## DEFENSIVE AND COMPETITIVE BIDDING

## OVERCALLS (Style: Responses: 1/2 Level; Reopening)

 $9+1$ st level, $12+2$ nd level (Solid overcalls)On overcall: cuebid $=10+$ with fit, support $=6-9$ with fit Responses: new suit 1st level $=4+$ cards, forcing
new suit on the 2 nd level $=8-11$ with 6 cards
On reopening overcalls can be slightly weaker

1NT OVERCALL ( $2^{\text {nd } / 4} 4^{\text {th }}$ Live; Responses; Reopening)
any 1NT overcall is $15-17(18)$ balanced with stopper
System on (same responses as after 1NT opening)
Lebensohl over opp intervention

JUMP OVERCALLS (Style; Responses; Unusual NT)
In suit = Weak and natural (shows length);
on that $2 \mathrm{NT}=$ august, new suit $=$ natural, GF
$2 \mathrm{NT}=55$ lowest suits

DIRECT \& JUMP CUE BIDS (Style; Response; Reopen)
cuebid on minor $=55$ majors
cuebid on major $=55 \mathrm{OM}+\mathrm{m}$
Jump cuebid = asking for stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
$2 \mathrm{C}=$ majors $10+, 2 \mathrm{NT}$ minors, others natural
$\mathrm{X}=$ penalty (max of the range of the 1NT)

| VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) |
| :--- |
| X = takeout, 2NT $=(15) 16-18,3$ NT $=$ to play |
|  |
|  |
| VS. ARTIFICIAL STRONG OPENINGS- i.e. 1ヵ or 2ヵ |
| X = majors, NT $=$ minors, other natural |
|  |
|  |
| OVER OPPONENTS' TAKEOUT DOUBLE |
| XX = 10+, support $=6-9$ |
| new suit 1 st level $=4+$ cards, forcing <br> new suit on the 2 nd level $=6-9$ with 6 cards <br> 1NT $=6-9,2 N T ~=10-11$ |



| $\begin{aligned} & \text { OPENI } \\ & \text { NG } \end{aligned}$ | TIC <br> K IF <br> ART <br> IFIC <br> IAL | MIN. <br> NO. <br> OF <br> CAR <br> DS | NEG. <br> DBL <br> THR <br> U | DESCRIPTION | RESPONSES | SUBSEQUENT ACTION | COMPETITIVE \& PASSED HAND BIDDING |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  |  |  |  |  |  |  |
| 120 |  | 3 |  | Better minor (33 we open 1C) | $1 \mathrm{X}=$ natural, $2 \mathrm{C}=$ inverted, $1 \mathrm{NT}=6-9,2 \mathrm{NT}=10-$ 11 | On inverted we show stoppers, forced up to 3C. <br> New minor forcing |  |
|  |  | 3 |  | Better minor (44 we open 1D) | $\begin{aligned} & 1 \mathrm{X}=\text { natural } \mathrm{F}, 2 \mathrm{D}=\text { inverted, } 1 \mathrm{NT}=6-9,2 \mathrm{NT}= \\ & 10-11 \end{aligned}$ | On inverted we show stoppers, forced up to 3D. <br> New minor forcing |  |
| $1 \checkmark$ |  | 5 |  | $5+$ cards, law of 20 | $2 / 1$ is game forcing, splinters, $2 \mathrm{H}=6-9,3 \mathrm{H}=10-$ 11 $4 \mathrm{H}=$ weak to play | $2 \mathrm{C}=\mathrm{nmf}$ | drury |
| 14 |  | 5 |  | 5+ cards, law of 20 | $2 / 1$ is game forcing, splinters, $2 \mathrm{~S}=6-9,3 \mathrm{~S}=10-11$ $4 \mathrm{~S}=$ weak to play | $2 \mathrm{C}=\mathrm{nmf}$ | drury |
| INT |  |  |  | 15-17 Balanced | $2 \mathrm{C}=$ stayman ,2D/H = Transfers, Puppet, 4NT = $\mathrm{min} / \mathrm{max}, 4 \mathrm{C}=$ ask for aces |  | Lebensohl |
| 2* |  |  |  | Strong, 9+ tricks or 23+ | $2 \mathrm{D}=$ relay, suit $=8+$ good suit ( $5+$ cards) | $2 \mathrm{NT}=23-24$ |  |
| 2* |  |  |  | Weak | $2 \mathrm{NT}=$ Ogust, new suit = natural GF |  |  |
| 2 |  |  |  | Weak | 2NT = Ogust, new suit = natural GF |  |  |
| 2 |  |  |  | Weak | 2NT = Ogust, new suit = natural GF |  |  |
| $\begin{aligned} & 2 \mathrm{NT} \\ & 3 \% \\ & \hline \end{aligned}$ |  |  |  | 20-22 | 2D/H = Transfers, Puppet,4NT = min/max, 4C = ask for aces |  |  |
|  |  |  |  | Weak | new suit = natural GF |  |  |
| $\begin{aligned} & 3 \\ & 3 \end{aligned}$ |  |  |  | Weak | new suit = natural GF |  |  |
|  |  |  |  | Weak | new suit = natural GF |  |  |
| 3 a |  |  |  | Weak | new suit = natural GF |  |  |
| 3NT |  |  |  | none |  |  |  |
| 4\% |  |  |  | Weak |  |  |  |
| 4 <br> 4 <br> 4 <br> 4 <br> 4 NT <br> $5 \vdots$ <br> 5 <br> 5 <br> 5 |  |  |  | Weak |  |  |  |
|  |  |  |  | Weak |  |  |  |
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |
|  |  |  |  | Weak |  | HIGH LEVEL | DING |
|  |  |  |  | Weak |  | 4NT on suit = aces from 5 (including K of | ps): $0 / 3,1 / 4,2,2 \mathrm{w}$ Q |
|  |  |  |  | Weak |  | After 4NT, 5NT asking for specific kings |  |
|  |  |  |  | Weak |  |  |  |
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