OVERCALLS (Style: Responses: 1/2 Level; Reopening) OPENNO. LEADS STYLE CATEGORY: Green 2 herd: 1-17 Suit 4 th best Attitude Standard No suits by advancer are forcing NT 4 th best Attitude Standard Cac-bid by advancer are forcing NT 4 th best Attitude Cac-bid by advancer uselly promises support INV+ Other: Nt 4 th best Cac-bid by advancer uselly promises support INV+ Other: Other: Differ.INC OVERCALL (2 ^{61/4th} Live; Responses; Reopening) Ital Status Nt 1218, systems on Lead Vs. Suit Vs. NT Acc AKS(r), As Sund Differ.INC(r), As 1218, systems on Lead Vs. Suit Differ.INC(r), As 1218, systems on Differ.INC(r), As Sund Differ.INC(r), As 121 Concent QUMP OVERCALLS (Style; Response; Unsual NT) 10 (Differ.INC(r), As Sund 121 Differ.INC(r), As Sund Differ.INC(r), As Sund 122 Differ.INC(r), As Sund Differ.INC(r), As Sund 121 Differ.INC(r), As Sund Differ.INC(r), As Sund 121 Differ.INC(r), As Sund Differ.INC(r), As Sund	DEFENSIVE AND COMPETITIVE BIDDING		LEA	ADS AND SIGNA	ALS	W B F CONVENTION CARD
I levd: 1-17 Suit CATEGORY: Green New with by advancer usally promises support INV+ Subseq Attitude Standard NT 4 th best Attitude Standard Other: Attitude Standard FKPNT (Juniors III6) 15.18. systems on LEADS StSTEM SUMMARY Concern Queen QJ, QM(+), Qx same Queen QJ, QM(+), Qx same Deparing is 11- points or very distributional JUMP OVERCALLS (Style: Response; Tonsull NT) 10 10, 9, 10, 0, (1), 0, (1), N, 11(%), N, 11(%), N INT Jumps in suits are NAT pre-empts Lo-Low HK5, xxS(x) same Scard majors UblickT & ALVIP CUE BIDS (Style: Response; Reopen) Sint (N A thito = FNC N/A Hit 0 = FNC NK I (ns, Strong/Weak; Reopening/H1 YZ SP SP SPECIAL BIDS TILAT MAY REQUIRE DEFENSE Signals (including Tumps): Signals (including Tumps): SPECIAL SIDS (Style: Responses; Reopening) <t< td=""><td></td><td>OPENINO</td><td></td><td></td><td></td><td></td></t<>		OPENINO				
2 level: 11-17 Suit 4" best Attinude Standard NCB0: USBF Num waits by advancer usually promises support INV+ Other. Subseq Attinude Standard Cue-bid by advancer usually promises support INV+ Other. Subseq Attinude Standard INT OVERCALL (2"(4" Live; Responses; Reopening) IEAD Subseq Attinude Standard IS-18, systems on Acc AK:1/, A.X. sup GENERAL APROACH AND STYLE Ouen OL, OLMC+, OX. ame Other. Discording is 11+ points or very distributional Umree Str.2: lowest unbia suits Discording is 10+ points or very distributional INT-15-17. Umree Str.2: lowest unbia suits Discording is 10+ points or very distributional INT-15-17. Umree Str.2: lowest unbia suits are NAT pre-empts Disclorer's Lead Discording INT-15-17. Director Hole Strict: Response; Reopening: Str.2: lowest unbia suits are NAT pre-empts IIE/Low Str.2: lowest unbia support Cuebid by advancer promises support Disclorer's Lead Discording IIE/Low Str.2: lowest unbia support Cuebid by advancer promises support IIE/Low NA IIE/Low Str.2: lowest unbia support			Lead		In Partner's Suit	CATEGORY: Green
