

DEFENSIVE AND COMPETITIVE BIDDING	
<b>OVERCALLS</b>	General Style: Natural
Responses:	
New suit = not forcing;	
1 NT = 8 to 12 with stopper, not forcing;	
CUE-BID = forcing;	
JUMP CUE-BID = better limit raise;	
JUMP 2NT = limit raise;	
<b>TAKE-OUT DOUBLE</b>	General Style: Natural
Responses:	
CUE-BID = forcing;	
1 NT = 6-10 hcp with stopper;	
Jump new suit = invitational but not forcing;	
<b>1NT OVERCALL</b>	
2nd position: 15 to 18;	
4th position: 11 to 14;	
<b>JUMP OVERCALL</b>	
WEEK JUMP OVERCALL: 6+card with 5-11 hcp;	
UNUSUAL 2NT: at least 5card in lowest unbid suits;	
<b>DIRECT CUE-BID</b>	
MICHAELS CUEBIDS:	
1m-2m: 5♥+ and 5♠+;	
1M-2M: 5+ other major and 5+minor;	
JUMP CUEBIDS = Natural;	
<b>VS NOTRUMP</b>	
Cappelletti:	
Double: penalty;	
2♣: one-suited hand, at least 6 card, relay to 2♦;	
2♦: both majors, at least 5M-4M;	
2♥: hearts and a minor, at least 5♥-4m;	
2♠: spades and a minor, at least 5♠-4m;	
<b>VS PREEMPTS</b>	
Natural;	
<b>VS ARTIFICIAL STRONG 1♣ OR 2♣ OPENINGS</b>	
Over 1♣ Strong: Double=majors, at least 4♥-4♠;	
<b>OVER OPPONENT'S TAKE-OUT DOUBLE</b>	
REDOUBLE = 10+hcp;	
TRUSCOTT 2NT: with 4 card support and 10+hcp;	

LEADS AND SIGNALS					
<b>OPENING LEADS</b>	<b>SUIT</b>	3rd/5th=even			
		low=odd			
	<b>NT</b>	4th from strong			
	2nd from weakness				
<b>SUBSEQUENT LEADS</b>					
Big letters opening vs no-trump Underline lead against suit contracts different					
<u>AK</u> J10x	<u>K</u> Qxx	KxxX	J10x	10Xx	
<u>A</u> KJx	<u>K</u> Qx	KxX	J10	10x	
<u>A</u> Kx	<u>K</u> Q	QJ109	JxxxX	98x	
<u>A</u> <u>K</u>	<u>K</u> J109	QJx	JxxX	XXXxxx	
<u>A</u> QJx	<u>K</u> J10x	QJ	JxX	XXXxx	
<u>A</u> JxX	<u>K</u> JxxX	q109x	109x	xXxx	
<u>K</u> QJx	<u>K</u> 1098	QxxX	109	xXx	
<u>K</u> Q109x	<u>K</u> xxxxX	QxX	10XXxx	Xx	
<u>K</u> Q10x	<u>K</u> xxxX	J1098	10XXx		
Same leads if our side showed suit					
<b>SIGNAL WHEN FOLLOWING SUIT OR DISCARDING</b>					
USE 1 = ODD NO.OF CARDS, 2 = EVEN NO. OF CARDS					
D = Discouraging, E = Encouraging, S = Suit Preference					
	<b>CARDS</b>	<b>HIGH</b>	<b>LOW</b>	<b>ODD</b>	<b>EVEN</b>
<b>SUIT</b>	Partner's lead	D	E		
	Declarer's lead	1	2		
	Discarding			E	D
<b>NT</b>	Partner's lead	D	E		
	Declarer's lead	1	2		
	Discarding			E	D
<b>SIGNALS IN TRUMP SUIT</b>			<b>OTHER SIGNALS</b>		
HIGH-LOW WITH 3+			COUNT		
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DOUBLES</b>					
NEGATIVE DOUBLES TROUGH 4♥					
RESPONSIVE DOUBLES					
SUPPORT DOUBLE AND REDOUBLES					
LIGHTNER DOUBLES					



