



OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
Sound at 2nd level, New suit=NF, New suit JUMP=FG, Jump RAISE=PRE		Lead		In Partner's Suit	
Aggressive at 1st level with either shape or strong suit	Suit	4th STND , MUD		SAME	
1NT=8-12HCP, doesn't promises stopper, RESP DBLs	NT	4th STND , high from xxx		SAME, low from xxx	
If not passed hand then 2♣=DRURY , CUE=GF, if PH then CUE=DRURY	Subseq	SAME			Category: Natural - GREEN
Over 1M 2NT=LIMIT RAISE, JUMP CUE=MIXED RAISE	Other:	Vs NT K asks UB Q, Q asks UB J			Country: Russia
		HxS, 2nd from weakness			Event:
	LEADS				Players: Kholomeev V, - Khyuppenen Y.
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	Lead	Vs. Suit		Vs. NT	SYSTEM SUMMARY
15-17HCP RESP: (1m)-1NT: system on	Ace	AK, Ax(+)		AKx(+)	GENERAL APPROACH AND STYLE
(1M)-1NT: 2♣=TRF2♠, 2♠=TRF M', CUE=STAY, M'=♣, 2NT=NAT	King	KQx(+), AKx(+)		AKJ10(+), KQx(+)	5-card majors with semi-forcing 1NT
RESP DBL+LEBENSÖHL	Queen	QJx(+)		AQJx(+), KQ109(+), QJx(+)	2♣=FG or weak 2♠
REOPEN: (1m)-p-(p)=15-17HCP, 1(M)-p-(p)=10-17HCP doesn't promises stopper	Jack	J10x(+), KJ10x(+)		(A/K)J10x(+), J10x(+),	2♠=18-19HCP BAL
RESP; after (1m)-system on	10	109x(+), H109x(+)		109x(+), H109x(+)	T-Walsh resp over 1♣
after (1M)-2♣=range ask STAY, CUE=STRONG STAY, SUIT=NF	9	9x		98x(+), 9x, 9xx	Frequent TRF sequences. Negative free bids.
JUMP OVERCALLS (Style; Responses; Unusual NT)	Hi-x	Sx, xSx, xSxx		Sx, Sxx, xSxS	Weak 2♥/♠
1-Suit: PRE	Lo-x	HxxS, HxS		HxxS, HxS	1NT Openings: 15-17 HCP
2-Suit: 2NT=lowest suits weak or strong	SIGNALS IN ORDER OF PRIORITY				2 OVER 1 Responses: FG
		Partners Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Reopen: INRTERMEDIATE, 2NT as above	Suit:1st	Hi/lo=O	Hi/lo=O	Hi/lo=O	op1. 2♣=FG or weak 2♠, decent 5-card is possible
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)	2nd	Hi=DISCRG	S/P	Hi=DISCRG	op2. 2♠=18-19HCP BAL
55 with higher suit weak or strong RESP; 2NT=INQ, 3m=NAT NF	3rd	S/P			op3. 2♥/♠=weak, decent 5-card is possible
JUMP CUE ASKS STOP, (1♣)-3♣=NAT PRE	NT: 1st	Hi/lo=O	SMITH (Hi=DISCRG)	Hi/lo=O	op4. 3NT=Gambling w/o stopper
(1♠)-p-(1M)-2♠=55, 2M=NAT	2nd	Hi=DISCRG	Hi/lo=O	Hi=DISCRG	resp1. TRF resp over 1♣
VS. NT (vs. Strong / Weak; Reopening; PH)	3rd		S/P		resp2. 1M-3x=6+x, INV
"LANDY-MULTI"	Signals (including Trumps): ORIGINAL U/D COUNT				resp3. 1M-2NT=LIMIT RAISE, 1x-3x=PRE
2♣=♥+♠ (2♠ asks better)	TRUMP ECHO SHOWS ODD NUMBER OR S/P				comp1. Two-suited bids over OPP 1NT overcall
2♠=♥ or ♠ (2M=P/C)	SMITH SIGNAL vs NT				comp2. LEBENSÖHL, SCRAMBLING2NT
2M=5M+4m (2NT asks m, 3m=NAT NF)	DOUBLES				comp3. TRF over takeout DBL of 1M staring at 1NT
2NT=♣+♦	TAKEOUT DOUBLES (Style; Responses; Reopening)				comp4. NEGATIVE FREE BIDS and COMP TRF
DBL=PEN (may be as light as Opener's minimum)	Can be light with classic shape, CUE=F2NT				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	Pass is neutral over 1 level RDBL, higher is PEN				
T/O DBL+LEBENSÖHL	RESP and CARD-SHOWING DOUBLES				
(3m)-4♣=any one-suiter 4♦=♥+♠ 4M=M+om	(1♣)-DBL-(P)-1♠=0-6HCP any shape, others F.				
