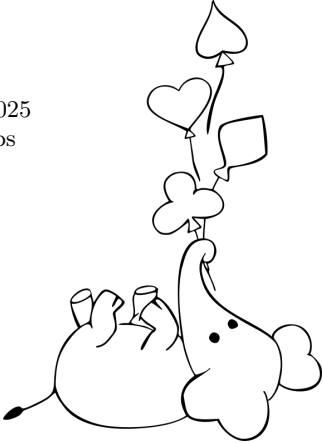


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS
Level 1 – 8-17 HCP, (4)5+ suit Level 2 – 10-17 HCP, 5+ suit
NT OVERCALL
15-18 if 1NT or 2NT, 16-20 if 3NT in 2nd/4th live, promises stopper(s); system on Reopen: same
JUMP OVERCALLS
1-Suit: PRE, 3X can be with 6 cards 2-Suit: 2NT show two lowest unbid suits
DIRECT & JUMP CUE BIDS
cue: asks for stopper
VS. NATURAL NOTRUMP
2♣: majors 4+/4+; 2NT: minors; rest is natural Reopen: same
VS. PREEMPTS
Cue asking for stopper
VS. ARTIFICIAL STRONG OPENINGS
Against strong club: (1♣)-DBL=majors; 3NT=to play; any other level of NT=minors; aggressive style (can bid 4 card suit)
OVER OPPONENTS’ TAKEOUT DOUBLE
1-level = F1; 2-level = NF; 3-level = FG RDBL usually 11+p

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1 st /3 rd /5 th	1 st /3 rd /5 th	
Notrump	2 nd /4 th (2 nd without honour)	1 st /3 rd /5 th	
Subsequent action	1 st /3 rd /5 th	1 st /3 rd /5 th	
Usually top from honour (inner) sequence. From AK or KQ can lead both.			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A, Ax, AK(+)	A, Ax, AK(+)	
King	K, Kx, AK(+), KQ(+)	K, Kx, AK(+), KQ(+)	
Queen	Q, Qx, KQ(+), QJ(+), AQJ(+)	Q, Qx, KQ(+), QJ(+), AQJ(+)	
Jack	J, Jx, AJT(+), KJT(+), JT(+)	J, Jx, AJT(+), KJT(+), JT(+)	
Ten	T, Tx, AT9(+), KT9(+), QT9(+), T9(+)	T, Tx, AT9(+), KT9(+), QT9(+), T9(+)	
Hi-x	Xx, HxXx, xxXx, HxxxXx, xxxxXx	xXx(+), HXx	
Lo-x	X, HxX, xxX, HxxxX, xxxxX, HxxxxxxX	HxxX(+), xX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Lo=enc (std count on K)	Hi-lo=even	Lo=enc
2 Suit	direct S/P		Hi-lo =even
3			
1	same	same	same
2 NT			
3			
DOUBLES			
TAKEOUT DOUBLES			
11-16p negative or 1♣ opening values, may be light with classic shape Cuebid FG from UPH. Over RDBL pass is penalty Reopening: 8+			
MISCELLANEOUS DOUBLES/REDOUBLES			
No miscellaneous doubles/redoubles			

ELEPHANT CONVENTION CARD
CATEGORY: BLUE
NCBO: Estonia EVENT: World U31 Teams 2025 PLAYERS: Other partnerships

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Precision with nebulous 1◇
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2NT opening: 20-21, bal
3NT opening: gambling
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: Rarely

OPEN	ART	MIN CRDS	NEG. DBL	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	✓	0	4♥	any 17+	1♦=0-7, 2NT=12-13, bal, 2M3m=8+p(4441) w/ bidded suit shortness, others = nat, 8+p	1♣-1♦-1♥=20+p	DBL/RDBL = 8+, usually w/o 5+ suit
1♦	✓	1	4♥	11-16 w/o 5M, 6♣, 14-16 bal; can be 5♣4M if bad ♣	1M =4+M, F1; 1 2 3NT=6-11 12-13 14+; 2x = 5+x, FG; 3x = 6+x, inv	checkback	
1♥		5	4♦	11-16, 5+♥	1♠=4+♠, F1; 1NT=semi-forcing; 2m♠=nat, FG; 3m =6+m, inv; 2NT=3+♥, inv+; 3♠4m =splinter	checkback after 1♥-1♠-1NT	
1♠		5	4♥	11-16, 5+♠	1NT=semi-forcing; 2m♥=nat, FG; 2NT=3+♠, inv+; 3m♥=nat, inv; 4m♥=splinter		
1NT			4♥	14-16, bal 5M, 6m or singleton possible	stayman; transfers; 2♠ asks strength; 2NT nat, inv; 3m=nat, FG; 4♣♦=6+♥/♠; 4M=to play	1NT-2♠-2NT3♣-3m=to play	after opponents natural 2♣ system on
2♣		5	4♥	11-16, 6+♣ or 5♣4M	2♦ asks, usually inv+, can be weak; 2M=NF, constructive; 2NT=nat; 3♣=nat, PRE	after 2♣-2♦: 2M=4M, 2NT=max, 3♣=min, 3♦♥♠=max, 6♣4♦♥♠	
2♦ 2♥ 2♠		(5)6	-	6+x, 3-10p	new suit = F1; 2NT asks	after 2x-2NT: 3x=min, 3y=max, shortness	
2NT			4♥	20-21, bal 5M, 6m or singleton possible	stayman; transfers		
3♣ 3♦ 3♥ 3♠		6	-	Preemptive, (0)3-10p	new suit = F1		
3NT	✓		-	solid minor w/o A/K outside			
4♣ 4♦ 4♥ 4♠		7	-	Preemptive, 3-10p			
HIGH LEVEL BIDDING						ADDITIONAL NOTES	
Italian style cuebidding 1430 RKCB Quantitative 4NT in NT sequence							