

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS
8+, 6+ in balancing pos.
RESP: 2/1 NF, 1/1 F, 2/2 F
RESP: CUE=INV+, JS =preemptive (NF)
1NT OVERCALL
15-18 pts, systems on
12-14 in Balancing pos, systems on
JUMP OVERCALLS
Weak, Preemptive
2NT= 5-5 in minors
Reopen:
DIRECT & JUMP CUE BIDS
Michaels, shows highest and another
responses: cuebid shows support
[2x]-3x = STP ASK G/T
VS. NT
DONT vs strong NT (1.12.6)
Capp vs weak NT (1.12.6)
VS. PREEMPTS
Overcalls NAT, [2X]-3X=STP ASK
Leaping and non-leaping Michaels (1.11)
X can be followed by Lebensohl (1.7)
VS. ARTIFICIAL STRONG OPENINGS
OVER OPPONENTS' TAKEOUT DOUBLE
Mostly ignore T/O X
All fit showing RESP and SPL exactly as openings w/o X
1NT=6-10 pts (NF)
Rdbl=10+ pts (can have 3supp for 1M)
2/1 NF, JS preemptive and NF

[illegible][illegible]

OPEN	ART	MIN CRDS	NEG. DBL	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	3♠	11-21, no 5cM. ♣ > ♢ or 3-3 in mm	1 ♢ = 4+ ♢ 6+ with no 4cM or 11+, 1 / ♡ / ♠ = 4+ ♡ / ♠ 6+ PTS , 1NT=6-10 NAT, 2♣ = FG 5supp, 2♢ =INV 5supp, 2♡ / 2♠ = WJS , 2NT=NAT 11-12, 3♣ =WK, 3♢ / ♣ / ♠ =SPL, 3NT=NAT 13-15	After 1♣ -2♣ : 2NT= ♡ ♠ STP; 2x = x STP; 3y = STP ASK; 3♣ =no STP ; 3NT = 18+, Similar after 1♣ -2♢ ; 4♣ = INV, 4♢ = KCB, 2-way CB and XYZ	1♣-2♣ and 1♣ - 2♢ NAT in COMP. 1♣-2♣ = INV+ in 3rd/4th
1♢		3	3♠	11-21, no 5cM. ♢ > ♣ and not 3-3 in mm	1/ ♡ / ♠ = 4+ ♢ / ♡ / ♠ 6+PTS, 1NT=6-10 NAT, 2♣ = FG, 2♢ =FG 4supp, 2♡ /2♠ =WJS, 2NT=NAT 11-12, 3♣ =INV 5supp, 3♢ =WK, 3 ♡ 3♠ 4♣ =SPL, 3NT=NAT 13-15	After 1♢ -2♢ : 2NT= ♡ ♠ STP; 2x = x STP; 3y = STP ASK; 3♢ =no STP ; 3NT = 18+, Similar after 1♢ -3♣ ; 4♢ = INV, 4♡ = KCB, 2-way CB and XYZ	1♢-2♢ and 1♢ - 3♣ NAT in COMP. 1♢-2♢= INV+ in 3rd/4th
1♡		5	3♠	11-21	1/ ♠ / ♠ = 4+ ♠ 6+PTS, 1NT= <= 12 (also ith 3supp), 2♣ = FG NAT or BAL (SUPP), 2♢ =FG 5+♢ , 2♡ = FG 5+ ♡ , 2♠ = 8-10 3supp, 2NT= GF 4Supp, 3♣ = 7-10 4supp, 3♢ = 10-12 4supp, 3♡ = PRE 4Supp, 3♠ / 3NT/ 4♣ / 4♢ = SPL, 4♡ = PRE 5supp, 4♠ = KCB	After 1♡ -2♣ / ♢ / ♡ reverses don't show extras After 1♡ 2NT follow ups in (x) After 1 ♡ -3♣ : 3♢ INV; After 1♡ - 3♢ : CUE, After 1♡ - 2♡- 2-way G/T (1.6).	In COMP: 1♡ -3♣ , 1♡ -3♢ = INV6+; In 3rd/4th: 1♡2♣ = INV+ 3supp, 1♡-2♢ = INV+ 4supp
