Defende and Competitive Bidding NONLO RUDGE EDERATION Convertail Style requests: Style in ALL & Represes: Num Raise Preempting In Bartner's Suit Christi NOSSWA GREEGE Convertail Style requests: Style in ALL & Represes: Num Raise Preempting In Bartner's Suit Christi NOSSWA GREEGE Xin De Carl And Style Regeners: Style in ALL & Represes: Num Raise Preempting In Bartner's Suit Christi NOSSWA GREEGE State out Cooking Christi NOSSWA GREEGE Christi NOSSWA GREEGE Christi NOSSWA GREEGE Responses: Nutrian Quantitative, Cone FEI State out Cooking Christi NOSSWA GREEGE Christi NOSSWA GREEGE State out Cooking Christi NOSSWA GREEGE Christi NOSSWA GREEGE Christi NOSSWA GREEGE State out Cooking Christi NOSSWA GREEGE Christi NOSSWA GREEGE State out Cooking State out Cooking Christi NOSSWA GREEGE Christi NOSSWA GREEGE State out Cooking State out Cooking Christi NOSSWA GREEGE Christi NOSSWA GREEGE State out Cooking State out Cooking Christi NOSSWA GREEGE Christi NOSSWA GREEGE State out Cooking State out Cooking Christi NOSSWA GREEGE Christi NOSSWA GREEGE State out Cooking State out Cooking State Streprese Christi NOSSWA GREEGE </th <th></th> <th>Leads and Signals</th> <th></th>		Leads and Signals	
Instruction Constraints Constraints <thconstraints< th=""> <thconstraints< th=""></thconstraints<></thconstraints<>		Opening Leads - style	
Decisive and Competitive Bidding Lead in Partner's Suit Oversall Style responses 1/2 (responses 2) (res			WORLD BRIDGE FEDERATION
Oversatils (Style; responses: 1/2 level; responses: response; response	Defensive and Competitive Ridding	Lead In Partner's Suit	
General Style May be light at 11, Reposes: Lump failes = Preemptive, Subseq Vir. Idem Chrisis KOSSIVA GREEGEG Var (P) = 74 Kits (P) at 74			
Cue - forcing rise if assed hand-may have no fit if strong-uppassed; any Cue - 4 story 7-b (Ro, New Suit F 11, LN F1, 22 NT - 4 stop JIII) if storg - uppassed; in Bal/Cing PostBox lighter, but 1 any - (P) = P - (2NT) nat 18 - 19 hep Take- out double: Artemis C HRISTAKI (BE13086 General approach and Style Store 3 Not 200, New Suit F 11, LN F1, 22 NT - 4 stop JIII (Not + 2) and 18 - 19 hep Take- out double: Store 3 Not 200, NEU Store 3 Not 200, NEU General approach and Style Store 3 Not 200, NEU Store 3 Not 200, NEU Store 3 Not 200, NEU The voerable 2(2nd/th) live; responses; reopening) Not (H102A), NEU Aktox, NEU Store 3 Not 200, NEU Not 21 F6 At temps to the liptic of th			Chrissi KOSSIVA GRE666
Jump Cue = 4 csup 2-9 kmp, New Suit = F111, NF 12, 2NT = 4 c sup limit+ System Summary Constraint Sup Cue = 4 csup 2-9 kmp, New Suit = F111, NF 12, 2NT = 4 csup limit+ System Summary Constraint Sup Cue = 4 csup 2-9 kmp, New Suit = F111, NF 12, 2NT = 4 csup limit+, XP 12, NF 12, 2NT = 4 csup limit+, XP 12, 2NT = 4 csup			
1X - {P} - Y - {XYT = nx1 f5-18hc f unim, 2 other suits 5/s if passed ised from A(t) asks for count when contract at L5 or stam 1Ba/cmp Soliton, lighter, but in any - {P} - P - (2XT) nat 18-19 hcp ised from A(t) asks for count when contract at L5 or stam General approach and Style ised from A(t) asks for count when contract at L5 or stam General approach and Style ised from A(t) asks for count when contract at L5 or stam General approach and Style ised from A(t) asks for count when contract at L5 or stam General approach and Style ised from