New subtor advancer are forcing NT 4" best Attitude Cachebit by advancer usually promises support INV+ Attitude Attitude Cachebit by advancer usually promises support INV+ Attitude Attitude Differ Attitude Attitude INT OVERCALL (2 ⁶⁴ /4 ⁶ Live; Response; Reopening) EADS SYSTEM SUMARY 15:18, systems on Cachebit by advancer or usually promises support CRNRRAL APPROACH AND STYLE 15:18, systems on Cachebit by advancer or usually promises or very distributional CRNRRAL APPROACH AND STYLE 10:100;10, 0, 100;10,	2 level: 11-17	Suit	4 th best			NCBO: USBF
Cae-bid by advancer usually promises support INV+ Subseq Attitude Ittitude EVENT (Juniors U16) NT OVFRCALI. (2"/4" Live; Responses; Responing) I.E.ADS SUSSEQ SUSSEQ 15:18, systems on I.E.ADS SUSSEQ GENERAL APPROACCI AND STYLE 20een O.J. (March), KJ104(-), KJ anne Opening is 11+ points or very distributional 100 100, 100, 100, 100, 100, 100, 100, 100,	New suits by advancer are forcing	NT	4 th best			PLAYERS: Kevin Wei + Arjun Chaunal
Older. INT OVERCALL Q"/#" Live; Responses; Reopening) LEADS 15:18, systems on Lead Vs. Suit Vs. NT Ace AKs(+), Ax ams GENERAL APPROACH AND STYLE. Ace AKs(+), Ax ams GENERAL APPROACH AND STYLE. Ace AKs(+), Ax ams GENERAL APPROACH AND STYLE. Ace JUMP OVERCALLS (Style; Response; Unusual NT) 10 109, 10x, 10x(+), K, 10x(+), K, and Dimage in suits are NLT pre-empts Hi-Low ints, xxxS(x) and Hi-Low KCAALS NO ROD ROD FRIORITY Section and Weak 2 opening. Discarding Discarding Biscarding Weak 2 opening. Carbo watcher promises support HiH.Low SIP SP 1 HiLow SIP SP SP 2 Signal (including Trumps): IHILO= ENC N/A HILO= ENC Yes, NT (vs. Strong/Weak; Reopening; PH) NT 2 [S/P SP SP 2 Signal (including Trumps): Including Trumps): Including Trumps): 2 Signal (including Trumps): Including Trumps): Including Trumps): 2 Signal (including Trumps): Including Trumps): Including Trumps): 2 Signal (including Trumps): <td< td=""><td>Cue-bid by advancer usually promises support INV+</td><td>Subseq</td><td>Attitude</td><td></td><td>Attitude</td><td>EVENT (Juniors U16)</td></td<>	Cue-bid by advancer usually promises support INV+	Subseq	Attitude		Attitude	EVENT (Juniors U16)
$ \begin{array}{c c c c c c c c c c c c c c c c c c c $		Other:				
AccA	1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY
KingKO, KQ109x(+)same21QueenQueenQueenQueenQueenQueenJUM POYERALLS (Style; Response; Unusual NT)10109, 10x, 109x(+), K10x(+), Jxsame1NT=15-17Jumsaid 2NT=2 lowest unbid suits99xsameWeek 2 openings is 11+points or very distributionalJumsaid 2NT=2 lowest unbid suits99xsameWeek 2 openingsLo-LowHisSxsameWeek 2 openingsReopen:Lo-LowHissameWeek 2 openingsDIRECT & JUMP CUE BIDS (Style; Response; Reopen)III/L $a = 1NC$ NAWeek 2 openings(1m)-2m=majors, (1M)-2M=other major+minorSiGNALS IN ORDER OF PRIORITYSPECIAL BIDS THAT MAY REQUIRE DEFENSE(1m)-2m=majors, (1M)-2M=other major+minor3Lo-LowNA311locarding111/L $a = 1NC$ NAHi/L $a = 1NC$ NT 2 (SPSPSP2N=Snigs suitedSignals (including Trumps)2M=M+minorSignals (including Trumps)2N=TeninorsDOUBLESSIGNALS IN ORDER SE (Style; Response; Reopening)Takeout doubles of non-game through 4+12-points usually12-points usually12-points usually1321-minorsSPECIAL BIDS TAKT MAY REQUIRE DEFENSESignals (including Trumps)22-Sold majors22-Sold gis suited22-Sold majors2324-Single suited24-Single suited25-Det majors <td>15-18, systems on</td> <td>Lead</td> <td></td> <td></td> <td>Vs. NT</td> <td></td>	15-18, systems on	Lead			Vs. NT	
