

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
5-17 normally 5(+) Change of suit forcing cue good raise (+)
Jump fits
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 System on
11-14 in fourth System on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak
2NT The 2 lowest unbid suits
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels normally constructive
VS. NT (vs. Strong/Weak; Reopening;PH)
Aspro Anchor onto the longest suit with both M

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4th	4th (3rd)	
NT	4th	4th (3rd)	
Subseq			
A asks for Att `k for count or unblock			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK	AK	
King	AK or KQ	AK or KQ	
Queen	QJ (KQ)	QJ(KQ)	
Jack	J10	J10	
10	109	109	
9	Top	Top	
Hi-X	xx or xxx or 5(+)	Top	
Lo-X	Hxx or better	Hxx or better	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Rv Att		Rev Att
Suit 2	Rev Count	Count	SP
3	SP		Rev Count
1	Rev Att	Smith	Rev Att
NT 2	Rev Count	Rev Count	SP
3	SP	SP	Rev Count
Signals (including Trumps):			
Smith and SP			

[illegible]

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	DOUBLES	
X=t/o up to 4S	TAKEOUT DOUBLES (Style; Responses; Reopening)	
	Standard	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣		SPECIAL FORCING PASS SEQUENCES
	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS	After 1NT=X=bid-Pass is Forcing 1 round
	Responsive through 4H	
	Support	
OVER OPPONENTS' TAKEOUT DOUBLE	Game try	IMPORTANT NOTES
xx=10+ Bids natural forcing (unless passed hand)		After RKO we always bid on if we have 3/4 Key cards
2NT = Good raise (+) Jump fits		
		PSYCHICS: Rare

OPEN ING	TIC K IF AR TIF ICI AL	MIN. NO. OF CAR DS	NEG .DBL THR U				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		4		Normally 5 except 4-3-3-3	1NT5-10 with 4(+) C		
				4-4-1-4	New suit at the 2 level weak		
1♦		4			1NT 5-11		
1♥		4			2NT inv (4+H) or 17 (4+H)	Long suit trial bids	
					2C Nat GF or inv 3 or 4 M	2D shows 5(+) M 2M shows 4 with minimum	
1♠					New suit at the 3 level inv (6+)	2 other M shows 4-4 strong 2NT GF	
INT				14=16 1st and second	Staymen and Full transfers	Transfer into the m shows fit	
				15-17 3rd and 4th		Break with 4(+) suit shows doubleton not Qx	
2♣	X			GF or 22(23)-24	2D relay New suit 2(3) of the top honours (5+)		

2♦		6 (5)		3=9 Always 6 except 3rd and	2H/S inv NF 2NT forcing	3C extras 3D minimum	
				1st NV v vul			
2♥		6 (5)		Same	2S inv 2NT F	New suit shows a feature non minimum	
2♠		6 (5)		Same	Direct raise Preemptive		
2NT				19-21 1st and 2nd	Staymen and Transfers 3S asks for m		
3♣		6(+)		Weak	NS F		
3♦		6(+)		Weak			
3♥		6(+)		Weak			
3♠		6(+)		Weak			
3NT	X			To play often solid suit	4C pass or correct		
4♣							
4♦		6(+)					
4♥		6(+)					
4♠		6(+)					
4NT	X			Asks for specific Aces			
5♣		7(+)				HIGH LEVEL BIDDING	
5♦		7(+)				RKO 30/41	
5♥		7(+)				Now 5NT asks for specific Kings	
5♠		7(+)				Gerber	