A(t) asks for count when contract at L5 or stam General approach and Style ised from A(t) asks for count when contract at L5 or stam General approach and Style ised from A(t) asks for count when contract at L5 or stam General approach and Style ised from A(t) asks for count when contract at L5 or stam General approach and Style ised from A(t) asks for count when contract at L5 or stam General approach and Style ised from A(t) asks for count when contract at L5 or stam General approach and Style ised from A(t) asks for count when contract at L5 or stam General approach and Style ised from A(t) asks for count when contract at L5 or stam General approach and Style ised from A(t) asks for count when contract at L5 or stam General approach and Style ised from A(t) asks for count when contract at L5 or stam General approach and style ised from A(t			
In Baj/ing Position: lightry: but 1 any - (P) - P - (2NT) nat 18-19 hcp Percent of the position: lightry: baped System Summary Take-out double: General approach and Style General approach and Style Responses: Natural, quantitative, Cue = F1 Att A QUID. AXID. AXIS.X Sch. M.Y. TG The out double: General approach and Style Sch. M.Y. TG Responses: Natural, Quantitative, Cue = F1 Att A QUID. AXID. AXIS.X Sch. M.Y. ROL The out on the position: lightry: base for comments Imposition: lightry: base for comments Sch. M.Y. ROL Responses: Natural, Quantitative, Cue = F1 Att A QUID. AXID. AXIS.X Sch. M.Y. ROL The out on the position: lightry: base for comments Sch. M.Y. ROL Imposition: lightry: base for comments Responses: Natural, Quantitative, Cue = F1 Imposition: lightry: base for comments Imposition: lightry: base for comments Responses: Natural, Quantitative, Cue = F1 Imposition: lightry: base for comments Imposition: lightry: base for comments Responses: Natural, Quantitative, Cue = F1 Imposition: lightry: base for comments Imposition: lightry: base for comments Imposition: lightry: base for comments Responses: Natural, Quantitative, Cue = F1 Imposition: lightry: base for comments Imposition: lightry: base for comments Responses: Natural, Quantitative, Cue = F1 Imposition: lightry: base for comments Imposition:			
Take-out double: Carear Sityle: Carear Sityle: Carear Sityle: Carear Sityle: Second double: Sec			System Summary
General Style = Can be light / shaped lead 'vs. Suit 'vs. Ni General approach and Style Responses: Natural, quantitative, Cue = F1 KA + A (D10, AN10, AKxxx) Sc. M, 721 F6 INT overcalls (2nd/ath live; responses; reopening) Divercalls (2nd/ath live; responses; reopening) Divercalls (2nd/ath live; responses; reopening) 2nd Position = 16 - 18 hp. Divercalls (2nd/ath live; responses; reopening) Divercalls (2nd/ath live; responses; reopening) 4th Position = 11 - 14 Hi + Xx, xX(+) XX(+) + XX(+) TVT resp over 1m = NF, over 1m = semi F 10 (H100+, 10x (H100+, 108x, 10x (H10x, H100+), 108x, 10x (H10x, H10x,			
Responses: Natural, quantitative, Cue = F1 A: AK+ A (10, AKXxx Sc M, 2/1 F6 INT overcalls (2nd/4th live; responses; reopening) Dit (N10, N10, x, K (Q), K(XKxx(t), K), K(Q), K(Q)+ Immodel (2nd/4th live; responses; reopening) Dit (N10, N10, x, K (Q), K(Xxx(t), K), K(Q), K(Q)+ Ath Position = 11 - 14 Besponses: system on Dit (H100, H), 9x, (H198(t), H100(t), H10		Lead Vs. Suit Vs. NT	General approach and Style
