

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1 level: Can be weak, ~7-16, (4)5+ suit.
2 level: sound, (10)11-16(17), good suit. 2m often not balanced
Responses: Transfer from 2 in opening suit to 2/3 our suit.
2NT = good raise 4+ supp after 1 level overcall
Reopening: Can be weaker
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> : 15-18 with stopper
Responses: Sys on
Reopening: 4 <sup>th</sup> : 11-14
(1x)-P-(1y)-1NT: 15-18
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Jump overcalls: weak, ~5-11, (5)6card suit
(sometimes constructive specific 55+)
2NT: Constructive specific 55+ (Reopening: 19-21 BAL)
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Cue bid: Constructive specific 55+
Jump cue bid: Strong specific 55+
Reopening: 55+
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
X: Strong
2♣: Both majors, 4-4+ (or something like 4351)
2♦: 6c M (wide range)
2M: 5M 4m
2NT: 5-5+ both m
3m: NAT (wide range)
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
2NT: 15-18, sys on
X: Takeout, continuation: lebensohl/scramble
VS. Multi: X: 13-15 BAL/17+, 4m: 5-5 m+H
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
X: both M, NT: both m
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Transfer responses if opening 1M, XX: 10+

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> from even, low from odd	3 <sup>rd</sup> from even, low from odd	
NT	4th best, high/second from weakness, coded 9/10	3 <sup>rd</sup> from even, low from odd	
Subseq	2 <sup>nd</sup> /4 <sup>th</sup> through declarer	1-3-5	
K lead for count on 5+ level, vs 7c+ suit or 5-5/6-4			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x), Ax	AK(x), Ax	
King	AK, KQ(x), Kx	AKJ10(x), KQ(x), Kx	
Queen	QJ(x), Qx	KQ109(x), QJ(x), Qx	
Jack	J10(x), Jx	QJ98(x), J10(x), Jx, AQJ(x)	
10	KJ10(x), 10x	109(x), 10x, 10(x), HJ10(x)	
9	KJ9(x), 9x, H109(x)	H109(x), HH9(x), 98(x)	
Hi-X	Xx, xxXx, xxXxxx	Xx, Xxx, xXx, Xxxx, xXxx	
Lo-X	xxX, xxxxX	HxxX, HxX, HxxXx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Count	Attitude
Suit 2	Count	Suit preference	Count
3	Suit preference		Suit preference
1	Attitude	Suit preference (if not	Attitude
NT 2	Count	obvious count is needed)	Count
3	Suit preference	Count	Suit preference
Signals (including Trumps): Low-High: Encouraging/even, High-Low: Discouraging/odd. If shown 5+ suit, middle=enc, high/low=suit pref			
Suit pref in trump suit. Count signals show original count.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
3 cards in unbid suits (10-11)12+ depending on distribution/17+ offshape			
Responses: Cue bid: forcing			
Reopening Can be weaker, ~8+			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Transfers, invitational in supported major if no other available bid,			
XX as a raise with Hx (A/K/Q) if we overcall 1M and opponents double			

[illegible]

