

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Agressive at 1-level (4) 5+ suit
Responses: new suit F1
2N 4+supp INV+
Cuebid = good raise
Sound on 2-level overcalls
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 sys on
4th live 15-18 sys on
Reopen: 11-14 if m sys on or 11-16 if M sys on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak 6+suit (Exception: (1C=2+)) - 2D = 5-5M
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Highest + another if 3+
Jump cue bid = asking for stopper
VS. NT (vs. Strong/Weak; Reopening; PH)
dbl = any suit 6+, weak
2C = asking for M(doesn't promise both M)
2D = any suit 6+, strong
2M = 5+M 4+m
2N = Both m
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
2/3M -4m = 5-5m+oM
2D multi: dbl = 13-15 bal/17+ 2N = 16-19 4m = 5-5m+H
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs strong 1C: dbl= both M, 1N = both m
OVER OPPONENTS' TAKEOUT DOUBLE
transfer after 1M - dbl, rdbl = strength

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1/3/5	1/3/5	
NT	1/3/5	1/3/5	
Subseq	1/3/5	1/3/5	
Other: K asks for count against 5-level and higher			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKQ+ AKx+ Ax	AKx+ Ax+	
King	KQJ+ KQ10+ KQ+ AK	KQ+ AKQx+ AKJ10+	
Queen	QJ10+ QJ9+ QJ+	KQJx+ QJ+ KQ109+	
Jack	J109+ J10+	J10+	
10	HJ10+	HJ10+ 109x	
9	H109+	H109+	
Hi-X	Xx xxXxxx	Xx xxXxxx	
Lo-X	xxX xxXx xxxX	xxX xxXx xxxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = enc	Low = even	Low = enc
Suit 2	Low = even	S/P	Low = even
3	S/P		S/P
1	Low = enc	Low = even	Low = enc
NT 2	Low = even	S/P	Low = even
3	S/P		S/P
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Dbl often take-out			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Invitational doubles when no other bid available			

[illegible]

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4S	Bal 11-13/17-18 or Nat 11-23	1D 3+ 1M 4+M F1 1N 11-12 w/o 4M 2C = 5+ GF 2D = INV 5+C 2M= 6+3-8	1C-1M-2D = a)Nat 16+ b)6+C 16+ c)17-18NT 1C-1x-1N = 11-13 (may contain 4M)	
1♦		4	4S	Nat unbal only 4 if 4441	1M 4+ F1 1N = 5-11 2C = nat GF 2D = 3+0-9	1D-1M-1N = 17-22 4441/5440 sho M	
				Can be bal in 3rd	2M = 6+M 3-8 2N = GF supp 3C = INV supp	1D-1x-2C=nat F1 1D-1M-2N = 16+supp	
1♥		5	4S	5+H 11-23 (may be 4 in 3rd)	1S = 4+ F1 1N = 4-11(may have weak supp) 2C=(3)4+GF 2D=4+GF 2H=8-11 2N=supp inv+	1M-1x-2c=a)16+any b)13-15 6+M 1M-1x-3new = 13-15 5-5+ 1M-1x-3M =7+M 12-15	drury
1♠		5	4H	Same as above	Same as above (2H = 5+H GF)	Same as above	
INT			4S	(13)14-16 bal/semibal	2C = Stayman 2D/2H=TRF 2N=ask 5M	1N-2N-3c = no 5cM 1N-2S-3C=longer C	
					3m = SHO w 1+M 3M = 4 and SHO oM	1N-2S-2N=Same lenght in m/longer D	
2♣				19-20bal/GF	2D = relay 2M/3m = TP against 18-19		
2♦		0		(0) 3-8 (5)6+M	2/3M=p/c 3m=Nat F1 2N= Forcing	2D-2N-3m= min w H resp S	
					4C=TRF to your M 4D = Bid your M	2D-2N-3M = max with oM	
2♥		6		9-12	2/3new=Nat F1 2N=INV+ ask	2M-2N-3C =any SHO 2M-2N-3D= any 4cm	
2♠		6		9-12	same as above		
2NT				21-23	Muppet stayman	2N-3C-3H = No 4/5cM	
3♣		6		PRE aggressive	New=F1 4D=S/T		
3♦				same as above	4C = S/T		
3♥				same as above	same as above		
3♠				same as above	same as above		
3NT				Solid minor	4C=p/c 4M=NAT		
4♣		6			4D = nat GF 4M = to play 4N = RKCB		
4♦		6			4M = to play 4N= RKCB 5C=S/T		
4♥		6			4S= to play 4N = RKCB		
4♠		6			4N=RKCB		
4NT				both m			
5♣						HIGH LEVEL BIDDING	
5♦						1430(5N= odd+ void 6x = even+void)	
5♥						Cue bids	
5♠						4N often 2 places to play, 5N often pick a slam	
						FP and pull is S/T	