



DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE			
Sound, usually 10+ HCP; N/S-F1; J/S=fit; J Raise = PRE; Jump Cue = Mixed raise		Lead	In Partner's Suit	
CUE-BID = limit raise +	Suit	RNOW; 3rd=even;low=odd	3rd=even;low=odd	
4TH SUIT DOUBLE	NT	4th	4th	Category: Natural - GREEN
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	Subseq	same as on opening lead	same as on opening lead	Country: USA
1N Direct O/C: 16 minus-19 HCP; as over 1NT open; TRF into OPP suit = shortness	Other:	High from xxx in partner's raised suit.		Event: OPEN
Natural responses in competition, 3X=F				Players: Douglas Doub - Adam Wildavsky
(1x) 1N (2y) Dbl = PEN	LEADS			SYSTEM SUMMARY
Reopen 1N: 10-14 over 1m; 12-16 over 1M; responses same as Direct 1N O/C	Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE
Reopen 2N: 20-22	Ace	Ax(+)	AKx(+)	
JUMP OVERCALLS (Style; Responses; Unusual NT)	King	AKx(+); Kx; KQ	AKJ10(+); KQ109(+)	KAPLAN-SHEINWOLD
1-Suit: WEAK	Queen	KQx(+); Qx; QJ	QJ10(+); QJ9(+); KQx(+); AQJ(+)	5-card M; NAT weak 2M: Specialized 2♠; 1NT resp:semi-F/1M
2-Suit: 2N shows two lowest unbid suits	Jack	QJx(+); Jx; J10	AJ10(+); KJ10(+); J109(+); J108(+)	
Reopen: INTERMEDIATE	10	JTx(+); KJTx(+); T9; Tx	A(K/Q)109(+); (A/K/Q)109(+); 1098(+)	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)	9	109x(+); KT9x(+); QT9x(+); KJ9x(+); 9x	9x(+)	
(1♣)-2♣:♥+♠; (1♦)-2♦:♥+♠; (1♥)-2♥:♠+a minor; (1♠)-2♠:♥+a minor	Hi-x	Sx	Sx; Sxx; xSxx(+); Sxxx(+)	1NT Openings: 12-14
(1x)-P-(1y)-2x=NAT, 2y=NAT;	Lo-x	HxS; xxS; HxSx; xxSx; HxxxS; xxxxS	HxxS(+)	2 OVER 1 Responses: 2m / 1M FG unless direct rebid.
JUMP CUE ASKS STOP over M; PRE/m	SIGNALS IN ORDER OF PRIORITY			2♣/1♦ FG opposite Strong NT.
VS. NT (vs. Strong / Weak; Reopening; PH)		Partners Lead	Declarer's Lead	2♥/ 1♠ forcing to NT or preference.
VS ALL 1NT: 2♣: Ms; 2♦: ♥ or ♠; 2♥: ♥ + a minor; 2♠: ♠ + a minor	Suit:1st	Lo=encouraging	Hi=even	
DBL VS. STR 1NT (range including 16 HCP) = 5+ m and 4+M	2nd	Hi=even	S/P	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
DBL VS WEAK 1NT = PEN	3rd		S/P	COMPETITIVE CUE=LIMIT RAISE or better
VS 2NT: DBL = 5+ m and 5+ M; 3♣ = Ms	NT: 1st	Lo=encouraging	Hi=even	ESCAPING FROM 1NT DOUBLED: 4 x 1 bids lowest suit then redoubles
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	2nd	Hi=even	S/P	4-4-3-2 bids suit below lower 4-card suit and runs
(3x)-P-(3y)-DBL=T/O of x; 2NT scramble after PH DBL	3rd		S/P	FIT-SHOWING JUMPS (FIT) in comp. and by passed hand
2NT NAT after reopening DBL only if doubler is UPH; 2NT(15-18):then Stayman, TRF	Signals (including Trumps): REMAINDER COUNT=STND; Trumps:Hi-lo shows O number or SP			LEBENSÖHL-SLOW SHOWS
CUE=2-suited; JUMP CUE over (2♦)=M; JUMP CUE over 2♥ or 2♠ shows both minors	Obvious shift principle: No SP at trick one			MINI-ROMAN 2♦: ANY THREE-SUITER (11-15)
