:4+♥ & 4+♠	2M= to play, 2nt=R, 3♣/♦= nat. 3M=nf	2♦-2nt; 3♣=min,♥longer or equal, 3♦=min	
				3-8hcp		5♠&4♥, 3♥=max(like above)3♠max5♠&4♥	
2♥	X	5		5+♥ & 5+m(non-v 4+m) 3-	2♠=fl, 2nt=fl, 3♣/♦ to play , 3♥=inv 3♠=nat.gf	2♥-2nt; 3♣/♦=nat.- 3♥=gf.4m=inv 3♠	
2♠	X	5		5+♠& 5+m (non-v4+m)	2nt=fl.3m=to play 3♥=inv3♠=inv	2♠-2nt;3m- 3♥=nat.gf 3♠=gf 4om=set up m	
2nt	x			5+♣ & 5+♦, 3-8hcp non-v	3m=nf. 3M=inv 3nt=to play or pre in m 4m=gf		
3m		6		Preemptive	New suit semi-nat.fl		
3♥		6		Pre 3-3-2-1 rule	New suit=cue 4♠=to play		
3♠		6		Pre 3-3-2-1 rule	4♥=to play 4m=cue 5m=to play		
3nt				Solid minor side stopper/s	4m=gf. 4M=to play 4nt=inv		
4♣/♦				Pre			
4♥/♠				Pre	4♠/5m= cue 4nt= Blackwood		
4nt				Ace Asking	5♣=0 5♦=A♦, 5♥=A♥ 5♠=A♠ 5NT=A♣		
Slam bidding							
Cue-bids any class control , Dopu-Ropi Cue – (Dbl)- pas=no control rdbl=1 st round control any bid 2 nd round control							
Blackwood in the 1 st round of bidding w answers 1430 , RKCB 1430 5nt= Grand Slam try 4NT= non-forcing Blackwood							
Splinters Gerber 4♣ Super Gerber 5♣ w answers 1-4/3-0/2 Exclusion Blackwood							