



DEFENSIVE AND COMPETITIVE BIDDING	OPENING LEADS STYLE				
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	Lead	In Partner's Suit			
General style: 8-15HCP, 5+cards; reopen: 8-15HCP	Suit	2nd/4th	2nd/4th or top		
Responses: 2♣/♦ Drury; nat, new suit=NF, cue-bid=13+HCP; jump in new suit=F	NT	2nd/4th	2nd/4th or top		
simple raise=constr; jump raise=PRE; NT=NF;	Subseq	same	same	Category: Green	
OBAR BIDS;	Other:	Q asks to discard, K asks counr, A asks ATT		Country: Lithuania	
SCRAMBLING 2NT, DBLer bids his cheapest suit				Event: All	
	LEADS			Players: Gediminas Poska - Linas Birbalas	
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	Lead	Vs. Suit	Vs. NT	SYSTEM SUMMARY	
1NT=15-18HCP; in reopen position 1NT=11-14HCP; DBL - penalty; Lebensol-slow	Ace	AK(x); A(X)	AK(x); A(X)	GENERAL APPROACH AND STYLE	
ESCAPING FROM 1NT DOUBLED: suit - nat NF, pass - to play, RDBL - sos	King	KQ(X); K(x); AK(X)	KQ(X); K(x); AK(X)	5-card majors (F1 1NT), open light 1-bids; simple rebid may be strong; most jump	
	Queen	AQJ(X); QJ(X); Qx	AQJ(X); QJ(X); Qx	shift responses ART; "picture" constructive style; many "FIT" bids; flexible NEG D	
	Jack	AJ10(X), KJ10(X); J10(x); Jx	AJ10(X), KJ10(X); J10(x); Jx	style; terrible NV 1+3 seat PRE; many weak COMP jumps; frequent use of non-P	
	10	A109(x); K109(x); Q109(x); 10x	A109(x); K109(x); Q109(x); 10x	DBL;	
JUMP OVERCALLS (Style; Responses; Unusual NT)	9	109(X); H9x	109(X); H9x		
1-Suit: week, new suit=NF	Hi-x	HSx; xSx(X);	HSx; xSx(x)		
2-Suit: 2♠, ♠ vs 1♣: as opening,	Lo-x	xS; HxxS(x); xxxS(x)	xS; HxxS(x); xxxS(x)	1NT Openings: 15 - 18 HCP, natural	
Unusual NT	SIGNALS IN ORDER OF PRIORITY			2 OVER 1 Responses FG, 5+ cards, over 1M may be BAL or BAL with fit	
Reopen: Reopen: 2NT=nat, 15-17 HCP, else nat 11-14 HCP		Partners Lead	Declarer's Lead	Discarding	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)	Suit:1st	Hi=Odd; Lo=Even	Hi=Odd; Lo=Even	Hi=Odd; Lo=Even	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
MICHAELS CUE BIDS:	2nd	Hi or Lo=S/P	high or low=S/P	high or low=S/P	1♣ =Nasz System (2+clubs)
(1♦)-2♦=5+♠ and 5+m; (1M)-2M=OM+m(55+) 6-10 or 16+HCP	3rd	Lo=ENCRG			2♦=ART 1-suiter (Multi)
	NT: 1st	Hi=Odd; Lo=Even	Hi=Odd; Lo=Even	Hi=Odd; Lo=Even	2♥=5+♥, 5+any, weak; 2♠=5+♠, 5+m, weak
