

Competitive bidding		Leads and Discards				
Overcalls (Style, responses, re-op)		First Leads (general style)				
1 st Level 5+, may be weak		Lead	Partner Suit			
	Suit	2nd/4 th	2/4			
2 nd Level :Constructive	NT	2 nd /4th	2/4		Category	Blue
					Country	Latvia
	Others				Event	All Events
Re-open: same					Players	J. Ozols – J. Romanovskis
1NT Overcalls (direct, re-open , responses)		Leads				
1nt = 15-17hcp		Vs Suit	Vs NT		General Style	
Responses = same as after opening 1nt	Ace	AK	AK(+)		1♣ = 16+	
	King	KQ KQ(+) ,AK (+)	AKJT(+) KQ(+)		5 card majors	
	Queen	QJ(+), Qx	KQT9(+) QJ(+)		1NT = 12-15	
	Jack	J10(+) ,, Jx	J10(+), AQJ10(+)		2nd level openings vary depending on vulnerability	
Jump overcalls (Style, responses unusual NT)	10	AJ10(+),K109(+10x)	KJ109(+),10x,109			
Preemptive in all positions	9	109x	109x			
	Discards				Bids what may require special defense	
Direct cue-bids		Partner Leads	Opponent Leads	Discards	2♦= weak two in major (Vulnerable) 4+4+♥&♠(Non-Vulnerable)	
Michaels	Suit :1	Hi/Lo = Odd.	Hi./Lo. =Odd	S/P	2♥= 5♥+& 4+m,(non-vul4+v) 3-9 hcp	
Jump cue-bid = ask about stopper (solid minor)	2	Lo. = Encourage	S/P	Hi./Lo.= Odd.	2♠= 5♠+ & 4+m, (non-vul4+v) 3-9 hcp	
	3	S/P			2nt = 5+-5+ minors, 3-9hcp	
	NT 1	Lo= Encourage	Smith (Lo)	S/P	3nt = gambling, no side stopper	
Vs NT (strong/weak;)	2	Hi./Lo = Odd	Hi./Lo. = Odd	Lo= ENC		
2♣ = majors 4-5	3					
2♦ = 6+ in major						
2M = M+ _M						
Double = Penalty oriented.						
	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: nat					
2nt= 16-18 HCP	.					
Cue-bid=ask about stopper					Specials forcing pass sequences	
Vs strong artificial openings	Specials artificial doubles					
1♣ (16+) dbl=♣, 1♦/♥/♠=nat, 1nt=minors, 2♣ = majors 4-5	Penalty doubles when our side open preempt					
2♦ = 6+ in major, 2M = M+ _M	We open , opp double for take-out we redouble all doubles					
	penalty oriented in other cases doubles are competitive or negat				Important notes	
Vs Opp take-out doubles						
Redouble = 10+hcp, penalty oriented						
When our 1nt is doubled – pas=to play, rdbl=penalty oriented						
2♣=♣or♦+M, 2♦=♦or ♥and♠, 2♥/♠=nat						

Opening Description							
Opp	Art	Min	Neg doubles	Opening Description	Answers		Bidding with passed hand
1♣	X	0	4♥	16+hcp or good hand (9 tricks)	1♦-neg, 1♠=Bal, 1nt= 5+♠,	1♣ -1♦:1♥=Art, 20+, 1♠=5+,<20, 1nt=16-19	
					2♥/2♠= 6♥/♠, 4-6 hcp 2nt/3♣/3♦/3♥ =4-4-4-1	(may be 4441or 1/345), 2♣/♦/♥= 16-19 Unb	
					with singleton above		
1♦		4	4♥	9-15 hcp, unbalanced	2♣=semi-nat gf, 2♦= 6-9 nf 2♥/♠= 6-9 hcp	1♦ -2nt – 3♣/♥/♠=singleton	
					2nt=4+♦, inv 3♣= 6+good, inv 3♦= preempt		
					3♥/♠= 6+ inv		
1♥/♠		5	4♥	9-15hcp	1nt=nf;2♣= semi-nat gf, 2♦=5+,gf 2♥/♠ nf		
					2nt= 4+M, inv; 3♣/♦/=6+, 10-12 hcp; 3M=Pre		
					void splinters		
1nt			4♥	12-15hcp	2♣=stayman 2♦/2♥ transf, 2♠=minors	1nt-2♣-2nt = any max, may have 4c M	
					2nt= 6+♣ GF, 3♣/♦/♥/♠ = preempt		
2♣			4♥	.9-16hcp, 6+♣ or 5♣ & 4M	2♦= 9+ asking; 2♥/♠= 5+F1;2nt=3+♣,10+	2♣-2♦; 2♥/♠=4M, 2nt= 6♣ min,	
				May be 6♣ & 4poor ♦	3♣=6-9, may have 4M, 3♦/♥/♠= 6+Good, gf	3♣= max 6+♣, 3♦/♥/♠= max 6♣-4♦/♥/♠	
2♦		6		Vulnerable: 9-11, 6+♦	Natural, 2♥/♠ F1		
2♦	X			Non-Vulnerable:4+♥ & 4+♠	2M= to play, 2nt=R, 3♣/♦= nat. 3M=nf	2♦-2nt; 3♣=min, 3♦=♥ longer, 3♥=♠ longer	
				3-10hcp		3♠=5-5,3nt=4-4	
2♥	X	5		Non-vul : 5+♥ & 4+m 3-9hcp	2♠=nf, 2nt=f1, 3♣/♦ to play , 3♠=nat.gf	2♥-2nt; 3♣/♦=nat/4om=cue	
2♥		6(5)		Vul :weak 2 in ♥			
2♠	X	5		Non-vul :5+♠& 4+m	2nt=f1.3m=to play	2♠-2nt;3m=nat	
2♠		6(5)		Vul :weak 2 in ♠			
2nt	x			5+♣ & 5+♦, 3-9hcp	3m=nf. 3M=nat, 3nt=to play		
3m		6		Preemptive, may be weak	New suit semi-nat.f1		
3♥		6		Preemptive, may e weak	New suit=cue 4♠=to play		
3♠		6		Preemptive, may be weak	4♥=to play 4m=cue 5m=to play		
3nt				Solid minor no side stopper/s	4m=pass/correct 4M=to play		
4♣/♦				Pre			
4♥/♠				Pre	4♣ /5m= cue 4nt= Blackwood		
4nt	x			Both minors			
Slam bidding							
Cue-bids any class control , RKCB 1403							