INT overcalls (2nd/4th live; responses; reopening) INT overcalls (2nd/4th live; responses; reopening) INT overcalls (2nd/4th live; responses; reopening) 2nd Position = 16 - 18 hcp Qui + K0109+, (H)00(xx)(+) INT resp over 1m = NF, over 1M = semi F Responses: spärmon IO (+) (H)109+, 100(+), 109(+), 098x, 10x H2/74 seat openings = hcp + cards in 2 longer suits = 20(+) Ath Position = 11 - 14 H2 + 2x, x, xx(+), xxx(+) XX(+) H2 + 2xr(-1) Responses: System on IO (+) (H)109+, 100(+), 1098x, 10x H2/74 seat opening = hcp + cards in 2 longer suits = 20(+) Juin (Pover Lills: (Style; responses; unusual NT) INT responses - New suit = 11 Signals in order of Priority Special Bids that may require defense Signals in order of Priority Special Bids that may require defense Part (-) (-) (-) (-) (-) (-) (-) (-) (-) (-)			5c M, 2/1 FG
INT overcalls (2nd/kth live; responses; reopening) C Q1 KC109+, (H)(Q10Kx(+)) 2nd Position = 16 - 18 kp. INT responses; reopening) INT responses is sparsed 4th Position = 11 - 14 Hitz, Xx, Xx(+) INT responses; reopening = knp + length in $\phi = 15(+)$ 0 (H)98(+), 9x (H)98(+), (H)(D)(+) INT responses; reopening = knp + length in $\phi = 15(+)$ 1-Suit: Natural Fesponses: reopening: a knp + length in $\phi = 15(+)$ INT responses ing = knp + length in $\phi = 15(+)$ Responses: New suit = 11 Satis in order of Priority Special Bids that may require defense 2-suit: 10 - (2 fand)/(2 fboth M)/1 any - (2NTboth lowest suits) Priority Special Bids that may require defense Reoponses: Not responses; reopening; pH Suit pref 24 - 24 - 29 (relay) - 20 - 2NT (25-26hcp bal) or 39(• ant FG 2-suit: 10 - (2Meother M & Inn), IN - (3M - 16)(-acd M iied, lone 2 24 - 24 - 39("relay - 24 - 29" (relay) - 24 - 20" (relay) - 24 - 20" (relay) - 24 - 24 - 29" (relay)		K KQ+, AK K Q x, AKxxx(+), KJx, KQJ, KQJ+	1♠ = 2+c 1♦ = 4+c
2nd Position = 16 - 18 hcp 110, 010+, 1x Quilty, 12, W Quilty, 14, Wildy, 14, W INT resp over 1m = NF, over 1M = semi F 10 (H)109+, 10x (H)109+, 10x, (H)10(H) INT resp over 1m = NF, over 1M = semi F 10 (H)109+, 10x (H)109+, 10x, (H)109(H), 1098x, 10x Strister, 11-2m Responses: system on Strister, 14+0, 14 Strister, 14+0, 14+0 Strister, 14+0, 14+0 Strister, 14+0, 14+0 15.011: Nutral Strister, 14+0, 12+0 Strister, 14+0, 12+0 Strister, 14+0, 12+0 Strister, 14+0, 12+0 2.2.011: 14+0 (24+nat) (1/24+0ath M)/1 any - (2NTboth lowest suits) Partner's Lead Declarer's Lead Discarding 2.2.011: 14+0 (24+nat) (1/24+0ath M)/1 any - (2NTboth lowest suits) Partner's Lead Declarer's Lead Discarding 2.2.011: 14+0 (24+nat) (1/24+0ath M)/1 any - (2NTboth lowest suits) Partner's Lead Declarer's Lead Discarding 2.2.011: 14+0 (24+nat) (1/24+0ath M)/1 any - (2NTboth lowest suits) Partner's Lead Declarer's Lead Discarding 2.2.011: 14+0 (24+nat) (1/24+0ath M)/1 any - (2NTboth lowest suits) Partner's Lead Declarer's Lead Discarding 2.2.011: 14+0 (24+nat) (1/24+0ath M)/1 any - (2NTboth lowest suits) Partner's Lead Declarer's Lead Declarer's Lead<	1NT overcalls (2nd/4th live; responses; reopening)	Q QJ+ KQ109+, (H)QJ10xx(+)	