QueenQJ, QJS(-), CXsameDemans is 11+ points or very distributionalJUMP OVERCALLS (Style; Responses; Unusual NT)10 $10, J10x(+), KJ10x(+), Jx$ same15Unusual 2NT=2 lowest unbid suits99xsame10Jumps in suits are NAT pre-emptsHi-LowSXsame10Lo-LowHSX, xxXS(x)sameWeak 2 openingsWeak 2 openingsDRECT & JUMP CUE BIDS (Style; Response; Reopen)SIGNALS IN ORDER OF PRIORITYSPECIAL BIDS THAT MAY REQUIRE DEFENSEDirect & JUMP CUE BIDS (Style; Response; Reopen)1 Hi/Lo = ENCN/AHi/Lo = ENCVS. NT (vs. Strong/Weak; Reopening:PH)Signals (including Trumps):Signals (including Trumps):Signals (including Trumps):2M=-M-minorSignals (including Trumps):Signals (including Trumps):Signals (including Trumps):2N=-M-minorNY por always lead and signal as writtenSignals (including Trumps):VS. REEENTS (Doubles; Cue-bids; Jumps; NT Bids)TAKKOUT DOUBLES (Style; Response; Reopening)Itakeout doubles of non-game through 4+12+ pointsInatural, NT=minorsSPECIAL, ARTIFICIAL & COMPETITIVE DBIS/RDISSPECIAL FORCING PASS SEQUENCESNA Inatural, NT=minorsSPECIAL, ARTIFICIAL & COMPETITIVE DBIS/RDISIMPORTANT NOTES					same	GENERAL APPROACH AND STYLE
Jack J10, J10x(+), KJ 109x(+), KJ 10		King	KQ, KQ109	9x(+)	<mark>same</mark>	
JUM OVERCALLS (Style; Response; Unusual NT) 10 109,10x, 109x(+), H109x(+), same 5 card majors Unusual 2XT-2 lowest anbid suits 9x same Week 2 openings Imps in suits are NAT pre-empts Hi-Low Sx same Reopen: Bit IN ORDER OF PRIORITY Signal State Week 2 openings DIRECT & JUMP CUE BIDS (Style; Response; Reopen) Partner's Lead Declarer's Lead Discarding 1 Hi/Lo = ENC N/A Hi/Lo = ENC N/A Hi/Lo = ENC No RDE De and the major+minor Signal Schwarz Signal Schwarz Signal Schwarz 3 1 Hi/Lo = ENC N/A Hi/Lo = ENC VS. NT (vs. Strong/Weak; Reopening;PH) NT 2 S/P S/P Image: Schwarz Image: Schwarz 2N=-Single suited Signal Schwarz Signal Schwarz Signal Schwarz Image: Schwarz 2N=-Minior Takeout doubles of non-game through 4+ Image: Schwarz Image: Schwarz Special Schwarz VS. RREEMTS (Doubles; Cue-bids; Jumps; NT Bids) TAKEOUT DOUBLES (Style; Response; Reopening) Takeout doubles of non-game through 4+ Image: Schwarz Special Schwarz VS. ARTIFICIAL STRONG OPENINGS- i.e. 1+ or 2+					<mark>same</mark>	Opening is 11+ points or very distributional
Umusual 2NT=2 lowest unbid suits 9 9x same Jamps in suits are NAT pre-empts Hi-Low Sx same Lo-Low HxS, xxXS(x) same could be HHxS(x) same could be HHxS(x) Reopen: DIRECT & JUMP CUE BIDS (Style; Response; Reopen) SIGNALS IN ORDER OF PRIORITY DIRECT & JUMP CUE BIDS (Style; Response; Reopen) I Hi/Lo = ENC N/A Hi/Lo = ENC Cuebid by advancer promises support 1 Hi/Lo = ENC N/A Hi/Lo = ENC Suit 2 S/P S/P I = could be 2 if 4432 Suit 2 S/P S/P 3 I I = could be 2 if 4432 NY S. NT (vs. Strong/Weak; Reopening; PH) N/2 S/P 2e=Solg suited Signals (including Trumps): S/P 2a=Both majors May not always lead and signal as written 2M=M=minor DOUBLES 