DEFENSIVE AND COMPETITIVE BIDDING OVERCALLS (Style: Responses: 1/2 Level; Reopening) 6-16 aggressive at 1-level Responses: new suit F1 Sutt = Nat inv Cuebid = Good raise Jump cue = about 8- 4+ supp Sound on 2-level 5-suit INT OVERCALL (2 nd n Live; Responses; Reopening) 15-18 sys on Reopen: 11-14 sys on or 11-16 sys off (11-16 vs 1m) 4 th live 15-18 sys on Reopen: 11-14 sys on or 11-16 sys off (11-16 vs 1m) 2Mm = protemptive (Exceptions: (1♣ neb) − 2♠ − 5/5M) (IM) − 3♠ = 5/5 oM +♠ 2MT = 5-5 two lowest unbid Reopen: 2M of M 10-13; 2NT 19-21 bal sys on DIRECT & JUMP CUE BIDS (Style; Response; Reopen) (IM) − 2M = 5-5 oM +♠ SIGNALS IN ORDER OF PRIORITY Partner's Lead Declare's Lead Discarding Suit Move such a discarding Sint Move such a discarding Note: A skx for count against 5-level and higher LEADS Lead Vs. Suit Vs. NT Ace AKQ+ AKX+ Ax AKx+ Ax AKx+ Ax AKing KQJ+ KQT+ KQ+ AK KQ+ Kx AKQx+ Jack JTP+ JT+ Jx JTP+ Jx JTP						
Lead	DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS				
Suit 3/5 3/	OVERCALLS (Style: Responses: 1/2 Level; Reopening)					
NT 3.5 3.5 3.5	6-16 aggressive at 1-level				In Partner's Suit	
Subseq 3/5 (always in p suit) 3/5 Jump cue = about 8+ 4+ supp Sound on 2-level 5+suit INT OVERCALL (2 ^m /4 ^m Live; Responses; Reopening) 15-18 sys on 4 th live 15-18 sys on Reopen: 11-14 sys on or 11-16 sys off (11-16 vs 1m) JUMP OVERCALLS (Style; Responses; Unusual NT) 2M = preemptive (Exceptions; (1♠ neb) − 2♦ = 5/5M) (1M) − 3♠ = 5/5 oM + ♦ Land No year 6+M 10-13; 2NT 19-21 bal sys on I(M) − 2M = 5-5 two lowest unbid Reopen: 2M 6+M 10-13; 2NT 19-21 bal sys on DIRECT & JUMP CUE BIDS (Style; Response; Reopen) (1M) − 2M = 5-5 oM + ♦ (1m) − 2m = 5-5 M's (2M) − 3M = ♠ + ♦ (1m) − 2m = 5-5 M's (2M) − 3M = ♠ + ♦ (1m) neb) − 2m = nat VS. NT (vs. Strong/Weak; Reopening;PH) Dbl = strength; 2♠ = MM; 2♠ = a) weak M b) strong M+m 2M = Nat (better than 2♦) 2NT = both m' s By PH: dbl = ♠+any suit; 2m = m+♥; 2M = nat VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) Dbl = T/O; (2/3M) − 4m = 5-5 m+oM (Exception after 3♠) VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) Dbl = T/O; (2/3M) − 4m = 5-5 m+oM (Exception after 3♠) VS.PRICENTS (Doubles; Cue-bids; Jumps; NT Bids) Dbl = T/O; (2/3M) − 4m = 5-5 m+oM (Exception after 3♠) VS.PRICENTS (Doubles; Cue-bids; Jumps; NT Bids) Dbl = T/O; (2/3M) − 4m = 5-5 m+oM (Exception after 3♠) VS.PRICENTS (Doubles; Cue-bids; Jumps; NT Bids) Dbl = T/O; (2/3M) − 4m = 5-5 m+oM (Exception after 3♠) VS.PRICENTS (Doubles; Cue-bids; Jumps; NT Bids) Dbl = T/O; (2/3M) − 4m = 5-5 m+oM (Exception after 3♠) VS.PRICENTS (Doubles; Cue-bids; Jumps; NT Bids) Dbl = T/O; (2/3M) − 4m = 5-5 m+oM (Exception after 3♠) VS.PRICENTS (Doubles; Cue-bids; Jumps; NT Bids) Dbl = T/O; (2/3M) − 4m = 5-5 m+oM (Exception after 3♠) VS.PRICENTS (Doubles; Cue-bids; Jumps; NT Bids) TAKEOUT DOUBLES (Style; Responses; Reopening) May be light with good distribution VS.PRICENTS (Doubles; Cue-bids; Jumps; NT Bids) TAKEOUT DOUBLES (Style; Responses; Reopening) May be light with good distribution VS.PRICENTS (Doubles; Cue-bids; Jumps; NT Bids) TAKEOUT DOUBLES (Style; Responses; Reopening) May b	Responses: new suit F1	Suit			3/5	
Jump cue = about 8+ 4+ supp Sound on 2-level 5+suit INT OVERCALL (2**4\text{\text{a}}\text{Live}; Responses; Reopening) 15-18 sys on 4 th live 15-18 sys on Reopen: 11-14 sys on or 11-16 sys off (11-16 vs 1m) IUMP OVERCALLS (Style; Responses; Unusual NT) 2M = precemptive (Exceptions: (1\text{	2NT = Nat inv	NT	3/5		3/5	