Responses: system on 10 (H)109+, 10x (H)10x, (H)109+, 10x 11/1/2 ²⁴ set openings = hop + card sin 2 longer suits = 20(+) 4th Position = 11 - 14 (H)10x, (H)109+, 10x 1 ⁴ /2 ⁴⁵ set opening = variable, usually lighter 4th Position = 11 - 14 (H)10x, (H)109+, 10x 1 ⁴ /2 ⁴⁵ set opening = variable, usually lighter Responses: system on 1 ⁴ /2 ⁴⁵ set opening = variable, usually lighter 1-Suit: Natural Responses: New suit = F1 1-Suit: 14 • (24) • att//(24) • both M/1 any – (2NTboth lowest suits) Partner's Lead Discarding Reopen: Cue = any good two suiter, 2NT = 19-21hcp Partner's Lead Discarding 24 • 24 • 3 ⁴ /4 = dm set opening = strong set G ² - any suit(s), any shape 1M – (2M-other M & Tm), IM – (2M-other M & Tm), IM – (2M-other M & Tm), IM – (2M-other M & Tm), 1M – (2M-other M & Tm), IM – (2M-other M & Tm), IM – (2M-other M & Tm), IM – (2M-other M & Tm), 1M – (2M-other M & Tm), IM – (2M-other M & Tm), IM – (2M-other M & Tm), IM – (2M-other M & Tm), 1M – (2M-other M & Tm), IM – (2M-other M & Tm), IM – (2M-other M & Tm), IM – (2M-other M & Tm), 1M – (2M-other M & Tm), IM – (2M-other M & Tm), IM – (2M-other M & Tm), IM – (2M-other M & Tm), 1M – (2M-other M		J J10, KJ10+, Jx QJ9(+), (H)J10(+)	1NT resp over 1m = NF over 1M = semi F
9 (H)98(+), 9x (H)96x(+), (H)9x, 9x 3 rd seat opening = hop Hength In ● 15(+) Responses: system on 1/r 2 seat opening = hop + length In ● 15(+) 1/r 2 seat opening = hop + length In ● 15(+) Jump Overcalls: (Style; responses; unusual NT) 1/r 2 seat opening = hop + length In ● 15(+) 1/r 2 seat opening = hop + length In ● 15(+) 1/r 2 seat opening = hop + length In ● 15(+) 1/r 2 seat opening = hop + length In ● 15(+) 1/r 2 seat opening = hop + length In ● 15(+) 1/r 2 seat opening = hop + length In ● 15(+) 1/r 2 seat opening = hop + length In ● 15(+) 1/r 2 seat opening = hop + length In ● 15(+) 1/r 2 seat opening = hop + length In ● 15(+) 1/r 2 seat opening = hop + length In ● 15(+) 1/r 2 seat opening = hop + length In ● 15(+) 1/r 2 seat opening = hop + length In ● 15(+) 1/r 2 seat opening = hop + length In ● 15(+) 1/r 2 seat opening = hop + length In ● 15(+) 1/r 2 seat opening = hop + length In ● 15(+) 1/r 2 seat opening = hop + length In ● 15(+) 1/r 2 seat opening = hop + length In ● 15(+) 1/r 2 seat opening = hop + length In ● 15(+) 1/r 2 seat opening = hop + length In ● 15(+) 1/r 2 seat opening = hop + length In ● 15(+) 1/r 2 seat opening = hop + length In ● 1/r 1/r 2 seat opening = strong, near GF = any suit(s, low opening = hop + length In ● 10(+) 1/r 2 seat opening = hop + length In ● 10(+) 1/r 2 seat opening = strong, near GF = any suit(s, low openi	i		
4th Position = 11 - 14 Pack Opening = Variable, Jobal In (Pack) Responses: system on Hi × Xx, XXk(+) Pack Opening = Variable, Jobal In (Pack) Tump Overalls: [Style; responses; unusual NT) Signals in order of Priority Special Bids that may require defense 2-suit: 1 (-2, var) (2, var), Var, Hux, Hux, Hux, Hux, Hux, Hux, Hux, Hux			
Responses: system on Intro gening = ficky terging = ficky tergi	4th Position = 11 - 14		
Jump Overcalls: (Style; responses; unusual NT) 1. Suit: in order of Priority 1. No gening = (14) 15-1/ncp Ising is in order of Priority Special Bids that may require defense 2-suit: 1 ◆ (2 + nat/)(2 + both M/) any - (2NTboth lowest suits) Partner's Lead Discarding Reopen: Cue = any good two suiter, 2NT = 19-21hcp Direct and Jump cue Bids (Style; responses; reopen) 1 1M - (2M-other M & 1m), 1 2 <td>Responses: system on</td> <td></td> <td></td>	Responses: system on		
