



OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
Aggressive level 1, sound level 2. After 1M overcall all 2NT=good 4 card raise inv+		Lead		In Partner's Suit	
New suit forcing 1 level, NF 2+ level. After neg double raise shows A,K,Q, transfer raise denies honor.	Suit	Lowest from even small cards or odd cards with at least 1 A,K,Q,J		Lowest from odd, High-low from even. 14 opening isn't considered	
		High-low from the opposite		partner's suit	Category: Green
	NT	From 2/5 of A,K,Q,J,10 lowest		Lowest from even small cards or odd cards with at least 1 A,K,Q,J	Country: Greece
		From 1/3 of A,K,Q second lowest		odd cards with at least 1 A,K,Q,J	Event: All
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	Subseq	Same		same	Players: Delimpaltadakis N. - Papakyriakopoulos Y.
15-18. System on. Same unpassed live position. Reopening 1NT=12-14 over minor	Other:				SYSTEM SUMMARY
12-16 over Major. 2NT=19-21. After 2 level openings 2NT=16-18, reopening 14-17. System on.	LEADS			GENERAL APPROACH AND STYLE	
	Lead	Vs. Suit		Vs. NT	5c Majors, 2/1 GF, 1M-1NT F1
	Ace	AKx		AKx	1♠ usually 4 card
	King	KQx		KQx, AKJT	
JUMP OVERCALLS (Style; Responses; Unusual NT)	Queen	QJx		QJx, KQJT	
1-Suit: 2♥♠ Weak. 2NT ask	Jack	J10x		J10x	
2-Suit: 1♠2♦ = ♥♣ 1M-2M = OM+♣ 1♦2♥♣♠ 1X-2NT=2 lowest	10	109x, KJ10		HJ10, H109	1NT Openings: 15-17
1X-3♣=55 without ♣ All strong, KQ10xx - AQJxx - xx - x typical minimum	9	9xx, 98xxx		109x	2 OVER 1 Responses: FG
Reopen: Shows opening with 6 card.	Hi-x	XXx, XXxxx, HXXx, HxxxX		From J or less	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)	Lo-x	xX, xxxX, HxX, HxxxX		From good suits (see above)	2♦ = Weak 2 in a Major
1X-P-1Y: 2Y=NAT, 2X=2 suiter, lower rank longer	SIGNALS IN ORDER OF PRIORITY			2♥♠ = 5 cards with 5 card side minor, weak	
1X-P-P: 2X=Strong hand doesn't want to risk pass over reopening x		Partners Lead	Declarer's Lead	Discarding	
1m-P-1NT: 2m=Majors, not very strong, same on reopening	Suit: 1st	Low encouraging	Low even	Low encouraging	
	2nd	Low even	Low = low rank pref	Initial count	
VS. NT (vs. Strong / Weak; Reopening; PH)	3rd	Low = low rank pref		Low = low rank pref	
vs strong: x=5m+4M; 2♣♥♠2♥♠6♥ or 6♣ 2M=5M+5m; 2NT=minors	NT: 1st	Low encouraging	High-High lead enc		
vs weak: x=HCP; 2♣♥♠2♥♠6♥ or 6♣ 2M=5M+5m; 2NT=minors	2nd	Low even	High-low odd		
	3rd	Low = low rank pref	Low = low rank pref		
	Signals (including Trumps): Low = low rank pref in trumps (opening lead too)				
	When dummy is discouraging, suit pref, middle is neutral				
	When lead A(K) and dummy Qxx or similar, low=xx in suit. High is 3 or more cards.				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)					
Double T/O; Lebenshol; jump cue any 2suiter	DOUBLES				
	TAKEOUT DOUBLES (Style; Responses; Reopening)				
	Natural, can be quite balanced over 1m. Jump in 2M shows 5 card 6-10, therefore raise after 1M just confirm 4 card fit and not terrible hand.				SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS	Reopening is from 6-7 hcp if shape is suitable.				After 1X-(1NT)-Double opponent bids up to 2♦(including 2♦)
vs 2♣ x=Majors; 2♥♥TRF; 2♠4(3)♠ long m; 2NT=minors; 3X=short suits					(3m)-x-(5m) when opponents are NV or both V
					1X-(5m) when opponents are NV
	Note#31981683				
	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
OVER OPPONENTS' TAKE OUT DOUBLE	If you haven't found a fit all doubles are take out to find a fit.				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Capeleti over 1M. Transfers over 1♣	If we have found a fit, double means "I want to bid to the next level" but I'm doing it through double just in case you have a very unsuitable hand.				
	If there is certainly no point to find a fit double is penalty.				
	After high level forcing pass sequence double shows wasted values or xx in opps				Psychics:
OPENING BID DESCRIPTIONS	DEFENSIVE AND COMPETITIVE BIDDING			LEADS AND SIGNALS	
OPENING BID DESCRIPTIONS					