2NT=minors TAKEOUT DOUBLES VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 + or 2 + All natural, NT=minors SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS NY A. RATIFICIAL & STRONG OPENINGS- i.e. 1 + or 2 + All natural, NT=minors SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS NY (Y). S. Attribute In-(I)*, × = 4+, 1+ = 5+ + SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS In-(I)*, × = 4+, 1+ = 5+ + NY - Artinin cr		Jack				1NT=15-17
Jumps in suits are NAT pre-empts Hit-Low Sx same Reopen: Lo-Low HXS, XXXS(x) same, could be HHXS(x) SIGCALS IN ORDER OF PRIORITY Partner's Lead Discarding Unbil by advancer promises support Hi/Lo = ENC N/A Hi/Lo = ENC (1m)-2m=majors, (1M)-2M=other major+minor Sit 2 S/P S/P 3	JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109,10x, 10	9x(+), H109x(+)	same	5 card majors
Jumps in suits are NAT pre-empts Hi-Low Sx same Reopen: Lo-Low HXS, xxXS(x) same, could be HHXS(x) SIGCALS IN ORDER OF PRIORITY Partner's Lead Declare's Lead Discarding IHi/Lo = ENC NA Hi/Lo = ENC Ie could be 2 if 4432 (1m)-2m=majors, (1M)-2M=other major+minor 3 Immediate Ie could be 2 if 4432 YS.NT (vs. Strong/Weak; Reopening;PH) NT 2 [S/P S/P YS.NT (vs. Strong/Weak; Reopening;PH) NT 2 [S/P S/P 24=Single suited Signals (including Trumps): May not always lead and signal a swritten VS.NT (vs. Carcell=15-18, systems on It Accout doubles of non-game through 4• Immediate 2NT=minors TAKEOUT DOUBLES SPCLAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS SPCLAL FORCING PASS SEQUENCES Vs. ARTIFICIAL STRONG OPENINGS- i.e. 1 • or 2 ◆ NI natural, NT=minors SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS OVER OPPONENTS' TAKEOUT DOUBLE Immediate SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS SPECIAL FORCING PASS SEQUENCES Natural, NT=minors SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS Immediate SPECIAL FORCING PASS SEQUENCES	Unusual 2NT=2 lowest unbid suits	9			same	Weak 2 openings
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DIRECT & JUMP CUE BIDS (Style; Response; Reopen) Partner's Lead Declarer's Lead Discarding Cuebid by advancer promises support H/L,0 = ENC N/A Hi/L,0 = ENC 4/32 (Im)-2m=majors, (IM)-2M=other major+minor 3 p 1 1/2,0 = ENC		Lo-Low	HxS, xxxS(x)	same, could be HHxS(x)	
Cuebid by advancer promises support 1 Hi/Lo = ENC N/A Hi/Lo = ENC (Im)-2m=majors, (IM)-2M=other major+minor Sit 2 S/P S/P 3 1 Gamma (Im) S/P S/P 3 1 Sit 2 S/P S/P 24=Single suited Signals (including Trumps): May not always lead and signal as written Sit 2 2M=M+minor May not always lead and signal as written Sit 2 Sit 2 Sit 2 2NT enciral=15-18, systems on TAKEOUT DOUBLES (Style; Response; Reopening) Sit 2 Sit 2 Sit 2 2NT overcall=15-18, systems on Im-(I*)-X = 44, 1 = 5 +	Reopen:	SIGNALS	IN ORDER OF P	RIORITY		