	2nd	Hi or Lo=S/P	Hi or Lo=S/P	Hi or Lo=S/P	Gambling 3NT
VS. NT (vs. Strong / Weak; Reopening; PH)	3rd	Lo=ENCRG			BERGEN FOUR-CARD RAISES OF 1M: 1M-3♣=7-9; 3♦=10-12; 3M=0-6
Vs WK: DBL - 13+HCP; suit -nat, 5+, 10-15; reopen - same	Signals (including Trumps):SMITH SIGNAL (Hi)			FIT-SHOWING JUMPS (FIT)	
Vs STR: DBL - ♣ one suiter or ♦♥♠ (54+) 8-15 HCP;	LAVINTHAL SIGNAL			LEBENSOL-SLOW	
2♣ - ♦ one suiter or ♣+M (54+) 8-15 HCP;	Lo-Hi=The ability (or interest) to ruff;			Special defence against strong 1C opening: 1S=0-12, 4+4+ any	
2♦ - ♦♠ (54+) 8-15 HCP	DOUBLES				
2♥/♠ - 6+ 8-15HCP	TAKEOUT DOUBLES (Style; Responses; Reopening)				
2NT - ♣♦ (55+) 5-15 HCP;	12+HCP; may be less with 4-4+ shape after the partner's pass; M preference				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	OBAR DBLs 7+HCP; Reopening: 8+HCP, may have 5+m				
2NT - nat, 15-18HCP, suit - nat 5+, 11-15HCP, DBL - T/O, Lebensol-Slow	1NT response to double of 1M may be very weak;				
	Competitive 2NT by advancer shows weak hand with minors;				
	Advancer's Cue-bids 10+HCP			SPECIAL FORCING PASS SEQUENCES	
VS. ARTIFICIAL STRONG OPENINGS	1♣-DBL-PASS-?: 1♦=06 HCP, 2♠=FG, jumpsuit to level 2 - nat 5+, 8+HCP, NF				
1♠ vs 1m: 0-12HCP, 43+, or one suiter 5+, 1NT - nat, 16-18HCP, suit - nat, cons	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
DBL - 5+♠, constr.	SUPPORT DOUBLE;				
ESCAPING FROM 1♠ DOUBLED. Adv: RDBL - short♠, w/ ♥, 1NT - minors; suit=	NEG DBL followed by suit rebid=F1 (we use NEG FREE BIDS);			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
Agresor: pas - 3+♠, 1NT - ♣♦/♥/♠ (43+), RDBL- ♣M/♦♠ (43+), suit=5+	MAXIMAL OVERCALL DOUBLE;			4TH suit=F1	
OVER OPPONENTS' TAKE OUT DOUBLE	CUE-BID DOUBLE FOR TAKEOUT;				
New suit in 1st=F1, in jumpshift-colour+fit	USEFUL VALUES DBL;				
1♦-1♠-DBL-RDBL=fit w/ honor, 2♠=fit w/o honor	LEAD-DIRECTING DOUBLE;			Psychics: Rarely: week opening at 3rd hand; 4suiter overcalls	
1M-(DBL)-1NT/2NT/3NT=CONSTRUCTIVE RAISE; 1M-(DBL)-2M/3M/4M=WK R	1♦-1♥-1♠-DBL=fit w/ honor; 1♦-1♠-DBL-RDBL=fit w/ honor				
NEW SUIT IN 2ND LEVEL=NF, 3RD LEVEL=FG, NAT, 5+;				LEADS AND SIGNALS	
RDBL=10+HCP;	DEFENSIVE AND COMPETITIVE BIDDING				