Sound on 2-level 5+suit INT OVERCALL (2*** 4***Live; Responses; Reopening) 15-18 sys on 4 th live 15-18 sys on Reopen: 11-14 sys on or 11-16 sys off (11-16 vs 1m) 4 th live 15-18 sys on Reopen: 11-14 sys on or 11-16 sys off (11-16 vs 1m) 2 ment preemptive (Exceptions: (1♣ neb) - 2♦ = 5/5M) (1M) - 3♣ = 5/5 oM+♦ 2NT 9-5 two lowest unbid 2NT 9-21 bal sys on DIRECT & JUMP CUE BIDS (Style; Response; Reopen) (1M) - 2m = 5-5 M/s (2M) - 3M = ♣+♦ (1M) - 2m = 5-5 M/s (2M) - 3M = ♣+♦ (1M) - 2m = 5-5 M/s (2M) - 3M = ♣+♦ (1M) - 2m = nat VS. NT (vs. Strong/Weak; Reopening/PH) Dbl = strength; 2♠ = MM; 2♠ = a) weak M b) strong M+m Dbl = strength; 2♠ = MM; 2♠ = a) weak M b) strong M+m SM = Nat (better than 2♠) 2NT = both m' s By PH: dbl = ♠+any suit; 2m = m+♥; 2M = nat VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) Dbl = T/O; (2/3M) - 4m = 5-5 m+oM (Exception after 3♠) VS. ARTIFICIAL STRONG OPENINGS-i.e. 1♠ or 2♠ Vs. strong 1♠; dbl = strong hand; 1X = Nat INT/2NT = ♠ or ♠▼; 2X = The suit above or next two suits Vs. strong 2♠♠; dbl = M*; 2X = nat; 2NT = any two-suits OVER OPPONENTS* TAKEOUT DOUBLE Other: K asks for count against 5-level and higher LEADS LEADS LEADS LEADS LEADS LEADS AKQ+ Kx+Ax AKx+Ax King KQJ+ KQT+ KQ+ AK KQ+ KX AKQKX+ JT9+ JT+ Jx 10 HJT Tx HT9+ KJ9+9x HT9+ 9x HT9+ 9x HT9+ 9x HT9+ 9x HT9+ 9x SX, xxXX xxXxx Xx, xxXX xxXXX XX, xxXX xxXX	Cuebid = Good raise	Subseq	Subseq 3/5 (always in p suit)		3/5	
IST OVERCALL (2 nd /4 th Live; Responses; Reopening) 15-18 sys on	Jump cue = about 8+ 4+ supp	2/4 through declarer in untouched suits				
15-18 sys on 4 th live 15-18 sys on Reopen: 11-14 sys on or 11-16 sys off (11-16 vs 1m)	Sound on 2-level 5+suit	Other: K asks for count against 5-level and higher				
Ace AKQ+ AKx+ Ax AKQx+ AK AKQ+ KQ+ KX AKQx+ AK AKQx+ AK AKQx+ AK AKQx+ AKQx+ AKX+ AX AKQx+ AKQx+ AKX+ AX AKX+ AX AKQX+ AKX+ AX AKQX+ AXX+ AXX+ AXX+ AXX+ AXX+ AXX+ AXX+ A	1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS				
Reopen: 11-14 sys on or 11-16 sys off (11-16 vs 1m)	15-18 sys on	Lead	Vs. Suit			
Jump OVERCALLS (Style; Responses; Unusual NT) JUMP OVERCALLS (Style; Responses; Unusual NT) 2M = preemptive (Exceptions: (1♠ neb) - 2♠ = 5/5M) (1M) - 3♠ = 5/5 oM+♠ (2NT = 5-5 two lowest unbid Reopen: 2M 6+M 10-13; 2NT 19-21 bal sys on DIRECT & JUMP CUE BIDS (Style; Response; Reopen) (1M) - 2M = 5-5 oM+♠ (1M) - 2M = 5-5 oM+♠ (2M) - 3M = ♠+♠ (1m) - 2m = 5-5 M's (2M) - 3M = ♠+♠ (1m) neb) - 2m = nat VS. NT (vs. Strong/Weak; Reopening; PH) Dbl = strength; 2♠ = MM; 2♠ = a) weak M b) strong M+m 2M = Nat (better than 2♠) 2NT = both m' s By PH: dbl = ♠+any suit; 2m = m+♥; 2M = nat DOUBLES VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) Dbl = T/O; (2/3M) - 4m = 5-5 m+oM (Exception after 3♠) Vs. 3♠ : 4♠ = ♠ + ♥, 4♠ - ♥, 4♠ ♦ ♠ + ₱ NF/F (3m) - 4♠ = 5-5 om+oM (Exception after 3♠) Vs. ARTIFICIAL STRONG OPENINGS- i.e. i.♠ or 2♠ Vs. strong 1♠: dbl = strong hand; 1X = Nat INT/2NT = ♠ or ♠ ♥, 2X = The suit above or next two suits Vs strong 1♠: dbl = strong hand; 1X = Nat INT/2NT = ♠ or ♠ ♥, 2X = The suit above or next two suits Vs strong 2♠/♦: dbl = M's; 2X = nat; 2NT = any two-suits OVER OPPONENTS' TAKEOUT DOUBLE New suit is FI TRF after 1M - (dbl) starts with 1NT showing 5+suit	4 th live 15-18 sys on		AKQ+ AK	x+ Ax	AKx+ Ax	