1-Suit: Natural Partner's Lead Declarer's Lead Discarding Responses: New suit = F1 2.suit: 1 4 - (2 \end{t}/(2 \end{t} both M)/1 any - (2NTboth lowest suits)) Partner's Lead Declarer's Lead Discarding 2.suit: 1 4 - (2 \end{t}/(2 \end{t} both M)/1 any - (2NTboth lowest suits)) Partner's Lead Declarer's Lead Discarding 1. Hi-d, Lo = e count hi-lo=odd hi=d, lo=e 2 + 2 + 2 + 2 (2 + 2 (2 + 2 + 2) (2 - 2) (2 - 2 + 2) (2 - 2			
Responses - New suit = F1 1H-id, Lo = e count hi-lo=odd hi=d, lo=e 24 - 24 - 24 (relay) - 24 - 27 (re	1-Suit : Natural		Special Bids that may require defense
2-suit: 1€ - (2€ nath/(2 both M/)1 any - (2M1bbth lowest suits) Reopen: Cue = any good two suiter; 2NT = 19-21hcp Direct and Jump cue Bids (Style; responses; reopen) IM - (2M-other M & Inn), IM - (2M-other M & Inn), Vs NT (vs Strong/weak; reopening; pH 2 + obth M, 2 + e fc in a M, 2♥/ = 5M/m, 2NT = 5/5 ♦/ ♦, reopening; NT (vs Strong/weak; reopening; pH 2 + obth M, 2 + e fc in a M, 2♥/ ● = 5M/m, 2NT = 5/5 ♦/ ♦, reopening; NT (vs Strong/weak; reopening; pH 2 + obth M, 2 + e fc in a M, 2♥/ ● = 5M/m, 2NT = 5/5 ♦/ ♦, reopening; NT (vs Strong Jouenat, stake out doubles, cue-Bids; jumps; NT bids Take out doubles thru 4♥, opps 2any weak – (3any=asks for stopper, strong hand) Vs Artificial Strong Openings suit: 111, 2NT = 4c, sup limit+, XX= 10+hcp penalty oriented, Jump New suit F1 L12, 2NT = 4c, sup limit+, XX= 10+hcp penalty oriented, Jump in a new suit = 6c weak Psecial, artificial and competitive doubles/redoubles Psecial, artificial and competitive doubles/redoubles Negative Spaces 1€ · Suit & limit, cue in highest available op's suit = fit in opener's suit & limit, cue in highest available op's	Responses - New suit = F1		2♠ Opening = strong, near GF - any suit(s), any shape
Reopen: Cue = any good two suiter, 2NT = 19-21hcp 2 count Suit pref Direct and Jump cue Bids (Style; responses; reopen) 3 2 + .2 + .3 ♥/ € = demi-fort M = (2hr-other M& Mm), 3 3MT Opening = Gambling 7c m IM = (2hr-other M& Im), 2 2.2 + .3 ♥/ € = demi-fort IM = (2hr-other M& Im), 3 3MT Opening = Gambling 7c m IM = (2hr-other M& Im), 2 2.2 + .3 ♥/ € = demi-fort IM = (2hr-other M& Im), 1 3MT Opening = Gambling 7c m IM = (2hr-other M& Im), 1 2 IM = (2hr-other M& Im), 1 3MT Opening = Gambling 7c m Im = (2hr-other M& Im), 1 2 Im = (2hr-other M& I	2-suit:- 1 - (2 + nat)/(2 + both M)/1 any – (2NTboth lowest suits)		2♣ - 2♦ - 2♥ (relay) - 2♠ - 2NT (25-26hcp bal) or 3♥/♠ nat FG
Direct and Jump cue Bids (Style; responses; reopen) 3 suit pref 1M - (2M=other M & 1m), 3NT Opening = Gambling 7c m 1M - (3M = long m, asks for stopper) 2 Vs NT (vs Strong/weak; reopening; pH 2 2 + = both M, 2 + = 6c in a M, 2 */ + = 5M/m, 2NT = 5/5 */ •, reopening Signals (including trumps): 1 Lavinthal in very obvious cases, i.e singl in dumny/decl. 2 smith trick 2, if necessary, both play high if they liked lead Vs preempts (doubles, cue-Bids; jumps; NT bids Take out doubles thru 4*, opps 2any weak – (3any=asks for stopper, strong hand) May be light with classic shape Cue = F1, Vs Artificial Strong Openings Cue = F1, Special Forcing Pass Sequences Cue = F, X in direct seat = xx in opp's suit New suit F1 L1, 2NT = 4c sup limit+, XX= 10+hcp penalty oriented, Jump in a new suit = 6c weak Special, artificial and competitive doubles/redoubles Impossible spades 1* - 1NT - 2*/•/* - 2* = 5/5 both m or support in opener's suit & limit, cue in highest available op's suit: aft in opener's suit & limit, cue in highest available Psychics: Psychics:			2 ♀ - 2♦ - 3♥/♠ = demi-fort
