OPEN	ART	NR	NDBL	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPET/PASSED
1C	х	0	3S	16+ P ; 18+ P (BAL)	1D = 0 - 7 P ; 1HS2CD = 7+ P NAT (5+ suit)	1C - 1D - ? : 1HS = nat, 4+ suit F1, jump =FG ; 1C - 1D - 1M - 1T2M = nat 0-4 P	Opener direct cue =
					FG ; 1T = 8 - 12 BAL ; 2M = 4 - 6 P	other nat 5-7 P (exc.1C - 1D - 1H - 1S = 0-7 P); 1C - 1D - 1T2CD = nat NF	michael's
					6+suit NF ; 2T = 13+ BAL ; 3X = 7+ P	1C - 1D - 1T - ? : 2C = 44 minors NF, 2DH = TRF	resp.DBL = 7+ HCP
					4441(bid.shortn.) ; 3T = any AKQxxxx		FG t/o
1D	х	0	3S	11 - 14 P BAL or	1HS = 5+ P NAT(4+) F1 ; 1T = 5 - 10 P NF ;	1D - 1M - ? : 1S = 4s ; 1T = BAL ; 2/3m = 5+m ; 2M = NAT ; 2T = 55 min max	LEB after 2M(op)
				10 - 16 P 5+m or 4441	2CD = 10+ P NAT(4+) F1 ; 2M3m = 15+ P FG	3M = 14 - 16 NAT & 5+m. 1D - 1M - 1X - ? : 2C = gadget, other = NAT NF	comp.bid.: 2X = NF
					one suiter (6+) ; 2T = 11 - 12 P INV ;	1D - 1M - 2M - next step = any SSGT or slam interest with void	1D - 1t (opp) - 2C =
					3M = NAT sign-off	1D - 2m - ? : 2M = max, stopper in bid suit; 2T = min, M stoppers ; 3D = NAT; 3HS = SPL	majors
						1D - 1H - 2S = 4S & 6+min, after this 2T asking & 3C = p/c	
1H		5	3S	11 - 16 P NAT	1S = 5+ P NAT(4+) F1 ; 1T = 5 - 10 P NF ;	LSGT & SSGT after 1H - 2H ; 1H - 1S - 1T - 2C = gadget	P - 1H - ? : 2C = drury
					2CD = 10+ P NAT(4+) F1 ; 2H = 3 - 9 P NF ;	1H - 2T - 3X = shortn. ; 1H - 2X - 2Y - 2T = FG shape relay	LEB after 2M(op)
					3CD = NAT FG 15+ ; 2T = with 3+supp,		1M - 2x (op) - 3X INV+
					us.at least INV ; 2S = any SSGT with supp		with supp.
					3/4H = sign-off ; splinters		
1S		5	ЗH	11 - 16 P NAT	2H = 10+ P NAT(5+) F1 ; other : look at 1H	look at 1H subs.auct.	P - 1S - ? : 2C = drury
					responses ; 3CDH = NAT FG one suiter 15+P		LEB after 2M(op)
					· · ·		
1T			no	15 - 17 P BAL	2C = REL; $2DH = TRF$; $2S = TRF$ to any min.	1T - 2C - ? : 2D = no 4M ; 2HS = NAT ; 2T = both ; 3CD = NAT.	LEB after 2M(op)
					2T = NAT ; 3X = NAT 6+ 2 TH	After 2DH TRF responder will bid new suit = F1; 1T - 2S - 2T = supp.for both min.	
