

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
WIDE RANGING
NEW SUIT=F1; CUE=SUPPORT
JUMP RAISE=PRE;
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
<b>2<sup>nd</sup>/4<sup>th</sup> Live:</b> 15-18- HCP; SYSTEM ON
<b>Reopening:</b> 11-14 HCP; SYSTEM ON
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
<b>1-suiter:</b> WEAK
<b>2-suiter:</b> UNUSUAL 2 NT SHOWS MINORS
SUITS (any strength NV, INT+ VUL)
<b>Reopen:</b> INTERMEDIATE; 2NT=19-21 BAL
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
MICHAELS CUE BIDS (5-5, ANY NV, INT+ VUL)
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2♣=ANY 6CARD SUIT THEN 2♦ ASKS FOR BETTER MAJOR 2H=5H+MINOR, 2S=5S+A MINOR 2NTASKS WHICH MINOR
DBL=PEN
OTHERS NATURAL

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup> ; 2 <sup>nd</sup> from bad 3+ suit	Same except from xxx	
NT	Same	Same	
Subseq	ATT (4 <sup>th</sup> from length)	Same	
Other: In partner's suit top from xxx if supported, else lowest			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+) Ax(+) AKQx	AKx(+) Ax(+) AKQx	
King	AK KQ(+) KQJ(+) KQ10	AK KQ(+) KQJ(+) KQ10	
Queen	AQJ(+) QJ10(+) QJ(+)	AQJ(+) QJ10(+) QJ(+)	
Jack	J10(+) (A/K)J10x(+)	J10(+) (A/K)J10x(+)	
10	109(+) (A/K/Q)109x	109(+) (A/K/Q)109x	
9	9x 9xx(+)	9x 9xx(+)	
Hi-X	Sx xSx xSxx xSxx(+)	Sx xSx xSxx xSxx(+)	
Lo-X	HxS HxxS HxxSx HxxSxx	HxS HxxS HxxSx HxxSxx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	HIGH=ENCRG	S/P	DODDS
Signals (including Trumps): SUIT PREFERENCE IN TRUMPS			

[illegible]

<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>	<b>DOUBLES</b>	
DBL=TAKEOUT	<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>	
(WK2)-2NT=15-18 (SYSTEM ON)	EMPHASIZE MAJORS, SUPPORT FOR UNBID MINOR UNCLEAR	
(WK2X/3X): 3X=MICHAELS	CUE-BID=MAJOR WITH MINOR 4/5 OR 5/4	
	MAY BE LIGHT WITH CLASSIC SHAPE	
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>	<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>	<b>SPECIAL FORCING PASS SEQUENCES</b>
(1♣): DBL=♥+♠; 1NT=MINORS	1NT (X=PEN) XX=PENALTY; AFTER (1NT)-DBL, NEXT DBL IS T/O	
	DOUBLES ARE T/O EXCEPT IN THESE PENALTY SITUATIONS:	<b>IMPORTANT NOTES</b>
	– DBL OF 1NT OVERCALL AND ALL LATER DBLES	1NT (X=PEN) BIDS NATURAL
<b>OVER OPPONENTS’ TAKEOUT DOUBLE</b>	– AFTER A PENALTY REDBL LATER DBLS ARE PEN	FOURTH SUIT GAME FORCING EXCEPT AT 1-LEVEL
RAISES PRE; 2NT SHOWS LIMIT RAISE OR BETTER		
FIT JUMPS		
REDOUBLE SHOWS PEN INTEREST		<b>PSYCHICS:</b>

open ing	Art fic ial	Mi n no of car ds	Ne g Do ubl e thr u	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		4	4♦	10-22 HCP	LIMIT RAISES, 2NT=10-12 BAL	1♣-1X-1NT-2♣=PUP TO 2♦ (TO PLAY	FIT JUMPS
				OPEN C WITH 4-4 IN MAJORS	STRONG JUMP SHIFTS, SPLINTERS	OR INVITATIONAL HAND)	
						1♣-1X-1NT-3♣=TO PLAY	
						1♣-1♥-1NT-2♠=4♠, 4♥, INV	
1♦		4	4♦	10-22 HCP	LIMIT RAISES, 2NT=10-12 BAL		FIT JUMPS

OPEN D WITH 4-4 IN SPADES					STRONG JUMP SHIFTS, SPLINTERS		
10-22 HCP		4	4♦		LIMIT RAISES, 2NT=4+♥, GAME FORCING		FIT JUMPS
					STRONG JUMP SHIFTS, SPLINTERS	1M-2NT-3m/3OM=SHORTAGE	
10-22 HCP		4	4♦		LIMIT RAISES, 2NT=4+♠, GAME FORCING		FIT JUMPS
					STRONG JUMP SHIFTS, SPLINTERS	1M-2NT-3m/3OM=SHORTAGE	
12-14			4♦		2♣=STAYMAN; 2♦=TRF	TRF BREAK WITH SUPPORT (♥/♠)	
					2♥=TRF;		
					2NT=INV; 3X=NAT, SLAM TRY		
					4♣=GERBER, 4♦=5♥/5♠, NO SLAM 4NT= QUANTATIVE		
2♣	Yes		4♦	23+ BAL OR ANY FG	2♦=WAITING; 2NT=10+ BAL		
2♦		6		8 PLAYING TRICKS ANY SUIT	2 H WAITING		
2♥		6		5-10 HCP	NEW SUIT CONSTRUCTIVE; 2NT=RELAY	2X-2NT-3X=MIN, OTHERS FEATURE	
2♠		6		5-10 HCP	NEW SUIT CONSTRUCTIVE; 2NT=RELAY	2X-2NT-3X=MIN, OTHERS FEATURE	
2NT				20-22 BAL	3♣=STAYMAN, 3♦/3♥=TRF;		
						HIGH LEVEL BIDDING	
3♣		7		5-9NV 6-10V	3X=F1; 3NT=T/P	1430 RKCB 5H NO QUEEN 5S QUEEN	
3♦		7		5-9NV 6-10V	3M=F1; 3NT=T/P		
3♥		7		5-9 NV 6-10V	3♠=F1; 3NT=T/P		
3♠		7		59NV 6-10V	3NT=T/P;		
3NT	Yes			GAMBLING	4♣=P/C		
4X		6		PRE-EMPTIVE			
4NT	Yes			SPECIFIC ACE ASKING	5♣=NO ACES, 5♦/5♥/5♠/6♣ shows specific ace		
5X		7		PRE-EMPTIVE			