## DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 Level; Reopening)				
1 level = light overcalls (7)10-17, (4)5+ suit				
After 1 level overcall new suit response on 2 level is NF				
Jump bids = preemptive				
Drury = (9)10+, 3+ support				
Responses: 1 level: new suit = F1, 2 level: new suit = NF,				
3 level: new jump suit = INV. 3 level: OPP suit = 6-9, with 4+ support				
1NT OVERCALL (2nd/4 <sup>th</sup> Live: Responses: Reopening)				
1NT overcall: (15)16-18. BAL with stopper in opponent's suit				
Reopen: 11-14(15) doesn't promise stopper in opponent's suit				
Then transfers (*19 - 1NT - pass - $2 = $ Stayman: 14 - 1NT - pass - $2 = $ Stayman)				
IIIMP OVERCALLS (Style: Responses: Unusual NT)				
2NT = both minore (but offer: 14 = 4 and 1				
$I = (J^{+}) = M $				
Aner 12. 27/2 - INAT, preempuve; 24 = INS, preemptive				
DIRECT AND JUMP CUE-BIDS (Style; Responses; Reopen)				
Atter natural (3+) 1♣: 2♣ = 5+♦ - 5+♠; 2NI = 5+♦ - 5+♥				
After natural (3+) 1+: 2+ = 5+♥ - 5+♠; 2NT = 5+♣ - 5+♥				
Jump cue-bid after natural 1♣/♦/♥/♠ = asking for stopper, GF, one suiter				
<b>VS. 1NT</b> (14-17)				
DBL = 5+♠/♦ 4♥/♠				
2♣ = 4+5+ ♥+♠				
2♦ = 6+♥/♠				
2♥ = 5+♥ 4+♣/♦				
2♠ = 5+♠ 4+♣/♠				
2NT = 5+♦ 5+♠				
<i>Re-open:</i> X = T/O; 2♣ = 4+4+ ♥+♠; 2NT = 5+5+ ♦+♣; 2♦ = 3-8, (5)6♥/♠; others = NAT				
VS. 1NT (9-14 or reopening)				
DBL = points				
2♣ = 4+4+ ♥+♠; 2♦ = multi; 2♥/♠ = NAT, constructive				
2NT = 5+5+ ++♠				
Others = NAT				
VS. PREMPTS (Doubles: Cue-bids: Jumps: NT bids)				
DBI = T/O or 18+ ANY				
NT = BAL NAT with stonner (transfers)				
Leaning Michaels offer preamptive openings and precision 24 or a 2/2+ 4+ = 5++ 5++				
VS. ARTIFICIAL STRONG OPENINGS				
VS. Strong Te: (CKASH) DBL = $\frac{1}{2} + \frac{1}{2} + \frac{1}{$				
VS Strong 2♠: UBL = ♠; 2♠ = ♥+♠; 2N1 = ♦+♣; Others = NAT				
vo otrong ∠•. DBL = ▼+♠; ZNT = ++♠; Uthers = NAT				
OVER OPPONENTS TAKE-OUT DOUBLE AND OTHER COMPETITIVE BIDS				
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OVER OPPONENTS TAKE-OUT DOUBLE AND OTHER COMPETITIVE BIDS RDBL = 10+, without support  1 - DBL - ?? = TRANSFERS				
OVER OPPONENTS TAKE-OUT DOUBLE AND OTHER COMPETITIVE BIDS RDBL = 10+, without support 1● - DBL - ?? = TRANSFERS 1♥/● - DBL - ?? = TRANSFERS				

## LEADS AND SIGNALS

OPENING LEADS STYLE				
	Lead	In Partner's suit		
Suit	2nd/4th	2nd/4th		
NT	2nd/4th	2nd/4th		
Subseq.	2nd/4th	2nd/4th		
Trump lead: Lavinthal.				
Upside-dowr	n signals.			
	LEADS			
Lead	Vs. Suit	Vs. NT		
Ace	<b>A</b> (x), <b>A</b> Kx(x)	Ax, AKx(x)		
King	<b>K</b> Q(x), <b>K</b> x; A <b>K</b>	<b>K</b> x, A <b>K</b> J10x(x); A <b>K</b>		
Queen	QJ(x), Qx	QJ(x), Qx, AQJx(x), KQ109(x)		
Jack	J10(x), KJ10(x), AJ10(x), Jx	<b>J</b> 10(x), K <b>J</b> 10(x), A <b>J</b> 10(x), <b>J</b> x		
10	10x, 109, F109(x), F10x	10x, 109, F109(x), F10x		
9	F <b>9</b> x, 10 <b>9</b> x(x)	F <b>9</b> x, 10 <b>9</b> x(x)		
Hi-x	x <b>X</b> x(x), H <b>X</b> x, 10 <b>X</b> xx(x)	x <b>X</b> x(x), H <b>X</b> x, 10 <b>X</b> xx(x)		
Lo-x	x <b>X</b> , Hxx <b>X</b> (x), HHx <b>X</b> (x)	x <b>X</b> , Hxx <b>X</b> (x), HHx <b>X</b> (x)		
	·			

SIGNALS IN ORDER OF PRIORITY					
		Partner's lead	Declerer's Lead	Discarding	
	1	Attitude	Count	Italian	
Suit	2	Count	Lavinthal signal	Count	
	3	Lavinthal signal			
	1	Attitude	Lavinthal signal	Italian	
NT	2	Count	Count	Count	
	3	Lavinthal signal			

Signals: low-high = even, low-high = encouraging \*Contracts above 4<sup>th</sup> level: count.

## DOUBLES

 TAKE-OUT DOUBLES (Style; Response; Reopening)

 T/O DBL: 13+, 3+ support in unbid M, 2+ support in m(s) or 18+, ANY

 1 - DBL - pass - 1 + = 0-6; 1 + / + - 1 + / + DBL = 4 + √/ + (TRANSFERS)

 Responses: limit raise

 Responses: limit raise

 Reopen: 8+

 SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES (REDOUBLES)