						1T - 2S - 2T3C - ? 3H - clubs FG, 3S - diam FG	
						1T - 2C - 2T - 3/4 DH = TRF	
2C	х	0	no	5 - 10 P 5+4+ M (4+4+	2D = ask(maybe str.with minor or 16-18 BAL)	2C - 2D - ? : 2HS = NAT longer M	2C - dbl - RD = say maj
				nonv.)	2T = REL	2C - 2T - ? : 3C min no 5S, 3D 5-4 min, 3H 4-5 max, 3S 5-4 max, 3T 44 max	2C - dbl - P = clubs
					3CD = NAT NF		
2D	x	0	no	0 - 7 P 5(NV)/6(V) M	2T = RELAY ; 2/3M = P/C ; 3m = nat NF	2D - 2T - ? : 3C/D = min H/S ; 3M = NAT max	2T = REL
					4D = bid your suit		3HS = p/c
2HS		5	no	7 - 10 P 5(NV)/6(V) M	2T = REL; 4X = SPL	2M - 2T - ? : 3CD = 5-c min/max; 3H/S = 6-c min/max	
2T	x		no	3 - 9 P 5+5+ c & d	3/4CD = s/o ; 3HS = NAT FG		+
3Х					4HS = RKCB for C/D		
		6	no	5-4-3-2 rule, NAT	New suit = NAT NF	SLAM BIDDING	
4X		7	no	7 - 8 tr, NAT		Cue bids = 1st & 2nd round equally, usually from 4th level ; shape & high card relays ; RKCE	3 ; splinters ;
						josephine (step answers) ; FSF ; void splinter after autorelay	

OVERCALLS	GENERAL APPROACH & STYLE	OPENING	OPENING LEADS STYLE			
IAT ; 5 - 16 P ; 5+ suit	Strong 1C		Lead	Partne	r's suit	
fter 1X overcall : 2C - relay	Artifical 1D (1+d, 11 - 14 BAL or 10 - 16 without 5+M)	Suit	3 = even ; low =		13 301	
	5+ 1M ; strong 1NT	NT	3 = even ; low =			
	Weak preemts	Subseq.	Same	Same		
	2 over 1 = F1	Other				
	SPECIAL BIDS THAT MAY REQUIRE DEFENSE					
	Artifical 1C & 1D	LEADS	LEADS			
INT OVERCALL	2C = weak, both majors	Lead	Vs. suit	Vs. NT	-	
I5 - 17(18) P bal or halfbal	2T = weak minor two suiter	Ace	AK(x) ; Ax(x)	same		
Reop. = the same	2M = weak NAT & 4+minor	King	AK(x) ; KQ(x) ; K	x		
Responses = look at 1T opening resp., TRF to opp.suit = FG,	3X = light PRE (6+ suit)	Queen	KQ(x) ; QJ(x) ; Q			
shortness	3T = gambling	Jack	J10(x) ; Jx			
		10	H109(x) ; 109(x)	; 10x		
JUMP OVERCALLS		9	H109(x) ; 9x			
NAT, about 6 - 10 P, 6+suit (2-nd level), usually 7+suit	FORCING PASS SEQUENCES	Hi - x	Even			
vith 2+ high cards (3-rd level).	Doesnt depend from vulnerability	Lo - x	Odd			
	Always after opp. run from possible penalty first pos. pass is					
	forcing & DBL penalty	SIGNALS	SIGNALS IN ORDER OF PRIORITY			
DIRECT & JUMP CUE BIDS		Partner's lead Declarer's lead Disc		Discarding		
Direct = michael's cue 10+ P ; resp. 2T = relay	PSYCHICS	PSYCHICS 1 lo = enc ; hi = d		Smith (h/l enc)	Smith (h/l enc) Italian	
lump cue = stopper asking (usually 6+ m)	Happens ; without control; usually with support, destructive or	Suit 2	2 Hi/lo = even (K)	Hi/lo = even (rare	e)	
/S. NT	tactical		3			
	-	_	l = lo = enc; hi = d	Smith (h/l enc)	Italian	
2C = majors or 6+C ; 2D = 5+MAJ or 6+D ; 2HS = Nat + minor ;		NT 2	2 Hi/lo = even (K)	Hi/lo = even (rare	e)	
2T = minors	DOUBLES		3			
	TAKEOUT DOUBLES					
/S. PREEMPTS	10+ P, usually at least 2 unbid suits or any strong (16+ P)					
Overbid = NAT ; 2T = 16 - 19 P BAL/HBAL ; DBL = 14(12)+ P	Responses : NAT; NT = constr. ; cue & jump = F1 (10+ P)					
ake-out ; cue-bid = 7+ good m or 5+5+ m & other M	Reopening DBL : may be weaker					
Resp.: NAT ; LEB after DBL						
	SPECIAL, ARTIFICAL & COMPETITIVE DOUBLES/REDOUBLES					
/S. ARTIFICAL STRONG OPENINGS	NEG DBL thru 3S (from 4-th level = values)	_				
	Lightner	_				
DBL = NAT, suit = NAT ; 1T = minors	Usually pen.DBL after we both have made pos.bid or someone bid NT	-1	CATEGORY NCBO		RED/OPEN ESTONIA TALLINN BK / PÄRNU I	
OVER OPPONENT'S TAKE-OUT DOUBLE	Against opp.cue : DBL suggests other lead	-1	CLUB			
RD = NAT, positive ; new suit after : $1C = FG$, $1D = F1$, $1MT =$	Against opp.cue . Doc suggests utilet leau	-	EVENT	EMV	IN DR / FARINU	
$x_D = hx_T$, positive , new suit after : $T_C = F_G$, $T_D = F_T$, $T_M T = D$		_	PLAYERS		S MARIPUU	