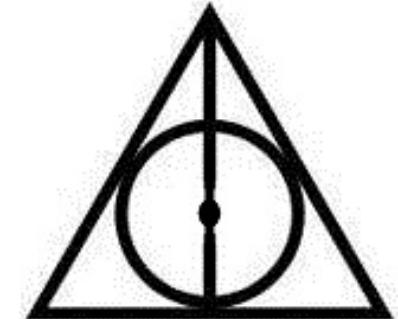


Defensive and competitive bidding		Leads and signals																				
Suit overcalls (Style; 1 st /2 nd level; reopen)		Opening leads (general style)																				
Jump = preempt (6-11) in any vul		<table border="1"> <thead> <tr> <th></th><th><i>Lead</i></th><th><i>.. to parnter suit</i></th></tr> </thead> <tbody> <tr> <td>Trumps</td><td>2nd / 3rd / 5th</td><td>same</td></tr> <tr> <td>NT</td><td>top / 3rd / small</td><td>top / small</td></tr> <tr> <td>Later</td><td>2nd / 4th</td><td>same</td></tr> </tbody> </table>				<i>Lead</i>	<i>.. to parnter suit</i>	Trumps	2 nd / 3 rd / 5 th	same	NT	top / 3 rd / small	top / small	Later	2 nd / 4 th	same						
	<i>Lead</i>	<i>.. to parnter suit</i>																				
Trumps	2 nd / 3 rd / 5 th	same																				
NT	top / 3 rd / small	top / small																				
Later	2 nd / 4 th	same																				
Overcall = 5+suit, (4 rare), 7-16 HCP																						
NT respone = non-forcing. We don't use Drury.																						
Jump raise = preempt																						
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; responses; reopen)		Leads																				
1NT 2 nd seat = 15-18 HCP; Stayman, Transfers.		<table border="1"> <thead> <tr> <th></th><th><i>Vs trump contracts</i></th><th><i>Vs NT contracts</i></th></tr> </thead> <tbody> <tr> <td>A</td><td>AK(+), A(+)</td><td>AK(), AQ10x(+)</td></tr> <tr> <td>K</td><td>AK(+), AK, KQ() seq</td><td>KQ() seq, Miles</td></tr> <tr> <td>Q</td><td>QJ() seq, AKQ(+)</td><td>QJ() seq, Miles</td></tr> <tr> <td>J</td><td>J10() seq, Jx</td><td>J10() seq, Jx</td></tr> </tbody> </table>				<i>Vs trump contracts</i>	<i>Vs NT contracts</i>	A	AK(+), A(+)	AK(), AQ10x(+)	K	AK(+), AK, KQ() seq	KQ() seq, Miles	Q	QJ() seq, AKQ(+)	QJ() seq, Miles	J	J10() seq, Jx	J10() seq, Jx			
	<i>Vs trump contracts</i>	<i>Vs NT contracts</i>																				
A	AK(+), A(+)	AK(), AQ10x(+)																				
K	AK(+), AK, KQ() seq	KQ() seq, Miles																				
Q	QJ() seq, AKQ(+)	QJ() seq, Miles																				
J	J10() seq, Jx	J10() seq, Jx																				
1NT 4th seat (reopen) = 12-15 HCP, then natural bidding, no Stayman, no transfers.																						
Jump overcalls - preempts																						
VUL vs NV: from down two to almost one down.																						
Other vuls: 6+ cards. Generally "SafetyRule-1" 2 nd seat, 1 st seat can be slightly pulled, 3 rd seat random.		<table border="1"> <tbody> <tr> <td>10</td><td>0/2 above, 10x, 109(xx+)</td><td>0/2 above, 10x, 109</td></tr> <tr> <td>9</td><td>0/2 above, H9x, 109x</td><td>0/2 above, H9x, 109x</td></tr> <tr> <td>High</td><td>Sxx, xSxx(+), HSx</td><td>Sx(+)</td></tr> <tr> <td>Low</td><td>xS, HxSx, HxxxS</td><td>HxS(+), HHx..S(lowest)</td></tr> </tbody> </table>			10	0/2 above, 10x, 109(xx+)	0/2 above, 10x, 109	9	0/2 above, H9x, 109x	0/2 above, H9x, 109x	High	Sxx, xSxx(+), HSx	Sx(+)	Low	xS, HxSx, HxxxS	HxS(+), HHx..S(lowest)						
10	0/2 above, 10x, 109(xx+)	0/2 above, 10x, 109																				
9	0/2 above, H9x, 109x	0/2 above, H9x, 109x																				
High	Sxx, xSxx(+), HSx	Sx(+)																				
Low	xS, HxSx, HxxxS	HxS(+), HHx..S(lowest)																				
Reopen: Game invitational.																						
2NT = 2-suiter lower unbid suits.																						
Cue-bids		Signals abd priority																				
Michaels cue guarantees at least one unbid major.		<table border="1"> <thead> <tr> <th></th><th><i>Partner leads</i></th><th><i>Declarer leads</i></th><th><i>Discards</i></th></tr> </thead> <tbody> <tr> <td>Trump: 1st</td><td>Hi = discourage</td><td>Hi/low = odd</td><td>Suit preference</td></tr> <tr> <td>2nd</td><td>Hi/low = odd</td><td>Suit preference</td><td>Hi/low = odd</td></tr> <tr> <td>3rd</td><td>Suit preference</td><td></td><td></td></tr> </tbody> </table>				<i>Partner leads</i>	<i>Declarer leads</i>	<i>Discards</i>	Trump: 1 st	Hi = discourage	Hi/low = odd	Suit preference	2 nd	Hi/low = odd	Suit preference	Hi/low = odd	3 rd	Suit preference				