 Support DBL/RDBL

 Lightner's DBL

 Invitational DBL

 Lead direction DBL

 J. want to defend higher" DBL

 Conventional DBLs with the honour



## SYSTEM SUMMARY

Polish Club: 1 + = 12-14, BAL three-suiter without + 15+, (4)5++; 18+, ANY 1 + = 12-17, three-suiter with + or 5+4+ or 55++ 1 */+ = 12-17, three-suiter with + or 5+4+ or 55++ 1 */+ = 12-17, three-suiter with + or 5+4+ or 55++ 1 */+ = 12-17, three-suiter with + or 5+4+ or 55++ 1 */+ = 12-17, three-suiter with + or 5+4+ or 55++ 1 */+ = 12-17, three-suiter with + or 5+4+ or 55++ 2 over 1 = GF 2 over 1 = GF 1 */+/*-1*/A-1+/NT-2+/+ = Two-way Checkback SPECIAL BIDS THAT MAY REQUIRE DEFENCE Transfers in competitive bidding 4-way 14 (as above); 1 + -1 + = 0-6, ANY   7-11, minor(s)   16+, BAL 1 + -3 + = 0-6, 4+ support   GF 4+ support and shortage 2 + (Precision) = 11-14, 5+4 4/* or 6++ 2 + (Multi) = 5-10(11), 6+*/4 (1, II); 2 + = both majors (III) 2 */+ = 5-10(11), 5+*/+ (4)5+*/+ (1, II) 2 */+ = 5-10(11), 5+*/+ (4)5+*/+ (1, II) 2 */+ = 5-10(11), 5+*/+ (4)5+*/+ (1, II) 2 */+ = a mixed raise with * supp; 1+-2+ = inv with + 1 */-2+ = mixed raise with * supp; 1+-2+ = inv with + 1 */-2+ = mixed raise with * supp; 1+-2+ = inv with + 1 */+-3+/+ = INV 6+*/+; 1*/-4+/* = limit raise with 3+*/+ supp Lebensohl SPECIAL FORCING PASS SEQUENCES When we bid game in the attack MPORTANT NOTES THAT DON'T FIT ELSEWHERE We think for some time after the first lead. II hand openings and overcall bidding (1NI) after partner's pass may be weak (7-17, 4+) Overcall or III hand preemptive bidding (nonvul) may be destructive (0+) 1+-1*/+2+ = artificial GF (18+), 3+*/+ supp PSYCHICS: RARELY	GENERAL APPROACH AND STYLE				
three-suiter without •         15+, (4)5+•;         18+, ANY         1+=12-17, three-suiter with • or 5+4+ or 55+•         19/e = 12-17, 5+%; 1NT response = 7-11 NF without support         1NT = 15-17, BAL         2 over 1 = GF         1+/+/-1*/A-1*/NT-2*/• = Two-way Checkback         SPECIAL BIDS THAT MAY REQUIRE DEFENCE         Transfers in competitive bidding         4-way 1* (as above);       1 • - 1 • = 0-6, ANY [ 7-11, minor(s) ] 16+, BAL         1 • -3 • = 0-6, 4+ support ] GF 4+ support and shortage       24 (Precision) = 11-14, 5++ 4*/• or 6++•         24 (Precision) = 11-14, 5++ 4*/• or 6++•       24 (Mutti) = 5-10(11), 5+*/• (4)(5+*/• (1, II))         2NT = 21-22, BAL       3NT = solid minor (AKQJxxx) without stopper         1*/-2.2 mixed raise with * supp;       1 • -3 * mixed raise with * supp;       1 • -2 * = inv with *         1*/-2.2 mixed raise with * supp;       1 • -2 * = inv with *       1 • -2 * = inv with *         1*/-2.2 mixed raise with * supp;       1 • -2 * = inv with *       1 • -2 * = inv with *         1*/-2.2 mixed raise with * supp;       1 • -2 * = inv with *       1 • -2 * = inv with *         1*/-2.2 mixed raise with * supp;       1 • -2 * = inv with *       1 • -2 * = inv with *         1*/-2.2 mixed raise with * supp;       1 • -2 * = inv with *       1 • -2 * = inv with * <td< td=""><td>Polish Club: 1♣ = 12-14, BAL</td></td<>	Polish Club: 1♣ = 12-14, BAL				
15+. (4)5+*:         18+. ANY         1* = 12-17, three-suiter with ● or 564€ or 55+●         1%/● = 12-17, 5+♥/●; 1NT response = 7-11 NF without support         1NT = 15-17, BAL         2 over 1 = GF         1●/●*-1♥/● -1●/NT-2●/● = Two-way Checkback         SPECIAL BIDS THAT MAY REQUIRE DEFENCE         Transfers in competitive bidding         4-way 1● (as above):       1● - 1● = 0-6, ANY   7-11, minor(s)   16+, BAL         1● - 3● = 0-6, 4+ support   GF 4+ support and shortage         2● (Precision) = 11-14, 5+● 4♥/● or 6+●         2● (Mutti) = 5-10(11), 6+♥/● (1, II);       2● = both majors (III)         2▼/● S-10(11), 5+♥/● (4)5+●/● (1, II);       2● = both majors (III)         2▼/● = mixed raise with ♥ supp;       1●-3♥ = mixed raise with ● supp;       1●-2● = inv with ●         1♥-2NT = INV with 3+♥/● (4, I, II)       2● = mixed raise with ● supp;       1●-2● = inv with ●         1♥-2NT = INV with 3+♥/● supp       1●-3♥ = mixed raise with ● supp;       1●-2● = inv with ●         1♥-2NT = INV with 3+♥/● supp       1●-3♥ = INV 6+●/●; 1♥/● 4/●/♥ = limit raise with 3+♥/● supp       Lebensohl         SPECIAL FORCING PASS SEQUENCES         When we bid game in the attack       IMPORTANT NOTES THAT DON'T FIT ELSEWHERE         We think for some time after the first lead.       III hand openings and overcall bidding (1/W) after partner	three-suiter without +				
