


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			
<b>OVERCALLS (Style; Responses; 1/2 level; Reopening)</b>		<b>OPENING LEADS STYLE</b>			
<b>Level 1=</b> General Style ⇒ Natural Standard <b>Responses</b> ⇒ 1NT= 8-12 ; new suit =NF ;Jump 2NT= invit./+ raise ;Jump raise=preemp. Jump in a new suit=nat.inviting; CUE= 12+; Jump cue=singl. or void <b>Level 2=</b> Nat. <b>Responses</b> -> over 2♣->2♦= REL. <b>(see12)</b> <b>Reopening</b> = DBL=8/11 or 16+; 1NT=12/15 <b>1NT OVERCALL (2nd/4th Live; Responses; Reopening)</b>		Suit	Lead	In Partner's Suit	
2nd → 15-18 4th=12-15 Responses: 2♣ = rel.; others=TRANSFER		NT	THIRD/FIFTH	Count (Hi-Lo = even)	
<b>DIRECT AND JUMP CUE-BIDS (Style; Responses; Reopen)</b>		Subseq	Attitude	Count(Hi-Lo = even)	
opp. 1♣ op. (no st.) → 2♣ = 10-15 both M (5-4) (6-4); 3♣ = ♦+♠ NF opp. 1♦ opening → 2♦ = both majors; 3♦ = ♠+♣ FG  opp. 1♥/1♠-opening → 2♥/2♠=other major + ♣; 3♥/♠ asks stop		Others: Versus NT ⇒ A for Lavinthal; K asks unblock, or count <b>Smith</b>			
<b>JUMP OVERCALL (Style; Responses; Unusual NT)</b>		<b>LEAD</b>	<b>VS. SUIT</b>	<b>VS. NT</b>	<b>SYSTEM SUMMARY</b>
opp. 1♣/♦ op. → 2♥/2♠ = natwk; 2NT=♥+ ot.m; 3♣/♦ = ♠+ ot.m. NF/F1 opp 1♥ → 2♠ = wk or med; 2NT=♠+♦ 3♣/♦ =both minors NF/F1  opp 1♠ → 2NT=♥+♦; 3♣/♦ = both minors NF/F1		<b>Ace</b>	AKx-Ax-A	AK (xx)	<b>GENERAL APPROACH AND STYLE</b>
<b>VS 1 N.T. OPENING</b>		<b>King</b>	AK; KQ; KQx(x); KQJx; Kx	AKJ10x; KQJ(10)(x); KQ109x	<b>PRECISION/ STRONG CLUB/5 CARD MAJOR</b>
Weak DBL = 12+ /  Strong DBL= 4 Major/5+ minor or Strong 1 suiter; 2♣ = Both M; 2♦ = Multi; 2♥/♠ = 5♥/♠ + 4+ minor; 2NT = Both minors		<b>Queen</b>	QJ(x); QJ10(x); AQJ(x)	KQ(x); KQJx; KQ10x; QJ10;ADJ	1♣ = STRONG 17+ ANY DISTRIBUTION 1♦ = ART. 11/16; 1♥/1♠ = NAT.5+ 10/16 1NT=15/17 2♣ = NAT..5+ 10/16; 2♦ = MULTI; 2♥/2♠ = TWO SUITERS 3/10 2 OVER 1 Response: forcing
		<b>Jack</b>	KJ10x; J10(x)	J109; J10(x);DJxx	<b>SPECIAL BIDS THAT MAY REQUIRE DE</b>
		<b>10</b>	K109x; Q109x; 10x; 109	10x; 109x ; A(K) J10	1♦/♥/♠ opening and <u>OPP DBL</u> → TRANSFER from 1NT up 1♦/1♥ overcall → 2♥ = ♠ + MIN. 1♦/1♠ overcall → 2♥ = NF; 2♠ = 5+♥FG/ opp. 2♥/♠ → dbl-pass → 2NT = Relay
		<b>9</b>	9x; H98x(+)	H109x(+); 98xxx	
		<b>Hi-x</b>	Even number of cards	Even number of cards	
		<b>Lo-x</b>	Hx(+); S ; xSx; odd number	H10x(+); S; Hxx(+); S; Attitude	
		<b>SIGNALS IN ORDER OF PRIORITY</b>			
			Partner's Lead	Declarer's Lead	Discarding
		1	odd = encourag	low = odd no. cards	odd = encourag
		2	low = suit pref./	low = suit pref./	low = suit pref./
		3	count / discour.	count / discour.	count discour.
		3	High = suit	High = suit	High = suit
			pref./count/enc.	pref./count/enc.	pref./count/enc.
<b>VS PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)</b>		<b>DOUBLES</b>			OPP 1♣ opening (not strong) → 2♣ = 11-15 with both M (5-4/6-4)
3♣ → 4♣ = both Ms GF; 4♦ = ♦+M; 3♦ → 4♣ = ♣+M GF; 4♦ = both Ms  3♥/♠ → 4♣/♦ = ♣/♦ + other Major		<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>VS ARTIFICIAL STRONG OPENINGS</b>		<b>Style:</b> Opening values <b>Responses:</b> cue F1; jump=8-10			High level pass in forcing sequence shows a good hand
Over 1♣ → DBL= both M (even 4-4); 1NT= both m; 1♦/♥/♠ = nat ; 2♦ = multi; 2♥/♠ = Major+ minor		<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>			<b>IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE</b>
		Inverted double High level in forcing sequence: double shows no interest in bidding			PSYCHICS Never