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	Daniel COVILL GULLBERG – Emma ÖVELIUS			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	7S	a) Weak/strong BAL When strong 1NT: 12-14/18-19 When weak 1NT: 14-16/17-19 b) 11-23 NAT	1♦/♥: 4+♥/♠, 1♠: ♦/NT trf/both ms, 1NT: FG BAL/♣, 2♣: 5+♣ 6-9, 2X: ~3-7 6c suit, 2NT: INV, 3m: inv 6c m, 3M: PRE	1♣-1red-1red+1: BAL 2-3M/11-15 UNBAL with 3M, 1♣-1red-1NT: strong bal. 1♣-1red-2NT=15+, 6+♣	Transfers after most overcalls
1♦		4	7S	4+♦ UNBAL (only 4 if 4441) 11-23	1M: 4+M, 1NT: 6-11, 2♣: FG 4+♣, 2♦: 8-11 (3)4+♦, 2M: 3-7 6M, 2NT: 4+♦ FG, 3♣: 4+♦ INV	1♦ – 1M – 1NT+: TRF 1♦ – 1NT – 2♣: 6+♦ or 18+	Transfers after some overcalls
1M		5	7S	11-23	2m: FG, 2M: 8-11 3(+)M, 2♠ (if opening 1♥): 3-7 6♠, 2NT: INV+ w 4+support, 3M: mixed	1M-1♠/NT-2M: 5-4+ in M+♣ 11-15, 2♣: 14-16 6cM/any 16+ except 6-4 with m 1M-1♠/NT-2NT= 16+, 6-4 with m	TRF after dbl and a 1♠ overcall. Cue: 3-supp GT+. (Except over 1♠ overcall, then INV+ with ♣)
1NT			7S	(8)10-13(14) 1 <sup>st</sup> -3 <sup>rd</sup> NV (14+)15-17 1 <sup>st</sup> -3 <sup>rd</sup> red and in 4 <sup>th</sup> Can contain 5cM, 6c m, can be semibalanced (Weak NT can be unbal, not singleton M)	After weak 1NT: 2♣: ASK M, 2♦: ASK M FG, 2M: to play, 2NT: GT/one long m, 3m: INV, 3M: PRE After strong 1NT: 2♣: asking for M, 2♦/♥: TRF to ♥/♠, 2♠: BAL GT/6+♣ any strength, 2NT: 6+♦ any strength/weak 55m, 3♣: FG both m, 3♦: one 6cM, INV, 3M: Single M 3c oM	1NT-2♠-2NT: min, 3♣: accept of bal GT, 1NT-2NT-3♣: not accepting possible GT, 3♦: accept 1NT-3♣- 3♦: No 4cm, good hand, 3♥/♠: 4+♣/♦, 3NT: no interest, 4m: max, 5m	Dbl: negative, 2x: weak NAT, 2NT+: Transfer lebensohl After strong X: 2♣: ♣/♦+♥/♦+♠/ both M, 2♦: ♦/both M, 2NT: both m
2♣	*		7S	20-21 NT/FG	2♦: waiting, 2M/3m weak, suggestion vs 20-21 BAL, 2NT: weak Ms	2♣-2♦-2♥: 25+ BAL/UNBAL 5+♥ 2♣-2♦-3♣+: ♣ hand	
2♦	*		-	Weak 6c M/FG ♦	2/3M: P/C, 2NT: positive ask, 4♣: trf to your suit, 4♦: bid your suit, 4M to play	Over 2N: 3♣: extras, 3red: min trf, 3♠+: ♦ hand	Dbl: P/C if M overcall
2M		6	-	10-13 6c M	2NT: forcing ASK, 3♣ over 2♠: ♥, 3♥ over 2♠: ♣		Dbl: penalty
2NT			7S	22-24	3♣: asking for M, 3♦/♥: 5+ ♥/♠ FG, 3♠: TRF to 3NT, to play/5-4+m FG, 3NT-4♥: TRF 6+suit	2NT-3♣- 3♦: no 4+M, 3M: 4-5c M. 2NT-3red-3red+1: no supp, 3NT: supp, no slam interest, new suit: supp and cue	
3m		6	-	PRE	3m+1: Puppet to 3m+2, 3M: NF, 4om: ace ask	3NT/4M: choice of game, 4m/om: 5-5	Dbl: penalty
3M		6	-	PRE	4♣: ace ask, 4♦: general slam try	Over 4♣: stepwise 0, 1 without Q, 1 with Q,...	Dbl: penalty
3NT	*		-	To play/Gambling			
4m		(6)7	-	PRE	4NT: asking for aces		
4M		(6)7	-	NAT	4NT: asking for aces		
4NT						HIGH LEVEL BIDDING	
5m			-	NAT		Cue bid showing 1 <sup>st</sup> or 2 <sup>nd</sup> round controls, RKCB 1430	