JUMP OVERCALLS (Style; Responses; Unusual NT) 2M = preemptive (Exceptions: (1♠ neb) - 2♠ = 5/5M) (1M) - 3♠ = 5/5 oM+♠ 2M = preemptive (Exceptions: (1♠ neb) - 2♠ = 5/5M) (1M) - 3♠ = 5/5 oM+♠ 2NT = 5-5 two lowest unbid Reopen: 2M 6+M 10-13; 2NT 19-21 bal sys on DIRECT & JUMP CUE BIDS (Style; Response; Reopen) (1M) - 2M = 5-5 oM+♠ (1m) - 2m = 5-5 M's (2M) - 3M = ♠+♠ (1m) - 2m = nat VS. NT (vs. Strong/Weak; Reopening; PH) Dbl = strength; 2♠ = MM; 2♠ = a) weak M b) strong M+m 2M = Nat (better than 2♠) 2NT = both m' s Dbl = thy object of the strength; 2h = m+♠; 2M = nat VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) Dbl = T/O; (2/3M) - 4m = 5-5 m+♠ (Exception after 3♠) VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♠ VS. ARTIFICIAL STRONG PENINGS- i.e. 1♠ or 2♠ VS. ARTIFICIAL STRONG PENINGS- i.e. 1♠ or 2♠ VS. Strong 2♠♠ chl = 5**, 2X = The suit above or next two suits Vs. ws with is F1 TRF after 1M - (dbl) starts with 1NT showing 5+suit 10 HJT Tx HITH Ty9 y HT9+ KJ9+ 9x HT9+ KJ9+ Px HTP+ KJ9+ 9x HT9+ KJ9+ Px HTP+ KJ9+ Px HTN x, xxx xxxxx xxxxx Xx, xxXx xxxxx Xx, xxXx xxxxx Xx, xxXx xxxxx Xx, xxXx xxxxx SIGNALS IN ORDER OF PRIORITY Partner's Lead Declarer's Lead Decla	Reopen: 11-14 sys on or 11-16 sys off (11-16 vs 1m)					
2M = preemptive (Exceptions: (1♠ neb) - 2♠ = 5/5M) (1M) - 3♠ = 5/5 oM+♠ 2NT = 5-5 two lowest unbid Reopen: 2M 6+M 10-13; 2NT 19-21 bal sys on DIRECT & JUMP CUE BIDS (Style; Response; Reopen) (1M) - 2M = 5-5 oM+♠ (1m) - 2m = 5-5 M's (2M) - 3M = ♠+♠ (1m) - 2m = nat VS. NT (vs. Strong/Weak; Reopening;PH) Db1 = strength; 2♠ = 1 My; 2♠ = a) weak M b) strong M+m 2M = Nat (better than 2♠) 2NT = both m' s Db1 = strength; 2♠ = 1 My; 2♠ = a) weak M b) strong M+m 2M = Nat (better than 2♠) 2NT = both m' s Signals (including Trumps): Lavintahl High-low = Discouraging or odd. Low-high = Encouraging or even DOUBLES TAKEOUT DOUBLES TAKEOUT DOUBLES (Style; Response; Reopening) May be light with good distribution TAKEOUT DOUBLES TAKEOUT DOUBLES TAKEOUT DOUBLES National And A = 5-5 om+M, 44 = 5-5 M 2♠ multi: db1 = 13-15 bal/17+; 2NT-16-19; 4m = 5-5 m+♥ VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♠ VS. strong 1♠; db1 = strong hand; 1X = Nat 1NT/2NT = ♠ or ♠ ♥; 2X = The suit above or next two suits Vs strong 2♠/♠; db1 = M's; 2X = nat; 2NT = any two-suits OVER OPPONENTS' TAKEOUT DOUBLE New suit is F1 TRF after 1M - (db1) starts with 1NT showing 5+suit			JT9+ JT+	Jx	JT9+ JT+ Jx	
Hi-X Xx, xxXx xxXx Xx, xxXx xxXxx Xx, xxXx xxXx	JUMP OVERCALLS (Style; Responses; Unusual NT)		HJT Tx		HJT+ T9x	
2NT = 5-5 two lowest unbid Reopen: 2M 6+M 10-13; 2NT 19-21 bal sys on DIRECT & JUMP CUE BIDS (Style; Response; Reopen) (1M) - 2M = 5-5 oM+♦ (1m) - 2m = 5-5 M/s (2M) - 3M = ♣+♦ (1m neb) - 2m = nat VS. NT (vs. Strong/Weak; Reopening; PH) Db1 = strength; 2♠ = MM; 2♠ = a) weak M b) strong M+m 2M = Nat (better than 2♠) 2NT = both m's Db1 = strength; 2♠ = m+♥; 2M = nat VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) Db1 = T/O; (2/3M) - 4m = 5-5 m+oM (Exception after 3♠) VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♠ Vs. strong 1♠: db1 = strong hand; 1X = Nat INT/2NT = ♠ or ♠-♥; 2X = The suit above or next two suits Vs. wsuit is F1 TRF after 1M - (db1) starts with 1NT showing 5+suit Lo-X						
Reopen: 2M 6+M 10-13; 2NT 19-21 bal sys on DIRECT & JUMP CUE BIDS (Style; Response; Reopen) (IM) - 2M = 5-5 oM+♦ (Im) - 2M = 5-5 oM+A (Im) - 2M = 5-5 oM+B (Im) - 2M = 5-5	\ \ /				,	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen) (1M) - 2M = 5-5 oM+♣ (1m) - 2m = 5-5 M's (2M) - 3M = ♣+♦ (1m) neb) - 2m = nat VS. NT (vs. Strong/Weak; Reopening; PH) Dbl = strength; 2♣ = MM; 2♦= a) weak M b) strong M+m 2M = Nat (better than 2♦) 2NT = both m's By PH: dbl= ♣+any suit; 2m = m+♥; 2M = nat VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) Dbl = T/O; (2/3M) - 4m = 5-5 m+oM (Exception after 3♣) VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) Dbl = T/O; (2/3M) - 4m = 5-5 om+M; 4♦ = 5-5 M VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣ Vs. strong 1♠: dbl = strong hand; 1X = Nat INT/2NT = ♠ or ♠ ♥; 2X = The suit above