Boris Altman– Veljko Vujčić

SUPPLEMENTARY SHEET

Note 1. : 2M jump Overcalls

- Raptor-like 5+m 4M, 10-16
- (1m 3+ cards) - 2♥ = 5om + 4♥
  - 2♠ = nat, nf
  - 2N = inv
  - 3m = general GF, ask for stop/SI in om or M
  - 3 our m = to play
  - 3♥ = inv
  - 3♠ = nat, F
- (1m 3+ cards) - 2♠ = 5om + 4♠
  - 2N = inv
  - 3m = general GF, ask for stop/SI in m or M
  - 3 our m = to play
  - 3♥ = nat, nF
  - 3♠ = inv
- (1m 2- cards) - 2M = 5 any m + 4M
  - 3♣ = p/c
  - 3♦ = general GF
- (1♥) - 2♠ = 5 any m + 4♠
  - 3♣ = p/c
  - 3♦ = nat, nF
  - 3♥ = general GF

Note 2. : Our 2-suiters

- Ghesthem (over their 1x or 1x-1nt)
  - Cue (over 1♣ - 2♦ is cue), 2NT, 3♣ show weak or strong 2suiters
  - 2nt is always 2 lowest
  - Over 1m, 2♦=2 highest
  - Over 1M, 3♣=2 highest
- In all other sequences Leaping Michaels 55 (can be 5+m4♥ over their 3♠ opening)
- (wk2) - cuebid asks for stop
- (1M or wk2M) - 4M = minors, strong
- (1M or wk2M) - 4NT = minors, 65+ not strong
- ((1M) - p - (2M) - 2NT=2 suits (4+5+)
- (1m) - Dbl - (pass/Rdbl) - 3m = 5♥ + 4♠, 4-7 HCP

General rule: if we didn't confirm a fit, 4NT is rkcb for highest possible suit, other bid is for lower e.g (2♥)-4♣-4♥ is for ♣

Note 3.: Pass Out bids (1x) - pass - (pass) –

- 2 Major (with jump) same as direct
- If x= ♣ : 2♦ = ♦ + M
- Cue (minor) = Majors
- Cue (Major) = oM + minor
- 1NT= 11-14 (15)
- 2NT= 19-21
- Dbl // later 1/2NT= 16-18
- 3x=Trf to 3NT (13-14hcp, stopp x) Rebids: 3y(4 w/o jump)=weak, 8-10hcp

Note 4.: Vs str 1NT (lower limit 14+) Multi Landy

- 2♣ = M's
  - 2♦ = ask for longer M
    - 2♥ – 2♠ = inv w 4 ♠
  - 2NT = Ask
    - 3♣ = min
    - 3♦ = min 55
    - 3M = max 54
    - 3N = max 55
  - (Dbl)
    - PASS = ♣, to play
    - RDbl = ask for longer M
    - 2X = To play
- 2♦ = 1M
  - 2M = P/C
  - (Dbl)
    - Pass = ♦
    - Rdbl = bid your M
    - Suit = nat
  - 2NT = ask
    - 3♣ = wk♥
    - 3♦ = wk♠
    - 3♥ = str♠
    - 3♠ = str♥
- 2M = 5M4+m
  - (Dbl)
    - RDbl = bid m
    - 2/3 X = To play
    - 2NT (then 3M) = inv in M
  - 2NT = ask for m or inv M
    - 3m – 3M = Inv M
  - 2/3X = To play
- Dbl = 5+m4M, 10+HCP
  - 2♣ = P/C
  - 2♦ = show your M
  - Suit = nat
  - (RDbl)
  - PASS = to play

Note 5.: Vs wk 1 NT (lower limit 13-)

Same as vs strong, except:

- Dbl = lower limit + 1 or 11+ if weaker
  - (pass) - 2nt = GF 2suiter
    - 3♣ = ask
      - 3♦=♦+M
      - 3♥=M's
      - 3♠=♠+m
      - 3N=m's
- 2NT =♥ + m
  - 3♣ = P/C
  - 3♦= inv with ♥
- 3m = ♠ + m
  - 3m+1 = Inv w ♠

(1NT) – PASS – (2x=Trf, Stayman, SO) – Dbl = 12+, TO

Note 6.: Transfers over 1/2M – (Dbl)

Applies after 1M-(Dbl), (1x)-1M-(Dbl) and 2M-(Dbl)
Rules:
- 1♥-(x)-1♠ = 5+cards ♠ F,
- (1m)-1♥-(x)-1♠ = 4+ cards NF
- 2♥-(x)-2♠ = 5+cards ♠ NF
- All other = transfer
  - Except: (1♥)-1♠-(x)-transfer to ♥ = cue, 11+3 cards supp
  - Except: (1m) - 1M - (x) - transfer to m= Nat if min 0-3 cards
  - Except: (1m) - 1M - (x) - transfer to m = 3 cards M, 11+HCP if min 4+cards
  - (1m)-1M- (x)-xx = 11+HCP 2 cards M (could be 2-3 cards M if m=0-3 cards)
- Transfer to our M = good raise