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble th	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	Yes	2	3♠	12-15, 19-23 HCP BAL;	1♣=F1, 0-6 NEG or 7-11 no 4card M,	1♣-1♠=?, 1M=NF, semiNAT, 1/2NT=19-21/22-23HCP,	
1♣				11-21 HCP 5+♣	1M=7+HCP, 4+cards, F1; 2♣/♠/♥/♠=12+HCP, 5+ FG;	2♣=NAT, 11-18, 5+♣, 2M=19+ 5+♣-4M, 2♠=16+ 5+♣-4♠	
1♣					1NT=9-11, 2NT=12-13, 3NT=14+BAL, no 4-card M;	1♣-1M=? 1♠/1NT/2♣=NAT, NF; 2NT=19-23; 2♠/♥=16+	
1♣					3♣=10-11HCP, INV; 3♠/♥/♠=SPLINTER	5+♣-4♠/♥, 2♠(after 1♥)=18+ 5+♣-4♠	
1♣						1♣-1M-1M/NT-2♣=CROWHURST;	
1♠		5, 4 if 4441	3♠	11-21 HCP	1M, 2M, as over 1♣; 2♣=5+♣, FG, 1/2/3NT=nat, BAL	1♠-2♣-2♠=NEG, 11-13; 1♠-2♠=? 2♥/♠/NT=MIN, STOPPER	
1♠					2♠=10+HCP, 4+♠, F1; 3♠=PRE, 4+♠	in ♥/♠/ both M, 3♥/♠/NT=14+ HCP, same; 1♠-1M-2NT=18+	
1♠						1♠-1M-1M/NT-2♣=CROWHURST;	
1♥		5	3♠	11-21 HCP	1♠=7+ HCP, 4+♠; 2♣/♠=FG, 5+♣/♠; 2♠=FG, 5+♠ SOL;	1♥-1NT=? 2♣=4+♣ or 5♥-3-3-2, 11-17 HCP,	2♣=DRURY, 2♠=DRURY w/ singl.
1♥					1NT=F1, 4-6, 7-11 HCP SUPP, 6-10 HCP, NAT;	2♠=4+♠, 11-17 or 4♠-5-3-1	
1♥					2NT=JACOBY; 3♣=7-9 4cards SUPP; 3♠=10-11 4card	1♥-1♠-1NT-2♣=CROWHURST	
1♥					SUPP; 3♥=PREE		
1♠		5	3♠	11-21 HCP	Same as after 1♥	1♠-1NT- as over 1♥,	2♣=DRURY, 2♠=DRURY w/ singl.
1NT				15-18 HCP, bal, without 5M and 6	2♣=STAY; 2♠/♥/♠/NT=TRF; 3x=8+ HCP 5-4-3-1	1NT-2♠=? 2NT=MIN, NF, 3♣=MAX, NF, 1NT-2NT=?	
1NT					4♣=GERBER 1403; 4♠/♥=TEXAS	3♣=MAX, SUPP in ♠, 3♠=MIN, NF, 1NT-4NT=INV	
2♣	Yes	0		ACOL	2♠=0-2 controls, 2M=5+M or 4M and 5m+, 2NT/3m=NA	2♣-2♠-2NT-3♣=BARON, 2♣-2NT-3♣=BARON	
2♠	Yes	0		Multi: 5-10 HCP, 6+M	2M=P/C; 2NT=(R); 3♠=both M fits, INV; 4♠=both M fits	2♠-2NT=? 3♣=MAX, 3♠=min w/ singl. 3M=6+M w/o singleton	
2♥		6		5-10 HCP, 5+♥, 5(4)+any	2NT=(R), 3♠=INV, 3♥=PRE, 3♠/4♠/4♠=shortage	BS notes	
2♠		6		5-10 HCP, 5+♠, 5(4)+any	2NT=(R), 3♥=INV, 3♠=PRE, 4♠/4♠=shortage, 4♥=NAT	BS notes	
2NT	Yes			5-10 HCP, 5+♣-5+♠	3♣/3♠=to pass, 3♥=(R), 3♠/3NT=NAT, 4NT=PRE	3♥=? 3♠=2+♠, 3NT=2+♥, 4m=1165, 4♥=02, 4♠=20, 4NT=6♣+6♠	
3♣		6		5-10 HCP, rule of 2 and 3			
3♠		6		5-10 HCP, rule of 2 and 3			
3♥		7		5-10 HCP, rule of 2 and 3			
3♠		7		5-10 HCP, rule of 2 and 3			
3NT	Yes			GAMBLING=SOL m W/O stopper	4m=cue, 4♥=P/C, 4♠=singleton		
4♣		7		5-10 HCP, rule of 2 and 3			
4♠		7		5-10 HCP, rule of 2 and 3			
4♥		7		NAT, WEAK,			
4♠		7		NAT, WEAK,			
4NT				BLACKWOOD	5♣=W/O A; 5♠/♥/♠=0/♥/♠ A; 5NT=2 Ases		
5♣				NAT, WEAK,			
5♠				NAT, WEAK,			
5♥							
5♠							
5NT							