				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	*	0	4♠	16+ any distribution	1♦0-6/1♥=7+ 0-2ctr./1♠=3.ctr/1NT= 4ctr./2♣= 5+ ctr. 2♦2♥=wk 6 ♥ ♠ / 2♠ = Wk ms(see 2)/2NT= Wk majors(see3) 3♣/3♦/3♥/3♠= 5/7pt.singl. 3 suiter 3 NT4♣/♦/♥/= 8 cards weak ♣/3♦/♥/♠	1♣-1♦-2♥ = Nat.FG or 25+ bal. (see 1) 1♣-1♠-2♥= 17+, not balanced	After overcall we bid natural
1♦		0	4♠	11-14 BAL  11+/16 Unbal.possible 5+ clubs	1♥/♠ =NAT. (see4);1NT= Nat.; 2♣= ART FG(see5-6) 2♦=Nat.FG or wk.tran.. ♥/♠; 2♥=5♠ 4♥ 4-7; 2♠=5♠ 4♥ 8- 11 (see7);2NT=INV. 3♣/♦= limit ; 3♥/♠= singl. 5♣/4♦	1♦-1♥/♠-2NT = 14-16 6 + ♦ + values  1♦-1♥-2♠ = 14-16 nat.;1♦-1♠-2♥ = 14-16 nat.	
1♥		5	4♠	11+ NAT	1♠= NAT./1NT= NF; 2♣= ART FG (see14/15); 2♦= Nat.FG or weak raise; 2♥= 8-10 2NT= limit raise3-4 cards; 3♣/3♦= nat.limit ; 3♥= weak jump raise; 3♠=nat. weak; 3NT/4♣/♦= singl.or void ♣ ♦♥♠ Not ISL (see 8)	1♥-1xopp.->2♣ = nat.FG 1♥-1xopp.->2NT = limit raise 1♥-1NT opp.-2♠ = nat.wk 1♥-our1♠/N T ->2♣ =ART.may be strong 1♥-our1♠/N T ->2NT=6 ♥ + 4min.	1♥→ 1NT= NAT →2♣= Drury 3 cards raise 9-11 →2♦= Nat. N.F. 0-2 ♥ →2NT= 4 cards limit raise →3♣/♦= fit showing
1♠		5	4♥	11+ NAT	see 1♥ opening; 2♣= ART.GF(see16/17); 2♦=see up/2♥= FG; 2♠= 8-10 2NT= LIMIT RAISE 3-4 cards/ 3♣3♦3♥= LIMIT NAT.	1♠-1NT-2♣ = May be ART  1♠-1NT-2NT = ART 6♠+4m 15+	1♠→ see 1♥ opening
1NT			4♥	15-17 BAL	2♣ R F1 POSSIBLE WEAK transfers; 3♣ = both minors limit 3♦ = both minors FG 3♥ = singl. FG; 3♠ = singl.FG 4♣ /4♦= Transfer♥♠; 4♥4♠ nat.	1NT-2♣ → a) 2♦ = no majors  b) 2♥ = 4♥ min or max.poss.4 ♠ c) 2♠= 4♠	
2♣	*	5		11-16 one or two suiter	2♦= RF1; 2♥2♠=5+ F1; 2NT= ART.(wk raise/or GF With ♦ or strong both majors (see9) 3♣= inv.9/11 3♦ = 5+♦NF; 3♥/♠ = 6+FG	over2♦R---2♥= nat.or any strong hand;3♥/♠ →6♣ + 5♥/♠	
2♦	*	2		Multi:Weak(3-10) two in 1 maj or 3 suiter 15-18 singl.♦	2♥/♠=pass/correct;2NT= RF1; 3♣ = 5+♥FG ;3♦ = 5+♠ FG♦ 3♥/♠= pree	Over 2♥/♠ → 2NT by opener is 3 suiter; over 2NT→3♣- ♦wk ♥♠; 3♥/♠= Reverse good ♠♥	
2♥		5		Wk (5-10) 5+ ♥/ 5+ any	2♠= pass or correct; 2NT= R.F1; 3♣/♦= nat.NF; 3♥= pree 3♠=Nat. not forcing		
2♠		5		Wk (5-10) 5+♠/5+ minor	2NT= RF1 3♣ 3♦3♥= natN.F		
2NT				20-22 BAL.poss.5 major	PUP STAY; transfers; 3♠= both minors (see10)		
3♣		6		preempt; 3 <sup>rd</sup> /4 <sup>th</sup> pos.undiscipl.	3♦=R for 3 cards maj (see11)	<b>HIGH LEVEL BIDDING</b>	
3♦		6		preempt; 3 <sup>rd</sup> /4 <sup>th</sup> pos.undiscipl.		TURBO / 4NT = RKCB only not in cue action;	
3♥		6		preempt; 3 <sup>rd</sup> /4 <sup>th</sup> pos.undiscipl.		CUE BID style: 1 <sup>st</sup> and 2 <sup>nd</sup> round control, in cue action 4NT TURBO(shows even number of aces)	
3♠		6		preempt; 3 <sup>rd</sup> /4 <sup>th</sup> pos.undiscipl.		Josephine; Lightner DBLS; BLACKWOOD	
3NT	*	7		Gambling (solid ♣ or ♦)		Forcing pass	
4♣/♦		7		PREEMPT			
4♥/♠		6		preempt			