1♠		5	3♠	11-21	Same as 1 ♡ except: 2♡ = FG 5+ ♡ , 2♠ = 8-10 3supp, 3♠ = PRE 4Supp, 3♡=SOL INV+, 4♠ = PRE 5Supp, 4♡= SPL, 4NT = KCB	Same as 1♡	In COMP: 1♠ - 3♣ , 1♠ -3♢ = INV 6+; In 3rd/4th: 1♠ -2♣ = INV+ 3supp, 1♠ -2♢ = INV+ 4supp
1NT			3♠	BAL 15-17	2♣=STAY, 2♢ = TRF ♡ , 2♡ = TRF ♠ , 2♠ = TRF ♣ or BAL 8-9 , 2 NT = TRF ♢ or BAL 8-9, 3 ♣ = PUPP STAY, 3♢ = mm, 3♡ / 3♠ = SPL, 3NT= 10-15 NAT, 4♢ =TRF 4♡ , 4♡ =TRF 4♠ 4NT= QUANT	After 2♠ : 2NT= 15, 3♣ = 16+; After 2NT : 3♣ = 15, 3♢ = 16+; After 2♣ - 2♢ : 2NT = 8-9, 3M = FG, 5-4 in oM-M; 2♡ = WK (54)xx ; 2♠ = INV 54xx 1NT-2♢ - 2♡2♠ = INV 45xx, 1NT - 2♡ 2♠ -3♡ = 55xx	Lebensohl (slow shows) (1.7)
2♣	✓	0	4♠	22+ or 8.5 tricks	2♡ = 3- Pts or no A/K, 2♢=4+ Pts , 2♡ , 2♠ , 3 ♣ , 3♢ = NAT 8+ pts	After 2♣ -2♡ : NAT, After 2♣ - 2♢ : 2♡ = ♡ or BAL or ♡and other suit , 2♠ = ♠ or ♠ and other suit (1.9)	In COMP: X = 3- Pts or no A/K, PASS=Waiting
2♢		6	4♡	WK PRE	2NT=F1 15+,3♢ =NF, NS=NF	After 2♢2NT: 3♣ = 1H 6-8, 3♢2H 6-8, 3♡ = 1H 8+, 3♠ = 2H 8+, 3NT= 3H 8+	
2♡		6		PRE 6-10	same as 2♢	same as 2♢	
2♠		6		PRE 6-10	same as 2♢	same as 2♢	
2NT				20-21	3♣=PUPP STAY, 3♢= TRF 3♡ , 3♡TRF 3♠ 4NT=QUANT		
3♣		7		PRE			
3♢		7		PRE			
3♡		7		PRE			
3♠		7		PRE			
3NT							
4♣		8		PRE			
4♢		8		PRE			
4♡		8		PRE			
4♠		8		PRE			
4NT							
HIGH LEVEL BIDDING							
5♣						RKC 0314, spec. K, void-showing (1.8)	Cuebids
5♢						4♢ = KCB for ♣ , 4♡KCB for ♢	1st and 2nd rnd CTRL togeter
5♡						4♠ = KCB for ♡ , 4NT = KCB for ♠	
5♠						Exclusion KCB	1♠ - 3NT, 1♡- 3♠ = 9-11, SPL w unspec shortness
5NT						Unserious slam-try 3NT	1♡ - 3NT = SPL w ♠ shortness

1 Supplementary Notes

1.1 1NT sequences

- 1NT-2♣ - 2♦ -? 2♥ = weak, both major, pass or correct, 3♠ = 5 ♥ and 4♠ FG, 3♥ = 5♠ and 4♥ FG, 2♠ = 5 ♠ and 4♥ INV
- 1NT-2♥ -2♠ -3♥ = 5-5 in M, FG
- 1NT-2♦ -2♥ -2♠ = 5♥ and 4♥ , INV
- 1NT-?: 3♣ = STAY with 3cM, 3♦ = 5-5 in mm, FG, 3♥ , 3♠ = SPL exactly 3=1=(5=4) or 1=3=(5=4)
- 1NT- (2M-1)-3M = PRE Super Accept, 1NT-(2M-1)-2M+1 is a good super accept, 3M-1 is retransfer to 3M, other suits show shortness in LMH steps.

