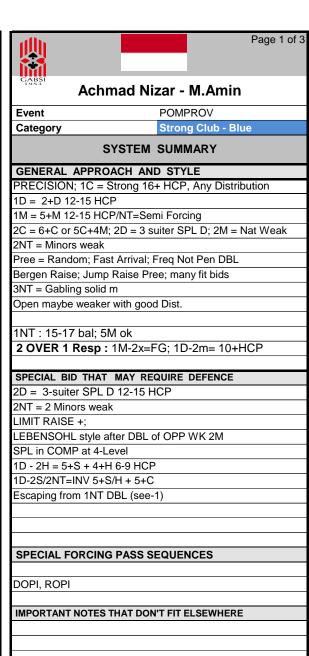
OVEDOALLO (Cilva, Dannamana, 4/0 lavel Dannamana)	
OVERCALLS (Stlye; Responses; 1/2 level; Reopening)	
Aggressive 1-Level 5 card; Sound 2- Level	
New Suit = F1; CUE=FIT/M; Jump Raise = Weak;	
1NT RESP = CONST	
4th LEVEL JUMP = SPL	
-4. th	
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	
15-17 as 1NT Open	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
1-Suit = Weak 6(5)+ card. SYSTEM ON	
(1M) 2NT = 2 minors weak;	
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)	
(1m) - 2m = Majors (54) + Weak or STR	
(1M) - 2M = OM + m ,Weak or STR. 2NT=ASK; 3C=P/C	
VS. NT (VS Strong/Weak; Reopening; PH)	
MULTILANDY	
WOETE WAS I	
DBL = P(16+HCP); 2C = Majors; 2D = 1 Suiter Major 6+; 2M = M+m	
DBL = P(16+HCP); 2C = Majors; 2D = 1 Suiter Major 6+; 2M = M+m	
DBL = P(16+HCP); 2C = Majors; 2D = 1 Suiter Major 6+; 2M = M+m	
DBL = P(16+HCP); 2C = Majors; 2D = 1 Suiter Major 6+; 2M = M+m	
DBL = P(16+HCP); 2C = Majors; 2D = 1 Suiter Major 6+; 2M = M+m 2NT = minors; 3C = Natural C; 3D = Natural D	
DBL = P(16+HCP); 2C = Majors; 2D = 1 Suiter Major 6+; 2M = M+m 2NT = minors; 3C = Natural C; 3D = Natural D VS. PREEMPTIVE (Doubles; Cue-Bids; Jumps; NT Bids)	
DBL = P(16+HCP); 2C = Majors; 2D = 1 Suiter Major 6+; 2M = M+m 2NT = minors; 3C = Natural C; 3D = Natural D VS. PREEMPTIVE (Doubles; Cue-Bids; Jumps; NT Bids) (2M)-3M = 4 Other M Ask Stopper (For 3NT); LEB (2M) DBL	
DBL = P(16+HCP); 2C = Majors; 2D = 1 Suiter Major 6+; 2M = M+m 2NT = minors; 3C = Natural C; 3D = Natural D VS. PREEMPTIVE (Doubles; Cue-Bids; Jumps; NT Bids)	
DBL = P(16+HCP); 2C = Majors; 2D = 1 Suiter Major 6+; 2M = M+m 2NT = minors; 3C = Natural C; 3D = Natural D VS. PREEMPTIVE (Doubles; Cue-Bids; Jumps; NT Bids) (2M)-3M = 4 Other M Ask Stopper (For 3NT); LEB (2M) DBL (3X) - 4M = Sound Hand	
DBL = P(16+HCP); 2C = Majors; 2D = 1 Suiter Major 6+; 2M = M+m 2NT = minors; 3C = Natural C; 3D = Natural D VS. PREEMPTIVE (Doubles; Cue-Bids; Jumps; NT Bids) (2M)-3M = 4 Other M Ask Stopper (For 3NT); LEB (2M) DBL (3X) - 4M = Sound Hand VS. ARTIFICIAL STRONG OPENING	
DBL = P(16+HCP); 2C = Majors; 2D = 1 Suiter Major 6+; 2M = M+m 2NT = minors; 3C = Natural C; 3D = Natural D VS. PREEMPTIVE (Doubles; Cue-Bids; Jumps; NT Bids) (2M)-3M = 4 Other M Ask Stopper (For 3NT); LEB (2M) DBL (3X) - 4M = Sound Hand VS. ARTIFICIAL STRONG OPENING Over 1C - DBL = Majors; 1D = Diamond, 1NT = minors	