Note 7.: 2♦ opening

- 10+-16, 5(6)♥ 4♠;
- 6 card ♥ only when suit is not solid, cannot ask about it
- When in doubt 4N is rkcb ♠, rkcb ♥ moves to 5th level
- After 2♦ - 2N // 3♣ (4522)
- 3♦ = ask for range. After this there is no RKC for majors, only for minors
- 3M = SI in M
  - 3NT, cue, 4M show range
- With very strong hands ask directly 4m rkcb for ♥/♠ when appropriate to avoid preempting
- For hcp invite go through 2NT
- Competitive:
- After dbl
  - both pass and rdbl say pass with 2+ cards ♦ but rdbl is strong
  - 2NT = same
  - 3♣ = to play
  - 3♦ = ask for stop

Note 8.: 3 minor opening

a) 3♣ opening (6+ cards, 0-10 HCP)

3♦	Forces 3♥ • 3♠ Forces 3NT ○ next bid = SI (4♣ is not RKCB, just ask for cue) • 3NT = P/C to 4♣ (Pass with AJ10xxx) • 4M = P/C to 5♣
3M	NF with 6M
4♦	Modified kc for minors 0, 1, 1+q, 2, 2+q

b) 3♦ opening (6+ cards, 0-10 HCP)

3♥	Forces 3♠ • 3NT = P/C to 4♦ (Pass with AJ10xxx) • 4M = P/C to 5♦
3♠	NF with 6+♠
4♣	Modified kc for minors 0, 1, 1+q, 2, 2+q

Note 9.: 1NT - (Dbl/2/3X) (Rubensohl)

(Dbl) = 14+ HCP

RDbl	One suit (Opener must bid 2♣)
2X	That suit and some higher rang (4+4+)
Pass	NF but Opener can bid his 5/6 cards suit

(Dbl) = some convention

Rdbl	Points, idea is to penalize the Opps. Forcing to 2NT, Dbls are Penalty
2X	Sistem ON

(2♣) = Majors

Dbl	Points, idea is to penalize the Opps. Forcing to 2NT, Dbls are TO
2♦	To play
2♥	Minors, at least 5/4, invit+
2♠	Minors, weak 5/4
2NT	♣, 0+ HCP
3♣	♦, Invit +
3♦	Pree
3M	shotnes, 5/5 minors
3NT	To play

(2♦) = 1 Major

Dbl	Points, idea is to penalize the Opps. Forcing to 2NT, Dbls are TO
2♥/2♠	To play
2NT	♣, any strength. On obligated 3♣ 3M=stopper M
3♣	♦, any strength. On obligated 3♦ 3M=stopper M
3♦	♥, inv +
3♥	♠, inv +
3♠	minors 5-4, SI
3NT	To play

They bid	♣ (or Don't)
2♣	2NT= ask for ♣ stopp; 3X= Trf; 4♣=♦+M (4♦ ask for M); 4♦=Majors
3♣	Dbl=TO; 3x=Trf; 4♣=♦+M (4♦ ask for M) 4♦=Majors
4♣	Dbl=neg; 4♦/♥=Transfer

They bid	♦ (or Don't)
2♦	2NT=Leb; 3X=Trf; 4♣=♣+M (4♦ ask for M) 4♦=Majors
3♦	Dbl=4+♥; 3♥=4+♠; 3♠=5+♣ 4♣=♣+M (4♦ ask for M) 4♦=Majors
4♦	Nat

They bid	♥ (or ♥ +m)
2♥	2NT=Leb; 3X=Trf; 4m=Leaping (om +s) 4M=minors, singleton M
3♥	Dbl=4+♠; 3♠/4♣=Trf; 4♦=Trf to ♠, SI 4M=minors, singleton M
4♥	Nat

They bid	♠ (or ♠+m)
2♠	2NT=Leb; 3X=Trf; 4m=Leaping (om +♥) 4M=minors, singleton M
3♠	Dbl=TO; 4♣=Trf to ♥, SI

	4♦=♥; 4M=minors,Singleton M
4♠	Nat

Note 10.: Overcalls

- Overcall over overcall (without jump) is F1, except when 3rd hand doubles
- (1♣)-1♦-(p)-1M shows 5
- (1m)-1♥-(p)-1♠ shows 4
- Rules for jump continuations:
  - Jump fit is weak
  - Splinters are only in opp's suits (if 3rd hand bids constructively, spl is probably a void)
  - Mixed raises (3rd level jump cue if their suit is lower range than ours)
  - 4 level minor jump over major overcall is fit bid (if not in their suit)
  - Other jump bids in new suit are nat, NF
- NT bids (over our overcall):
  - Over Major (w/o jump) overcall 2NT is 4+c support, 8+ HCP
  - All other NT bids are Nat