18+, ANY         1+ = 12-17, three-suiter with + or 55+4 or 55++         1*/+ = 12-17, 5+*/+; 1NT response = 7-11 NF without support         1NT = 15-17, BAL         2 over 1 = GF         1+/+*-1*/NT-2*/+ = Two-way Checkback         SPECIAL BIDS THAT MAY REQUIRE DEFENCE         Transfers in competitive bidding         4-way 1+ (as above);       1+-1+ = 0-6, ANY   7-11, minor(s)   16+, BAL         1+ -3+ = 0-6, 4+ support   GF 4+ support and shortage         2+ (Precision) = 11-14, 5++4*/+ or 6++         2+ (Precision) = 11-14, 5++4*/+ or 6++         2+ (Multi) = 5-10(11), 6+*/+ (I, II);         2* = both majors (III)         2*/-2 = mixed raise with * supp;         1*-2+ = nixed raise with * supp;         1*-2+ = nixed raise with * supp;         1*-2+ = INV with 3+*/+ supp         Lebensohl         SPECIAL FORCING PASS SEQUENCES         When we bid game in the attack         IMPORTANT NOTES THAT DON'T FIT ELSEWHERE         We think for some time after the first lead.         II hand premptive bidding (1/N) after partner's pass may be weak (7-17, 4+)         Overcall or III hand preemptive bidding (1N) after partner's pass may be weak (7-17,	15+, (4)5+ <b>≜</b> ;				
<pre>1+ = 12-17, three-suiter with + or 5+++ or 55++ 1+/+ = 12-17, 5+*/+; 1NT response = 7-11 NF without support 1NT = 15-17, BAL 2 over 1 = GF 1+/+-1+/NT-2+/+ = Two-way Checkback  SPECIAL BIDS THAT MAY REQUIRE DEFENCE Transfers in competitive bidding 4-way 1+ (as above); 1+-1+ = 0-6, ANY   7-11, minor(s)   16+, BAL 1+ - 3+ = 0-6, 4+ support   GF 4+ support and shortage 2+ (Precision) = 11-14, 5++ 4*/+ or 6++ 2+ (Multi) = 5-10(11), 5+*/+ (1, II); 2+ = both majors (III) 2*/+ = 5-10(11), 5+*/+ (4)5+++(1, III) 2NT = 21-22, BAL 3NT = solid minor (AKQJxxx) without stopper 1*-2+ = mixed raise with + supp; 1+-3* = mixed raise with + supp; 1+-2+ = inv with + 1*/+-3*/+ = INV with 3+*/+ supp 1*/+-3*/+ = INV with 3+*/+ supp EebensohI  SPECIAL FORCING PASS SEQUENCES When we bid game in the attack  IMPORTANT NOTES THAT DON'T FIT ELSEWHERE We think for some time after the first lead. III hand openings and overcall bidding (1/V) after partner's pass may be weak (7-17, 4+) Overcal or III hand preemptive bidding (norvul) may be destructive (0+) 1+-1*/+-2+ = artificial GF (18+), 3+*/+ supp PSYCHICS: RARELY</pre>	18+, ANY				
1*/• = 12-17, 5**/•; 1NT response = 7-11 NF without support         1NT = 15-17, BAL         2 over 1 = GF         1•/•/•-1*/NT-2•/• = Two-way Checkback         SPECIAL BIDS THAT MAY REQUIRE DEFENCE         Transfers in competitive bidding         4-way 1• (as above);       1• - 1• = 0-6, ANY   7-11, minor(s)   16+, BAL         1• - 3• = 0-6, 4+ support   GF 4+ support and shortage         2• (Precision) = 11-14, 5+• 4*/• or 6+•         2• (Multi) = 5-10(11), 6+*/• (I, II);       2• = both majors (III)         2*/• = 5-10(11), 5+*/• (4)(5+•/• (I, II)         2NT = 21-22, BAL         3NT = solid minor (AKQJxxx) without stopper         1*-2• = mixed raise with * supp;       1+-3• = mixed raise with • supp;         1*/•-3•/• = INV 6+•/•; 1*/•-4•/* = limit raise with 3+*/• supp         Lebensohl         SPECIAL FORCING PASS SEQUENCES         When we bid game in the attack         IMPORTANT NOTES THAT DON'T FIT ELSEWHERE         We think for some time after the first lead.         III hand openings and overcall bidding (nonvul) may be destructive (0+)         1+-1*/-2• = artificial GF (18+), 3**/• supp	1♦ = 12-17, three-suiter with ♦ or 5♣4♦ or 55+♦				
1NT = 15-17, BAL         2 over 1 = GF         1●/•V-1♥/e-1●/NT-2●/• = Two-way Checkback         SPECIAL BIDS THAT MAY REQUIRE DEFENCE         Transfers in competitive bidding         4-way 1● (as above);       1● - 1● = 0-6, ANY   7-11, minor(s)   16+, BAL         1● - 3● = 0-6, 4+ support   GF 4+ support and shortage         2● (Precision) = 11-14, 5+● 4♥/e or 6+●         2● (Multi) = 5-10(11), 6+♥/e (I, II);       2● = both majors (III)         2♥ = 5-10(11), 5+♥/e (4)5+♦/e (I, II)         2NT = 21-22, BAL         3NT = solid minor (AKQJxxx) without stopper         1♥-2× = mixed raise with ♥ supp;       1●-2♦ = inv with ●         1♥/-2×1 = INV with 3+♥/e supp         1♥/-2×3 = iNv 6+♦/e; 1♥/e-4+/♥ = limit raise with 3+♥/e supp         Lebensohl         SPECIAL FORCING PASS SEQUENCES         When we bid game in the attack         IMPORTANT NOTES THAT DON'T FIT ELSEWHERE         We think for some time after the first lead.         II hand openings and overcall bidding (1lvl) after partner's pass may be weak (7-17, 4+)         Overcall or III hand preemptive bidding (nonvul) may be destructive (0+)         1●-1♥/-2♦ = artificial GF (18+), 3+♥/e supp	1♥/♠ = 12-17, 5+♥/♠; 1NT response = 7-11 NF without support				
2 over 1 = GF 1a/a/v-1v/a-1a/NT-2a/a = Two-way Checkback SPECIAL BIDS THAT MAY REQUIRE DEFENCE Transfers in competitive bidding 4-way 1e (as above): 1e - 1* = 0-6, ANY   7-11, minor(s)   16*, BAL 1* - 3* = 0-6, 4+ support   GF 4+ support and shortage 2* (Precision) = 11-14, 5+* 4*/a or 6+* 2* (Multi) = 5-10(11), 6+*/a (I, II); 2* = both majors (III) 2*/a = 5-10(11), 5+*/a (4)5+*/a (I, II) 2*/a = 5-10(11), 5+*/a (4)5+*/a (I, III) 2*/a = 5-10(11), 5+*/a (III) 2*/a = 5-10(11), 5+*/a (IIII) 2*/a = 5-10(11), 5+*/a (IIII), 5+*/a (IIII) 2*/a = 5-10(11), 5+*/a (IIII), 5+*/a (IIII) 2*/a = 5-10(11), 5+*/a (III	1NT = 15-17, BAL				
