

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
5+, may be a really good 4crd.
May be weak non-vulnerable.
Vulnerable usually a good suit (lead-directing).
1 level: 5-17 HCP
2 level: 10-17 HCP
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17(18) system on
4 th seat: 12-15, system on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak jumps, (5+) ⁶ crd, depending on vulnerability. 2-9 HCP
With pre-passed partner, may be wide-ranged and opening strength possible
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1m-2♦=♥+♠, 2NT = lowest (om & ♥) , 3m = outer (om & ♠)
1M-2M=highest, 2NT = lowest, 3M = outer
Leaping Michaels
VS. NT (vs. Strong/Weak; Reopening;PH)
2♣=♥+♠ Both Majors (NV 4/4+ 8+HCP, V 5/4+ 10+HCP)
2♦=Multi, ♥/♠=5M + 4+m
2NT=♣+♦
Dbl=points (penalty against strong) -> we bid as if we have opened 1NT ourselves
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Natural with take-out doubles, 2NT (15)16-18, 4NT= take-out or SI in M, (non-)leaping Michaels
After take out, 2NT = transfer lebensohl
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
vs1♣ Precision x=majors, 1NT=minors
vs 2NT minors x=t/o with fit in both Ms, 3♣ longer ♥s, 3♦ longer ♠s
2M=natural constructive
OVER OPPONENTS' TAKEOUT DOUBLE
Rdbl: 10+, usually no fit. After this, dbl is t/o.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1/3/5	1/3/5	
NT	1/3/5	1/3/5	
Subseq	1/3/5	1/3/5	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK+, Ax	Same as vs. suit	
King	KQ+, AK, Kx	+AKJTx	
Queen	QJ+, Qx	+KQT9x	
Jack	JT+, Jx, KJT+	+QJ98x	
10	Tx, QT9+, KT9+, AT9+, T9x	Same as vs. suit	
9	HJ9x, 9x, 9	Same as vs. suit	
Hi-X	HxX, HxXx, HxxxX	Same as vs. suit	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low=enc	Low=even	Low=enc
Suit 2	Low=even	Suit pref (lavinthal)	Count/Suit pref
3			
1	Low=enc	Reverse Smith Echo	Low=enc
NT 2	Low=even	Low=even	Count/suit pref
3		Suit pref (lavinthal)	
Signals (including Trumps):			
Lavinthal in clear situations (also trumps, small can mean "no preference")			
Reverse Smith Echo (low=enc) in NT			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Normal style, dbls are normally take out unless specifically agreed on as penalty (e.g. we preempt and opps overcall)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative dbl after 1x-(1M): 6+ HCP, 4+oM. On a higher level: 8+ HCP, shape may be off.			
Support double/redouble.			
Double penalty when we have a fit, with a few exceptions: Double as invitational when opps bid 3M-1: for example: 1H-(p)2H(3D)			

[illegible]

openi ng	artific ial	Min no cards	Neg x				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♠	X	2	4♥	12-14/18-19 BAL or 11+ unbal	Bypass diamonds with less than opening strength (Walsh). 1NT: 6-10. 2♣: 5+♣ 10+ HCP. 2x: 6+ 9-11 HCP. 2NT: 10-11 3♣: 6-9, 5+.	After any 1x-ly-lz we play 2-way checkback	2♠ NF but constructive
1♦		4	4♥	11-19 4+♦	2♣=GF, 2♦=10+, 2M/3♣=INV	After any 1x-ly-lz we play 2-way xyz	2♦ NF but constructive
1♥		5	4♦	10+ 5+♥, can be weaker 3rd hand	1N=NF, 2♣=GF, 2♦=GF 5+♦, 1M-3M=weak, 2NT = 4+ fit inv/bad GF	After any 1x-ly-lz we play 2 way xyz	Passed hand: 2♣=INV 3crd fit, 2NT=INV 4crd fit
1♠		5	4♥	10+ 5+♠, can be weaker 3rd hand	3♣ = 3crd fit inv/bad GF, 3♦ = 4crd 7-9 1♥-2♠=INV, 3NT = splinter in oM	1M-2N=3♣ GF, 3♦ INV 1M-1oM/1NT-2♣ = gazzilli	
1NT				(14)15-17 BAL	Stayman, 2♦/♥/♠=xfer 2N=INV, 3♣=♦ weak or GF, 3♦=INV, 3M=31(45)/3055,	1N-2♣//2♦-: 2♥=weak 4+4+♥/♠ and 2♠=INV 5♠-4+♥	Transfer Lebensohl
				5M/6m possible	4♣=5+5+ M, no SI, 4♦/♥=trfs without SI		
2♣	X			Game forcing (including 22+ NT)	2♦=relay, rest natural (5+card) with good suit (at least AK+/AQ+/KQ+)	2♣-2♦-2♥-2♠-2NT =24+ NT	
2♦		5		Weak ♦	2N=asking	2m-2N: 3m=min, 3x = short max otherwise, 3NT = max bal	
2♥		5		Weak ♥	As above	2M-2N: 3♣= min unbal, 3♦ max short m, 3M = min bal, 3oM = max short, 3NT = max bal	
2♠		5		Weak ♠	As above		
2NT				20-21 (22)NT	3♣=puppet, 3♦/♥=xfer, 3♠=♣+♦ 3N=to play, 4♣/♦/♥/♠=SI♥/♠/♣/♦, 4NT=quanti		
				5M/6m Possible			
3♣		6(5)		PRE	3X=F, 4N=RKC, 4♦=ST ♣, rest to play		
3♦		6(5)		PRE	3X=F, 4N=RKC, 4♣=ST ♦, rest to play		
3♥		6(5)		PRE	3X=F, 4N=RKC, 4m=cue		
3♠		6(5)		PRE	3X=F, 4N=RKC, 4m=cue, 4♥=to play		
3NT	X			7 card minor suit, with K or Q(J) in other suit	4♣= p/c., 4♦= SI, 4M=to play	3N-4♦: 4M=short, 4N=short om	
4♣		7		PRE	4M to play, rest cuebid		
4♦		7		PRE	4M to play, rest cuebid		
4♥		6		PRE, 7+crd or 6-5	4♠=to play, 5X=cue		
4♠		6		PRE, 7+crd or 6-5	5X=cue		
4NT	X			6+-5+ minors, PRE			
						HIGH LEVEL BIDDING	
						RKC 1430, last train, 3NT non-serious	