or next two suits Vs. w suit is F1 TRF after 1M - (dbl) starts with 1NT showing 5+suit Partner's Lead Declarer's Lead Discarding Low = even 2 Low = even 3 S/P NT1 Low = enc 2 Low = even 3 S/P NT1 Low = enc 2 Low = even Down = cven 3 S/P NT1 Low = enc Down = cven 3 S/P Signals (including Trumps): Lavintahl High-low = Discouraging or odd. Low-high = Encouraging or even DOUBLES TAKEOUT DOUBLES (Style; Responses; Reopening) May be light with good distribution Doubles (Style; Responses; Reopening) May be light with good distribution SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS 1NT (dbl(pen)) rdbl shows a weak one-suiter Maximal doubles when no other bid available 1♠-(1♠)-dbl = Take-out (very often 4♥) No support dbls					xxX, $xxXx$, $xxxxX$	
Suit 1 Low = enc Low = even Low = enc	Reopen: 2M 6+M 10-13; 2NT 19-21 bal sys on	SIGNALS	IN ORDER OF I	PRIORITY		
(1m) - 2m = 5-5 M's (2M) - 3M = ♣+♦ (2M) - 2m = nat	DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	P	artner's Lead	Declarer's Lea	ad Discarding	
3 S/P S/P (Im neb) - 2m = nat VS. NT (vs. Strong/Weak; Reopening; PH) Dbl = strength; 2♣ = MM; 2♣ = a) weak M b) strong M+m 2M = Nat (better than 2♠) 2NT = both m's By PH: dbl= ♣+any suit; 2m = m+♥; 2M = nat DOUBLES VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) Dbl = T/O; (2/3M) - 4m = 5-5 m+oM (Exception after 3♠) VS. ARTIFICIAL STRONG OPENINGS-i.e. 1♠ or 2♣ Vs. strong 1♣: dbl = strong hand; 1X = Nat INT/2NT = ♠ or ♠-♥; 2X = The suit above or next two suits VS. artificial STRONG OPENINGS-i.e. 1♠ or 2♠ Vs. strong 2♠/♠: dbl = M's; 2X = nat; 2NT = any two-suits OVER OPPONENTS' TAKEOUT DOUBLE New suit is FI TRF after 1M - (dbl) starts with 1NT showing 5+suit 3 S/P NT 1 Low = enc Low = even S/P NT 1 Low = enc Low = even Doubles (Low = even S/P NT 1 Low = enc Low = even S/P NT 1 Low = enc Low = even Doubles (Style; Responses; Reopening) May be light with good distribution Dbl is almost always take-out SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS 1 NT (dbl(pen)) rdbl shows a weak one-suiter Maximal doubles when no other bid available 1♣-(1♣)-dbl = Take-out (very often 4♥) No support dbls	$(1M) - 2M = 5-5 \text{ oM} + \clubsuit$	Suit 1 L	Suit 1 $Low = enc$		Low = enc	
NT 1 Low = enc Low = even Low = enc	(1m) - 2m = 5-5 M/s			S/P	Low = even	
VS. NT (vs. Strong/Weak; Reopening; PH) Dbl = strength; 2♣ = MM; 2♠ = a) weak M b) strong M+m 2M = Nat (better than 2♠) 2NT = both m's By PH: dbl=♠+any suit; 2m = m+♥; 2M = nat DOUBLES VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) Dbl = T/O; (2/3M) - 4m = 5-5 m+oM (Exception after 3♠) Vs. 3♠: 4♠ = ♠ + ♥, 4♠ = ♥, 4♠ = ♥ + ♠ NF/F (3m) - 4♠ = 5-5 om+M; 4♠ = 5-5 M 2♠ multi: dbl = 13-15 bal/17+; 2NT-16-19; 4m = 5-5 m+♥ Vs. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♠ Vs. strong 1♠: dbl = strong hand; 1X = Nat INT/2NT = ♠ or ♠ • ♥; 2X = nat; 2NT = any two-suits Vs. ROPPONENTS' TAKEOUT DOUBLE New suit is Fl TRF after 1M - (dbl) starts with 1NT showing 5+suit 2 Low = even S/P Low = even S/P Signals (including Trumps): Lavintahl High-low = Discouraging or odd. Low-high = Encouraging or even TAKEOUT DOUBLES (Style; Responses; Reopening) May be light with good distribution Dbl is almost always take-out SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS 1 NT (dbl(pen)) rdbl shows a weak one-suiter Maximal doubles when no other bid available 1♠-(1♠)-dbl = Take-out (very often 4♥) No support dbls			3 S/P		S/P	