VS. ARTIFICIAL STRONG OPENINGS	Vs. NT: Hi-lo by third hand in declarer's 1st suit shows			OVER OPPONENT'S 1NT OVERCALL a raise of a minor shows both majors
Over STR 1♣: Dbl=♣&♠ or ♦&♥; 1♦=M's or m's; 1♥/1♠ NAT; 1N=♦&♠ or ♣&♥; Advances=P/C.	present count in opening leader's suit.			JNUSUAL 1NT BPH
After 1♣-P-1♦: Dbl=♣&♠ or ♦&♥; 1♦=M's or m's; 1♥/1♠ NAT; 2♣=♦&♠ or ♣&♥	Vs. NT: Standard attitude when dummy holds singleton A or K			WEAK JUMP SHIFTS /1m BUPH
4-4 or longer at favorable; 5-4 or longer at equal; 5-5 or longer at unfavorable	Vs NT: Count or unblock on the lead of a K			WEAK JUMP RAISES IN COMPETITION
Over STR 2♣: same as over 1♣	DOUBLES			Transfers over opp's T/O double of 1♣ -> 1♠.
OVER OPPONENTS' TAKE OUT DOUBLE	TAKEOUT DOUBLES (Style; Responses; Reopening)			
Transfer Responses:	CUE-BID promises rebid; CUE-BID=F to suit agreement or notrump;			
1♣ (Dbl) Rdbl=4+♦, 1♦=4+♥, 1♥=4+♠, 1♠=F1, ART, values for 1NT or better,	May be light (10 with 4-4-4-1; 8 with 5-4-4)			SPECIAL FORCING PASS SEQUENCES
1N=4♣ 5-8 HCP, 2♣=4+♣ 9+HCP, JS = weak by UPH, FIT (9 cards in 2 suits) by PH	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			1NT-(DBL)-RDBL:F thru 2NT
2N=5+♣ 2-5 HCP, 3♣=5♣ 6-8 HCP, 3X = SPL, 3N=6♣ 6-8 HCP	1♣-(1♦)-DBL: 4-cards in both Ms; 1m-(1♠)-DBL shows 4+♥, 6+ HCP			Pass=F when: we have shown a high-card game force
	1m-(1♥)-DBL: exactly 4♠;			STR ART ... -(any)-PASS: F1
1♦ (Dbl) Rdbl=4+♥, 1♥=4+♠, 1N=5+♣, 1♠=F1, ART, values for 1NT or better.	Dbls are for t/o when opps have raised a suit			
2♣=4+♦ 9+ HCP, 2♦=4♦ 5-8 HCP, 2M = weak by UPH, FIT (9 cards in 2 suits) by PH,	Dbls of natural bids are t/o after opps balance over 1NT			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
2N=6+♣ PRE, 3♣=5♦ 6-8 HCP, 3♦=5+♦ 2-5 HCP, 3M=SPL, 3N=6♦ 6-8 HCP	ANTI L/D DBL			Penalty passes over redoubles, except:
	DBL of CUE=T/O			(1x) Dbl (Rdbl) Pass
1♥ (Dbl) Rdbl=4+ ♠, 1♠=F1, ART, values for 1NT or better, 1N=5+♣, 2♣=5+♦,	SPLINTER DOUBLES: Dbl of 4 level SPL requests lead of most expensive unbid suit,			(1x) Pass (1y) Dbl (Rdbl) Pass
2♦=3+♥ 9+ SUPP PTS, 2♥= 3+♥ 5-8 SUPP PTS, 2♠, 3♣ = FIT (9 cards in 2 suits)	except by an UPH at favorable			
2N = LR, 3♦ = MIXED RAISE: 4♥ 7-9 PTS, 3♥=PRE, 3♠=SPL, 3NT=F/G Raise, 4M=PRE raise	MAX-EXT			(1♠) P (2♠) 2N = Any two suits
	NEG DBL THRU 7♠; NEG DBL of PRE O/C=USEFUL VALUES; NEG DBL:unlimited w/o 5-card suit			P (2♠) P P 2N = Any two suits
1♠(Dbl) Rdbl=F1, values for 1NT or better, 1N=5+♣, 2♣=5+♦, 2♦=5+♥,	RESP DBL thru 7♥; At 3+-level,RESP DBL: Useful values,any shape			
2♥=3+♠ 9+ SUPP PTS, 2♠=3+♠ 5-8 SUPP PTS,	Strong Notrump Double			Psychics: Rare
2N = LR, 3m=FIT, 3♥=MIXED RAISE: 4♠ 7-9 PTS, 3♠=PRE, 3NT=F/G Raise, 4M=PRE raise	Speculative PEN DBL			
OPENING BID DESCRIPTIONS				