2 over 1 = GF 1*/*/*-1*/*-1*/NT-2*/* = Two-way Checkback SPECIAL BIDS THAT MAY REQUIRE DEFENCE Transfers in competitive bidding 4-way 1* (as above); 1*-1* = 0-6, ANY   7-11, minor(s)   16*, BAL 1*-3* = 0-6, 4+ support   GF 4+ support and shortage 2* (Precision) = 11-14, 5** 4*/* or 6+* 2* (Multi) = 5-10(11), 6**/* (1, II); 2* = both majors (III) 2*/* = 5-10(11), 5**/* (4)5**/* (1, II) 2*/* = 5-10(11), 5**/* (4)5**/* (1, II) 2NT = 21-22, BAL 3NT = solid minor (AKQJxxx) without stopper 1*-2* = mixed raise with * supp; 1*-3* = mixed raise with * supp; 1*-2* = inv with * 1*/*-2NT = INV with 3**/* supp 1*/*-3*/* = INV 6**/*; 1*/*-4*/* = limit raise with 3**/* supp Lebensohl SPECIAL FORCING PASS SEQUENCES When we bid game in the attack When we bid game in the attack II MPORTANT NOTES THAT DON'T FIT ELSEWHERE We think for some time after the first lead. II hand openings and overcall bidding (11vI) after partner's pass may be weak (7-17, 4+) Overcall or III hand preemptive bidding (norvul) may be destructive (0+) 1*-1*/*-2* = artificial GF (18+), 3**/* supp PSYCHICS: RARELY					
2 over 1 = GF 1♠/♦/•1♥/⊷1♦/hT-2♠/♦ = Two-way Checkback SPECIAL BIDS THAT MAY REQUIRE DEFENCE Transfers in competitive bidding 4-way 1♠ (as above); 1♠ - 1♠ = 0-6, ANY   7-11, minor(s)   16+, BAL 1● - 3♠ = 0-6, 4+ support   GF 4+ support and shortage 2♠ (Precision) = 11-14, 5+♠ 4♥/♠ or 6+♠ 2♠ (Multi) = 5-10(11), 6+♥/♠ (I, II); 2♠ = both majors (III) 2♥/♠ = 5-10(11), 5+♥/♠ (4)5+♠/♠ (I, II) 2NT = 21-22, BAL 3NT = solid minor (AKQJxxx) without stopper 1♥-2♠ = mixed raise with ♥ supp; 1♠-3♥ = mixed raise with ♠ supp; 1♠-2♠ = inv with ♠ 1♥/♠-3♠/♠ = INV 6+♠/♠; 1♥/♠-4♣/♥ = limit raise with 3+♥/♠ supp Lebensohl SPECIAL FORCING PASS SEQUENCES When we bid game in the attack MPORTANT NOTES THAT DON'T FIT ELSEWHERE We think for some time after the first lead. II hand openings and overcall bidding (11vI) after partner's pass may be weak (7-17, 4+) Overcall or III hand preemptive bidding (norvul) may be destructive (0+) 1♠-1♥/♠-2♠ = artificial GF (18+), 3+♥/♠ supp PSYCHICS: RARELY					
1¢/•/▼-1♥/•-1♥/•-1♦/NT-2♠/+ = Two-way Checkback         SPECIAL BIDS THAT MAY REQUIRE DEFENCE         Transfers in competitive bidding         4-way 1● (as above);       1♦ -1+ = 0-6, ANY   7-11, minor(s)   16+, BAL         1• -3 = 0-6, 4+ support   GF 4+ support and shortage         2● (Precision) = 11-14, 5+ 4 4♥/● or 6+ ●         2● (Multi) = 5-10(11), 6+♥/● (1, II);       2 ● = both majors (III)         2♥/● = 5-10(11), 5+♥/● (4)5+●/● (1, II)       2 ● = both majors (III)         2♥/● = 5-10(11), 5+♥/● (4)5+●/● (1, II)       2 ● = mixed raise with ● supp;       1 ● -2 ● = inv with ●         3NT = solid minor (AKQJxxx) without stopper       1       • 2 ● = mixed raise with ● supp;       1 ● -3 ● = inv with ●         1♥/=2NT = INV with 3+♥/● supp       1 ● -3 ● = mixed raise with ● supp;       1 ● -2 ● = inv with ●         1♥/=2AT = INV 6+●/●; 1♥/● -4 ●/♥ = limit raise with 3+♥/● supp       Lebensohl         Important notes that DON'T Fit ELSEWHERE         When we bid game in the attack       III hand openings and overcall bidding (1lvl) after partner's pass may be weak (7-17, 4+)         Overcall or III hand preemptive bidding (nonvul) may be destructive (0+)       1 ●-1♥/●-2● = artificial GF (18+), 3+♥/● supp	2 over 1 = GF				
SPECIAL BIDS THAT MAY REQUIRE DEFENCE         Transfers in competitive bidding         4-way 1 (as above);       1 ← -1 ≠ = 0-6, ANY   7-11, minor(s)   16+, BAL         1 ← 3 = 0-6, 4+ support   GF 4+ support and shortage         2 (Precision) = 11-14, 5+ 4 4/ ← or 6+ €         2 (Multi) = 5-10(11), 6+ ♥/ ← (I, II);         2 + = both majors (III)         2 * (Aulti) = 5-10(11), 6+ ♥/ ← (I, II);         2 * = both majors (III)         2 * (Aulti) = 5-10(11), 5+ ♥/ ← (4)5+ ♠/ ← (I, II)         2 * 5-10(11), 5+ ♥/ ← (4)5+ ♠/ ← (I, II)         2 * = 5-10(11), 5+ ♥/ ← (4)5+ ♠/ ← (I, II)         2 * = 5-10(11), 5+ ♥/ ← (4)5+ ♠/ ← (I, II)         2 * = solid minor (AKQJxxx) without stopper         1 * -2e = mixed raise with ♥ supp         1 * -2e = mixed raise with ♥ supp         1 * -2e = inv with ●         1 * -2e = INV 6+ ♠/ +; 1 */ ● 4 */ ♥ = limit raise with 3 + ♥/ ● supp         Lebensohl         IMPORTANT NOTES THAT DON'T FIT ELSEWHERE         We think for some time after the first lead.         II hand openings and overcall bidding (norwul) may be destructive (0+)         1 + 1 */ + 2e = artificial GF (18+), 3 + ♥/ ● supp	1 <b>♣/•/▼-1▼/≜-1</b> ≜/NT-2♣/• = Two-way Checkback				