HIGH LEVEL BIDDING

RKCB, RESP: 5♣=1 or 4A, 5♠=0 or 3A, 5♥=2A w/o trump Q, 5♠=2A w/ trump Q,

next step - asks about Q, RESP: 1step=no Q, 2step=Q w/o K,

3step=Q w/ cheapest king or 2 others etc.

GERBER after 1NT, RESP: 1403; ERKCB

CUE-BIDS, SPLINTER, AUTOSPLINTER, MINISPLINT, ERJOSEPHINE,

DOPI, ROPI, LIGHTNER

ON FORS PASS situation: PASS=Short

Supplementary notes file (b_p.txt) Gediminas Poska - Linas Birbalas (Lithuania)

MULTI 2♦ OPENING

2D-?

2♥ Sign off if ♥

2♠ Sign off if ♠

2NT R

3♣ Asking for Texas

3♦ Inv., both fits

3♥ PRE., both fits

3♠ PRE., both fits

3NT Contract

4♣ Asking for Texass

4♦ both fits

2D-2NT=R

?

3♣ Max

3♦ Min w/ singleton

3♥ 6+♥, min w/o singleton

3♠ 6+♠, min w/o singleton

3NT AKDxxx w/o void

2♥/2♠ OPENINGS

2♥-?

2♠ P/C

2NT R

3♣ P/C

3♦ INV w/ ♥ fit

3♥ PRE with ♥ fit

3♠ ♠ singleton

4♣ ♣ singleton

4♦ ♦ singleton

2♥-2NT=R

?

3♣ 5♥ ir 5♣

3♦ 5♥ ir 5♦

3♥ 5♥ ir 5♠

3♠ 5♥ ir 6♠

4♣ 5♥ ir 6♣, positive hand

4♦ 5♥ ir 6♦, positive hand

4♥ 5♥ ir 6♠, positive hand

2♠-?

2NT R

3♣ to pass

3♦ to pass

3♥ Inv w/ ♠ fit

3♠ PRE w/ ♠ fit

4♣ ♣ singleton

4♦ ♦ singleton

4♥ NAT, contract

2♠-2NT R

?

3♣ 5♠ ir 5♣

3♦ 5♠ ir 5♦

3♥ 6♠ ir 5♣, positive hand

3♠ 6♠ ir 5♦, positive hand
3NT Crazy hand
4♣ 5♠ ir 6♣, positive hand
4♦ 5♠ ir 6♦, positive hand

GAMBLING 3NT

An opening bid based on a long, solid minor with no outside ace or king.

Any club bid invites correction to diamonds.

4m Cue bid

4♥ to 5m

4♠ ♠ singleton, NF (possibility to play 6m)

If 3NT is doubled, pass - to play, RDBL - strong.

BERGEN FOUR-CARD RAISES OF 1M

1M-3♣=7-9; 3♦=10-12; 3M=0-6, 4card fit

1M-2M=7-9, 3card fit

1M-2Nt=13+ 4card fit, FG

1M-4M=preemptive

CROWHURST 2♣

1m/M - 1M - 1M/NT - 2♣=?

2♦ - 11-13 HCP, w/o SUPP

2♥ - 11-13 HCP, w/ SUPP

2♠ - 14-15 HCP, w/o SUPP

2NT - 14-15 HCP, w/ SUPP

3♣ (after 1♣) - 5+, 14-15 w/o SUPP

CROWHURST 3♣

1♣-1M-2NT-3♣=?

