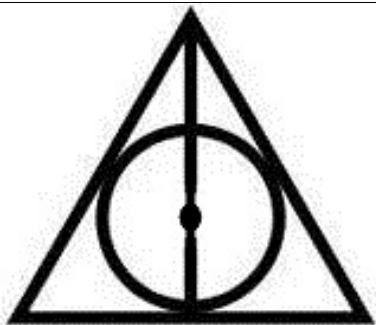


Defensive and competitive bidding		Leads and signals				
Suit overcalls (Style; 1 st /2 nd level; reopen)		Opening leads (general style)				
Jump = preempt (6-11) in any vul		Lead	.. to parnter suit			
Overcall = 5+suit, (4 rare), 7-16 HCP	Trumps	2 nd / 3 rd / 5 th	same			
NT response = non-forcing. We don't use Drury.	NT	top / 3 rd / small	top / small			
Jump raise = preempt	Later	2 nd / 4 th	same			
New suit on the 2 nd level = non-forcing except for fit split.	The right defender leads Rusinov.					
Rubensohl when 1NT is not available.						
1NT overcalls (2 nd /4 th seat; responce; reopen)		Leads				
1NT 2 nd seat = 15-18 HCP; Stayman, Transfers.		Vs trump contracts		Vs NT contracts		
1NT 4th seat (reopen) = 12-15 HCP, then natural bidding, no Stayman, no transfers.	A	AK(+), A(+)		AK(), AQ10x(+)		
Jump overcalls - preempts	K	AK(+), AK, KQ() seq		KQ() seq, Miles		
	Q	QJ() seq, AKQ(+)		QJ() seq, Miles		
VUL vs NV: from down two to almost one down.	J	J10() seq, Jx		J10() seq, Jx		
Other vuls: 6+ cards. Generally “SafetyRule-1” 2 nd seat, 1 st seat can be slightly pulled, 3 rd seat random.	10	0/2 above, 10x, 109(xx+)		0/2 above, 10x, 109		
Reopen: Game invitational.	9	0/2 above, H9x, 109x		0/2 above, H9x, 109x		
2NT = 2-suiter lower unbid suits.	High	Sxx, xSxx(+), HSx		Sx(+)		
	Low	xS, HxSx, HxxxS		HxS(+), HHx..S(lowest)		
Cue-bids		Signals abd priority				
Michaels cue guarantees at least one unbid major.		Partner leads	Declarer leads	Discards		
Jump cue = either a Gambling with no stopper or (semi) solid suit at least 9+ tricks.	Trumps:1 st	Hi = discourage	Hi/low = odd	Suit preference	2♥ = both majors 4 ⁺ 4 ⁺ weak; 2♠ = ♠ + minor weak;	
	2 nd	Hi/low = odd	Suit preference	Hi/low = odd	2NT ♥ + minor weak	
	3 rd	Suit preference			1♣ 3 meanings: balanced (11-13 NV, 14-16 VUL); shape =4414 (11-13 NV, 14-16 VUL); 17+ any shape	
Versus natural NT						
vs strong (14+) direct ML. Reopen DONT: Dbl = any one-suiter, 2♣ = ♣ + any, 2♦ = ♦ + major, 2♥ = both majors	NT: 1 st	Hi/low = odd	Suit preference	Suit preference	Special openings and bids that require defence	
vs weak Multi-Landy: Dbl 15+HCP (reopen 12+)	2 nd	Smith & Wesson	Hi/low = odd	Hi/low = odd	2♦ = 7-11 6+♥♠, possible 6-4♥♠;	
2♣ = majors; 2♦ = 10..14 6+M, could be 6-4M with max 2♥♠ = 10..14 5+♥♠ and 4+♣♦	3 rd	Suit preference			1♠-1♦= negative (0-6, 7-9, 14-16)	
In all another cases, when opponents bid 1NT natural, then if any side designated a major then our bids are DONT; otherwise our bids are Multi-Landy.	A,K,Q asking: “Attitude, Kount, Qount”. Suit preference: even – to low; odd – to high; the scale from even to odd is AQ1086423579JK; small cards may mean nothing. This way is for 1st card in each suit; on the 2nd play the signal is revered; on 3rd, 4th etc. – normal again. S&W in NT: right defender encourages with high, left - with low.				1♠-1♦-1♥ = 2+ cards	
					1♠-1♥♠-2♦ = 17+ at least 3+♥♠, inquiry	
					1♠-1♥♠-2♣ = 17+ not more than 2-♥♠, inquiry	
					1♥♠-2♣ = 3-way inquiry;	
					1♥-2♦, 1♠-2♥ = “split fit”, a raise 9+ incl. distributional;	
					1♥♠-2NT = 5-5 ♣♦	
					1♠-2♦ = ♥	
					two-suited overcalls [2]	
					Forcing pass special sequences	
					1NT – Dbl – pass – to ReDbl [3]	
					1♣♥♥♠/2♣ – ovc. (up 4♦) – pass – might be passed out only having a length and/or values in the overcall suit	
					Other important notes	
					Special overcalls over artificial 1♣.	
					Psychic calls: rarely.	
					Any bids may have any deviations.	