1M - (2M=other M & 1m), (3M = long m, asks for stopper) 3NT Opening = Gambling 7c m Vs NT (vs Strong/weak; reopening; pH 2 2+ = both M, 2+ = 6c in a M, 2*/+ = 5M/m, 2NT = 5/5 */+, reopening only 2+ = both M Signals (including trumps): 1 Lavinthal in very obvious cases, i.e singl in dummy/decl. 2 Signals (including trumps): Lebensohl after 2-level overcall of 1NT 1 Lavinthal in very obvious cases, i.e singl in dummy/decl. Negative Doubles to 3◆ 2 stort doubles thru 4*, opps 2any weak – (3any=asks for stopper, strong hand) Take out doubles (Style; responses reopening) Vs Artificial Strong Openings suit: nat overcall, 2NT: any two suiter May be light with classic shape Over Opponents take out double New suit F1 L1, 2NT = 4c sup limit+, XX= 10+hcp penalty oriented, Jump in a new suit = 6c weak Special rorcing thru 4* Special, artificial and competitive doubles /redoubles nave suit = 6c weak Special, artificial and competitive doubles/redoubles Suit: a fit in opener's suit & limit, cue in highest available op's suit: a fit in opener's suit & limit, cue in highest available op's Important notes that don't fit elsewhere Impossible spades 1* - 1NT - 2*/*/* - 2* = 5/5 both m or support in opener's m & (8)9-11hcp Special; sit limit, cue in highest available op's		3 suit pref	
1M - (3M = long m, asks for stopper) 2 Vs NT (vs Strong/weak; reopening; pH 3 2¢ = both M, 2¢ = 6c in a M, 2♥/♠ = 5M/m, 2NT = 5/5 ♠/♠, reopening only 2♠ = both M Signals (including trumps): Vs preempts (doubles, cue-Bids; jumps; NT bids Lavinthal in very obvious cases, i.e singl in dummy/decl. Take out doubles thru 4♥, opps 2any weak – (3any=asks for stopper, strong hand) Takeout Doubles (Style; responses reopening) Vs Artificial Strong Openings May be light with classic shape suit: nat overcall, 2NT: any two suiter Cue = F1, Over Opponents take out double Reopen: maybelighter than above New suit F1 L1, 2NT = 4 csup limit+, XX= 10+hcp penalty oriented, Jump Special, artificial and competitive doubles/redoubles Negeat same suit double by Neg doubler = Take out Imposible spades 1♥ - 1NT - 2♠/♦/♥ - 2♠ = 5/5 both m or support in oppenir's suit & limit, cue in highest available opp's		1	
Vs NT (vs Strong/weak; reopening; pH 3 2 = both M, 2 = 6c in a M, 2 / = 5 / M, m, 2NT = 5/5 / /, reopening only 2 = both M Signals (including trumps): Lebensohl after 2-level overcall of 1NT Vs preempts (doubles, cue-Bids; jumps; NT bids I Lavinthal in very obvious cases, i.e singl in dummy/decl. Negative Doubles to 3 Take out doubles thru 4 , opps 2any weak – (3any=asks for stopper, strong hand) Takeout Doubles (Style; responses reopening) May be light with classic shape Vs Artificial Strong Openings Cue = F1, Special Forcing Pass Sequences Suit: nat overcall, 2NT: any two suiter Cue = F1, Reopen: maybelighter than above In slam oriented auctions, P in direct seat = F, X in direct seat = xx in opp's suit New suit F1 L1, 2NT = 4c sup limit+, XX= 10+hcp penalty oriented, Jump in a new suit = 6c weak Special, artificial and competitive doubles/redoubles Important notes that don't fit elsewhere Responsive Dbl:AfterT/O Dbl or overcall thru 4 Inny (2suiter by opps) X = pen, cue in lowest available opp's Impossible spades 1 < - 1NT - 2		2	
