| DEFENSIVE AND COMPETITIVE BIDDING |
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| OVERCALLS (Style: Responses: 1 / 2 Level; Reopening) |
| Aggressive at 1-level: (6)8-17 hcp, 5+cards (good suit if min) |
| Constructive at 2-level, but NV can be just a good suit, (9)10-17 hcp |
| RESP: new suit = NF, jump new suit = weak; 3x = PRE with 4-fit |
| cuebid = 10+ with fit or strong hands; 1NT 8-11, 2NT 12-14 |
| After 2-Ivl: new suit = forcing |
| 1NT OVERCALL (2 ${ }^{\text {nd }} / 4^{\text {th }}$ Live; Responses; Reopening) |
| 15-17(18) hcp, stopper; RESP as 1NT-opening |
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| JUMP OVERCALLS (Style; Responses; Unusual NT) |
| Jump= (5)6+cards, 6-9 hcp (NV could be weaker) |
| Double jump = 6-9 hcp, (6)7+ cards |
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| Reopen: 2NT = 18-19 |
| DIRECT \& JUMP CUE BIDS (Style; Response; Reopen) |
| 1m (2m) = 5/5 Majors; 1M (2M) = 50M + 5 minor |
| Unusual NT (5/5 lowest suits) |
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| VS. NT (vs. Strong/Weak; Reopening; PH) |
| DBL = penalty |
| 24 = natural |
| $2 \downarrow / 2 \oplus / 2 ¢=$ natural, $5+$ cards |
| 2NT = minors ( $5+5+$ ) |
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|  |
| VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) |
| DBL = take-out |
| 2X-2NT = 15-18 $\rightarrow$ as 2NT-opening |
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| VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 \%or 24 |
| OVER OPPONENTS' TAKEOUT DOUBLE |
| RDBL = 10+ hcp, system on in general, but jumps are weak |
| Penalty doubles after RDBL |