	SUPPORT DBL/RDBL below 2 of RESP suit				SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				After RDBL-SUPPORT below 2 in RESP suit (DBLs=PEN)
DBL=♥+♠, NT=♣+♦	1♣-(1♠)-DBL=4+♥ 1♠/♦-(1♥)-DBL=4+♠				(1NT)-DBL-(2m)-PASS is forcing (DBL=T/O)
RANDOM PRE	1♠-(1♠)-DBL-(2♠)-DBL=4♥ MINIMUM				
	MAXIMAL OVERCALL DOUBLE				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
	Frequent NEG DBLs in COMP				We open higher suit with 65
OVER OPPONENTS' TAKE OUT DOUBLE	Most low-level DBLs=T/O or show cards				We open 1♠ with 5♣5♠
CAPPILETTI TRANSFERS from 1NT	After 1m opening and COMP action, DBL of 3M often ask stopper				
2NT=Limit raise 3NT=STR raise 4M=PRE raise	1M-(P/DBL)-2M-(2♠/3m)-DBL shows 1-2cards in named suit and INV+ values				Psychics: tactical non specific
New suit=F at 1-level					
JUMP SHIFT=SUIT+SUPP	DEFENSIVE AND COMPETITIVE BIDDING				LEADS AND SIGNALS

OPENING BID DESCRIPTIONS							
Opening	Artificial	Min.	Neg Dble	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♠	11-21 HCP 1♣ with 4♣4♦	TRF RESP; 1♦=♥, 1♥=♠, 1♠=♦(denies 4M),	1♣-(P)-1x-(DBL)-RDBL=4x	
1♦		3	4♠	11-21 HCP, 3 cards if 4♥4♠3♦2♣	NATURAL, INVERTED RAISES, 3♣=6♣INV	1♦-1M-2M=3card SUPP is OK (2NT=INQ)	
1♥		5	4♠	11-21 HCP	2/1=FG 2NT=LIMIT RAISE 3♥=PRE 3m=6mINV	Natural, weak and short suit game try	DRURY w/SUPP, JUMP SHIFT=SUIT+SUPP INV
1♠		5	4♥	11-21 HCP	2/1=FG 2NT=LIMIT RAISE 3♠=PRE 3x=6xINV	Natural, weak and short suit game try	DRURY w/SUPP, JUMP SHIFT=SUIT+SUPP INV
1NT			3♠	15-17 HCP, 5M, 6m is possible	STAY, 4-SUIT TRF, 3m=6mINV, 3M=SHORTNESS ♣+♦	1NT-2♣-2x-3♣=FG relay, 1NT-2♣-2x-2M=5M INV	1NT-2♣-2♦-3♣=NAT INV 1NT-2♣-2M-3♣=SUPP3NT/4
2♣	X		2♦	FG(22+HCP if BAL) or wk 2♦(5-card OK)	2♦=P/C, 2M=F1, 2NT=INV+ OPP wk 2♦, 3♣=F1	2♣-2M-3♦/M=wk2♦, others FG	
2♦	X	2	3♠	18-19 HCP BAL, no 5M, 6m	2♥=ASKS 4♠, 2♠=ASKS 4♥, 2NT=♣+♦, 3♣/♦/♥/♠=♥/♠/♣/♦FG, 3NT=5♠4♥N		
2♥		6(5)	No	Weak 2, decent 5card is possible	2♠=NF, 2NT=PUP3♣, 3m=FG, 3♥=PRE, 3♠=6+♠FG		
2♠		6(5)	No	Weak 2, decent 5card is possible	2NT=PUP3♣, 3x=FG, 3♠=PRE		
2NT			3♠	20-21 HCP, 5M332 always, 6m322 rare	PUP STAY, JACOBY TRF, 3♠=PUP3NT, 3NT=5♠4♥NF		
3♣		6	No	NV-random, V-disciplined	3y=NF if NV		
3♦		6	No	NV-random, V-disciplined	3♥/♠=NF if NV		
3♥		6	No	NV-random, V-disciplined	3♠=NF if NV, 4m=CUE		
3♠		6	No	NV-random, V-disciplined	4m=CUE		
3NT	X	7	No	GAMBLING, no outside A or K			
4♣		6	No	All 4x=NAT CLASSIC PRE			
4NT	X		No	♣+♦			
5♣		7	No	And 5♦=NAT CLASSIC PRE			
5♥		7	No	And 5♠=NAT STRONG	Asks responder to bid 6M w/ A or K of M, 7M w/both		
HIGH LEVEL BIDDING							
SPL RAISES. AUTOSPLINTERS							
3NT IS OFTEN SHOWS GOOD HAND W/O SHORTNESS IF MAJOR AGREEMENT							
A LOT OF BIDS SHOWS SHORTNESS WHEN MAJOR AGREEMENT							
1st AND 2nd ROUND CONTROLS, RKCB 1430							
DOPI-ROPI							
SLOW ARRIVAL - PICTURE JUMPS IN FORCING SITUATION							
PASS and PULL=STRONG IN FORCING ACTIONS							