2+ = both M, 2+ = 6c in a M, 2+ = 5M/m, 2NT = 5/5 +/+, reopening only 2+ = both M Signals (including trumps): Lebensohl after 2-level overcall of 1NT Vs preempts (doubles, cue-Bids; jumps; NT bids 1 Lavinthal in very obvious cases, i.e singl in dummy/decl. 2 Smith trick 2, if necessary, both play high if they liked lead Negative Doubles to 3+ Take out doubles thru 4+, opps 2any weak – (3any=asks for stopper, strong hand) May be light with classic shape Cue = F1, Vs Artificial Strong Openings Reopen: maybelighter than above In slam oriented auctions, P in direct seat = F, X in direct seat = xx in opp's suit Over Opponents take out double Special, artificial and competitive doubles/redoubles Important notes that don't fit elsewhere Navy Uit = 6c weak Expensive Dbi:After T/O Dbl or overcall thru 4+ Impossible spades 1+ - 1NT - 2+/+/+ - 2+ = 5/5 both m or support in opener's suit & limit, cue in highest available opp's		3	
only 2♠ = both M 1 Lavinthal in very obvious cases, i.e singl in dummy/decl. Negative Doubles to 3♠ Vs preempts (doubles, cue-Bids; jumps; NT bids Take out doubles thru 4♥, opps 2any weak – (3any=asks for stopper, strong hand) Takeout Doubles (Style; responses reopening) Negative Doubles to 3♠ Vs Artificial Strong Openings Cue = F1, Special Forcing Pass Sequences Suit: nat overcall, 2NT: any two suiter Cue = F1, Special, artificial and competitive doubles/redoubles New suit = 6c weak Special, artificial and competitive doubles/redoubles Important notes that don't fit elsewhere Impossible spades 1♥ - 1NT - 2♠/♠/♥ - 2♠ = 5/5 both m or support in an ew suit = 6c weak Suit = fit in opener's suit & limit, cue in highest available opr's suit & limit, cue in highest available Psychics:		Signals (including trumps):	Lobarsahl after 2 loval overcall of 1NT
Vs preempts (doubles, cue-Bids; jumps; NT bids Is may be light with classic shape Check Back Stayman Take out doubles thru 4♥, opps 2any weak – (3any=asks for stopper, strong hand) May be light with classic shape Check Back Stayman Vs Artificial Strong Openings Cue = F1, Special Forcing Pass Sequences Cue = F1, Suit: nat overcall, 2NT: any two suiter Cue = F1, Special, artificial and competitive doubles/redoubles In slam oriented auctions, P in direct seat = xx in opp's suit Over Opponents take out double Special, artificial and competitive doubles/redoubles Important notes that don't fit elsewhere Impossible spades 1♥ - 1NT - 2♠/♦/♥ - 2♠ = 5/5 both m or support in opener's m & (8)9-11hcp in a new suit = 6c weak suit = fit in opener's suit & limit, cue in highest available opp's suit = fit in opener's suit & limit, cue in highest available Psychics:			
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in a new suit = 6c weak Responsive Dbl:After T/O Dbl or overcall thru 4♥ Impossible spades 1♥ - 1NT - 2♠/♠/♥ - 2♠ = 5/5 both m or support in opener's m & (8)9-11hcp in a new suit = 6c weak Repeat same suit double by Neg doubler = Take out 1any (2suiter by opps) X = pen, cue in lowest available opp's Impossible spades 1♥ - 1NT - 2♠/♠/♥ - 2♠ = 5/5 both m or support in opener's m & (8)9-11hcp suit = fit in opener's suit & limit, cue in highest available Psychics:		Special, artificial and competitive doubles/redoubles	Important notes that don't fit elsewhere