3♦ - 4cards in ♣, 19-21 HCP

3♥ - 4cards in ♣, 22-23 HCP

3M - 3cards in M

3NT - w/o SUPP, 19-21 HCP

4m - 4cards in M, 22-23 HCP, CUE-BID

4M - 4cards in M, 19-21 HCP

4NT - w/o SUPP, 22-23 HCP

THE JACOBY 2NT 1M-2NT

3♣ - non-MIN w/ singletons OR big BAL or semiBAL

3♦ - non-MIN two-suiters

3♥ - all hands w/ voids

3♠ - all MIN w/ singletons

3NT - good hands w/ 6card suit

4♣/♦/♥ - decent hand, CUE-BID

4M - sign-off

LEBENSÖHL-SLOW - show stoppers or unbid majors via 2NT

2♦/♥/♠ - sign-off

3♣/♦ - invit to 3Nt, 3♥ - FG

2Nt - sign-off with 5m, or 4M - FG

FIT-SHOWING JUMPS (FIT)

WEST NORTH EAST

1♥ 1♠ 4♣ - 4card fit with good ♣ suit

OBAR DBLs

WEST NORTH EAST SOUTH

1♠ Pass 2♠ DBL

An OBAR DBLs player might double on: x Kxxx AJxx 10xxx, 7+HCP

MAXIMAL OVERCALL DOUBLE (MAX)

A type of competitive double used by either side when both sides have found a fit and there is no room for any other game try. The double shows a hand at least strong enough to invite game. These are prototypes:

WEST NORTH EAST SOUTH

1♠ 2♥ 2♠ 3♥

DBL - invit

SUPPORT DOUBLE (SUPP)

A double by opener in competition to show three-card support for the suit bid (or implied) by responder.

WEST NORTH EAST SOUTH

1m Pass 1M 2x

DBL - 3card support

CUE-BID DOUBLE FOR TAKEOUT(CUE-T/O)

This double is not meant to show a strong suit; rather it is a takeout double of the overcall suit.

WEST NORTH EAST SOUTH

1♦ 1♥ Pass 2♦

DBL - shows short hearts, support for the other three suits, and extra values.

A corollary of this treatment is that opener's cue-bid of the overcall suit shows a strong one-suited hand.

USEFUL VALUES DBL (VALUES)

A double that shows enough overall strength to expect to defeat the contract, but with very few (if any) wasted values in the opponents'suit.

Typical holdings: Axx; Jxx; xxx

This double is most often used in high-level competitive situations where a pass

by the doubler would not be forcing, e.g.

WEST NORTH EAST SOUTH

1♥ 1♠ 4♥ 4♠

DBL

LEAD-DIRECTING DOUBLE (L/D)

DBL of 3NT by a player whose partner has taken the only action(s) for the partnership suggests a lead in another suit, usually dummy's.

Unsolicited DBL by a preempter suggests interest in ruffing.

OBAR BIDS

When the "Opponents Bid And Raise" both partners are deemed to be in the "reopening" position. An OBAR player would probably volunteer 3♠ after: 1^a-(P)-2^a-??? with:

xxx x Axx KJ10xxx (perhaps with less)

SCRAMBLING 2NT

When the opponents have bid and raised a major suit, and partner doubles (either directly or in reopening seat) for takeout, 2NT is not natural.

Doubler is requested to bid his cheapest four-card suit

UNUSUAL NT (PRE 55+)

(1m)-2NT: ♥+om

(1M)-2NT: ♦+♣

New-suit bids NAT/NF

All jumps in known suits PRE

DOPI

When a Blackwood bid of 4NT is overcalled by next hand, partner of the 4NT bidder uses the following scheme of responses: Double: no aces; Pass: one ace; cheapest suit: two aces; etc

ROPI

When a Blackwood bid of 4NT is doubled by next hand, partner of the 4NT bidder uses the following scheme of responses: Redouble: no ace; Pass: one ace; cheapest suit: two aces, etc.