**RUSSIA**

NCBO

PLAYER

PLAYER

SYSTEM SUMMARY	
<b>GENERAL APPROACH AND STYLE</b>	
NATURAL 5-CARD MAJOR	
1♣ :MAY BE ONLY 2 CARDS(IF BALANCED)	
1♦ :AT LEAST 4 CARDS	
RESPONSES: 2 OVER 1 FORCING GAME	
SEMI-FORCING 1NT OVER 1♥/1♠	
1NT OPENINGS 15-17HCP	
ARTIFICIAL STRONG 2♣	
MULTI 2♦: WEEK TWO IN MAJOR	
2♥ : 5♥ + AND 5+ OTHER SUIT	
2♠ : 5♠ + AND 5+ OTHER MINOR	
2NT OPENINGS 20-21HCP	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>	
LEBENSOHL AFTER 1NT OVERCALL	
LEBENSOHL AFTER DOUBLE OF WEEK TWO-BID	
<b>SPECIAL COMPETITIVE BIDS</b>	
INVISIBLE CUEBIDS:	
Over the opponents a two-suited overcall:	
lower suits: 10+hcp with support in partner suit;	
higher suits: 10+hcp with 5+card in forth suit;	
LIMIT-PLUS CUEBIDS:	
Over right-hand opponent overcalls over partner	
major: cuebid-10+ hcp with at least 3 card support;	
PSYCHICS OPENINGS OCCASIONALLY RARE	
3 POSITION LIGHT OPENINGS	

OPENING	TICK IF ART.	MIN CARDS	NEG. DBL.	DESCRIPTIONS	RESPONSES	SUBSEQUENT AUCTION	MODIFICATION OVER COMPETITION AND WITH PASSED PARTNER
PASS							
1♣	#	2	4♥	12 to 21 hcp 2+♣	1♦/1♥/1♠/1NT=NATURAL; 2♣=10+hcp with 5+♣; 2♦/2♥/2♠=invites a slam; 2NT =invitational without 4♥/♠; 3♣=6-9 hcp with 5+♣;	FORTH SUIT FORCING GAME  JACOBY 2 NT  LONG SUIT GAME TRIES	SYSTEM ON
1♦		4	4♥	12 to 21 hcp 4+♦	1♥/1♠/1NT=NATURAL; 2♣=forcing game 4+♣; 2♦=10+hcp with 4+♦; 2♥/2♠/3♣= invites a slam; 2NT =invitational without 4♥/♠; 3♦=6-9 hcp with 4+♦;	NEW MINOR FORCING  PREEMPTIVE RERAISES	
1♥		5	4♥	11 to 21 hcp 5+♥	1♠/1NT=NATURAL; 2♣/2♦=forcing game with 4+♣/♦; 2♥/3♥=6-9/10-12 hcp with 3+♥; 2♠/3♠/3♦= invites a slam; 2NT=13+hcp with 4+♥; 3♠/4♠/4♦=splinters;	SMOLEN	REVERSE DRURY
1♠		5	4♥	11 to 21 hcp 5+♠	1NT=NATURAL; 2♣/2♦/2♥=forcing game with 4+♣/♦ or 5+♥; 2♠/3♠=6-9/10-12 hcp with 3+♠; 2NT=13+hcp with 4+♠; 3♣/3♦/3♥= invites a slam; 4♣/4♦/4♥=splinters;	TRUSCOTT 2NT  WEEK JUMP OVERCALL	
1NT			4♥	15 to 17, may be 5M	2♣=Stayman; 2♦/2♥/2♠/2NT=transfers; 4♦/4♥=Texas transfers 6+♥/♠, game strength; 4NT=invite 6NT;		FEATURE ASKING 2NT OVER WEEK TWO
2♣	#	0	4♥	Game Forcing	2♦=waiting 0 to 8 hcp, 2NT=8+hcp balance; 2♥/2♠/3♣/3♦= 8+hcp with 5+♥/♠/♠/♦;	<b>SLAM APPROACH AND CONVENTIONS</b>	
2♦	#	0	4♥	Week in ♥ or ♠	2♥=Relay, 2♠=invite with ♥,2NT=15+hcp, 3♣=strong transfer to ♦ with new suit, 3♦=invite ♥&♠,3♥=week with ♥&♠,4♣/4♦=FG	<b>CONTROL SHOWING CUE-BIDS SPLINTERS BIDS ROMAN KEY CARD BLACKWOOD 1430</b>	
2♥/2♠	#	5	4♥	Week 5+♥/♠ & 5+other	2NT=asking 2nd suit,3 level=6+suit forcing	<b>GRAND SLAM FORCE</b>	
2NT			4♥	20 to 21 balance	3♣=Puppet Stayman, 3♦/3♥=transfers; 3♠=minors, 4♦/4♥=Texas, 4NT=invite 6NT;	<b>DOPI &amp; ROPI GERBER 0123</b>	
3NT	#		PEN	Solid 7 minor,no side AorK	4♣=Non Forcing Relay, 4♦=Forcing Relay;	<b>LIGHTNER DOUBLES</b>	
3x-4x		7	PEN	Preempt	NATURAL		