




Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
1-level: Light 2-level: Sound Responses: 1- and 2-level F1 if next hand pass, 2-level constructive if next hand bids, Cue-bid is a good raise in overcaller's suit. (except after 1x-1♦/♥-cuebid=6c M TRF(inv))
1 NT overcall (2ND/4TH; Responses; Reopening)
15-18 hcp 2 nd seat. 13-17 hcp 4 th seat. Same responses as after opening 1NT.
Jump Overcalls (Style; Responses; Unusual NT)
1-Suit: Light jump overcalls, but NOT bad red vs. green 2-Suit: 2NT = 2 lowest suits (5+5+) weak/strong Reopen: 12-15 HCP, 6+ card suit (1M)-p(2M)-2NT=15-18
Direct and Jump Cue Bids (Style; Responses)
Over m: Both Majors (5+-5+) Over M: Other Major+♣ (5+5+) Jump cue-bid: Asks for stopper
VS. NT (vs. Strong/Weak; Reopen: PH)
2♣ = Both Majors 2 2♦ = ♥ OR spades and a minor(usually longer) 2♥ = ♥ and a minor (usually longer) 2♠ = ♠ 2NT = Both minors Dbl = 15 hcp+ after initial pass: DONT
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
Take out DBL Cue-bid: Ask for stopper Jump in m: That minor + other Major (5+-5+) Over 3M: 4m is natural
VS. Artificial Strong Openings
Over Opponents' take out double
Rdbl: 10+ hcp

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 rd -5 th	3 rd -5 th	
NT	3 rd -5 th	3 rd -5 th	
Subseq			
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AKx/AKxx(x)	AK/AKx/AKxx(x)	
King	AK/KQ/KQJ(x)/KQT(x)	KQ/KQJ(x)/KQT(x)/AKJT _x	
Queen	AQJ(x)/QJ(x)/QJT(x)	AQJ(x)/QJ(x)/QJT(x)	
Jack	HJT(x)/JT(x)	HJT(x)/JT(x)	
10	HT9x/AQT(x)/T9x	HT9x/AQT(x)/T9x	
9	9x	9xx/9x	
X	Hx xx /HT9 x /xx xx (x)	Hxxx/HT9 x /xx xx (x)	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Enrg/Discrg	Count	Enrg/Discrg
2 nd	Count		Count
3 rd			
NT:	Enrg/Discrg	Smith/(Count)	Enrg/Discrg
2 nd	Count	Count	Count
3 rd			
Signals (including Trump's): Hi-Low = Discrg/Even number, Low-Hi = Enrg/Odd number. Smith (NT): Hi-low likes the lead. Trumps: Lavinthal/upside down count (if necessary)			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Light style, also reopenings			
Special, Art and Comp Dbl/Rdbl's			
Neg, Responsive, Support DBL to 2♥, Competitive DBL 1♣ - (1♦) - DBL shows 4+♥, 1m - (1♥) - DBL shows 4+♠, 1m - (1♠) - DBL strongly suggests at least 4♥			

System		
		
System:		
Players		
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System Summary		
General Approach and Style		
Natural , 5c M. Transfer responses to 1♣ Light openings Light preempts green vs. red 1NT Openings: (14)15-17 HCP (5M/6m/single/5422) 2-over-1 Responses: GF		
Special bids that may require defence		
2♦ : 0-7 hcp 6c M (may be 5 green or 3 rd seat) 2♥ : Good weak 2, 8-11, 6hcp 2♠ : Good weak 2, 8-11, 6hcp		
Special forcing pass sequences		
Important notes that don't fit		
1♥-2♣ and 1♠-2♣ either nat. GF or invitational raise ((9)10-12) to opening suit, (even with x in between)		
Psychics		
Can occur		

