Defensive and Competitive Bidding

Overcalls (Style; responses: 1/2 level; reopening)

General Style = May be light at L1, Reponses: Jump Raise = Preemptive,

Cue = forcing raise if passed hand-may have no fit if strong-unpassed,

Jump Cue = 4c sup 7-9 hcp, New Suit = F1 L1, NF L2, 2NT = 4c sup limit+

1X – (P) – 1Y – (1NT) = nat 16-18hcp if unlim, 2 other suits 5/5 if passed

In Bal/cing Position: lighter, but 1 any – (P) – P – (2NT) nat 18-19 hcp

Take-out double:

General Style = Can be light / shaped

Responses: Natural, quantitative, Cue = F1

1NT overcalls (2nd/4th live; responses; reopening)

2nd Position = 16 – 18 hcp

Responses: system on

4th Position = 11 - 14

Responses: system on

Jump Overcalls: (Style; responses; unusual NT)

1-Suit : Natural

Responses - New suit = F1

2-suit:- 1♣ - (2♣nat)/(2♦both M)/1 any – (2NTboth lowest suits)

Reopen: Cue = any good two suiter, 2NT = 19-21hcp

Direct and Jump cue Bids (Style; responses; reopen)

1M – (2M=other M & 1m),

1M – (3M = long m, asks for stopper)

Vs NT (vs Strong/weak; reopening; pH

2♣ = both M, 2♦ = 6c in a M, 2♥/♠ = 5M/m, 2NT = 5/5 ♣/♦, reopening

only 2♣ = both M

Vs preempts (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: nat overcall, 2NT: any two suiter

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

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Leads and Signals

Opening Leads - style

	Lead	In Partner's Suit
Suit:	4th/2nd Hxx(+), MUD	idem
NT:	idem	idem
Subseq		

Other: In NT, A/Q asks unblock/count, K/J = att.

K lead from AK(+) asks for count when contract at L5 or slam

Leads

Lead	Vs. Suit	Vs. NT
A	AK+	AQJ10, AKJ10, AKxxx
K	KQ+, AK	K Q x, AKxxx(+), KJx, KQJ, KQJ+
Q	QJ+	KQ109+, (H)QJ10xx(+)
J	J10, KJ10+, Jx	QJ9(+), (H)J10(+)
10	(H)109+, 10x	(H)10x, (H)109(+), 1098x, 10x
9	(H)98(+), 9x	(H)98x(+), (H)9x, 9x
Hi-x	Xx, xXx(+)	xXx(+)
Lo-x	xXx, HxX, HxxX(+)	xXx, HxX, HxxX(+)

Signals in order of Priority

Partner's Lead	Declarer's Lead	Discarding
1 Hi-d, Lo = e	count hi-lo=odd	hi=d, lo=e
2 count	suit pref	
3 suit pref		
1		
2		
3		

Signals (including trumps):

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

Takeout Doubles (Style; responses reopening)

May be light with classic shape

Cue = F1,

Reopen: may be lighter than above

Special, artificial and competitive doubles/redoubles

Responsive Dbl:After T/O Dbl or overcall thru 4♥

Repeat same suit double by Neg doubler = Take out

1any (2suiter by opps) X = pen, cue in lowest available opp's

suit = fit in opener's suit & limit, cue in highest available opp's suit = 4th suit limit+

General approach and Style

5c M, 2/1 FG

1♣ = 2+c, 1♦ = 4+c

1NT resp over 1m = NF, over 1M = semi F

1st/2nd seat openings = hcp + cards in 2 longer suits = 20(+)

3rd seat opening = variable, usually lighter

4th seat opening = hcp + length in ♠ = 15(+)

1NT opening = (14) 15-17hcp

Special Bids that may require defense

2♣ Opening = strong, near GF - any suit(s), any shape

2♣ - 2♦ - 2♥ (relay) - 2♠ - 2NT (25-26hcp bal) or 3♥/♠ nat FG

2♣ - 2♦ - 3♥/♠ = demi-fort

2♦/♥/♠ = 6c, weak (3-10hcp)

3NT Opening = Gambling 7c m

2NT Overcall = two lower unbid suits

Lebensohl after 2-level overcall of 1NT

Negative Doubles to 3♠

Check Back Stayman

Special Forcing Pass Sequences

In slam oriented auctions, P in direct seat = F, X in direct seat = xx in opp's suit

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

Psychics:

Rare

Opening	Artificial	Min No	Neg. Dbl. Thru	Description	Responses	Subsequent Auction	Modifications over Competition and with Passed Partner
1♣	V	2	3♠	11 - 21 hcp	Single raise = FG, double raise =weak, new suit L1 = F1, 2♥/♠ = 6c weak	4th suit F1 L1/2 & FG L3, 3rd suit F1 L1/2 & FG L3, Reverses by opener F1, by responder FG, After raise, new suit L2 = stopper, 1♣ - any – 2NT = 18-19hcp, 1♣ - 1M – 1NT - 2♣ = CB Stayman – 2NT (3c sup in responder's M 14hcp/2M 3c sup in M 12-13hcp)	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♥/♠ = F1, 2♥/♠ = 6c weak, 2♣ FG, 3♣ = 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 2nd 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 is T/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 = 1st K/5NT = odd no of K & void/6any other suit = even no of K & void in this suit (Note 6)	
4♣/♦		7+		Pre-emptive	Natural	DOPI, ROPI, Splinters= 10-13 by responder, 17+ by opener, 3rd- 4th suit & then supp pd's suit = slam interest	
4♥/♠		7+		Pre-emptive	Natural	3rd- 4th suit & then rebid of own suit = independent suit & slam interest	