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VS. NT (vs. Strong/Weak; Reopening; PH) NT 2 S/P S/P X=penalty 3 Signals (including Trumps): 2#=Both majors Signals (including Trumps): May not always lead and signal as written 2M=M+minor May not always lead and signal as written Signals (including Trumps): 2M=M+minor May not always lead and signal as written Signals (including Trumps): 2NT=minors DOUBLES Signals (including Trumps): 2NT overcall=15-18, systems on TAKEOUT DOUBLES (Style; Responses; Reopening) SPECIAL concernance 12+ points usually Im-(1*)-X = 4♠, 1♠ = 5+ ♠ SPECIAL FORCING PASS SEQUENCES SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS Ix-(x)-xx, xx=10+ high card points SPECIAL FORCING PASS SEQUENCES OVER OPPONENTS' TAKEOUT DOUBLE Xx=10+ high card points IMPORTANT NOTES		3				
X=penalty 3 3 Signals (including Trumps): 24=Both majors Signals (including Trumps): May not always lead and signal as written Signals (including Trumps): 24=Both majors May not always lead and signal as written Signals (including Trumps): May not always lead and signal as written 24=Both majors DOUBLES May not always lead and signal as written Signals (including Trumps): 24=Both majors DOUBLES TAKEOUT DOUBLES (Style; Responses; Reopening) Signals (including Trumps): 2NT -minors TAKEOUT DOUBLES (Style; Responses; Reopening) Takeout doubles of non-game through 4* Signals (including Trumps): 2NT overcall=15-18, systems on Takeout doubles of non-game through 4* Signals (including Trumps): Signals (including Trumps): 4 Takeout doubles of non-game through 4* Inc-(1*)-X = 4*, 1* = 5 + * SPECIAL FORCING PASS SEQUENCES SPECIAL FORCING PASS SEQUENCES SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS SPECIAL FORCING PASS SEQUENCES OVER OPPONENTS' TAKEOUT DOUBLE In-(1*)-X = 4*, 1* = 5 + * IMPORTANT NOTES Xx=10+ points IMPORTANT NOTES IMPORTANT NOTES		1	Hi/Lo = ENC	N/A	Hi/Lo = ENC	
24 = Single suited Signals (including Trumps): Image: Signals (including Trumps): 24 = Both majors May not always lead and signal as written Image: Signals (including Trumps): 2M=M+minor DOUBLES 2NT=minors DOUBLES VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) TAKEOUT DOUBLES (Style; Responses; Reopening) 2NT overcall=15-18, systems on Takeout doubles of non-game through 4+ 12+ points usually Image: Signals (including Trumps): Image: VS. ARTIFICIAL STRONG OPENINGS- i.e. 1+ or 2+ SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS All natural, NT=minors SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS Ix-(x)-xx, xx=10+ high card points IMPORTANT NOTES VS.RAPPONENTS' TAKEOUT DOUBLE Image: Superior Super	VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2	S/P		S/P	
24 = Single suited Signals (including Trumps): Image: Signals (including Trumps): 24 = Both majors May not always lead and signal as written Image: Signals (including Trumps): 2M=M+minor DOUBLES 2NT=minors DOUBLES VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) TAKEOUT DOUBLES (Style; Responses; Reopening) 2NT overcall=15-18, systems on Takeout doubles of non-game through 4+ 12+ points usually Image: Signals (including Trumps): Image: VS. ARTIFICIAL STRONG OPENINGS- i.e. 1+ or 2+ SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS All natural, NT=minors SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS Ix-(x)-xx, xx=10+ high card points IMPORTANT NOTES VS.RAPPONENTS' TAKEOUT DOUBLE Image: Superior Super	X=penalty	3				