OPENING BID DESCRIPTIONS							
Opening	Artificial	Min.	Neg Dble thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	No	3	7♥	NAT, sound, usually 12+ HCP 15+ HCP if balanced	1N=5-8; 2N=12-15; 3N=16-17 w/3-3-4-3 2♣=4+ ♣s, 9+ PTS; 2♠/♥/♣=STR; 3♣=PRE; 3♠/♥/♣=SPL	TRF checkback over 1N rebids; 3♣->3♠ over 2N rebids	J/S=fit
1♦	No	3	7♥	NAT, sound, usually 12+ HCP 15+ HCP if balanced	1N=5-8; 2N=12-15; 3N=16-17 w/3-3-4-3; 2♣=4(+) ♣, 9+ HCP 2♦=4+ ♦s, 9+ PTS; 2♥/2♠/3♣=STR; 3♦=PRE; 3♥/3♠=SPL	TRF checkback over 1N rebids; 3♣->3♦ over 2N rebids	J/S=fit
1♥	No	5 (4)	7♥	NAT, usually 12+ HCP	1N=semi F; 2m=FG unless rebid; 2♠/3♣/3♦=STR 2N=FG raise; 3♥=LIMIT; 3♠, 4m=SPL; 3N=good raise to 4	Short suit game tries; 3♣->3♦ over 2N rebids 3♠ asks shortness over LR	REVERSE DRURY (FIT): 10+ PTS; Jump=fit; 2N=♣ + fit
1♠	No	5 (4)	7♥	NAT, usually 12+ HCP	1N=semi F; 2m=FG unless rebid; 3♣/3♦/3♥=STR; 3♠=LIMIT; 1♠-2♥=F1; 2N=FG raise; 4m, 4♥=SPL; 3N=good raise to 4	Short suit game tries 3N asks shortness over LR	REVERSE DRURY (FIT): 10+ PTS; Jump=fit; 2N=♣ + fit
1NT	No		3♠	12-14; no 5-card M; no 6-card m	2♣=STAYMAN; 2♦=TRF to ♥s or 44(14); 2♥=TRF to ♠s 2♠=range ask or ♣s; 2N=TRF to ♦s; 3c=ms signoff; 3♦-(14)44; 3♥=3-1-(54); 3♠=1-3-(54); 4c=Gerber; 4♦=F slam; 4♥/4♠=NAT; runouts over opp PEN DBL	SMOLEN; After 1N-2♠, 2N=min and 3♣=max After 1N-2N, 3♣=preaccept	
2♣	Yes	0	No	22-36 HCP or 9+ tricks	2♦=0-6 HCP; 2♥=7+ HCP, at least one king; 2N=♥	2♣-2♦-2♥ forces 2♠; double in COMP=7+HCP	
2♦	Yes	0	7♥	11-15 HCP; (4441) or (5440)	2♥, 2♠, 3♣=P/C; 2N=F1, asks suit below shortness; 3♦, 3♥, 3♠=long suit INV	After opener's response to 2N, bid of opener's shortness starts relays	
2♥	No	6 (1st&2nd)	No	Decent 6-card suit in 1st/2nd	NSF1; 2N BUPH asks side stopper		2N asks longer minor
2♠	No	6 (1st&2nd)	No	Decent 6-card suit in 1st/2nd	NSF1; 2N BUPH asks side stopper		2N asks longer minor
2NT	No		3♠	20-21 BAL; may contain 5-card M	Stayman, 3♦, 3♥=TRF; 3♠=minor suit Stayman; Texas	SMOLEN	
3♣	No	7 (6)		Solid V vs. NV, rule of 2,3,4 others	NSF		
3♦	No	7 (6)		Solid V vs. NV, rule of 2,3,4 others	NSF		
3♥	No	7 (6)		Solid V vs. NV, rule of 2,3,4 others	NSF		
3♠	No	7 (6)		Solid V vs. NV, rule of 2,3,4 others	NSF		
3NT	No			Solid minor suit with 3 side stoppers			
4♣	No	8 (7)		Rule of 2,3,4			
4♦	No	8 (7)		Rule of 2,3,4			
4♥	No	8 (7)		Rule of 2,3,4			
4♠	No	8 (7)		Rule of 2,3,4			
HIGH LEVEL BIDDING							
Usually cue 1st before 2nd except K in partner's suit							
5NT: GSF; RKCB 0314							
DOP1; DEPO if they bid 5 of our trump suit or higher							
GERBER when last call was 1NT or 2NT							
KICKBACK after suit agreement							
LAST TRAIN							
LIGHTNER							
Dbl by raised preemptor suggests a save							
5♣ = SUPER-GERBER (rare)							