**SUPPLEMENTARY SHEET 1**

**S01.** 1♣⇒1♦= 0-7 pt.      2♥= FG      → 2♣ R → 2 NT Bal.25+ poss.any 5°; 3♥ Natural FG 6+♥

1♣→1♥/♠/1nt/2♣ (fg)      2♥/♠nat.unbal. →2NT Relay--→ 3♣ = 2 suiter artificial strong hand ( 3♦ R → 3♥=4+♣; 3♠ = 4+♦; 3NT = 4+other mayor )  
 3♦ = 6+♥/♠ (3♥ R→3♠ min./ 3NT max);  
 3♥ = 5♥/♠ +♣ not interesting slam;  
 3♠ = 5♥/♠ +♦ not interesting slam;  
 3NT = 5♥/♠ + 4 other mayor not interesting slam

**S02.** 1♣⇒2♠= 4-7 both minors      2NT=R →      3♣=5/5min.; 3♦=5/5max; 3♥=6♣/5♦; 3♠=6♦/5♣

**S03.** 1♣⇒2 NT=4-7 both majors      3♣=R → 3♦=5/5 min.; 3♥=5/5 max; 3♠=6♥/5♠; 3NT= 6♠/5♥

**S04** 1♦→1♥ →1♠/1NT Nat →**2NT SAT** (tr.3♣) ---->PASS = weak in ♣; 3♦=5♥+5♦ FG; 3♥=5♥+5♠ FG; 3♠=5♥+4♠+ any sgl.FG(If opener bid 1♠)or 6+♥/ 5+♠; 3NT=6+♥ not good suit ,no interesting slam; 4♣/♦= cue bid 6+♥;

1♦→1♠ →1NT Nat →**2NT SAT** (tr.3♣)→ PASS = weak in ♣; 3♦= 5♠+5♦ FG; 3♥= 5♠+5♥ FG; 3♠=5♠+5♣ FG; 3NT=6+♠ no good suit not interesting slam;4♣/♦♥= cue bid 6+♠;