Opening	Artifid	Min.	Neg Db	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	All	11-21 Nat	1♣ usually No M if not GF; 1NT=6-10; 2♣=11+; 2♣=5♥♠	After all 1X-1Y-1Z auctions 2♣ sign of in ♠ or any INV	3 seat can be very weak specially nv vs v
1♣					less than INV; 2♥5♠+♥INV;	2♣ any GF; 3♣ sign of in ♣	
1♣					2♣6♠+♥INV; 2NT=INV; 3♣=6-8	Transfers after some competition	
1♦		3	All	11-12 Nat	2♣ Nat FG; 2♦=11+; ; 2♥5♠+♥INV;	After all 1X-1Y-1Z auctions 2♣ sign of in ♠ or any INV	3 seat can be very weak specially nv vs v
1♦					2♣6♠+♥INV; 2NT=INV; 3♣=INV; 3♦=6-8	2♦ any GF; 3♣ sign of in ♣	
1♥		5	All	11-21 Nat	1NT=F1; 2♣3(2)+ FG; 2♦=5+FG; 2♣6+INV	Transfers after some competition	3 seat can be very weak specially nv vs v
1♥					2NT=4+fit FG; 3♣=7-9 4+fir; 3♦=9-11 4+fit; 3♥pre	3N/4m=voids. After 3♣ or 3♦ the bidder may go on to 4M with	
1♥					3♣ semi-pre raise to 4 with a short	void or singleton respectively, to not show many HCP	
1♠		5	All	11-21 Nat	1NT=F1; 2♣3(2)+ FG; 2♦=5+FG; 2♣6+INV	3N/4m=voids. After 3♣ or 3♦ the bidder may go on to 4M with	3 seat can be very weak specially nv vs v
1♠					2NT=4+fit FG; 3♣=7-9 4+fir; 3♦=9-11 4+fit; 3♠pre	void or singleton respectively, to not show many HCP	
1♠					3♥void; 3NT=semi-pre raise to 4 with a short		
1NT			3♠	(14)15-17	2♣ NF stayman; 2♥ TRF; 2♠ 2NT=TRF ♣♦ NOT accept=fit; 3♣=55m weak		Double=Negative; Lebenshol (fast denies stop)
1NT					3♦=55m FG; 3♥ splinter 54m; 4♠=65M	1NT-3♦3♥ ASK short; 1NT-4♠4♦ ASK LONG M	If stayman doubled: pass denies stop, then xx
2♣				GF	2♦ waiting; 2♥ rebid=kokkish ♥ or bal 25+ forces 2♠ others nat 2/3 top honors		After competition x=negative response
2♦	x			3-10 wk ♠ or ♥	2M=p/c; 2NT=ASK inv+;	2NT-3♣ cue or no cue	After x: p=♦ xx=♣ Passed hand undisciplined
2♥		5		55 ♥ m weak	2NT ask m with values; 3♣ p/c; 3♦ inv ♥ 4m=p/c		
2♠		5		55 ♠ m weak	2NT ask m with values; 3♣ p/c; 3♦ inv ♠ 4m=p/c		
2NT				(19)20-21	3♣ stayman; 3♥ TRF; 3♠ slam try with 1 ior 2 minors	3♠ 3NT: 4m=ORKCB; 4M=splinter with both m	
3♣				6	Pre according position and vulnerability can be very aggressive		
3♦				6	Pre according position and vulnerability can be very aggressive		
3♥				6	PrPre according position and vulnerability can be very aggressive		
3♠				6	PPre according position and vulnerability can be very aggressive		
3NT				Gambling	No side A/K		
4♣					Pre		
4♦					Pre		
4♥					Pre or strategic	Doubling opponents after competition suggests a void	
4♠					Pre or strategic	Doubling opponents after competition suggests a void	
4NT							
5♣							
5♦							
5♥							
5♠							
5NT							

HIGH LEVEL BIDDING

When in GF sequence 4m is Optional RCK Blackwood for the m. (Note 1)

1430 RCKB. Q deny is bid fit suit, otherwise bid first King.

New suits after RCKB is asking for this suit, try for 7.

Voidwood when jump in new suit at 5 level. 0341 answers.