Defensive and Competitive Bidding						
Overcalls (Style; responses: 1/2 level; reopening)						
Take and daubles						
Take-out double:						
INT II (O IIIII)						
INT overcalls (2nd/4th live; responses; reopening) 2nd Position = 15-17						
Ziid i Osidoii — 13-17						
Jump Overcalls: (Style; responses; unusual NT)						
Jump Over cans. (objec, responses, unastantivi)						
Direct and Jump cue Bids (Style; responses; reopen)						
Vs NT (vs Strong/weak; reopening; pH						
TO THE COMMENT OF THE PROPERTY						
Vs preempts (doubles, cue-Bids; jumps; NT bids						
Vs Artificial Strong Openings						
Over Opponents take out double						

Leads and Signals				
Opening Leads - style				
Lead Top of Partner's Suit	WORLD BRIDGE FEDERATION			
Suit	WORLD BRIDGE FEDERATION			
NT 4 th highest or top of sequence	Bi City of March Hamman			
Subseq	Players: Clive and Marcia Hammans			
Other	Event: CACBF Seniors			
Leads	System Summary			
Lead Vs. Suit Vs. NT	General approach and Style			
Ace AK	Standard American			
King small				
Queen small	5 card majors			
lack small	Weak 2D/2H/2S			
10 doubleton	Balanced Minimum Opening 11HCP			
9 doubleton	IC 12-21 HCP could be short			
Hi-x even				
Lo-x odd	INT Opening: 15 - 17			
Signals in order of Priority	 			
Partner's Lead Declarer's Lead Discarding	Special Bids that may require defence			
l att count levinthal	2C reply over 1 level opening is Artificial and Game Forcing			
	-			
2 att count levinthal	-			
l att count att	-			
1 att count att	-			
3	-			
Signals (including trumps):	4			
standard	-			
standard	-			
Takeout Doubles (Style; responses reopening)	4			
standard	1			
Standard				
	Special Forcing Pass Sequences			
	†			
Special, artificial and competitive doubles/redoubles				
Positive doubles in 3 rd seat	Important notes that don't fit elsewhere			
1 Oslute Godoles III 5 Seat	†			
	†			
	Devoktor			
	Psychics:			
	_ Rare			



		•					
Opening	Tick if Artificial	Min. No. Cards	Neg. Dbl. Thru'	Description	Responses	Subsequent Action	Modifications over Competition and with Passed Partner
Pass				Not an Opening Bid			
IC		2		12 - 21 HCP	Show 4 card major		
					2C Artificial and game force	2D Minimum opener	
ID		4		12 - 21 HCP	As above	As above	
ΙΗ		5		11 - 21 HCP	INT 6-10 HCP 2C Artificial and game force	2D Minimum opener	
IS		5		II - 2I HCP	As above	As above	
INT				15 - 17 balanced	Jacoby Transfers: Stayman		
2C		6		Artificial, strong - any shape 22+ HCP	Artificial Relay		
2D		6		6 - 10 HCP	natural		
2H		6		6 - 10 HCP	natural		
2S		6		6 - 10 HCP	natural		
2NT				20 - 21 balanced	Jacoby Transfers; Stayman		
3C		7		Pre-emptive			
3D		7		Pre-emptive		Slam Approach and Conventions (including all Slam-Interest Bids)	
3H		7		Pre-emptive		Di La	
3S		7		Pre-emptive		- Blackwood	
3NT	•			25+ HCP balanced		Gerber over 3NT	
4C		8		Pre-emptive		1	
4D		8		Pre-emptive		1	
4H		8		Pre-emptive			