1♦→1♥ →1♠/1NT Nat →3♣/♦ = 5♥ + 5♣/♦ NF

1♦→1♠ →1NT Nat → 3♣/♦♥ = 5♠ + 5♣ /♦♥ NF

→1NT Nat →2♣R →2X→ 3♥/♠=6+FG good suit

**S05.** 1♦→2♣→2♦ minimum.bal. 2♥R → 2♠=4/5/6♦ + 4/5 ♣ 11-14 → 2NT=R→ 3♣ = 5 ♣ /4♦ (3♦ R→ 3♥= sing sp; 3♠=5-4sgl♥; 3NT=5-4 2-2  
 or 6+♦ 11-14 3♦ = 6♦/ 4♣ 11-14( 3♥R → 3♠ = sgl♠ 3NT = sgl♥  
 or 6♦/4+♣ 11-16 3♥ =5♦/4♣ sgl♠ 3♠ = 5♦/4♣ sgl♥; 3 NT = 5♦/4♣ 22;  
 or 5♦/5♣ 11-14

)  
 2NT = bal 12-13 (3♣ R→ 3♦ = 4+cards in ♣ after->Baron; 3♥=nat.no 4♣; 3♠=nat.no 4♣; 3NT=5♦ no 4+cards.♣)  
 3♣= 5♦/ 5♣ min (3♦ R→ 3♥=5-5 min.sgl♠.; 3♠=5-5 min.sgl♥;  
 3♦=6+♦ good suit 11-14;

3♥=6♦ + 4♣ sgl♠ 14-16;

3♠= 6♦+ 4♣ sgl♥ 14-16;

1♦→2♣→2♥/♠ nat.

1♦→2♣→2NT 6♦ bad

suit 14-16

1♦→2♣→3♣ = 4+♣ 14-16

3♦ R →

3♥ = 5♦/4♣;

3♠ = 5♦/5♣ short sp

3NT = 5♣-5♦ short h

1♦→2♣→3♦ = 6+♦ 14-16

1♦→2♣→3♥/♠ = 6♦ + 5♥ ♠

1♦→2♣→3NT = three  
suiter sing hearts

**S06.** 1♦→2♣→2♥/2♠      2♠ = RFG → **2 NT = 3suiter** ( 3♠ R → 3♦ = short♣; 3♥ =short♦ 3♣=short♠

2NT R->      3♠ = min 5/4      (3♦ R → 3♥ 5-4singl♠.; 3♣=sgl♠; 3NT=5-4 -2-2);  
3♦ = 6♦ + 4♠ (3♥R-> 3♠ = min.; 3NT = max);  
3♥=max 5-4 short).other maj ;  
3♣= max 5-4-3-1 short ♠;  
3 NT=max 5-4-2-2;

**S07.**      2NT= R F1 → 3♣=min.5♠/4♥(-->3♦R→ 3♥=5-4- sgl♦; 3♣=sgl♠, 3 NT=2-2- )  
1♦ → 2♠= 5+ ♠/4♥ 9-11      3♦=6♠/4♥ ;  
;      3♥=max 5-4- sgl♦  
;      3♠ =max sgl ♠;  
;      3NT= max 2-2

**S08.** 1♥1♠ →  
3NT/4♠/4♦ =      6/5+ supp.+ singl.or void in ♣♦ other major not interesting slam

**S09** 2♣→ 2 NT=Transfer 3♣      Pass= weak support; 3♦ = 6+♦ FG ; 3♥= 5-5 ♥ +♦; 3♠ = 5-5 ♠+♦ ; 3 NT = 5-5 ♥+♠ FG; 4♠ = strong support; 4♦=5-5 ♥+♠ very strong

**S10.** 2NT(Strong Bal.)      3♣ = R.puppet ; 3♦ = Tr.♥; 3♥=Tr.♠; 3♠= both minors; 3NT=to play; 4♣=tr. ♥; 4♦= tr. ♠; 4♥= tr.♣; 4♠=tr. ♦; 4 NT= invite to slam  
3♣ R → 3♦ = 1 or both maj; 3♥=no 4/5 maj(→3♠=tr.x 3NT; 3 NT=5♠+4♥); 3♠ = 5♠ ; 3NT = 5♥;

**S12** 1♦opp.→2♣ -pass- 2♦=R; 2♥2♠= nat.; 2NT= support + stop ; 3♣=weak support; 3♦= support clubs short in ♦; 3♥/3♠=fit showing

1♥ opp.-->2♣ -pass- 2♦=5♠; 2♥= 5♦; 2♠=nat 4; 2 NT =F1R; 3♣=weak support; 3♦/3♠=fit showing; 3♥=ask stop ♥,