Dbl = strength; 2♣ = MM; 2♣ = a) weak M b) strong M+m 2M = Nat (better than 2♠) 2NT = both m's By PH: dbl= ♣+any suit; 2m = m+♥; 2M = nat DOUBLES VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) Dbl = T/O; (2/3M) - 4m = 5-5 m+oM (Exception after 3♠) Vs 3♠: 4♠ = ♠ + ♥, 4♠ = ♥, 4♥/♠ = ♥ + ♠ NF/F (3m) - 4♠ = 5-5 om+M; 4♠ = 5-5 M 2♠ multi: dbl = 13-15 bal/17+; 2NT-16-19; 4m = 5-5 m+♥ VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♠ Vs strong 1♠: dbl = strong hand; 1X = Nat INT/2NT = ♠ or ♠♥; 2X = The suit above or next two suits Vs strong 2♠/♠: dbl = M's; 2X = nat; 2NT = any two-suits OVER OPPONENTS' TAKEOUT DOUBLE New suit is Fl TRF after 1M - (dbl) starts with 1NT showing 5+suit Special, artificial & COMPETITIVE DBLS/RDLS 1NT (dbl(pen)) rdbl shows a weak one-suiter Maximal doubles when no other bid available 1♠-(1♠)-dbl = Take-out (very often 4♥) No support dbls			NT 1 Low = enc			
2M = Nat (better than 2♦) 2NT = both m's By PH: dbl= ♣+any suit; 2m = m+♥; 2M = nat By PH: dbl= ♣+any suit; 2m = m+♥; 2M = nat DOUBLES VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) Dbl = T/O; (2/3M) - 4m = 5-5 m+oM (Exception after 3♠) Vs 3 ♠: 4 ♠ = ♦ + ♥, 4 ♥ = ♥, 4 ♥/♠ = ♥ + ♠ NF/F (3m) - 4♠ = 5-5 om+M; 4♦ = 5-5 M 2♦ multi: dbl = 13-15 bal/17+; 2NT-16-19; 4m = 5-5 m+♥ VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♠ Vs strong 1♠: dbl = strong hand; 1X = Nat INT/2NT = ♠ or ♦ ♥; 2X = The suit above or next two suits Vs strong 2♠/♦: dbl = M's; 2X = nat; 2NT = any two-suits OVER OPPONENTS' TAKEOUT DOUBLE New suit is F1 TRF after 1M - (dbl) starts with 1NT showing 5+suit Signals (including Trumps): Lavintahl High-low = Discouraging or odd. Low-high = Encouraging or even DOUBLES TAKEOUT DOUBLES (Style; Responses; Reopening) May be light with good distribution Dbl is almost always take-out SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS 1 NT (dbl(pen)) rdbl shows a weak one-suiter Maximal doubles when no other bid available 1♠-(1♠)-dbl = Take-out (very often 4♥) No support dbls	VS. NT (vs. Strong/Weak; Reopening;PH)	VT (vs. Strong/Weak; Reopening;PH) 2 Low = even		S/P		
High-low = Discouraging or odd. Low-high = Encouraging or even DOUBLES VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) Dbl = T/O; (2/3M) - 4m = 5-5 m+oM (Exception after 3♠) Vs 3 ♠: 4 ♠ = ♦ + ♥, 4 ♦ = ♥, 4 ♦ /♠ = ♥ + ♠ NF/F (3m) - 4♠ = 5-5 om+M; 4♠ = 5-5 M 2♠ multi: dbl = 13-15 bal/17+; 2NT-16-19; 4m = 5-5 m+♥ VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♠ Vs strong 1♠: dbl = strong hand; 1X = Nat INT/2NT = ♠ or ♦-♥; 2X = The suit above or next two suits Vs strong 2♠/♠: dbl = M's; 2X = nat; 2NT = any two-suits OVER OPPONENTS' TAKEOUT DOUBLE New suit is F1 TRF after 1M - (dbl) starts with 1NT showing 5+suit High-low = Discouraging or odd. Low-high = Encouraging or even DOUBLES TAKEOUT DOUBLES (Style; Responses; Reopening) May be light with good distribution Dbl is almost always take-out SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS 1 NT (dbl(pen)) rdbl shows a weak one-suiter Maximal doubles when no other bid available 1♠-(1♠)-dbl = Take-out (very often 4♥) No support dbls					S/P	
By PH: dbl= ♣+any suit; 2m = m+♥; 2M = nat VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) Dbl = T/O; (2/3M) - 4m = 5-5 m+oM (Exception after 3♠) Vs 3♠: 4♠= ♦+ ♥, 4♠= ♥, 4♥/♠= ♥+♠ NF/F (3m) - 4♠= 5-5 om+M; 4♠= 5-5 M 2♠ multi: dbl = 13-15 bal/17+; 2NT-16-19; 4m = 5-5 m+♥ VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♠ Vs strong 1♠: dbl = strong hand; 1X = Nat 1NT/2NT = ♠ or ♠▼; 2X = The suit above or next two suits Vs strong 2♠/♠: dbl = M's; 2X = nat; 2NT = any two-suits OVER OPPONENTS' TAKEOUT DOUBLE New suit is F1 TRF after 1M - (dbl) starts with 1NT showing 5+suit DOUBLES TAKEOUT DOUBLES (Style; Responses; Reopening) May be light with good distribution Dbl is almost always take-out SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS 1 NT (dbl(pen)) rdbl shows a weak one-suiter Maximal doubles when no other bid available 1♠-(1♠)-dbl = Take-out (very often 4♥) No support dbls	2M = Nat (better than 2♦) 2NT = both m's					