SPECIAL BIDS THAT MAY REQUIRE DEFENCE         Transfers in competitive bidding         4-way 1 (as above);       1 ← -1 ≠ = 0-6, ANY   7-11, minor(s)   16+, BAL         1 ← 3 ≠ = 0-6, 4+ support   GF 4+ support and shortage         2 (Precision) = 11-14, 5+ 4 4/e or 6+ €         2 (Multi) = 5-10(11), 6+ ♥/e (I, II);         2 ♥ = 5-10(11), 5+ ♥/e (4)5+ ♦/e (I, II)         2 ♥/e = 5-10(11), 5+ ♥/e (4)5+ ♦/e (I, II)         2 ♥/e = 5-10(11), 5+ ♥/e (4)5+ ♦/e (I, II)         2 ♥/e = 5-10(11), 5+ ♥/e (4)5+ ♦/e (I, II)         2 ♥/e = 5-10(11), 5+ ♥/e (4)5+ ♦/e (I, II)         2 ♥/e = 5-10(11), 5+ ♥/e (4)5+ ♦/e (I, II)         2 ♥/e = 5-10(11), 5+ ♥/e (4)5+ ♦/e (I, II)         2 ♥/e = 5-10(11), 5+ ♥/e (4)5+ ♦/e (I, II)         2 ♥ = 5-10(11), 5+ ♥/e (4)5+ ♦/e (I, II)         2 ♥ = nixed raise with ♥ supp:         2 + = anixed raise with ♥ supp:         1 ♥-2e = mixed raise with ♥ supp:         1 ♥-2b = INV Ø+ ♦/e; 1 ♥/e 4 ♦/♥ = limit raise with 3 + ♥/e supp         Lebensohl         SPECIAL FORCING PASS SEQUENCES         When we bid game in the attack         IMPORTANT NOTES THAT DON'T FIT ELSEWHERE         We think for some time after the first lead.         II hand openings and overcall bidding (nonvul) may be destructive (0+)         1 ●-1♥/e-2e = artificial GF (18+), 3+♥/e supp <td></td>					
Transfers in competitive bidding         4-way 1 ● (as above);       1 ● - 1 ♥ = 0-6, ANY   7-11, minor(s)   16+, BAL         1 ● - 3 ● = 0-6, 4+ support   GF 4+ support and shortage         2 ● (Precision) = 11-14, 5+ ● 4 ♥/● or 6+ ●         2 ● (Multi) = 5-10(11), 6+ ♥/● (I, II);       2 ● = both majors (III)         2 ♥/● = 5-10(11), 5+ ♥/● (4)5+ ●/● (I, II)       2 ● = both majors (III)         2 ♥/● = 5-10(11), 5+ ♥/● (4)5+ ●/● (I, II)       2 ● = both majors (III)         2 ♥/● = 5-10(11), 5+ ♥/● (4)5+ ●/● (I, II)       2 ● = both majors (III)         2 ♥/● = 5-10(11), 5+ ♥/● (4)5+ ●/● (I, II)       2 ● = both majors (III)         2 ♥/● = 5-10(11), 5+ ♥/● (4)5+ ●/● (I, II)       2 ● = both majors (III)         2 ♥/● = 5-10(11), 5+ ♥/● (4)5+ ●/● (I, II)       2 ● = both majors (III)         2 ♥/● = 5-10(11), 5+ ♥/● (4)5+ ●/● (I, II)       2 ● = both majors (III)         2 ♥/● = mixed raise with ♥ supp:       1 ● -2 ● = inv with ●         1 ♥-2 ● = mixed raise with ♥ supp:       1 ● -2 ● = inv with ●         1 ♥/● 2.2 ■ INV With 3 + ♥/● supp       1 ● -2 ● = mixed raise with ● supp:         IPPORTANT NOTES THAT DON'T FIT ELSEWHERE         We think for some time after the first lead.       III hand openings and overcall bidding (norvul) may be destructive (0+)         1 ● -1 ♥/● -2 ● = artificial GF (18+), 3+ ♥/● supp       1 ● -1 ♥/● -2 ● = artificial GF (18+), 3+ ♥/● supp	SPECIAL BIDS THAT MAY REQUIRE DEFENCE				
4-way 1 ← (as above); 1 ← - 1 ← = 0-6, ANY   7-11, minor(s)   16+, BAL 1 ← 3 ⊕ = 0-6, 4+ support   GF 4+ support and shortage 2 ← (Precision) = 11-14, 5+ ↔ 4 ♥ / ♠ or 6+ ♠ 2 ← (Multi) = 5-10(11), 6+♥/♠ (I, II); 2 ♠ = both majors (III) 2 ♥ / ♠ = 5-10(11), 5+♥/♠ (4)5+♠/♠ (I, II) 2 NT = 21-22, BAL 3 NT = solid minor (AKQJxxx) without stopper 1 ♥ -2 ♠ = mixed raise with ♥ supp; 1 ♠ -3 ♥ = mixed raise with ♠ supp; 1 ♠ -2 ♠ = inv with ♠ 1 ♥ -4 ♠ / ♠ : 1 ♥ / ♠ 4 ♠ / ♥ = limit raise with 3 + ♥ / ♠ supp 1 ♥ -2 ♠ = INV @ + ♠ / ♠ : 1 ♥ / ♠ 4 ♠ / ♥ = limit raise with 3 + ♥ / ♠ supp Lebensohl SPECIAL FORCING PASS SEQUENCES When we bid game in the attack MPORTANT NOTES THAT DON'T FIT ELSEWHERE We think for some time after the first lead. III hand openings and overcall bidding (1vl) after partner's pass may be weak (7-17, 4+) Overcall or III hand preemptive bidding (norvul) may be destructive (0+) 1 ♠ -1♥/♠ -2 ♠ = artificial GF (18+), 3+♥/♠ supp PSYCHICS: RARELY	Transfers in competitive bidding				
1 • - 3● = 0-6, 4+ support   GF 4+ support and shortage         2 • (Precision) = 11-14, 5+● 4√/e or 6+●         2 • (Multi) = 5-10(11), 6+♥/e (I, II);         2 • (= 5-10(11), 5+♥/e (4)5+●/e (I, II)         2 NT = 21-22, BAL         3NT = solid minor (AKQJxxx) without stopper         1 • -2e = mixed raise with ♥ supp;       1 ●-3♥ = mixed raise with ♦ supp;         1 • -2e = mixed raise with ♥ supp;       1 ●-3♥ = mixed raise with ♦ supp;         1 • -2e = mixed raise with ♥ supp;       1 ●-3♥ = mixed raise with ♦ supp;         1 • -2e = INV with 3+♥/e supp       1 ●-2e = inv with ●         1 • /-e-2e = INV 6+●/+;       1 ●-4+/♥ = limit raise with 3+♥/e supp         Lebensohl       SPECIAL FORCING PASS SEQUENCES         When we bid game in the attack       IMPORTANT NOTES THAT DON'T FIT ELSEWHERE         We think for some time after the first lead.       III hand openings and overcall bidding (1vl) after partner's pass may be weak (7-17, 4+)         Overcall or III hand preemptive bidding (norvul) may be destructive (0+)       1 ●-1♥/+2+ = artificial GF (18+), 3+♥/e supp         PSYCHICS: RARELY	4-way 1♣ (as above); 1♣ - 1♦ = 0-6, ANY   7-11, minor(s)   16+, BAL				
2€ (Precision) = 11-14, 5+ě 4√/e or 6+é         2€ (Multi) = 5-10(11), 6+√/e (I, II);         2♥/e = 5-10(11), 5+♥/e (4)5+ê/e (I, II)         2NT = 21-22, BAL         3NT = solid minor (AKQJxxx) without stopper         1♥-2e = mixed raise with ♥ supp;       1e-3♥ = mixed raise with ● supp;         1♥-2b = mixed raise with ♥ supp;       1e-3♥ = mixed raise with ● supp;         1♥/e-2NT = INV with 3+♥/e supp         1♥/e-3e/e = INV 6+e/e; 1♥/e-4e/e = limit raise with 3+♥/e supp         Lebensohl         IMPORTANT NOTES THAT DON'T FIT ELSEWHERE         When we bid game in the attack         IMPORTANT NOTES THAT DON'T FIT ELSEWHERE         We think for some time after the first lead.         III hand openings and overcall bidding (1lvl) after partner's pass may be weak (7-17, 4+)         Overcall or III hand preemptive bidding (nonvul) may be destructive (0+)         1e-1♥/e-2e = artificial GF (18+), 3+♥/e supp	1 + - 3  = 0-6, 4+ support   GF 4+ support and shortage				
