

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
4+ on 1 LEVEL. 5+ ON 2 LEVEL.
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 IN 2 ND . AS TO INT OPENER
10-16 IN 4 TH . 2C = RANGE ASK. 2D =10-12. 2H/S/NT=13-14.3L=GF
JUMP OVERCALLS (Style; Responses; Unusual NT)
INTERMEDIATE ON 2LEVEL. WEAK ON 3-LEVEL.
(1C) 2D=MAJORS. (1D) 3C = MAJORS.2NT=2LOWEST.. CUE=2 FURTHEST APART SUITS. 3C= 2 OTHER SUITS.
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
AS ABOVE.
VS. NT (vs. Strong/Weak; Reopening;PH)
2C = MAJORS. 2D = H OR S. 2H/S = H/S+MINOR.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 TH /2ND	3 RD /5 TH .	
NT	4 TH /2ND	3 RD /5 TH .	
Subseq	ATTITUDE WHEN SWITCHING TO ANOTHER SUIT. STANDARD REMAINING COUNT WHEN CONTINUING SUIT.		
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	ASKS FOR REVERSE ATTITUDE	ASKS FOR REVERSE ATTITUDE	
King	ASKS FOR REVERSE COUNT.	ASKS FOR UNBLOCK OR REVERSE COUNT	
Queen	KQ OR QJ	KQ OR QJ	
Jack	DENIES Q	DENIES Q	
10	DENIES J	DENIES J	
9	MAY BE 10 9	MAY BE 10 9	
Hi-X	MUD FROM 3. 2 ND FROM 4+. HIGH FROM 2	MUD FROM 3. 2 ND FROM 4+. HIGH FROM 2	
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	REVERSE ATTITUDE	REVERSE COUNT IF CONSIDERED IMPORTANT. OTHERWISE NOTHING OR SUIT PREFERENCE.	
Suit 2	SUIT PREFERENCE		
3	REVERSE COUNT		
1	REVERSE ATTITUDE	REVERSE COUNT IF CONSIDERED IMPORTANT. OTHERWISE NOTHING OR SUIT PREFERENCE.	
NT 2	REVERSE COUNT		
3	SUIT PREFERENCE		
Signals (including Trumps):			

[illegible]

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)	
X = TAKE-OUT. (3H/S) 4C/D (WHETHER JUMP OR NOT) = C/D+OTHER MAJOR.	STANDARD	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣		SPECIAL FORCING PASS SEQUENCES
	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS	
	DOUBLES ON 2 LEVEL ARE TAKE-OUT UNLESS AFTER PREVIOUS PENALTY DOUBLE (NOT 1NT X)	
OVER OPPONENTS' TAKEOUT DOUBLE		IMPORTANT NOTES
		PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3		OPENING BID. LESS THAN 2C OPENER	2C = INVERTED, GF. 2D/2S = WEAK. 2H = LIMIT RAISE IN C. 3NS=SPLINTER		
1♦		3		OPENING BID. LESS THAN 2C OPENER	2D=INVERTED, GF. 2H= LIMIT RAISE IN D. 2S=WEAK. 3C=INVITATIONAL.3M=SPLINTER		
1♥		5		OPENING BID. LESS THAN 2C OPENER	2NT=GAME FORCE. AGREES M 3C/D = INVITATIONAL, NATURAL 3N = 13-15, 4+H, NO SHORTAGE	AFTER 2N, 3C=15+ 3D/3S/4C= SHORTAGE LESS THAN 15. 3H/ 3NT= GOOD TRUMPS/BAD TRUMPS NO SHORTAGE. LESS THAN 15 .4D/4H/4S = RESPONSE TO KC LESS THAN 15.	
1♠		5		OPENING BID. LESS THAN 2C OPENER	2NT=GAME FORCE. AGREES M 3C/D/H = INVITATIONAL, NATURAL 3N = 13-15, 4+S, NO SHORTAGE	AFTER 2N, 3C=15+ 3D/3H/4C= SHORTAGE LESS THAN 15. 4D/4H=RESPONSE TO KC LESS THAN 15. 3S/ 3NT= GOOD TRUMPS/BAD TRUMPS NO SHORTAGE. LESS THAN 15	

INT				15-17	2C= 4-CARD STAYMAN. 2D/2H/2NT=TRANSFER TO H/S/D. 2S = 5+C OR BALANCED GAME TRY 3C=5-CARD STAYMAN. 3D=5-5M INVITATIONAL. 3H/3S=INVITATIONAL	2D 3M = 4M+5OM 3H=NO4/5 MAJOR. 3D=4M.3S/3N=5S/H	
2♣				GAME FORCE UNLESS OPPOSITE DOUBLE NEG.	2D=WAITING OR NEGATIVE.	2C 2D 3H/S = 4-CARD H/S+ LONGER DIAMONDS	
2♦				WEAK IN MAJOR OR 23-24 BALANCED 4 TH IN HAND=ACOL 2 IN C OR D OR 23-24 BALANCED. 2H ENQUIRY.	2NT=ENQUIRY. 4C=TRANSFER TO YOUR MAJOR. 4M = TO PLAY	3C/D=H/S MORE THAN MIN. 3H/S= H/S MIN.	
2♥				WEAK IN BOTH MAJORS 6- 11, 5+H 8-11 4 TH IN HAND=5H+4S 11-15	2NT=ENQUIRY. 3C/D = TO PLAY 4C/D = NATURAL FORCING	3C= 5H/4S MAX. 3D=5/5 MIN. 3H = 5/5 MAX SHORT C. 3S =5/5 SHORT D. 3NT = 6 GOOD H+5S.4C =6H+5S. 4D = 6S+5H	
2♠		5		5 SPADES + 5 MINOR LESS THAN OPENER 4 TH IN HAND=ACOL 2 – 2NT NEG.	2NT=ENQUIRY.		
2NT				20-22	3C=5-CARD STAYMAN. 3D/3H=H/S. 3S= BID 3NT.3NT=MINORS SLAM TRY 4C/D/H/S = MILD TRY+ WITH H/S/C/D	3H=NO 4/5 MAJOR. 3D=4M. 3S/3N=5S/H 3H 3S = TRANSFER TO 3NT. 3H 3NT = 4H + 5S	3D 4C =4/4M SLAM INTEREST 3D 4D = 4/4M GAME ONLY OR TAKING CONTROL 3D 4H/S = 5C/5D, SLAM TRY
3♣		6		PRE-EMPT	NS=FORCING		
3♦		6		PRE-EMPT	NS=FORCING		
3♥		6		PRE-EMPT	NS=FORCING		
3♠		6		PRE-EMPT	NS=FORCING		
3NT				SOLID MAJOR. NO OUTSIDE KING	4C= TRANSFER TO YOUR MAJOR 4D/M ASKS FOR SHORTAGE IN THAT SUIT 4N ASKS FOR EXTRA LENGTH 5C ASKS FOR SHORT C		
4♣		7		PRE-EMPT			
4♦		7		PRE-EMPT			
4♥		7		PRE-EMPT			
4♠		7		PRE-EMPT			
4NT				BLACKWOOD	5C= NO ACE. 5D/H/S=THAT ACE. 5NT=2 ACES. 6C=C ACE.		
5♣		7		PRE-EMPT		HIGH LEVEL BIDDING	
5♦		7		PRE-EMPT			
5♥		7		PRE-EMPT			

5♠		7		PRE-EMPT		