1♠ opp.-->2♣ -pass- 2♦=5♥; 2♥=4♥.; 2♠=♦; 2 NT =F1G 3♣=weak support 3♦/3♥=fit showing; 3♠=ask stop in ♠,

1♥ opp.-->2♦ -pass 2♥=5♠; 2♠=4♠ 2NT=F1g; 3♣=nat. ; 3♦=weak support; 3♥=ask stop/ 3♠ 4♠ fit showing

1♠ opp.-->2♦ -pass- 2♥=4♥.; 2♠=5♥; 2NT= F1G; 3♣=nat. ; 3♦=weak support; 3♥=fit showing; 3♠=ask stop

**S14** 1♥→2♣ R

→2♦ min.no 4♠

→2♥=5+♥/4♠10-16

→2♠=14-16 4♦

→2NT 14-16 5+♥

→3♣ 4 14-16

→3♦ 6♥/4 ♣14-16

→3♥ 5-5 ♥+♣14-16

→3♠ 5-5 ♥+♠11-16

→3NT

2♥ R→ 2♠ = 5+♥ / 4+♦ 11-13; 2NT = 5+♥ 11-14; 3♣ = 4+♣; 3♦ = 6♥+4♣; 3♥=5♥+5♣singl♠.; 3♠=5♥+5♣singl♦.

2♠ R→ 2NT=5-4-4; 3♣=5/4min.; 3♦=6-4; 3♥5-4 max singl. ♦; 3♠=5-4 max singl. ♣ 3NT=5-4 2-2 max

2NT R→ 3♠=5-4; 3♦=6-4; 3♥=5-5 singl. ♠; 3♣=.5-5 singl. ♣

3♣R→3♦=6♥ + singl. 3♥=6♥ + no singl ; 3♠=5♥ with 3 cards in ♣; 3NT= 2 cards in ♣;

3♦R→ 3♥=5-4-singl. ♠; 3♠=5-4 sgl♦; 3NT=5-4 -2-2

3♥R→3♠=singl. ♠; 3NT=singl. ♦

**S16** 1♠→2♣→2♦ min.

→2♥ 5♠+4♥11-16

→2♠ .5+♠/4+♦+14-16

→2NT 5+♠ 14-16bal

→3♣ 4+♣ 14-16

→3♦ 6♠ 4 ♣14-16

→3♥ 5-5 ♠ ♣14-16

→3♠ 5-5 ♠ ♣ 14-16

→3NT

2♥ R→ 2♠ = 5+♠ /4+♦11-13; 2NT = 5+♠ 11-14; 3♣ = 4+♣; 3♦ =6♠ 4+♦; 3♥= 5♠+5♣; 3♠ = 5♠+5♣; ; 3NT= 3 suiter (no other major)

**See S17**

2NT R→ 3♠=5-4; 3♦=6-4; 3♥=5-5 singl♥. 3♣=5-5 singl. ♣;

3♣R→3♦=6♠ + singl. 3♥=6♠ + no singl ; 3♠=5♠ with 3 cards in ♣; 3NT= 2 cards in ♣;

3♦R→ 3♥=5-4-singl. ♥; 3♠=5-4 sgl♦; 3NT=5-4 -2-2

3♥R→3♠=singl. ♥; 3NT=singl. ♦

**S17** 1♠→2♣→2♥ 5♠+4♥  
11-16

2♠ R

→2NT=3suiter or 5-5→3♣R→3♦=4♣; 3♥=4♦ 3♠=5♠5♥ sgl♦; 3NT=5♠-5♥sgl♣

→3♣=min.--&gt;3♦R→3♥=5-4 singl♦.; 3♠=5-4 singl. ♣; 3NT=5-4-2-2

→3♦=6♠+4♥ →3♥R →3♠=min.; 3NT=max;

→3♥=5-4-1-3max;

→3♠=5-4-3-1max;

→ 3NT=5-4-2 2max

2NT R (supp. ♥) →3♣=min.--&gt;3♦R→3♥=5-4-1-3; 3♠=5-4-3-1; 3NT=5-4-2-2

→3♦=6♠+4♥ →3♥R →3♠=min.sgl♦; 3NT=min.sgl♠; 4♣=max sgl♦; 4♦=max sgl♣

→3♥=5-4-1-3max;

→3♠=5-4-3-1max;

→ 3NT=5-4-2-2max