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) Dbl = T/O; (2/3M) - 4m = 5-5 m+oM (Exception after 3♠) Vs 3♠: 4♠= ♦+ ♥, 4♠= ♥, 4♥/♠= ♥+♠ NF/F (3m) - 4♠= 5-5 om+M; 4♠ = 5-5 M 2♠ multi: dbl = 13-15 bal/17+; 2NT-16-19; 4m = 5-5 m+♥ VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♠ Vs strong 1♠: dbl = strong hand; 1X = Nat INT/2NT = ♠ or ♦-♥; 2X = The suit above or next two suits Vs strong 2♠/♠: dbl = M's; 2X = nat; 2NT = any two-suits OVER OPPONENTS' TAKEOUT DOUBLE New suit is F1 TRF after 1M - (dbl) starts with 1NT showing 5+suit DOUBLES TAKEOUT DOUBLES (Style; Responses; Reopening) May be light with good distribution Dbl is almost always take-out SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS 1 NT (dbl(pen)) rdbl shows a weak one-suiter Maximal doubles when no other bid available 1♠-(1♠)-dbl = Take-out (very often 4♥) No support dbls		High-low	Discouraging	or odd. Low-hi	gh = Encouraging or even	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) Dbl = T/O; (2/3M) - 4m = 5-5 m+oM (Exception after 3♠) Vs 3♠: 4♠= ♦+ ♥, 4♠= ♥+ ♠ NF/F (3m) - 4♠= 5-5 om+M; 4♦ = 5-5 M 2♠ multi: dbl = 13-15 bal/17+; 2NT-16-19; 4m = 5-5 m+♥ VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♠ Vs strong 1♠: dbl = strong hand; 1X = Nat 1NT/2NT = ♠ or ♦-♥; 2X = The suit above or next two suits Vs strong 2♠/♠: dbl = M's; 2X = nat; 2NT = any two-suits OVER OPPONENTS' TAKEOUT DOUBLE New suit is F1 TRF after 1M - (dbl) starts with 1NT showing 5+suit TAKEOUT DOUBLES (Style; Responses; Reopening) May be light with good distribution Dbl is almost always take-out SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS 1 NT (dbl(pen)) rdbl shows a weak one-suiter Maximal doubles when no other bid available 1♠-(1♠)-dbl = Take-out (very often 4♥) No support dbls	By PH: $dbl = 4$ +any suit; $2m = m+7$; $2M = nat$					
Dbl = T/O; (2/3M) – 4m = 5-5 m+oM (Exception after 3♠) Vs 3♠: 4♠=♦+♥, 4♦=♥, 4♥/♠=♥+♠ NF/F (3m) – 4♠=5-5 om+M; 4♠=5-5 M 2♠ multi: dbl =13-15 bal/17+; 2NT-16-19; 4m = 5-5 m+♥ Vs. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♠ Vs strong 1♠: dbl = strong hand; 1X = Nat 1NT/2NT = ♠ or ♠-♥; 2X = The suit above or next two suits Vs strong 2♠/♠: dbl = M's; 2X = nat; 2NT = any two-suits OVER OPPONENTS' TAKEOUT DOUBLE New suit is F1 TRF after 1M - (dbl) starts with 1NT showing 5+suit May be light with good distribution May be light with good distribution May be light with good distribution SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS 1 NT (dbl(pen)) rdbl shows a weak one-suiter Maximal doubles when no other bid available 1♠-(1♠)-dbl = Take-out (very often 4♥) No support dbls		DOUBLES				
Vs 3 ♠: 4 ♠ = ♦ + ♥, 4 ♦ = ♥, 4 ♥/♠ = ♥ + ♠ NF/F (3m) - 4♠ = 5-5 om+M; 4♦ = 5-5 M 2♦ multi: dbl = 13-15 bal/17+; 2NT-16-19; 4m = 5-5 m+♥ Vs. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♠ Vs strong 1♠: dbl = strong hand; 1X = Nat 1NT/2NT = ♠ or ♦-♥; 2X = The suit above or next two suits Vs strong 2♠/♦: dbl = M's; 2X = nat; 2NT = any two-suits OVER OPPONENTS' TAKEOUT DOUBLE New suit is F1 TRF after 1M - (dbl) starts with 1NT showing 5+suit No support dbls	VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT	DOUBLES (Sty	le; Responses;	Reopening)	