2• (Multi) = 5-10(11), 6+♥/• (I, II);       2• = both majors (III)         2♥/• = 5-10(11), 5+♥/• (4)5+●/• (I, II)       2NT = 21-22, BAL         3NT = solid minor (AKQJxxx) without stopper       1         1♥-2 = mixed raise with ♥ supp;       1+-3♥ = mixed raise with ● supp;       1+-2♦ = inv with ●         1♥/-2NT = INV with 3+♥/● supp       1+-2♦ = inv with ●       1♥/-2♦ = inv with ●         1♥/-2NT = INV 6+♦/•; 1♥/●-4+/♥ = limit raise with 3+♥/● supp       Lebensohl         SPECIAL FORCING PASS SEQUENCES         When we bid game in the attack       IMPORTANT NOTES THAT DON'T FIT ELSEWHERE         We think for some time after the first lead.       III hand openings and overcall bidding (1lvl) after partner's pass may be weak (7-17, 4+)         Overcall or III hand preemptive bidding (nonvul) may be destructive (0+)       1+-1♥/+2♦ = artificial GF (18+), 3+♥/♠ supp	2♣ (Precision) = 11-14, 5+♣ 4♥/♠ or 6+♣				
2♥/+ = 5-10(11), 5+♥/+ (4)5++/+ (I, II) 2NT = 21-22, BAL 3NT = solid minor (AKQJxxx) without stopper 1♥-2+ = mixed raise with ▼ supp; 1+-3♥ = mixed raise with + supp; 1+-2+ = inv with + 1♥/+-3+/+ = INV 6++/+ (1♥/+-4+/♥ = limit raise with 3+♥/+ supp Lebensohl SPECIAL FORCING PASS SEQUENCES When we bid game in the attack When we bid game in the attack IMPORTANT NOTES THAT DON'T FIT ELSEWHERE We think for some time after the first lead. III hand openings and overcall bidding (1lvl) after partner's pass may be weak (7-17, 4+) Overcall or III hand preemptive bidding (norvul) may be destructive (0+) 1+-1♥/+2+ = artificial GF (18+), 3+♥/+ supp PSYCHICS: RARELY	2♦ (Multi) = 5-10(11), 6+♥/♠ (I, II); 2♦ = both majors (III)				
2NT = 21-22, BAL         3NT = solid minor (AKQJxxx) without stopper         1♥-2♠ = mixed raise with ♥ supp;       1♦-3♥ = mixed raise with ♦ supp;         1♥/e-2NT = INV with 3+♥/e supp         1♥/e-3♣/e = INV 6+€/e; 1♥/e-4+/♥ = limit raise with 3+♥/e supp         Lebensohl         SPECIAL FORCING PASS SEQUENCES         When we bid game in the attack         IMPORTANT NOTES THAT DON'T FIT ELSEWHERE         We think for some time after the first lead.         III hand openings and overcall bidding (1lvl) after partner's pass may be weak (7-17, 4+)         Overcall or III hand preemptive bidding (nonvul) may be destructive (0+)         1♦-1♥/e-2♦ = artificial GF (18+), 3+♥/e supp	2♥/♠ = 5-10(11), 5+♥/♠ (4)5+♣/♦ (Ⅰ, Ⅱ)				
3NT = solid minor (AKQJxxx) without stopper         1♥-2b = mixed raise with ♥ supp;       1e-3♥ = mixed raise with e supp;       1e-2b = inv with e         1♥/e-2NT = INV with 3+♥/e supp       1e-2b = inv with e       1e-2b = inv with e         1♥/e-3P/= INV 6+e/e;       1♥/e-4e/e = limit raise with 3+♥/e supp       1e-2b = inv with e         1♥/e-3P/e = INV 6+e/e;       1♥/e-4e/e = limit raise with 3+♥/e supp       1e-2b = inv with e         1♥/e-3P/e = INV 6+e/e;       1♥/e-4e/e = limit raise with 3+♥/e supp       1e-2b = inv with e         SPECIAL FORCING PASS SEQUENCES         When we bid game in the attack       1mPORTANT NOTES THAT DON'T FIT ELSEWHERE         We think for some time after the first lead.       1ll hand openings and overcall bidding (1lvl) after partner's pass may be weak (7-17, 4+)         Overcall or III hand preemptive bidding (nonvul) may be destructive (0+)       1e-1♥/e-2e = artificial GF (18+), 3+♥/e supp         PSYCHICS: RARELY	2NT = 21-22, BAL				
1♥-2e = mixed raise with ♥ supp;       1e-3♥ = mixed raise with e supp;       1e-2e = inv with e         1♥/e-2NT = INV with 3+♥/e supp       1       1e-2e = inv with e         1♥/e-2NT = INV 6+e/e;       1♥/e-4e/e = limit raise with 3+♥/e supp       1e-2e = inv with e         1♥/e-3@/e = INV 6+e/e;       1♥/e-4e/e = limit raise with 3+♥/e supp       1e-2e = inv with e         1♥/e-3@/e = INV 6+e/e;       1♥/e-4e/e = limit raise with 3+♥/e supp       1e-2e = inv with e         1♥/e-3@/e = INV 6+e/e;       1♥/e-4e/e = limit raise with 3+♥/e supp       1e-2e = artificial GF (18+);       1e-2e = artificial GF (18+);         IBPORTANC       III hand preemptive bidding (nonvul) may be destructive (0+)       1e-1♥/e-2e = artificial GF (18+);       3+♥/e supp	3NT = solid minor (AKQJxxx) without stopper				
1♥/+-2NT = INV with 3+♥/+ supp         1♥/+-3⊕/+ = INV 6+⊕/+; 1♥/+-4+/♥ = limit raise with 3+♥/+ supp         Lebensohl         SPECIAL FORCING PASS SEQUENCES         When we bid game in the attack         IMPORTANT NOTES THAT DON'T FIT ELSEWHERE         We think for some time after the first lead.         III hand openings and overcall bidding (1lvl) after partner's pass may be weak (7-17, 4+)         Overcall or III hand preemptive bidding (nonvul) may be destructive (0+)         1⊕-1♥/+-2+ = artificial GF (18+), 3+♥/+ supp	1♥-2♠ = mixed raise with ♥ supp; 1♠-3♥ = mixed raise with ♠ supp; 1♦-2♠ = inv with ♠				