OPENINGS BIDS DESCRIPTION AND CONSTRUCTIVE BIDDING REVIEW:							
Opng Bid.	Artificial	Least Amnt	Negative dbl up to	Opening bid descriptiom	Responces	Rebids and continuation	Changes when partner has passed
1♣	√	0	4♦	VUL: - balanced (11-13) - tricolor (11-13) - any 17+ but 20-21 NT NV: 14+ Polish club	1♦ - neg. 0-6, or 7-8 no ♥♠, or 14-16 balanced; 1NT=9-11; 2♣ = 12.. 5+♣/♦ or 12-13 NT; 2♦ = (5-9) 6+♥/♠; 2♥/♠ = (5-9) two=suiters; 2NT=14.. GF; 3♣/♦ = 6+ (5-11);	1♣ - 1♦: 1♥/♠ = 3+; 1NT = 17-19; 2♣ = ΦΓ; 1♣ - 1♥/♠: 2♣ denies (2♦ promises) 3+♥/♠; 1♣ - 2♣: 2♦ = 17+ w/o 5♥♠; 1♣ - 2♣: 2♥/♠ = nat 4+, HCP clarified later; Cont.: artificial/relayed and natural.	2♣♦ = nat
							2♥/♠ = MM 64
							2NT = 5-5 ♣♦
1♦	√	4	4♦	- 11-17 4+♦ unbalanced, including 11..14 5♣4+♦	2♣ = 4+♣ GF; 2♦ = 10+ natural forcing round 2♥/♠ = 6+ to play; 2NT = nat	natural, quasi-natural, 4SF and other common sense	2♣ = nat
1♥		5	4♦	11-17 (not vul 8-17) 5+♥	1NT=semiforcing; 2NT=5-5 ♣♦; weak jump shifts/WJR; 2♣ = 3-way inquiry; 2♦ = split fit (a raise 9+)	after raises – antiShurig; 1♥-2♣-2♦ = 2-way relay; Cont.: natural and quasinatural	2♣ = nat
1♠		5	4♦	11-17 (not vul 8-17) 5+♠	1NT= semiforcing; 2NT=5-5 ♣♦; weak jump shifts/WJR; 2♣ = 3-way inquiry; 2♦ = ♥; 2♥ = split fit (a raise 9+)	after raises – antiShurig; 1♠-2♣-2♦ = 2-way relay; Cont.: natural and quasinatural	2♣♦ = nat
1NT			–	VUL 14-16 NV 10-13	Garbage-Stayman; transfers; 2NT=♣; 2♠ = either ♦, or INQ about strength; 3♣/♦ = inv.; 3♥/♠ = «5431»	GF relays after Stayman, Smolen, second round of transfers	
2♣		6	4♦	11-16,6+♣	2♦/♥ = transfers; 2♠ - GF INQ bal; 3♣ = NT inv.; 2NT = ♣fit, weak or GF; 3♦ inv; 3♥ GF 4♥, 5+♦; 3♠ GF 4♠, 5+♦	Cont.: natural and quasinatural	
2♦	√	0	2♠	5-11 6+♥♠	2NT = inquiry; 2♥♠,3♥♠,4♥♠ – pass or correct 3♣ = GF, asks for xf to ♥♠; 3♦ GF on resp. suits	2♦ - 2NT - 3♣/♦ - relay = inquiry 2♦ - 3♣ - 3♦/♥ - relay = start cuebids	preempts are more aggressive
2♥	√	5	–	5-11 NV: ♥♠ 4 ⁺ 4 ⁺ ; Vul: ♥5 ⁺ ♠4 ⁺	2NT = inquiry, no ♠4 ⁺ ; 3♣ = inquiry, ♠4 ⁺		
2♠	√	5	–	5-11 ♠ with ♣♦	2NT = inquiry	High levels and slam bidding:	
2NT	√		–	5-11 ♥ with ♣♦	3♣ P/C; 3♦ = split fit (inv+ raise); 3♥ S/O; 3♠ either INV to 3NT or S/T on a minor;	Splinter/autosplinter. Cuebids of any class. 3NT mild slam try; skip => serious.	
3x		6	–	Preepmt “safe-1”	3new = nat 5+ F1	Jump to 4NT RKCB - 14, 30, 2noQ, 2wQ. Hoyt. P_E_DR_O. Exclusion - respond 0-1-2-3;	
3NT	√		–	Gambling with a stopper	3♣ P/C; 4♦ = INQ	4NT Flamingo on 5 aces - 1 or 2 or 3 by hand HCP.	
4x		6	–	Preepmt “safe-1”			
4NT	√			♣♦ 6-6		5NT «Sly Gitza» - asks partner to bid a contract to his best knowledge and then pass.	
5♣/♦		8		Preepmt		5NT trump value when after Flamingo ;	
5♥/♠				Allows raise to 6 or 7		5NT Flamingo when missed 4NT.	
5NT	√			Minors w/o one top honour			
6x				Allows raise to 7			

ver 05.2025