(3m) - 4♣ = 5-5 om+M; 4♦ = 5-5 M 2♦ multi: dbl = 13-15 bal/17+; 2NT-16-19; 4m = 5-5 m+♥ VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣ Vs strong 1♣: dbl = strong hand; 1X = Nat 1NT/2NT = ♣ or ♦-♥; 2X = The suit above or next two suits Vs strong 2♣/♦: dbl = M's; 2X = nat; 2NT = any two-suits OVER OPPONENTS' TAKEOUT DOUBLE New suit is F1 TRF after 1M - (dbl) starts with 1NT showing 5+suit Dbl is almost always take-out SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS 1 NT (dbl(pen)) rdbl shows a weak one-suiter Maximal doubles when no other bid available 1♣-(1♠)-dbl = Take-out (very often 4♥) No support dbls		May be lig	May be light with good distribution			
2♦ multi: dbl =13-15 bal/17+; 2NT-16-19; 4m = 5-5 m+♥ VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣ Vs strong 1♣: dbl = strong hand; 1X = Nat 1NT/2NT = ♣ or ♦-♥; 2X = The suit above or next two suits Vs strong 2♣/♦: dbl = M's; 2X = nat; 2NT = any two-suits OVER OPPONENTS' TAKEOUT DOUBLE New suit is F1 TRF after 1M - (dbl) starts with 1NT showing 5+suit Dbl is almost always take-out SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS 1 NT (dbl(pen)) rdbl shows a weak one-suiter Maximal doubles when no other bid available 1♣-(1♠)-dbl = Take-out (very often 4♥) No support dbls						
Vs. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣ Vs strong 1♣: dbl = strong hand; 1X = Nat 1NT/2NT = ♣ or ♦-♥; 2X = The suit above or next two suits Vs strong 2♣/♦: dbl = M's; 2X = nat; 2NT = any two-suits OVER OPPONENTS' TAKEOUT DOUBLE New suit is F1 TRF after 1M - (dbl) starts with 1NT showing 5+suit SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS 1 NT (dbl(pen)) rdbl shows a weak one-suiter Maximal doubles when no other bid available 1♣-(1♠)-dbl = Take-out (very often 4♥) No support dbls						
Vs strong 1♠: dbl = strong hand; 1X = Nat 1NT/2NT = ♠ or ♦-♥; 2X = The suit above or next two suits Vs strong 2♠/•: dbl = M's; 2X = nat; 2NT = any two-suits OVER OPPONENTS' TAKEOUT DOUBLE New suit is F1 TRF after 1M - (dbl) starts with 1NT showing 5+suit SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS 1 NT (dbl(pen)) rdbl shows a weak one-suiter Maximal doubles when no other bid available 1♠-(1♠)-dbl = Take-out (very often 4♥) No support dbls	2♦ multi: dbl =13-15 bal/17+; 2NT-16-19; 4m = 5-5 m+♥	Dbl is alm	ost always take-	out		
1NT/2NT = ♣ or ♦-♥; 2X = The suit above or next two suits Vs strong 2♣/♦: dbl = M's; 2X = nat; 2NT = any two-suits OVER OPPONENTS' TAKEOUT DOUBLE New suit is F1 TRF after 1M - (dbl) starts with 1NT showing 5+suit 1 NT (dbl(pen)) rdbl shows a weak one-suiter Maximal doubles when no other bid available 1♣-(1♠)-dbl = Take-out (very often 4♥) No support dbls	VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣					
Vs strong 2♣/♦: dbl = M's; 2X = nat; 2NT = any two-suits OVER OPPONENTS' TAKEOUT DOUBLE New suit is F1 TRF after 1M - (dbl) starts with 1NT showing 5+suit Maximal doubles when no other bid available 1♣-(1♠)-dbl = Take-out (very often 4♥) No support dbls	Vs strong 1♣: $dbl = strong hand$; $1X = Nat$	SPECIAL,	ARTIFICIAL &	COMPETITIV	/E DBLS/RDLS	
OVER OPPONENTS' TAKEOUT DOUBLE 1♣-(1♠)-dbl = Take-out (very often 4♥) New suit is F1 TRF after 1M - (dbl) starts with 1NT showing 5+suit No support dbls	$1NT/2NT = 4$ or $-\Psi$; $2X = The suit above or next two suits$	1 NT (dbl(pen)) rdbl shows a weak one-suiter				
New suit is F1 TRF after 1M - (dbl) starts with 1NT showing 5+suit No support dbls	Vs strong $2 4/4$: dbl = M's; $2X = nat$; $2NT = any two-suits$	Maximal doubles when no other bid available				
TRF after 1M - (dbl) starts with 1NT showing 5+suit No support dbls	OVER OPPONENTS' TAKEOUT DOUBLE	1 ♣ -(1 ♠)-dł	ol = Take-out (ve	ery often 4♥)		
	New suit is F1					
Rdbl = strength						
	Rdbl = strength					