1♥/e-3e/e = INV 6+e/e; 1♥/e-4e/e = limit raise with 3+♥/e supp         Lebensohl         SPECIAL FORCING PASS SEQUENCES         When we bid game in the attack         IMPORTANT NOTES THAT DON'T FIT ELSEWHERE         We think for some time after the first lead.         III hand openings and overcall bidding (1lvl) after partner's pass may be weak (7-17, 4+)         Overcall or III hand preemptive bidding (nonvul) may be destructive (0+)         1e-1♥/e-2e = artificial GF (18+), 3+♥/e supp	1♥/♠-2NT = INV with 3+♥/♠ supp				
SPECIAL FORCING PASS SEQUENCES         When we bid game in the attack         IMPORTANT NOTES THAT DON'T FIT ELSEWHERE         We think for some time after the first lead.         III hand openings and overcall bidding (1lvl) after partner's pass may be weak (7-17, 4+)         Overcall or III hand preemptive bidding (nonvul) may be destructive (0+)         1	1♥/♠-3♣/♦ = INV 6+♣/♦; 1♥/♠-4♦/♥ = limit raise with 3+♥/♠ supp				
SPECIAL FORCING PASS SEQUENCES         When we bid game in the attack         IMPORTANT NOTES THAT DON'T FIT ELSEWHERE         We think for some time after the first lead.         III hand openings and overcall bidding (1lvl) after partner's pass may be weak (7-17, 4+)         Overcall or III hand preemptive bidding (nonvul) may be destructive (0+)         1♦-1♥/e-2● = artificial GF (18+), 3+♥/e supp         PSYCHICS: RARELY	Lebensohl				
SPECIAL FORCING PASS SEQUENCES         When we bid game in the attack         IMPORTANT NOTES THAT DON'T FIT ELSEWHERE         We think for some time after the first lead.         III hand openings and overcall bidding (1lvl) after partner's pass may be weak (7-17, 4+)         Overcall or III hand preemptive bidding (nonvul) may be destructive (0+)         1♦-1♥/e-2♦ = artificial GF (18+), 3+♥/e supp         PSYCHICS: RARELY					
SPECIAL FORCING PASS SEQUENCES         When we bid game in the attack         IMPORTANT NOTES THAT DON'T FIT ELSEWHERE         We think for some time after the first lead.         III hand openings and overcall bidding (1lvl) after partner's pass may be weak (7-17, 4+)         Overcall or III hand preemptive bidding (nonvul) may be destructive (0+)         1♦-1♥/e-2● = artificial GF (18+), 3+♥/e supp         PSYCHICS: RARELY					
When we bid game in the attack  IMPORTANT NOTES THAT DON'T FIT ELSEWHERE We think for some time after the first lead. III hand openings and overcall bidding (1lvl) after partner's pass may be weak (7-17, 4+) Overcall or III hand preemptive bidding (nonvul) may be destructive (0+) 1♦-1♥/e-2● = artificial GF (18+), 3+♥/e supp  PSYCHICS: RARELY	SPECIAL FORCING PASS SEQUENCES				
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE         We think for some time after the first lead.         III hand openings and overcall bidding (1lvl) after partner's pass may be weak (7-17, 4+)         Overcall or III hand preemptive bidding (nonvul) may be destructive (0+)         1♦-1♥/e-2● = artificial GF (18+), 3+♥/e supp         PSYCHICS: RARELY	When we bid game in the attack				
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE We think for some time after the first lead. III hand openings and overcall bidding (1lvl) after partner's pass may be weak (7-17, 4+) Overcall or III hand preemptive bidding (nonvul) may be destructive (0+) 1♦-1♥/e-2● = artificial GF (18+), 3+♥/e supp PSYCHICS: RARELY					
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE         We think for some time after the first lead.         III hand openings and overcall bidding (1lvl) after partner's pass may be weak (7-17, 4+)         Overcall or III hand preemptive bidding (nonvul) may be destructive (0+)         1♦-1♥/e-2● = artificial GF (18+), 3+♥/e supp         PSYCHICS: RARELY					
We think for some time after the first lead. III hand openings and overcall bidding (1lvl) after partner's pass may be weak (7-17, 4+) Overcall or III hand preemptive bidding (nonvul) may be destructive (0+) 1♦-1♥/e-2● = artificial GF (18+), 3+♥/e supp PSYCHICS: RARELY	IMPORTANT NOTES THAT DON'T FIT ELSEWHERE				
III hand openings and overcall bidding (1lvl) after partner's pass may be weak (7-17, 4+) Overcall or III hand preemptive bidding (nonvul) may be destructive (0+) 1€-1♥/€-2● = artificial GF (18+), 3+♥/€ supp PSYCHICS: RARELY	We think for some time after the first lead.				
Overcall or III hand preemptive bidding (nonvul) may be destructive (0+) 1€-1♥/e-2e = artificial GF (18+), 3+♥/e supp PSYCHICS: RARELY	III hand openings and overcall bidding (1lvl) after partner's pass may be weak (7-17, 4+)				
1⊕-1♥/+2+ = artificial GF (18+), 3+♥/≜ supp PSYCHICS: RARELY	Overcall or III hand preemptive bidding (nonvul) may be destructive (0+)				
PSYCHICS: RARELY	1 <b>≜</b> -1 <b>♥/≜</b> -2♦ = artificial GF (18+), 3+♥/≜ supp				
PSYCHICS: RARELY					
	PSYCHICS: RARELY				