DBL = P(16+HCP); 2C = Majors; 2D = 1 Suiter Major 6+; 2M = M+m 2NT = minors; 3C = Natural C; 3D = Natural D VS. PREEMPTIVE (Doubles; Cue-Bids; Jumps; NT Bids) (2M)-3M = 4 Other M Ask Stopper (For 3NT); LEB (2M) DBL (3X) - 4M = Sound Hand VS. ARTIFICIAL STRONG OPENING	
DBL = P(16+HCP); 2C = Majors; 2D = 1 Suiter Major 6+; 2M = M+m 2NT = minors; 3C = Natural C; 3D = Natural D VS. PREEMPTIVE (Doubles; Cue-Bids; Jumps; NT Bids) (2M)-3M = 4 Other M Ask Stopper (For 3NT); LEB (2M) DBL (3X) - 4M = Sound Hand VS. ARTIFICIAL STRONG OPENING Over 1C - DBL = Majors; 1D = Diamond, 1NT = minors	
DBL = P(16+HCP); 2C = Majors; 2D = 1 Suiter Major 6+; 2M = M+m 2NT = minors; 3C = Natural C; 3D = Natural D VS. PREEMPTIVE (Doubles; Cue-Bids; Jumps; NT Bids) (2M)-3M = 4 Other M Ask Stopper (For 3NT); LEB (2M) DBL (3X) - 4M = Sound Hand VS. ARTIFICIAL STRONG OPENING Over 1C - DBL = Majors; 1D = Diamond, 1NT = minors DIRECT LEAD	
DBL = P(16+HCP); 2C = Majors; 2D = 1 Suiter Major 6+; 2M = M+m 2NT = minors; 3C = Natural C; 3D = Natural D VS. PREEMPTIVE (Doubles; Cue-Bids; Jumps; NT Bids) (2M)-3M = 4 Other M Ask Stopper (For 3NT); LEB (2M) DBL (3X) - 4M = Sound Hand VS. ARTIFICIAL STRONG OPENING Over 1C - DBL = Majors; 1D = Diamond, 1NT = minors DIRECT LEAD OVER OPPONENT'S TAKEOUT DOUBLE	
DBL = P(16+HCP); 2C = Majors; 2D = 1 Suiter Major 6+; 2M = M+m 2NT = minors; 3C = Natural C; 3D = Natural D VS. PREEMPTIVE (Doubles; Cue-Bids; Jumps; NT Bids) (2M)-3M = 4 Other M Ask Stopper (For 3NT); LEB (2M) DBL (3X) - 4M = Sound Hand VS. ARTIFICIAL STRONG OPENING Over 1C - DBL = Majors; 1D = Diamond, 1NT = minors DIRECT LEAD	

	1.541	OC AND	CIONAL	2	
	LEAL	DS AND	SIGNALS	5	
OPENIN	G LEADS STYLE				
	Lead		In Partner's Suit		
SUIT	3rd/5th		Hi=E: Low=O		
NT	2nd/4th		same		
SUBSEQ					
	:Vs NT, K Ask Cou			Asks Att	
	2 higher; 9 top or 1		οN		
	C10:I26K3C10:I26				
Lead	Vs. Suit			Vs. NT	
Ace	AK, AK(+), A(+), A	KJT(+)	Akx(+),A		
King	KQx(+), KQJ		AKJT, KO		
Queen	QJ(+)		QJT, QJ	Γ(+)	
Jack	JT(+); Jx		same		
10	109(+); 10x; 2HT(-	+)	same		
9	HT9(+); 9x		same		
Hi - x	Even				
Low - x	Odd				
Signal in	n order of priority				
	Partner's lead	Declare	er's lead Discarding		
1st	Lo = ENCRG	Hi-Lo = (0	Lavinthal	
	Hi/Lo = O	Lavinthal	Hi-Lo = O		
3rd	Lavinthal				
1st	Lo = ENCRG	Hi-Lo = C)	Lavinthal	
NT 2nd	Lo = ENCRG	Lavinthal		Hi-Lo = O	
	Lavinthal				
Signals	(including trumps)): SMITH	SIGNAL	(LOW=ENCRG)	
		DOUBL	ES		
	JT DOUBLES (Styl	e; Respo	nses; Re	opening)	
	, or residual suit				
,	BL - (1M) - 2m = nat		: GF		
` '	-(1M)-DBL=4 Card	M			
	ng may be weaker				
	ARTIFICIAL AND C		VE DOUB	LES/REDOUBLES	
1D-(1S)-	DBL=Suggests 4+h	1			