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DOUBLES DOUBLES VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) TAKEOUT DOUBLES (Style; Responses; Reopening)	2M=M+minor					
2NT overcall=15-18, systems on Takeout doubles of non-game through 4• 12+ points usually 12+ points usually 1m-(1♥)-X = 4•, 1• = 5+ • SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS All natural, NT=minors SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS 1x-(x)-xx, xx=10+ high card points Im-(1♥)-X OVER OPPONENTS' TAKEOUT DOUBLE Im-(1♥)-X xx=10+ points Im-(1♥)-X	2NT=minors			DOUBLES		
12+ points usually 1m-(1♥)-X = 4♠, 1♠ = 5+ ♠ VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♠ All natural, NT=minors SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS 1x-(x)-xx, xx=10+ high card points 1x-(x)-xx, xx=10+ high card points Ix-(x)-xx, xx=10+ high card points Ix-(x)-points Im-(1♥)-X = 4♠, 1♠ = 5+ ♠	VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOU	T DOUBLES (Sty	le; Responses; R	eopening)	
Im-(1♥)-X = 4♠, 1♠ = 5+ ♠ Im-(1♥)-X = 4♠, 1♠ = 5+ ♠ Im-(1♥)-X = 4♠, 1♠ = 5+ ♠ VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♠ Im-(1♥)-X = 4♠, 1♠ = 5+ ♠ Im-(1♥)-X = 4♠, 1♠ = 5+ ♠ All natural, NT=minors SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS SPECIAL FORCING PASS SEQUENCES Ix-(x)-xx, xx=10+ high card points Ix-(x)-xx, xx=10+ high card points Im-(1♥)-X = 4♠, 1♠ = 5+ ♠ Im-(1♥)-X = 4♠, 1♠ = 5+ ♠ OVER OPPONENTS' TAKEOUT DOUBLE Ix-(x)-xx, xx=10+ high card points Im-(1♥)-X = 4♠, 1♠ = 5+ ♠ Im-(1♥)-X = 4♠, 1♠ = 5+ ♠ VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♠ In-(1♥)-X = 4♠, 1♠ = 5+ ♠ Im-(1♥)-X = 4♠, 1♠ = 5+ ♠ SPECIAL FORCING PASS SEQUENCES VS. ARTIFICIAL & COMPETITIVE DBLS/RDLS Ix-(x)-xx, xx=10+ high card points Im-(1♥)-X = 4♠, 1♠ = 5+ ♠ SPECIAL FORCING PASS SEQUENCES VS. ARTIFICIAL & COMPETITIVE DBLS/RDLS Ix-(x)-xx, xx=10+ high card points Im-(1♥)-X = 4♠, 1♠ = 5+ ♠ Im-(1♥)-X = 4♠, 1♠ = 5+ ♠ Im-(1♥)-X = 4♠, 1♠ = 5+ ♠ VS. ARTIFICIAL & COMPETITIVE DBLS/RDLS In-(1♥)-X = 4♠, 1♠ = 5+ ♠ Im-(1♥)-X = 4♠, 1♠ = 5+	2NT overcall=15-18, systems on	Takeout do	oubles of non-game	through 4		
Im-(1♥)-X = 4♠, 1♠ = 5+ ♠ Im-(1♥)-X = 4♠, 1♠ = 5+ ♠ Im-(1♥)-X = 4♠, 1♠ = 5+ ♠ VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♠ Im-(1♥)-X = 4♠, 1♠ = 5+ ♠ Im-(1♥)-X = 4♠, 1♠ = 5+ ♠ All natural, NT=minors SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS SPECIAL FORCING PASS SEQUENCES Ix-(x)-xx, xx=10+ high card points Ix-(x)-xx, xx=10+ high card points Im-(1♥)-X = 4♠, 1♠ = 5+ ♠ Im-(1♥)-X = 4♠, 1♠ = 5+ ♠ OVER OPPONENTS' TAKEOUT DOUBLE Ix-(x)-xx, xx=10+ high card points Im-(1♥)-X = 4♠, 1♠ = 5+ ♠ Im-(1♥)-X = 4♠, 1♠ = 5+ ♠ VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♠ In-(1♥)-X = 4♠, 1♠ = 5+ ♠ Im-(1♥)-X = 4♠, 1♠ = 5+ ♠ SPECIAL FORCING PASS SEQUENCES VS. ARTIFICIAL & COMPETITIVE DBLS/RDLS Ix-(x)-xx, xx=10+ high card points Im-(1♥)-X = 4♠, 1♠ = 5+ ♠ SPECIAL FORCING PASS SEQUENCES VS. ARTIFICIAL & COMPETITIVE DBLS/RDLS Ix-(x)-xx, xx=10+ high card points Im-(1♥)-X = 4♠, 1♠ = 5+ ♠ Im-(1♥)-X = 4♠, 1♠ = 5+ ♠ Im-(1♥)-X = 4♠, 1♠ = 5+ ♠ VS. ARTIFICIAL & COMPETITIVE DBLS/RDLS In-(1♥)-X = 4♠, 1♠ = 5+ ♠ Im-(1♥)-X = 4♠, 1♠ = 5+						
