DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style , Responses, ½ Level, Reopening)

Natural 8-15PC, 5+ suit; 2♣ -Drury promises fit,

Cue bid no fit; 1 level new suit F1;

New suit = nat. NF; new suit jump = nat. GF

Against any artificial 1♣/0-2cards/ - see note 5

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

Against 1♦/♥/♠ - 1NT= 8-15 5m+4M

Against 1♣ nat. or 3rd hands openings–1NT=15-18 nat.

Balancing 10-15 nat.   tranfers throughout;

transfer to opponents' suit = stayman

JUMP OVERCALLS (Style; Responses; Unusual NT)

1 Suit - preemptive according to vulnerability

2 Suit - 2NT=minors;

1X pass pass 2NT – 18-21 nat. (transfer)

Reopening – skip = 12-16 nat

DIRECT AND JUMP CUE BID (Style; Responses; Reopen)

Michels unlimited depends on vulnerability

(2NT – better than 3♣)

1X-3X – asks for stopper

VS. NT (vs. Strong / Weak; Reopening; PH)

14+ = 2♣-majors; 2♦-Multi; 2♥/♠-nat. with 4+m

Double – 5+m 4M; balancing double = cards;

14- = as above except double = cards

VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)

Double = T/O 13+; 2NT= 15-18; cue = asks for stopper

 Jump 4 level = 5/5 strong with suit bid; skip = 13-16nat

VS. ARTIFICIAL STRONG OPENINGS

Against 3 way or strong 1♣: pass=no overcall or 16+

else 8-15: double=5+♥; 1♦=44 majors or 5+♠;

1♥= any 3suiter or 54 broken; 1♠=54 blacks or reds;

1NT=54 majors or minors; 2X= nat. depends on vul.

Against 2♣ strong – double=clubs; 2NT=any 2suiter

OVER OPPONENTS' TEKEOUT DOUBLE

Rdbl=10+ penalty oriented, if fit tends to be stronger

Fit showing skip (nat. + fit)

LEADS AND SIGNALS

OPENING LEAD STYLE

	LEAD	In Partner's suit
Suit	2nd or 4th	2nd or 4th
NT	2nd or 4th	2nd or 4th
Subseq	From original comb.	From original comb.

4th with an honour, 2nd from bad suit, middle from 3;

Low from doubleton; sometimes 3rd from H10(9)x

LEADS

Lead	Vs. Suit	Vs. NT
Ace	A; AK(x)	A; AK(x)
King	AK; KQ(x)	AKJ10(x); KQ(x)
Queen	AQJ; QJ(X)	KQ109,QJ(x)
Jack	J10(x)	J10(x)
10	HJ10(x); H109(x), 10x; H10x	HJ10(x); H109(x), 10x; H10x
9	109x(x); H9x	109x(x); H9x
Hi-x	MDU- xSx; xSxx	MDU- xSx; xSxx
Lo-x	xS	xS

SIGNALS IN ORDER OF PRIORITY

	Partenr's Lead	Declarer's lead	Discarting
Suit	Hi-Lo = ODD	S?P	S/P*
	S/P	Hi = DISCRG	Hi-Lo=ODD
	Hi = DISCRG	Hi-Lo = ODD	
NT	Hi = DISCRG	Hi = DISCRG	S/P*
	S/P	S/P	Hi-Lo=ODD
	Hi-Lo = ODD	Hi-Lo = ODD	

Signals (including Trumps)

Reverse count and attitude; Smith=low; Lavinthal nat.

DOUBLES

TAKEOUT DOUBLES (Style; Response; Reopening)

13+ sound; limit responses; cue=F1 promises rebid;

Balancing 8+ shape

SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES

Lightner; Support 2 level; Responsive; maximal overcalls

Negative may include GF hands

Artificial against 1♣(strong or 3way) and 14+NT

SYSTEM SUMMARY

GENERAL APPROACH STYLE

1♣ - 2+♣ OR any GF

5 card majors

15-17 NT may have 5M, 6m, 54m

2♦ - multi 6♥/♠ weak

2♥/♠/NT- twosuiters 55

3NT – Gambling

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

1♣ - 2+♣ or any GF; if 5+♣ unbal 15+

2♦ - 6-11 6♥ or 6♠

2♥ - 6-11 5+♥/5+ other

2♠ - 6-11 5+♠/5+minor

2NT – 6-11 5+/5+ minors

3NT – Gambling, no Ace or King

Transfers over 1M after double

VS. 1♣0-2cards we play artificial / see vs.