1.2 Relays after Jacoby 2NT

After 1M-2NT, opener replies in steps:

- Min, 12-14. Responder Relays to Ask, opener replies as below, except with minimum hands
- Shortness. Relay to ask, Step responses: VLMH (Void, Signle in Lower suit, Mid suit, Higher suit resp). After a void response, relay to ask, and respond LMH
- 5-4-2-2. Relay to ask for second suit, reply LMH
- 6-3-2-2 or 7-2-2-2. Relay to ask for second suit, reply LMHN (N for 7-2-2-2)
- BAL, 18-19

1.3 Splinters

- weaker splinter (10-12) and stronger splinter (12-14)
- 1♠ - 3NT and 1♥ - 3♠ is weaker splinter with ♥ and ♠ shortness, resp. Partner relays to ask shortness, responses LMH (not VLMH).
- 1♥ - 3NT is stronger SPL for ♠ . STD SPL after 1♠ strong SPL

1.4 Special 2/1 continuations

- 1♥ - 2♦ , 1♠ - 2♦ and 1♠2♥ = 5+ cards, FG. Then: REV= NO extras.
- 1 M - 2 ♣ = BAL or 5+ ♣ .
- 1M- 2♣ - 2♦ = ♦ or waiting. 1M- 2♣ - 2♦ 2oM = 5+ ♣ , BAL or UNBAL
- 1♠ - 2♣ - 2♥ = 4 ♥ . 1♥ - 2♣ - 2♠ = 4 ♠ , no extras.
- 1M- 2♣ - 2M = 6 cM. 1M- 2♣ - 2NT shows 18-19 PTS, BAL
- 1M- 2♣ - 3♣ = 4+ ♣ = 4+ ♣ , exactly 5=4=2=2 , otherwise SPL
- Openers Js such as 1♠ - 2♣ - 3♦ / ♥ or 1♠ - 2♣ - 3♦ = SPL
- 1♠ - 2♣ - 2♦3♦ = 5-5 in ♣ / ♦ or 5-4 with extras.

1.5 Picture Jumps

Picture Jumps apply after 2/1 GF auctions. They show strong two suiters confirming or denying outside controls, or in case of jump rebids, long 1-loser solid suits.

- After 2/1, Jump to 4M is Picture jump, shows excellent trumps (xxxx or HHx) and great (runnable) 5+ cards 2/1 suit, denies outside controls(can be followed by unserious 3NT and/or cuebids).
- After 2/1 if the bid of 3M *is a jump*, then it shows outside controls, excellent trumps and great 5 card 2/1 suit.
- 1♠-2♥4♥ also shows strong 2-suiter in ♠ and ♥
- After 2/1 GF, jump rebids show 1 loser solid suit.

1.6 2-way Game tries

- After 1♠ - 2♠ or 1m-1♠ - 2♠ 3♣ ♦ ♥ = HSGT, 2NT=SSGT (3 ♣ ASK, LMH resp)
- After 1♥ - 2♥ or 1m-1♠ - 2♥ 2NT, ♦ ♥ = HSGT, 2♠ =SSGT (2NT ASK, LMH resp)

1.7 Lebensohl sequences

- After 1NT-(2x)-?: if 2y is available then 2y=Signoff, 2NT-3♣ -3y = INV, 3y = FG.
- After 1NT-(2x)-?: if 2y is not available then 2NT-3♣ -3y = signoff, 3y = FG.
- After 1NT-(2x) or any other aritifical overcall showing x, 3x= Stayman w/o STP, 2NT- 3♣ - 3x = Stayman w STP, 3NT = FG w/o STP, 2NT-3♣3NT FG w STP.
- After Weak 2s, (2M)-X -? : LEB structure. Except that when 2y is not available, 3y =INV+ (Not FG). Everything else is ast after 1NT. Opener disobeys the relay with a very strong hand
- After a Reverse following a 1-over-1 bid, we play LEB. All bids except an responder's rebid of her own suit are one round forcing. All 3-level bids are FG. There is no cuebid-Stayman. 2NT relays to 3♣ and disobeying the relay shows GF strength (19+)