All natural, NT=minors SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS 1x-(x)-xx, xx=10+ high card points Int-(x)-xx, xx=10+ high card points OVER OPPONENTS' TAKEOUT DOUBLE Intervention xx=10+ points Intervention						
All natural, NT=minors SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS 1x-(x)-xx, xx=10+ high card points Int-(x)-xx, xx=10+ high card points OVER OPPONENTS' TAKEOUT DOUBLE Intervention xx=10+ points Intervention	VS. ARTIFICIAL STRONG OPENINGS- i.e. 1& or 2&					SPECIAL FORCING PASS SEQUENCES
Ix-(x)-xx, xx=10+ high card points Important NOTES OVER OPPONENTS' TAKEOUT DOUBLE Important NOTES xx=10+ points Important NOTES	All natural, NT=minors	SPECIAL	, ARTIFICIAL &	COMPETITIVI	E DBLS/RDLS	
xx=10+ points						
xx=10+ points	OVER OPPONENTS' TAKEOUT DOUBLE	-				IMPORTANT NOTES
PSYCHICS: rare						
						PSYCHICS: rare

OPENI NG	TIC K IF ART IFIC IAL	MIN. NO. OF CAR DS	NEG. DBL THR U							
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING			
1 ≵		2	4♦	Only 2 clubs if 4432	Bypass 1 • with less than GF hand, New suits 2 lvl strong, 3 lvl weak	After 1N rebid, 20m = ART F1(nmf) After 2N rebid, 30m = nmf	1m-(1NT)-x=penalty			
					2NT=invitational	Strong jump shifts at 2 lvl, by responder				
1 •		4	4♦		New suits 2 lvl strong, 3 lvl weak	Strong jump shifts at 2 lvl, by responder After 1N rebid, 20m = ART F1(nmf) After 2N rebid, 30m = nmf				
1 🗸		5	4♦		2NT=GF, 4+card support, New suits 2 lvl strong, 3 lvl weak except 1♥-3♠. 1♥-3♠ is splinter.	Strong jump shifts at 2 lvl, by responder	1M-(1NT)-x=penalty			
						Strong jump shifts at 2 lvl, by responder				
1♠		5	4♦							
1NT				15 - 17 Balanced Can have 5 cards suit	2 = STAY; 2 / 2 / 4 / 4 = TRF; 2 = Clubs, 2N = NAT, 3 = Diamonds	1NT-2 \Rightarrow -2 \leftarrow -3M= 5 of opposite major and 4M, GF				
2♣	*		4•	22+	2♦ =waiting					
2 •		6	Penalty	6-10, 6+	2NT=ASK New suits F	$3 \neq /3 \neq = 6-8$, 1 honor / 6-8, 2 honor $3 \neq /3 \neq = 9-10$, 1 honor / 9-10, 2 honor 3NT = 9-10 3 honor	X=penalty			
2 💙		6	Penalty	6-10, 6+	Same		X=penalty			
2♠		6	Penalty	6-10, 6+	Same		X=penalty			
2NT				19-21	3♠->3NT, bidding minor now shows minor GF					
3♣		6	Penalty	6-10	New suits F		X=penalty			
3 •		7	Penalty	6-10	New suits F		X=penalty			
3 💙		7	Penalty	6-10	New suits F		X=penalty			
3♠		7	Penalty	6-10	New suits F		X=penalty			
3NT	*			9 tricks			· · · · ·			
4 ♣		7	Penalty	6-10			X=penalty			
4 •		7	Penalty	6-10			X=penalty			
4 💙		7	Penalty	- •			X=penalty			
4♠		7	Penalty				X=penalty			
4NT	*			Strong = miss 2 Aces to 6NT	6NT = 2 Aces		1 2			
5 ♣		To play	Penalty			HIGH LEVEL BI	DDING			
5 ♦		To play	Penalty			RKCB: 0314. 5N follow-up asks for # of Kings				
5 💙		To play	Penalty		1	4NT quantitative over notrump				
5♠		To play	Penalty			4♣ is Gerber over any nat. NT bid: answer 4♦= 0/4,4♥=1,4♣= 2, 4nt=3, rebid 5♣ asking K with same responses one level higher				