Artificial strong openings and NOTE5/

SPECIAL FORCING PASS SEQUENCES

1♣ - double pass= 0-6 PC 3+♣

2♦ - double pass= diamonds

IMORTANT NOTES THAT DO NOT FIT ELSEWHERE

Double raise weak

PSYCHICS: Rare

OPENING	TRICK IF ARTIF	MIN OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	X	0	4♥	12-14 OR18-24 BALANCED; 15+PC 5+♣ ; 12-21 PC 4414; ANY GF;	1♦ = 0-6 PC ANY; 7-11 unbal m or minors; 16+ PC BAL; 1♥/♠= 4+♥/♠ 7+; 1NT: 7-9 PC BAL; 2NT:10-12, BAL; 3NT: 13-15 PC BAL; 2♣/♦/♥/♠ = GF 5+♣/♦/♥/♠; 3♣/♦= 6+♣/♦ INWIT; 3♠= TRANSFER TO 3NT;	1♣-1♦-1♥=MAY BE 3♥; 1♣-1♦-1♥/♠-1NT-weak; 1♣-1♦-1NT= 18-20 PC BAL; 1♣-1♦-2NT-21+BAL; 1♣-1♥/♠-1NT-2♣=RELAY 1♣-1♥(♠)-2♦-RELAY; 1♣-1♥/♠-2♣=15+ 5+♣.	1♣-1NT= 7-11 bal. 1♣-2♣/♦ = 9-11 nat. no 4 card major;
1♦		4	4♥	12-21 PC, 5+♦; 12-21 PC 1444 with 4♦; 12-15 PC 4♦5♣;	1♥/♠=F1 4+♥/♠; 1/2/3NT=NAT. BALANCED; 2♣=GF NAT; 2♦=GF 4+♦; 3♣=INVIT 6+♣; 3♦ = limit 4+♦; 2♥= 4♥5♠ weak; 2♠= 4♥5♠ inwit; 3♥/♠= shortness 4+♦;	1♦-1♥/♠-1NT-2♣=RELAY 1♦-1♥/♠-2NT=FG; 1♦-1♥/♠-2NT-3♣- RELAY; 1♦-1♥-2♠=GF 6+♦ unbal; 1♦-1♥/♠-2♣= 54 any;	1♦-2♦= 7-9 3+♦
1♥		5	4♠	12-21 PC 5+♥ may have longer minor	1NT=SEMIFORCING may have 4-6 PC WITH SUPPORT; 2♣= 13+ PC BAL OR 10+ PC 5+♣; 2NT= limit 3+♥; 3♥=pree; 3♠= weak any shortness; 3NT/4♣/♦-splinter ♣/♦/♦	1♥-1♠-1NT-2♣=RELAY 1♥-1NT-2♠ = GF any distribution 1♥-1NT-2NT= invite; 1♥-1NT-3♣/♦ = invit 5♥-5♣/♦	DRURY promises fit; SKIPS=suit (values)+fit LOWEST= any short
1♠		5	4♥	12-21 PC 5+♠ may have any 6	1NT=SEMIFORCING may have 4-6 PC WITH SUPPORT; 2♣= 13+ PC BAL OR 10+ PC 5+♣; 2NT= limit 3+♠; 3♠= pree; 3NT=weak any shortness; 4♣/♦/♥-splinter ♣/♦/♥	1♠-1NT-2♣= nat or any GF; 1♠-1NT-2NT= INVIT; 1♠-1NT- 3♣/♦/♥ - invit 5♠-5♣/♦/♥;	DRURY promises fit; SKIPS=suit (values)+fit LOWEST= any short
1NT		2	4♥	15-17 PC BALANCED may have 5 major or 6 minor or 54m	2♣=NF STAYMAN; 2♦/♥= TRANSFER TO ♥/♠; 2♠/2NT=transfer to ♣/♦; 3♣/♦=5+♣/♦-4M,shortness m; 3♥/♠=54m,3♥/♠; 4♣=5+♥5+♠ weak; 4♦/♥= transfer to ♥/♠;	1NT-2♦-2NT/3♥= good hand + fit♥; 1NT-2♥-2NT/3♠= good hand + fit♠; 1NT-2♠-2NT=good hand; 1NT-2NT-3♣ = good hand;	
2♣		5	4♥	11-14 PC 5+♣4M or 6+♣	2♦=RELAY; 2♥/♠=NAT NF; 3♣=INVIT; 3♦/♥/♠=INVIT; 2NT=PREE fit ♣ or 5♥5♠ INVIT or GF one MAJOR SUIT;	2♣-2♦-2♥/♠=4♥/♠5+♣; 2♣-2♦-2NT=6♣ good hand 2♣-2♦-3♣=6♣ week; 2♣-2♦-3♦/♥/♠=6♣4♦/♥/♠up	2♣-2NT= invitational
2♦	X	0		6-11 PC 6(5)♥ or ♠	2♥=P/C or F with hearts; 2♠= RELAY; 2NT= RELAY; 3♣/♦= nat GF; 3♥= pree fit in majors; 3♠= nat invite; 4♣= asking for transfer bid; 4♦= bid your suit;	2♦-2NT-3♣-WEAK, 2♦-2NT-3♦/♥- TRANFER TO ♥/♠, not bad hand; 2♦-2NT-3♠/NT-VERY GOOD SUIT any;	2♥/♠= P/C
2♥		5		6-11 PC 5+♥/5+ OTHER	2♠ = P/C; 2NT= RELAY; 3♣/♦=GF nat; 3♥= pree	2♥-2NT-3♠= 6♥5♠; 2♥-2NT-4♥= 6♥5♠;	
2♠		5		6-11 PC 5+♠/5+ MINOR	2NT= RELAY; 3♣= P/C; 3♦= GF nat; 3♠= pree	2♠-2NT-3♥=6♠5♣; 2♠-2NT-3♠=6♠5♦;	
2NT	X	0		6-11 PC 5+♣/5+♦	3♥= RELAY		
3♣		6		PREE 6+♣, 3rd random	3♦- RELAY; 3♥/♠= NAT FORCING;		
3♦		6		PREE 6+♦, 3rd random	3♥/♠= NAT FORCING; 4♣= RELAY;		
3♥		6		PREE 6+♥, 3rd random			
3♠		6		PREE 6+♠, 3rd random			
3NT	X			GAMBLING NO SIDE A or K	4♣= P/C; 4♦=RELAY;	**HIGH LEVEL BIDDING**	
4♣		6		PREEMPTIVE		RKBC 5♣= 0 or 3;Q PRIORITY;HOYT;	
4♦		6		PREEMPTIVE		5NT BLACKWOOD IF NO SPACE; JOSEPHINE;	
4♥		6		PREEMPTIVE		CUE BID ECONOMIC; SHORTNESS PRIORITY;	
4♠		6		PREEMPTIVE			
4NT	X			FOR ACES			