O P E N I N G	A R T I C F I C F L	OF ICARD NOS	NEGATIVE DOUBLE THROUGH	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING	
					1♦ = 0-6 ANY   7-11 with minor(s)   16+ BAL	1♣ - 1♦ - 1♥/≜ - NF, 3+ suit   18+, weak 5+♥/≜   15+ 5+♣, 4♥/≜		
					1♥/♠ = 7+, 4+ ♥/♠	1♣ - 1♦ - 2♦ - GF (18+) ANY => 2♥ = negative		
					1NT = 7-10 BAL; 2NT = 11-12 BAL; 3NT = 13-15 BAL	1♣ - 1♦ - 1NT = 18-20, BAL (then as after 1NT opening); 1♣ - 1♦ - 2NT = 23-24, BAL		
				(11)12-14, BAL	2 <b>♣/</b> ♦ = 12+, 5+ <b>♣/</b> ♦ (4 <b>♥</b> /♠ possible)	1 <b> - 1▼</b> - 1NT = 12-14, BAL		
1♠	х	0	4♥	(11)12+, three-suiter without ♦ 15+ NAT	2♥ = 7-9, 5♠ 4♥			
				18+, ANY (without 21-22 BAL)	2♠ = 11+, transfer to NT	$1 - 1 \sqrt{2} - 2 = GF(18+)$ , asking bid, $3 + \sqrt{2}$ (then $2 = Weak 4 \sqrt{2}$ ; $2 = strong 4 \sqrt{2}$ ; 2NT = weak $5 \sqrt{2} = strong 5 \sqrt{2}$ ; $3 = weak 6 \sqrt{2} = weak 6 \sqrt{2}$ ; $2 = strong 4 \sqrt{2}$ ;		
					3 <b>⊛/</b> ♦ = 9-11, min. KQxxxx suit			
					3♥/♠ = 4-6, 6+ suit	1♣ - 2♣ - ? => 2♦ = 12-14, BAL; 2♥/♠ = 18+, 5+ ♥/♠; 2NT = 18+, BAL; 3♣ = 15+, 5+♣		
					4 <b>♥/</b> ♠ = SO	1 <b>♣ -1♥/≜ - 2</b> ♣ - 2♦ = GF		
					1♥/♠ = NAT; 1NT = 7-10; 2NT = 11-12, BAL; 3NT = 13-15, BAL	1♦ - 1♥/♠ - 2NT = 15-17, 6+♦ and 3♥/♠ (then 3♣ = SO, trsfr to 3♦; 3♦ = GF, supp.)		
					2♣ = 12+, 5+♣ (4♥/♠ possible)	1♦ - 1♥/♠ - 3♦ = 15-17, 6+♦ w/o 3+♥/♠		
				I II - (11)12-17(18) 5+♦ or 5♦4● or 4●441	2♦ = 10+, 4+♦, w/o 4♥/♠	1♦ - 2♣ - 2/3NT = 4441♣, 12-14/15-17		
1♦		4	4♥	III - 7-17(18), (4)5+♦ or 5♣4♦ or 4♦441	2♥ = 7-9, 5♠ 4-5♥	1♦ - 2♣ - 2♦ = 12-14, ANY		
				IV – 10-17(18) 5+♦ or 5♣4♦ or 4♦441	2♠ = inv with ♣			
					3 <b>♣</b> = 0-6, 4+ <b>♦</b>   13+ any Splinter			
					3♦ = 7-9, 4+♦; 3♥/♠ = Splinter (11-14)			
			i, II - (11)12-17, 5+♥ III - (7)12-17, (4)5+♥ IV - 10-17, 5+♥ i 4 III - (11)12-17, 5+♦ IV - 10-17, 5+♦ IV - 10-17, 5+♦	1NT = 7-11, w/o support; 1♠ = 7+, 4+♠		2♣ = Drury with ♥ support		
				2♣ = artificial GF; 2♦ = GF, 5+♦		(then 2♦ = 12-14; 2♥ = <12)		
				4♥ II - (11)12-17, 5+♥ III - (7)12-17, (4)5+♥ IV - 10-17, 5+♥	2♥ = 6-9, 3+♥; 2♠ = mixed raise		2NT- 3♣ = asking about shortage	
1♥		5			III – (7)12-17, (4)5+ <b>▼</b>	3♣/3♦ = 9-11, 6+♣/♦		
					IV – 10-17, 5+♥	2NT = 10-11, 3+♥; 3/4♥ = preemptive		
					3NT = Splinter +			
					4♦ = limit raise			
						1NT = 7-11, w/o support;		2♣ = Drury with ♠ support
					2♣ = artificial GF; 2♦ = GF, 5+♦ (4♥ possible)		(then 2♦ = 12-14; 2♠ = <12)	
				I. II - (11)12-17. 5+♠	2♥ = GF, 5+♥; 3♥ = mixed raise		2NT- 3♣ = asking about shortage	
1♠		5		4 III - (7)12-17, (4)5+ IV - 10-17, 5+	2♠ = 6-9, 3+♠; 3/4♠ = preemptive			
					2NT = 10-11, 3+♠; 3♣/3♦ = 9-11, 6+♣/♦			
					3NT = Splinter ¥			
					4♥ = limit raise			
					2♣ = Stayman; 2♦/♥/♠/3♣ - transfers to ♥/♠/♠/♦	1NT – 2♣ - 2♥/♠ - 3♦/♥ = GF, with ♥/♠ support		
			4♥	4♥	(14)15-17, BAL 5♥/♠, 6♣/♠ possible	2NT = invitational; 3+ = invitational, NAT	1NT – 2♣ - 2♦ - 2♥ = NF, 4+4+ ♥/♠; 1NT – 2♣ - 2♦ - 2♠ = invitational, 5♠ 4 ♥	
1NT						3♥/♠ = 5431♥/♠	1NT – 2♣ - 2♦ - 3♣ = GF, shortness in ♣/♦ (then 3♦ = asking)	
						4♣/♦ = transfer to ♥/♠	1NT – 2♣ - 2♦ - 3♦ = GF, 5+4+ ♥/♠ (asking for 3♥/♠)	
					4NT = invitational	1NT – 2♣ - 2♦ - 3♥/♠ = shortage with 4♠/♥		
2 <b>♠ X</b> 5		5 /*	5 4♥ I, II, IV - 11-14, 6+♠ or 5+♠ 4♥/♠ III - 9-14, 6+♠ or 5+♠ 4♥/♠	4♥ I, II, IV - 11-14, 6+♣ or 5+♣ 4♥/♠	2♦ = INV+, relay; 2♥/♠ = NF; 3♣/♥/♠ - INV; 3♦ = GF, 6+♦	2♣ - 2NT – 3♣ (automatic bid) – 3♦ = GF, 5+♥-5+♠; 3♥ = 10-11(12), 5+♥-5+♠;		
				2NT = transfer to 3♣ (0-9)   5+♥ - 5+♠, 10-11(12)   GF, on two suits w/o ♣	3♠ = GF, 5+♦-5+♠; 3NT = 5+♦-5+♥;			
				I, II - 5-10(11), 6+ ♥/♠	2NT = INV+, relay; 2♥/♠= p/c   INV+, 6+♥/♠	2♦ - 2NT (then 3♣ = weak; 3♦ = ♥; 3♥ = ♠)		
24	X	U		III - 5-10(11), Ms IV – 12-15, 6+♦	3♥ = preemptive; support in both Ms; 3♣/♦ = GF, 6+♣/♦			
27	х	5		I-II - 5-10, 5+♥ - 5+♣/♦ III - 0-12, (5)6+♥	2♠= NF; 2NT= relay, GF; 3♣= GF, 6+♣; 3♦= INV; ♥ supp; 3♥= PRE, ♥			
2♠	х	5		I-II - 5-10, 5+♠ - 5+♣/♦ III - 0-12, (5)6+♠	2NT = relay, GF; 3♣ = p/c; 3♦ = INV, ♠ support; 3♥ = 6+♥, INV			
2NT				21-22, BAL; 5♥/♠, 6♣/♦ possible	3♣ = Muppet   GF ♣; 3♦/♥/4♣ = transfers; 3♣ = GF, 5+4+ ♣/♦; 3NT = SO	2NT - 3♣ - 3♦ = 4♥/♠; 3♥ = w/o 4♥/♠; 3♠ = 5♠; 3NT = 5♥; 2NT -3♣ - 3♦/♥/♠/NT - 4♣ = GF, ♠		
3♣/♦/♥/♠		6		preemptive, III - flexible				
3NT	x			Gambling AKO Ivvv in minor, no side stopper	4♦ = relay (4♥/♠ = ♥/♠ shortage; 4NT w/o shortage)	Roman Key Card Blackwood – 1-4, 0-3, 2, 2+Q, 2+Q+(number of Kings); 5NT = Blackwood if bidding is above 4NT; Hoyt		
					5♣/♦ - ♦/♣ shortage			
4 <b></b> ♣/ <b>♦</b> /♥/♠		7		preemptive		Splinters; Cuebids; Exclusion Blackwood - 0, 1, 2, 3; Colour Kings response	nses after agreeing Major	
4NT	х	1		6+5+♣/♦, preemptive	5♣/♦ = SO	Asking for trumps AKQ; Last-Train; DOPI/ROPI/DEPO		