Defensive and Competitive Bidding

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

General Style = Sound	
Reponses: Jump Raise = Preemptive	
Cue-Bid = Limit +	
New Suit = Forcing -	
Jump cue bid or 2nt = mix raise	

Take-out double:

General Style = Can be light / shaped

Responses: Natural. Cue bid = Forcing

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

2nd Position = 15+ - 18

Responses: Bid as 1NT opening

4th Position = minor 11 – 14, major 15-18

Responses: Bid as 1NT opening

Jump Overcalls: (Style; responses; unusual NT)

1-Suit : Natural;

Responses - New suit = forcing

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

Direct Cue Bid = Michaels (Note 1)

Vs NT (vs Strong/weak; reopening; pH

Landy

Vs preempts (doubles, cue-Bids; jumps; NT bids

Take out doubles thru 4]

Vs Artificial Strong Openings

Over Opponents take out double

New suit forcing at 1-level

Jump Shift non-forcing

Double Jump = Splinter / 2NT = limit raise or better

Leads and Signals

Opening Leads - style

Lead	In Partner's Suit	
Suit	3rd / 5th 3rd / 5th	
NT	attitude	
Subseq		
Other	2nd from 4 small	

Leads

Lead	Vs. Suit	Vs. NT
Ace	AKx:Axxx(+)	AK:AKx(+)
King	KQ;AK; KQ109x	KQ;AKJ10(x);
Queen	QJ; QJx(x)	QJ; QJx(+);AQJx(+);KQx(+);
Jack	J10; J10x(+); KJ10x(+)	
10	109; 109x(+); H109x(+); 10x	109;
9	9x; 98x(+)	98x(+)
Hi-x	Sx; xxS	Sx; Sxx; xSxx
Lo-x	HxS; HxSx(+); xSxx(+)	HxS;

Signals in order of Priority

Partner's Lead	Declarer's Lead	Discarding
1	Hi/lo = D Same	Same
2	Hi= Discourage	
3	S/P	
1	Hi/lo = D Same	Same
2	Hi = encouraging	
3	S/P	

Signals (including trumps):

Echo in trump suit shows ability to ruff

Takeout Doubles (Style; responses reopening)

May be light with classic shape

Cue = F until a suit is bid twice;

New suit = F1

Reopen: same as above

Special, artificial and competitive doubles/redoubles

Responsive Dbl:After T/O Dble thru 4]; after o/call

Repeat same suit dble by Neg doubler = Take out (See

System Summary

General approach and Style

Natural, 5-card Majors

Club 2+

Bergen Raises over majors

1NT response = not forcing

2D = Multi – weak one Major

2H/2S = Two suits weak 6-10

1NT Opening: 15 - 17

2/1 GF

Special Bids that may require defence

2C Opening = strong, near Game Force - any suit,(s) any shape

2D = Multi only one option. Weak in one M

2H = Weak two suits. H + minor

2S= Weak two suits S+ any other

2NT Overcall = two lower unbid suits

Michaels Cue-bids

Lebensohl after 2-level overcall of 1NT

Negative Doubles to 4H

Special Forcing Pass Sequences

Important notes that don't fit elsewhere

Double Jump in new suit = Splinter if minor over major

Jump Cue Bid by Opener = Splinter raise

Psychics:

Rare

Opening	Tick if Artificial	Min. No. Cards	Neg. Dbl. Thru'	Description	Responses	Subsequent Auction	Modifications over Competition and with Passed Partner
Pass				Not an Opening Bid			
1C		2	4SP	11 - 21 HCP	Inv Minors: Single Raise-= GF 2D = Mix Raise 2H = Balanced Limit Raise 2S = UnBalanced Limit Raise	XYZ	Jump Cue-bid over overcall = Splinter Cue bid for overcall = Limit+
1D		4	4SP	11 - 21 HCP	Inv Minors: Single Raise-= GF 3C = Mix Raise 2H = Balanced Limit Raise	XYZ	Jump Cue-bid over overcall = Splinter Cue bid for overcall = Limit+
1H		5	4SP	11 - 21 HCP	1NT NONF 5+ points BERGEN Raises[1] 2NT = FG with trump support	XYZ	Cue bid over Comp = Limit Raise 2nt over 2level overcall = MIX RAISE
1S		5	4H	11 - 21 HCP	1NT NONF 5+ points BERGEN Raises[1] 2NT = FG with trump support	XYZ	Cue bid over Comp = Limit Raise 2nt over 2level overcall = MIX RAISE
1NT				14+ - 17 balanced	Stayman, transfers SIZE 3C= revised puppet. 4C=H 4D=S	2nd suit in transfer, garbage stayman, delayed Texas	Lebensohl
2C	X		6H	Artificial, strong - near Game	2D = GF 2H = Negative 2S= Strong H 2NT = strong Sp	Kokish and second suit in transfer	Natural
2D	x			MULTI 6 - 10 HCP	2H=p/c 2s=p/c 2NT asks for description	3C/3D = Good H/S 3H/3s = Bad H/S	Natural
2H		5-5		TWO SUITED 6 - 10 HCP HEARTS + MINOR	2NT asks for second suit And range	3H = MAX CLUBS 3S = MAX DIAMONDS	Natural
2S		5-5		TWO SUITED 6 - 10 HCP SPADES + ANY OTHER	2NT asks for second suit And range	3S=Max Clubs 3NT=Max Diamond 4C/4D = Max Hearts	Natural
2NT				20 - 21 balanced	Jacoby Transfers; Stayman	Accept of the transfer = dblton 3nt = three cards 4C= 4 cards	Natural Dbl = Penalties
3C		6		Pre-emptive	New Suit forcing		
3D		6		Pre-emptive	New Suit forcing	Slam Approach and Conventions (including all Slam-Interest Bids)	
3H		6		Pre-emptive			
3S		6		Pre-emptive		Five - Ace Blackwood: RKCB Cue Bids Splinters GSF	
3NT		7(6)		Gambling	Natural		
4C		7		Pre-emptive	Natural		
4D		7		Pre-emptive	Natural		
4NT				Blackwood			

1. Bergen Raises

   1M - ??

   3C → 10-11 HCP (invitational), 4 card support

   3D → 6-9 HCP (Constructive), 4 card support

   3M → 0-5 HCP (Weak), 4 card support