OPENING	TICK IF ART	MIN	DBL TH		ITS	Page 2 of 3					
OPE	TICK		NEG D	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PH				
				STR 16+ HCP	1D=any 0-7 HCP; 1H=5+H; 1S=5+S; 1NT=8+ Bal;	1C- 1D - 1H = 20+ ANY					
1C	٧		4H		2C=5+C; 2D=5+D; 2H=(4441)		_				
		12-15 HCF		12-15 HCP	1M = NAT4+M; 1NT = 6-11 HCP; 2m=NAT 10+HCP						
1D	1D √	2	4H	4H	4H	4H	4H		2H=5S+4H 6-9 HCP; 2S=S+C,2NT=H+C		1
				12-15 HCP	1S = Nat 4+; 1NT=SF; 2C=GF any; 2D= GF 4+;						
1H	4	5	4H		2H=8-11 HCP 3+H; 2NT=Jacoby Bergen modification raise		DRURY FIT				
					3H/4H=PRE; 3S/4C/4D= Splinter S/C/D		1				
				12-15 HCP	1NT=SF; 2C=GF any; 2D= GF 4+; 2H=GF NAT;						
1S		5	4H		2S=8-11 3+, 2NT=Jacoby Bergen modification raise		DRURY FIT				
					3S/4S=PRE; 4C/4D/4H=Splinter C/D/H		1				
				45 47 1100	2C=Stayman; 2D=Transfer H; 2H=Transfer S;						
1NT	NT √		4H	15-17 HCP	2S=2 minors/NF/GF one suit m NF; 2NT=GF one suit m;						
				5M OK	4C=Tanya Ace; 4NT=Quanti						
				12(11)-15 HCP	2D=relay; 2M=Natural 5+M F1; 2NT = puppet 3C	2C - 2D - 2NT/3C= 6+C max/min					
2C	2C	6	4H	6C/5C+4M	3C=M's 7-10; 3D=M's GF; 3H/3S=6+ inv	2C-2NT;3C-P=T/P, 3D=6+D, 3M=5M+5D FG					
						2C-2S;2NT=5+C/4H,					
9	,			12-15 HCP	Pass =T/P(6+D); 2M = Natural NF; 2NT= R, F1;						
2D	V			4414/4405	3M = Natural INVITE						
2H		6		Weak-H	2S = Ask Short; 2NT = Ougust; 3m = Natural F						
2S		6		Weak-S	2NT = Ougust; 3C = Ask Short						
2NT				6-9 HCP minors	3/5m = To Play; 3M = Natural F; 4m = SET-m						
				O 3 TIOL TIMIOIS							
3C		7(6)		pree	New = Natural F; 4C = Ready to cue; 4D = RKC						
3D		7(6)		pree	New = Natural F; 4C = Ready to cue; 4D = RKC						
ЗН		7(6)		pree	New = Natural F; 4C = Ready to cue; 4D = RKC						
3S		7(6)		pree	New = Natural F; 4C = Ready to cue; 4D = RKC						
3NT		7		Gambling solid 7+m	4/5C = pass / correct; 4D=Ask short; 4M=NAT T/P						
4M		7		pree	4NT = RKC						
						MICH LEVEL BIDDING					
						HIGH LEVEL BIDDING					

	1	NT	Page 3 of 3							
(Note 1) ESCAPING From 1NT DOUBLED(1)										
Pass	=	F to RDBL			1NT -	(DBL)	-	Pass	-	(Pass)
RDBL	=	Puppet to 2	С		RDBL -	(Pass)	-	Pass	=	To Play
2C	=	C + any						2C	=	(4)333
2D	=	D + H						2D	=	D + S
2H	=	H + S, bette	er H					2H	=	H + S, better S
			ESCAPI	NG	From 1NT	DOUBLE	D			
1NT	-	(DBL) -	RDBL	-	(Pass)					
2C	-	(P)	Pass	=	Natural C					
			2D	=	Natural D					
			2H	=	Natural H					
			2S	=	Natural S					
1NT	-	· /	Pass	-	(DBL)					
Pass	-	(Pass) -	RDBL	=	1 Suit Any					
			2C	=	C+ Any					
			2D	=	D+H/S					
			2H	=	H+S					