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♠	11+ HCP, 3+♣	1♦=4+♥, 1♥=4+♠, 1♠=4+♦. INVERTED m, 2♦/M=0-6hcp 6 card, 1NT=6-11, 2NT=5+♣,0-3 hcp, 3♣=5+♠, 4-7 hcp, 3x=shortage 5+♣	Accepts TRF if 3c	TRF at the 1-level 1♣-2♣=6-10 5+♣
1♦		3	4♠	11+ HCP, 3+♦	1NT=6-11, INVERTED m, 2M=0-6hcp 6 card, 2NT=inv, 3♣=4+♦, 0-3 hcp, 3♦=4+♥ 4-7 hcp, 3x=void	Similar as for 1♣	1♦-2♦=6-10 4+♦
1♥		5	4♠	(9)10-21 HCP, 5+♥	1NT=6-12 HCP NF, 2♣=GF OR inv. with 3c support, 2♦=GF, 2♥=5-10 HCP, 2NT=4+♥ GF, 2♠/3♠/3♦=shortage, 3♥=PRE, 3♠/4m=void	1♥-2NT: 3x=NAT ((2)3+card), not MIN 1♥-2NT: 3x-3♥= asks for singleton 1♥-2NT: 3x-3NT= mild invite to slam Good raises 1M-1NT-2NT:FG	1♥-2♣=3-card raise, inv. 1♥-2♦=4-card raise, inv 1♥-2NT=both minors 1♥-2♠/3m=shortage, inv.
1♠		5	4♠	(9)10-21 HCP, 5+♠	1NT=6-12 HCP NF, 2♣=GF OR inv. with 3c support, 2♦/♥=Nat. GF, 2♠=5-10, 2NT=4+♠ GF, 3♣/♦/♥=shortage, 1♠-4m/♥=void	Similar as for 1♥	1♠-2♣=3-card raise, inv. 1♠-2♦=4-card raise, inv. 1♠-2NT=both minors 1♠-3m=shortage, inv.
1 NT (14) 15-17				May have 5c M, 6c m, (5-4-2-2) and singleton	2♣=staym, 2♦/♥=transf, 2♠=min. transf, 3x=slam invite		
2♣	✓			Strong, HCP (22+) OR tricks (8,5+)	2♦=Weak OR waiting, 2M=GF 6+, 2NT=6+ w/5-5 minors, 3m=GF 6+	2♣-2♦: 2M=F1, 3m=GF, 2M-3♣=2 nd negative, can stop in 3M.	
2♦	✓			0-7 HCP 6c M	2♥=Pass or 2♠, 2NT=Ask, 2♠/3♠=To play, 3♦=INV with interest in both M, 3♥=Pass or 3♠, 4♣=Ask for TRF, 4♦=PRE in openers suit	2♦-2NT: 3♣=MIN♥, 3♦=MIN♠, 3♥=MAX♠, 3♠=MAX♥	
2♥		6		Good weak 2, 6c♥, 8-11 HCP	2♠=Nat, not forcing, 2NT=GF, Ask for shortage, 3♣=Ask for strength/tr. honours, 3♥=Preempt, 3♦/♠=Nat	2♥-2NT: 3♣/♦/♠=shortage 2♥-3♣: 3♦=MIN, 3♥=MIN 2 t.h., 3♠=MAX, 3NT:MAX 2 t.h.	
2♠		6		Good weak 2, 6c♠, 8-11 HCP	2NT=GG, ask for shortage, 3♣=Ask for strength/tr. honours, 3♦/♥=Nat, 3♠=Preempt (can be raised), 4♣/4♦=Splinter, 4NT=BW	2♠-2NT, 3♣/♦/♥=shortage 2♠-3♣: 3♦=MIN, 3♥=MIN 2 t.h., 3♠=MAX, 3NT:MAX 2 t.h.	
2 NT			4♠	20-21 HCP	3♣=Puppet stayman, 3♦/3♥=TRF, 3♠=minor stayman 2NT-4♣/4♦=Slam invite	Slam Conventions	
3x		6		PRE, ACC to VUL		RKCB (0314) Exclusion RKCB, DOPI/ROPI 5NT is frequently pick a slam. Splinter bids Cue-bids (1. or 2. control), last train cue-bids.	
3NT	✓			Solid minor, gambling	4♣=p/c, 4♦=Ask for control, 4nt: ask for length(from 7)		
4♣, 4♦	✓			PRE			
4♥, ♠		6		PRE	4♠=To play 5m=Cuebid		
4 NT	✓			Asks for specific aces	5♣=0 Ace, 5♦/5♥/5♠=that ace, 5NT=♣Ace, 6♣ 2 aces		