Front side

Reformatted so that the opening leads are at the top of the middle section and defensive bidding at the top of the left section.

2 OVER 1 Responses

Reformatted for clarity.

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

Removed NT defenses from this section, per the Guide to Completion. Moved Mixed Raise to the doubles and overcalls sections. Split Weak Jump Shifts and Weak Jump Raises onto two lines for clarity. Removed superfluous parentheses.

IMPORTANT NOTES THAT DONT FIT ELSEWHERE

Added Penalty Passes over Redoubles

Added 1S P 2S 2N

OPENING LEADS STYLE

Added "High from xxx in partner's raised suit."

LEADS

Use "/" instead of "or" for alternate cards, per the Guide to Completion. Use ";" instead of "or" for alternate honor combinations, per the Guide to Completion.

Use "Hi" and "Lo" throughout.

Filled in missing Hi-X and Lo-X areas.

SIGNALS

Added "vs NT: Count or unblock on the lead of the K".

Added "vs NT: Standard attitude when dummy holds single A or K".

TAKEOUT DOUBLES

Replace "S/A" with "Suit agreement".

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

Replaced LEAD-DIRECTING DBL(L/D) with more specific SPLINTER DOUBLES, per the Guide to Completion.

Added missing suit symbol.

One convention per line, per the Guide to Completion.

Removed COMP DBL.

OVERCALLS

Removed Unusual NT and MAX Dbl -- they're listed elsewhere. Added 4TH SUIT DOUBLE

1NT OVERCALL

Clarified followups.

CUE BIDS

Removed Unusual NT -- it's listed under Jump Overcalls.

Fixed text that ran past the end of the line.

Vs. ART STRONG OPENINGS

Named actual suits shown and indicated style, per the Guide to Completion. Fixed text that ran past the end of the line.

OVER OPPONENTS TAKEOUT DOUBLE

Reorganized for clarity, moved mixed raise from special bids section.

OPENING BIDS

Removed 3c->3d over 2N rebid from 1S opening.

PH Bidding/1M

Added missing word 'fit'.

1N opening

Correct typo for 3d response. It shows (14)44, not (14)41.

HIGH LEVEL BIDDING

Kickback does not need to be a jump.

Added Super-Gerber.