	<i>Partner leads</i>	<i>Declarer leads</i>	<i>Discards</i>																			
Trump: 1 st	Hi = discourage	Hi/low = odd	Suit preference																			
2 nd	Hi/low = odd	Suit preference	Hi/low = odd																			
3 rd	Suit preference																					
Jump cue = either a Gambling with no stopper or (semi) solid suit at least 9+ tricks.																						
Versus natural NT																						
vs strong (14+) direct ML. Reopen DONT: Dbl = any one-suiter, 2♣ = ♣ + any, 2♦ = ♦ + major, 2♥ = both majors		<table border="1"> <tbody> <tr> <td>NT: 1st</td><td>Hi/low = odd</td><td>Suit preference</td><td>Suit preference</td></tr> <tr> <td>2nd</td><td>Smith & Wesson</td><td>Hi/low = odd</td><td>Hi/low = odd</td></tr> <tr> <td>3rd</td><td>Suit preference</td><td></td><td></td></tr> </tbody> </table>			NT: 1 st	Hi/low = odd	Suit preference	Suit preference	2 nd	Smith & Wesson	Hi/low = odd	Hi/low = odd	3 rd	Suit preference								
NT: 1 st	Hi/low = odd	Suit preference	Suit preference																			
2 nd	Smith & Wesson	Hi/low = odd	Hi/low = odd																			
3 rd	Suit preference																					
vs weak Multi-Landy: Dbl 15+HCP (reopen 12+)																						
2♣ = majors; 2♦ = 10..14 6+M, could be 6-4M with max 2♥♣ = 10..14 5+♥♣ and 4+♣♦		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.																				
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.																						
Versus preempts		Doubles																				
Multi vs Multi [5]; (weak 2) – 2NT = 16-18 HCP; Michaels Cue, Roman jumps; (weak 2) – Dbl – (pass) – Lebensohl		Takeout double																				
		Simple takeout = 3+cards in unbid ♥♣ and 2+cards in unbid ♦♣.																				
		1♦ = negative only after takeout dbl on 1♣.																				
Versus artificial 1♣ (preparatory and 16+)		Responsive dbl = 9+HCP, usually two suits.																				
Vs prep 1♣: overcall 2♣..2♣, 3♣..3♣ etc. = either 1-suiter in the next suit or 2-suiter in the other suits; ovc. 1♦ means 2♣ natural; ovc. 2NT = 13..15 6+♣♦; same stands vs 1♦ Precision or S/Off.		Opps raise to 2 nd level after our overcall ⇒ Rubensohl.																				
Vs Precision 1♣: obligatory overcalls (1 st level and DBL); ovc NT on any level = 2 suiter non-touching suits; 2♣..2♣, 3♣..3♣ etc. the same as over preparatory 1♣.		Special artifical doubles and redoubles																				
		Negative double after our 1♣♦♥♣/2♣ up to 4♦.																				
		Natural double after our 1NT on 2 nd level.																				
Versus takout double																						
New suit: transfers defense system[4].		Antidouble – when our designated suit 4+ then from 2♥ up, when our designated suit 3+ then from 3♣ up.																				
1M-(Dbl)-?? 1NT = ♣, 2♦ = ♥, "split fit", 2NT minors.																						



Any bids may have any deviations.

OPENINGS BIDS DESCRIPTION AND CONSTRUCTIVE BIDDING REVIEW:								
Opng Bid.	Artificial	Least Amnt	Negative dbl up to	Opening bid description	Responses	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		
							preempts are more aggressive	
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		
2♥	✓	5	–					
2♣	✓	5	–	5-11 ♠ with ♣♦	2NT = inquiry	High levels and slam bidding:		
2NT							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			
4x		6	–	Preepmt “safe-1”			4NT Flamingo on 5 aces - 1 or 2 or 3 by hand HCP.	
4NT	✓			♣♦ 6-6				
5♣♦		8		Preepmt			5NT «Sly Gitza» - asks partner to bid a contract to his best knowledge and then pass. 5NT trump value when after Flamingo ; 5NT Flamingo when missed 4NT.	
5♥/♣				Allows raise to 6 or 7				
5NT	✓			Minors w/o one top honour				
6x				Allows raise to 7				