WBFCONVENTION CARD CATEGORY: SVENSK BRIDGE PLAYERS: Simon Hult Adam Stokka SYSTEM SUMMARY GENERAL APPROACH AND STYLE Generally sound openings, preempts may be (very) light 1 ◆ = 3 + (with 44 in m) 1M = 11 + 5 + M 1NT = 14-16bal (10-13 green vs red in 1st/2nd/3rd seat) 2 ◆ = 17-18NT 2 ◆ = Any FG/22-24NT 2M = 4-9, (5)6+suit

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2 ♣ 17-18NT	
2♦ Any FG/22-24NT	
1 ♣ -2 ♦ = 5+ ♣ , G/T+	

2NT = 19-21

1NT = (9)10-13 green vs red in 1st/2nd/3rd seat (may be 6331,5431, 4441)

SPECIAL FORCING PASS SEQUENCES

In game force situations

After we rdbl for strength to 2S

IMPORTANT NOTES

Psychics: rare

May choose to show single A/K as no single

Not strict about hcp ranges

3rd hand openings may be light

1NT-(dbl(pen))-pass forces rdbl

1NT-(dbl(pen))-rdbl forces 2C

ING	TICKIF	MIN. NO. OF CARDS	OBL	O. OF DS DBL	OPENING BID DESCRIP	TIONS <u>Adam Stokka- Simon Hult</u>	SWEDEN U26
OPENING			NEG.DBL	DESCRIPTION RESPONSES		SUBSEQUENT ACTION	
1*	X	3	4♠	a) (11) 12-13(14)bal b) 11-23nat	1♦ may be 3 if less than bal inv. $1/\P/Φ = nat$; $1NT = G/T$ to $3NT$; $2Φ = 5+ Φ 5-10$; $2Φ=5+Φ$, $G/T+$; $2M = 6+M$ 3-8; $2NT = 55+m$'s NF vs $12-14NT$; $3Φ = Preemptive$; $3Φ/M = 5+Φ$, splinter	1♣ - 1x - 1M = 5+♣, 4+M 1♣ - 1x - 1NT = (11)12-13(14)NT (may contain 4M) 1♣ - 1M - 3M= Typically min 5•4M(31) or 4•4M(41)	
1♦		3	4♠	Only 3 if 4432	1M = 4+M F1; 1NT = Nat (0)3-11; 2 = 4+FG; 2 = 4+O-9; 2 = 5+O, GF; 2NT = bal inv; 3 = 4+O12; 3 = PRE; 3M = Void SPL	1♦-1♥: 1♠=4+♠ F1; 1NT= (11) 12-13NT, may have 4sp; 2♣=Nat; 2♦= Nat; 2♥=Nat; 2♠=6+♦ 17+; 2NT= 4♥ 16+ 18+; 3♣= 5/5m's, FG 1♦-1♠: 1NT = nat bal; 2♥=Nat; 2♠=Nat; 2NT= 4+♠ 16+ 3♣= 5/5m's, FG; 3♥= 4+♠ 16+ 1♦-1NT: 2♠= Nat F1; 3♣= Nat NF	
1♥		5	44	5+♥ 11-23 May have 4♥ in 3rd/4th	1 = 4 + F1; 1NT = Nat (0)3-11; 2 = (3)4+ FG/10-12 3-cards support; 2 = 4+ FG; 2 = 6-9 3-4 ♥; 2 = 6+ 3-8; 2NT=4+ INV+; 3m=Nat INV; 3 = 0-8; 3 = Any void 12-14	1M-1X: 2♣ = 11-15(nat) or 16+ any; 2NT = 6+M 4+m 15+; 3m = 5/5 13-15; 3♥ = 5/5 13-15; 3M=7+M mild invite 1M-2NT: 3♣=Min any; 3♦= No SPL; 3♥/ ♠/3NT=SPL ♠/♦/oM	
1 🖍		5		Same as above	Same as above $(2 \nabla = 5 + \nabla FG; 2 \triangleq 6-9 3-4 \triangleq)$		
INT			4♠	14-16bal/10-13 non vul vs vul May have 5M or 6m	2♣ = Stayman; $2 4/2 4/2 NT = TRF$; $3♣ = FG$ both m's $3 4 = 6 + M$ INV; $3M = 0 - 1M(54mm)$ FG; $4 4/4 = TRF$ to $4 4/4 = TRF$	1NT-2♠: 2♦ = no 4M; 2M = 4+M 1NT-2♠/2NT: 3♣/♦ = likes ♣/♦	
2*	X	0		17-18 Bal	2 ♦ / ♥ / ♠ = TRF; $2NT = 6 + ♠$, $3 ♠ = 6 + ♦$ we always take transfer. Can jump to $3M$. $3 ♦ = 55 + mm$ GF		
2♦	X	0	4♠	Any GF / 22-24 bal	2♥=relay Other= Nat strong suit		
2♥		5		4-9	V: $2 \spadesuit = 5 + \spadesuit$ F1; NV: 2S not forcing 2NT = INV+ ask; NV 3m = Not forcing; V 3m=Nat F1 3♥ = PRE		
2.		5		4-9	2NT = INV+ ask; V3♣/♦/♥ = Nat F1; 3♠ = PRE NV 3m= not forcing		
2NT			4♠	19-21 Bal	$3 \clubsuit$ = Mod Puppet; $3 ♦ /3 ♥ /3 ♠ /4 ♣ /4 ♦ = TRF 3NT=nat$	2NT-3♣: 3♦=one or both 4cM; 3 \blacktriangledown =no M; 3♠ = 5+♠; 3NT = 5+ \blacktriangledown	
3 .		6		PRE aggressive 1st NV, 3rd free	New = F1; $4 \Rightarrow = S/T$ w supp		
3♦		6		PRE aggressive 1st NV, 3rd free	New = F1; $4 - S/T$ w supp		
3♥		6		PRE aggressive 1st NV, 3rd free	New = F1; $4 - S/T$ w supp		
3 ♠	37	6		PRE aggressive 1st NV, 3rd free	New = F1; $4 - S/T$ w supp	 	
3NT	X	6		Solid minor	4 = P/C; 4M = Nat		
4.		6		PRE aggressive 1st NV, 3rd free	4♦ = Nat FG; 4M = to play 4M = to play 4NT = PKCP, 5♠ = S/T yz gypp		
4 ♦ 4 ♥		6		PRE aggressive 1st NV, 3rd free	4M = to play; $4NT = RKCB$; $5♣ = S/T$ w supp 4♠ = to play(NV); $4NT = RKCB$		
4▼		6		PRE aggressive 1st NV, 3rd free	4NT = RKCB		
4NT	X			Specific ace asking	5♣ = no Ace; $5♦/♥/♠$ = that Ace; $5NT=♠$ Ace; $6X=2Aces$		
						HIGH LEVEL BIDDING	
						1430 (5NT = odd + void, 6X = even + void)	
						Voidwood, DOPI, DEPO	
						Cue bids up the line 1st or 2nd	
						4NT often 2 places to play, 5NT often pick a slam	
						When FP pass and pull is S/T	