S

Pre-emptive



Supplementary Sheet

Note 1: Michaels Cue Bids:

```
(1 \clubsuit) - 2 \clubsuit

(1 \spadesuit) - 2 \spadesuit

Roth majors 5(\clubsuit)
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Both majors 5(+) / 5(+)

$$(1 \heartsuit) - 2 \heartsuit = 5 \spadesuit + 5 \text{ minor}$$

$$(1 \clubsuit) - 2 \spadesuit = 5 \heartsuit + 5 \text{ minor}$$

All jumps in known suits are PRE (but may be tactically strong)

Note 2: Lebensohl:

2NT forces 3♣. Responder may now pass or make a minimum bid in a suit, NF 2-level new suit bids are not encouraging. 3-level new-suit bids are forcing

Note 3: Landy: (vs No Trump)

Penalty Double

2♣ shows at least four cards in each major suit = Landy

2♦/♥/♠ = Natural

INT - 2♣ - ?

2♦ = relay to play the better major 2NT = strong inquiry (cue-bid!)

Note 4: Opener's Splinter Raise

Opener's rebid I level above either a jump shift or a forcing reverse is a game-forcing splinter raise.

Note 5: Responses after NT rebid

```
| ↑ - | ▼ | ▼ - | ♠
| NT - 2♠ = new minor, forcing
| NT - 3♥ = forcing
| 3♦ = Nat. forcing
| ♣ - | ▼ 2NT - 3♣ Nat. Forcing (2NT denies 4 card ♠ suit)
| ♣ - | ♦ | NT - 3♠ = forcing
```

3rd suit: one round force

4th suit: one round force but 3 level responses or further bids by responder are game forcing

Note 6: RKCB (4NT asks for 5 key cards, 4 Aces + King of Trumps)

I ♠ - 2♣

Responses: $5 \stackrel{\blacktriangle}{=} = 3 \text{ or } 0$ $5 \stackrel{\blacktriangledown}{=} = 4 \text{ or } 1$ $5 \stackrel{\blacktriangledown}{=} = 2$ $5 \stackrel{\blacktriangle}{=} = 2 + \text{Queen of Trumps}$ 5 NT = 2 + a void $6 \stackrel{\clubsuit}{=} = 1 + \text{a vNote } 7 : \text{Non Forcing Sequences}$ $2 \diamondsuit / \heartsuit / \diamondsuit - 3 \diamondsuit$ $2 \diamondsuit / \heartsuit - 2 \diamondsuit$ $2 \diamondsuit / \heartsuit / \diamondsuit - 2 NT$ $1 \diamondsuit - 2 \diamondsuit$ 1 M - 2 lower $2 \diamondsuit - 3 \diamondsuit$ 2 NT = extra values $1 \heartsuit - 1 \diamondsuit$ $2 \diamondsuit - 3 \heartsuit - limit raise$

Note 8: Take Out Double

 $| \clubsuit - | ♦ - X = \text{denies 4-card major}$ $| \clubsuit - | ♥ - X = \text{denies 4} ♠$

Take Out Double by Opener: shows three card support for responder and a non-minimum hand or a strong hand

Note 9: Responses to 1NT and 2NT Opening

a) Stayman

INT - 2♣: 2NT - 3♣

2♦ = No Major

2♥ = 4♥

2♠ = 4♠

b) Transfers

INT - $2 \Rightarrow = 5 + \forall$ $2 \forall = 5 + \triangle$ $2 \triangleq = 5 + \triangle$ 2 NT = Nat $3 \triangleq = 5 + \diamondsuit$ $4 \Rightarrow = 5 \forall + 5 \triangleq$

2NT - Same

c) INT - $3\phi/\psi/\Phi$ = strong, Natural

d) Subsequent Bids:

INT - 2♣

$$2 \spadesuit$$
 - 3♥ = 4♥ + 5♠ F
INT - 2♣
2 any - 3♣ = forcing

Note 10: Drury

After an opening bid of one in a major in third or fourth position the partner's 2. shows 9/11 HCP and 3/4 card support. Subsequent bids:

- $2\, \blacklozenge$ from the opener shows a normal hand with proper opening values.
- 2 in the opening major is a sign off
- 2♥ (after a I ♠ opening bid) is weakish with ♥