Repeat same suit double by Neg doubler = Take out Impossible spades 1 + 1 N + 2 + 4 + 4 + 4 + 4 + 4 + 4 + 4 + 4 + 4		Responsive Dbl:AfterT/O Dbl or overcall thru 4♥	•
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suit = fit in opener's suit & limit, cue in highest available Psychics:			opener's m & (8)9-11ncp
opp's suit = 4 th suit limit+Rare			
		opp's suit = 4 th suit limit+	Rare
		1	1

Open ing	rtifi al	Min No	Neg. Dbl. Thru				
<u>○ .⊑</u> 1 ∲	<u>ci</u> ∀	2	<u>Ż ⊡ ⊨</u> . 3♥	Description 11 - 21 hcp	new suit L1 = F1, 2♥/♠ = 6c weak	Subsequent Auction 4th suit F1 L1/2 & FG L3, 3^{rd} suit F1 L1/2 & FG L3, Reverses by opener F1, by responder FG, After raise, new suit L2 = stopper, $1 \clubsuit$ - any – 2NT = 18-19hcp, $1 \clubsuit$ - 1M – 1NT - 2 \clubsuit = CB Stayman – 2NT (3c sup in responder's M 14hcp/2M 3c sup in M 12-13hcp)	Modifications over Competition and with Passed Partner Jump Cue-bid over overcall = Splinter Cue bid of overcall = asks for a stopper Jump shift pre-emptive over overcalls
1♦		4	3♠	11 - 21 hcp	Single raise = FG, double raise = weak, $1 \Psi / \Phi = F1, 2 \Psi / \Phi = 6c$ weak, $2 \Phi FG,$ $3 \Phi = 6c$, limit	As above	As above
1♥		5	3♠	11 - 21 hcp	1NT semi F (may have 3c sup 10-11hcp), 2♥=8-9hcp, 3♣=4c sup & 6-9 hcp, 3♦ = 4c sup & 9-11hcp, 2NT = FG 3-4c raise, 3NT = 3334 3c sup bal 13-16hcp, new suit L1 F1, L2 FG	Long Game Try, Re-raise = Preemptive General principles as above After 2NT 4c sup FG, opener bids 3♥ = strong, 3NT = 15-17hcp or 6c slam try, 3 any = singl, 4 any = 5c 2 nd suit	Cue bid over Comp = Strong Raise if passed hand, Passed hand bidding over 1♥: 2♥ = 3-4c sup ♥ & (9)10-11hcp, 3♥/♥ = mixed raise, sup ♥ & 5c m, 1♥ - (x) - 2NT = 4c sup limit+, 1♥ - (x) - XX = 10+hcp, 3♥ = weak
1♠		5	3♠	11 - 21 hcp	As above	As above	As above
1NT				(14) 15 - 17 hcp balanced	2♠ = Garbage Stayman & bal inv,2♦/♥ = Trf ♥/♠, 2♠/NT = Trf ♣/♠, Smolen, 3♣ =5/5 both m, 3♦ 5/5 both m strong	Over Stayman: rebids are Major invitational, minor forcing, super accept in Trfs	Dbl at L3 shows values, Dbl at L2 isT/O, 1NT – (2any) – 2 new suit = weak 5c, if no space available then 2NT = trf ♣ & new suit = weak or 2NT & cue = stayman with stopper
2 🕈	V		3♠	artificial, strong - near GF, any suit(s), shape	Natural; positive requires good suit; 2♦ = neutral	Cheaper minor = second negative thru 3♦, Kokkish relay for bal 25+ hcp	Natural
2♦		6	3♠	3-10hcp	New suit forcing 2NT asks for feature if maximum	3NT = AKQxxx	Natural
2♥		6		3-10hcp	As above	As above	Natural
2♠		6		3-10hcp	As above	As above	Natural
2NT				20 – 21 (22) balanced	Jacoby Transfers, Stayman, Smolen		Natural, Dbl = Penalties
3 ₽		6+		Pre-emptive	New Suit forcing		
3♦/♥/♥		7		Pre-emptive	New Suit forcing	Slam Approach and Conventions (including all Slam-Interest Bids)	
3NT	V	7		Gambling	4-7 ⊕ =P/C, 4♦ = asks singl,	5 Ace Blackwood: RKCB 1430, 4m = RKCB in m, 4NT = RKCB in M, 5NT= asks Ks in M suit fit, resp = 1 st K/5NT = odd no of K & void/6any other suit = even no of K & void in this suit (Note 6) DOPI, ROPI, Splinters= 10-13 by responder, 17+ by opener,	
4 ♠ /♦		7+		Pre-emptive		3 rd - 4 th suit & then supp pd's suit = slam interest	
4♥/♠		7+		Pre-emptive	Natural	3 rd - 4 th suit & then rebid of own suit = independent suit & slam interest	