

DEFENSE AND COMPETITION SUIT OVERCALL TO ANY ONE OPENING

from 2nd overcall is with 7pts+, 4+cards

from 4th answers to 1M overcall made

Q bid 100% fit and new suit 1 round forcing
1NT=8-11, 2NT **sometimes** fit, 3NT=16+

from 4th answers to 2x overcall made

Q bid 100% fit and new suit 1 round forcing

1NT OVERCALL TO ANY ONE SUIT OPENING

2nd (14+/17) all answers are same as 1NT

BALANCING NT 4th POSITION (10-14p)

transfer system still works, 2cl is for limit asking, its answers are 2d,2h,2sp for minimum hands 10-13 pts 2NT is the maximum hand with 14 pts & if the answer 2NT maximum hand comes then partner bids 3cl for stayman purpose, transfers may come

JUMP OVERCALL TO ANY ONE OPENING

2nd generally jump overcalls are weak
1cl opening then from 4th (2d/2h/2sp) 12p+
long (3d/3h/3sp) 12p+

2nd ghestem

4th michaels continue but also can be a very strong hand with 18 pts+ and a long suit

OTHER NT OVERCALLS FROM 4TH

1NT=10-14 /direct 2NT=18-19/ direct 3NT=23
X then 1NT=15-17 / X then 2NT=20-21

OVERCALL TO 1NT OPENING

2nd multi-landy / X= 5m+4M or more

4th landy / X= take-out

OVERCALL TO WEAK OPENINGS (2&3)

X= take-out and all NT declarations natural
4cl=cl+other M, 4d=d+other M, 4M is stronger

DOUBLE TO ARTIFICIAL OPENINGS

X is generally honours and length in that suit
X to 3NT opening is penalty

X to multi or flannery openings is either
18+ any hand or with tendency to minors

LEADS AND SIGNALIZATION

lead numbers to partner's suit

to 3 - 5 3 - 5 or if we gave fit,
Trump showing our honours
to 2 - 4 3 - 5 or if we gave fit,
NT showing our honours

LEADS

Lead	to Trump	to NT
A	AKx, Ax, AKxxx	AKxx from 4cards
K	KQx, AK, Kx	KQ109x, AKJ109
Q	QJx, QJ10x, Qx	QJ10x, KQxxx
J	J10x, KJ10x, Jx	J10x, KJ10x, Jx
10	K1098xx	10 may be strong
9	9x	9x
X>Y	even	even
X<Y	odd	odd

SIGNALS

to trump	to partner's lead	Discards
1st trick	like or dislike	odd/even
2nd trick	preference	
to NT		
1st trick	like or dislike	odd/even
2nd trick	smith eco both sides	

DOUBLES

after rivals overcall with 7 pts+(take-out)
we play all doubles; strong hand or support,
penalty, responsive, for the lead



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SYSTEM

2/1 system and partner's rebid is game forcing
after 1NT 2nd multi landy X = 5m+ 4M or 18 hcp+
4th landy X is balancing (4/3 cards M most 11hcp)
after X comes to 1M opening or for 1M overcall
better major system is always valid & good/bad NT
direct splinters are 10-11 pts and with 4 card fit
voidwood (1-4, 0-3, 2 with no Q, 2 with Q)
all invitational biddings continue if X comes
2♦ opening is multi and for one weak major
2♥/2♠ are for better weak major openings
1NT forcing answer is always maximum 11 pts
1M opening a) 3cl&3d(3h) are invitations 8-11 pts
b) 2NT is generally for fit everywhere and if with 3
cards it is 10-11 pts, if with 4 cards it is 7-11 pts
drury is both from 3 & 4 and with 2cl/2d/2NT steps
3NT gambling openings, 3rd and 4th color forcing
Q query is with kings & 5NT is with suit or extras
texas, smolen, lebensohl, 4 way transfers
two way checkback, gazilli, 1m (1h) 1sp=0-3 sp
2♠ opening strong, 2♥ is 0-3 pts and 2♦ waiting bid
only DEPO-REPO, unserious 3NT, standart carding
(XX) = is with 10op+ and may involve fit also
ghestem, high level double system
inverted minor and mixed raise for 1m openings

FORCING PASS

after (1suit) X (XX) or being in total 23 pts+

artif	DEFINITIONS	ANSWERS	LATER BIDDINGS	AFTER PASS
1♣/♦	3+ cards	inverted (X system off) , mixed raise (X system on)	1m (X) 2NT= is the worst hand 0-4 hcp	
1♥/♠	5+cards	1NT is forcing (X system off) and with up most 11 p	a)drury (X system off)	P (P) 1M (P) 3m=drury with 5m
	1M(suit)2M=(6-9 p)	1M 3M is block,1M (X) 3M is block		
X	1M(suit)3M=blocking(0- 4p)	1M 2cl may be artificial,may have very short clubs	b)1M (X)1NT=natural	1M (X) 3m= 5
X	1M(suit)4M=gambling	1M 2NT is invitation and can also have a 4M hand	2x=transfer	card m & 4 card M
X	1M(suit)2NT=invitation	1M (X) 2NT is also invitation can also have 4M hand	only for better major	
X	1M(2y) 4X=splinter(10-11p)	opener's 3cl is to learn if partner has 3 or 4 cards		
X	1M 3rd and 4th drury	1M 3cl/3d/(3h) are 8-11 invitations (X system on and may have fit included also)	<u>3rd and 4th drury answers:</u> with	
		1M 3NT or 1M (X) 3NT 12pts + unbalanced hands splinters are 10-11 pts with 4+card fit (X system on)	2cl/2d/2NT	
1NT	balanced hand (14+/17p)	2cl stayman (may have no 4 card majors) 4d/4h texas transfer,4 way transfer,lebensohl,smolen 2sp to 3cl,2NT to 3d transfer(with fit we bid the lower step to show as dealer) first 2cl stayman then 3 minor means it is 5 cards+	1NT 2d/2h(transfer) 2NT=3 card fit 3M =4 card fit	
2♣	X a)(22p+) any hand b)with 3 losers 18p+ & full honours of the suit	2d=waiting bid, 2sp= 2 top honours 8p+, 2h=0-3 p 2NT=8p+hearts if dealer rebids 2NT then all rules of puppet apply	in puppet we use our the other M method	after suit overcall to 2cl X is always strong 4+ and pass is always weak,XX is like X 4+pts
2♦	X a weak major multi	2NT asks the answers are;3cl bad hearts,3d bad spades,3h good spades,3sp good hearts	2cl (X) =clubs 2cl (3cl) =both majors Alain Levy transfer system keycards 1403	
2NT	(20-21p)may have 5 card M, balanced, puppet stayman 3d/3h are transfers, 3 cards bid 3M then every other rebid of the partner is Q bid 6+ cards (8-10 pts) weak	a)3sp transfer to 3NT b)2NT 3NT = natural c)3cl=asks M d)4cl 5+5 major dealer chooses e)4sp 5+5 minor hand f)4d/4h texas transfer(h & sp) g)3sp to 3NT then 4h=5cl+4d and 4sp=5d+4cl h)after 3d/3h if no fit, to 3NT we may bid the other suit new major suit answer is 1 round forcing		
2♥/♠				
3♣/3♦				
3♠/3♥				
3NT	X minor of all set ,weak hand	a)4cl= pass-correct b)4d= single asking c)4NT keycard	there can be very rare psychic bids	
4♠/4♥	long suit weak hand			
5♣/5♦	long suit weak hand			