1.8 Keycards

- We play Kickback, T+1 (suit higher than trumps) is the asking suit, to be called ASK=T+1. For ♠ , 4NT is still the keycard ask, *i.e.*, ASK is NT. 4NT can be still keycards if 4T+1 can be interpreted as a natural bid (rare)— perhaps when it is the openers suit or 2/1 suit.
- 4T+1 asks for Keycards with T as trumps. Responses are 03,14, 25 w/o Q, 25 w Q.
- After 14 and 03 responses, next step is Q ask, responses are 1)w/o Q and 2) w Q in steps.
- After checking for Keycards, 5ASK is King ask. Responsder shows spec Kings. 6T=no Kings, 5N = K of Asking suit (we stay below 6T). 6ASK= All three Kings
- Void showing responses: After 4ASK: 5ASK= Even no. of Keycards with a void in side suit. 5x = Odd no. of Keycards with a void in x (5NT is for ASK)
- After 4T+1 : 5N= even no. of Keycards with a void.
- Exclusion: Only when the trump suit is absolutely crystal clear, jump bid beyond 4ASK shows void in the jumped suit (with 4NT filling in for ASK), partner shows Keycards outside the void suit. (0314 response structure in steps). *4NT can be used as exclusion only when trump suit is crystal clear* In detail:

- With ♠ as T 4NT is normal keycards, 5♣, 5♦ and 5♥ are keycard asks excluding voids.
- With ♥ as T 4♠ is normal keycards, 4N (♠), 5♣ and 5♦ are keycard asks with exclusion.
- With ♦ as T 4♥ is normal keycards, 4♠ 4N (♥), 5♣ are keycard asks with exclusion.
- With ♣ as T 4♦ is normal keycards, 4♥, 4♠, 4N (♦) are keycard asks with exclusion.

1.9 After strong 2♣

- 2♣ - 2♥ is weak (14 pts or no keycards). NAT responses (no Kokish)
- 2♣ - 2NT = 22-23 PTs
- 2♣ - 2♦ - 2♥ REL to 2♠. After : 2NT=24+, 3♥ = 6+ ♥, 3y = ♥ and y
- 2♣ - 2♦ - 2♠ REL to 2NT, if opener doesn't want to play NT. After : 3♠ = 6+ ♠, 3y = ♠ and y

1.10 Leaping and non-leaping Michaels

- After Weak 2M: 4♣ = ♣ and OM, 4♦ = ♦ and oM, 4oM = both min
- After Weak 2♦ and Multi 2♦ : 4♣ = ♣ and M, 4♦ = ♦ and M, 4♦ = both M
- Same response after weak 3 bids

1.11 Leaping and non-leaping Michaels

- After Weak 2M: 4♣ = ♣ and OM, 4♦ = ♦ and oM, 4oM = both min
- After Weak 2♦ and Multi 2♦ : 4♣ = ♣ and M, 4♦ = ♦ and M, 4♦ = both M
- Same response after weak 3 bids

1.12 Competitive auctions

1.12.1 After opponents X

What changes After 1M-(x)-? :

- 2/1 is 10 pts (Neg Freebid), 5+ cd
- XX shows 10+ points, including INV+ hands with 3SUPP (but not 4SUPP)
- 1M-1NT = 6-10 points NF (no 3Supp)
- 1M-2M = 6-10 points (not 8-10)

What doesn't change After 1M-(x)-? :

- 1M-2NT=4SUPP GF, 1M-3♣ and 1M-3♦ = 4Supp, Drury in 3/4th hand.
- SPL bids
- XYZ sequences

1.12.2 After opponents overcall

- 1 ♣ - (1 ♦) - X shows 4-4 in MAJ
- 1m - (1 ♥) - X shows 4 ♠, 1♠ shows 5+
- 1x-(any)-2y = 10+ pts, 5+ cards
- 1x-(any)-3y = FG, 5+ cards
- 1x-(any)-2NT = 11-12 pts with STP
- CUE of opponent's suit = INV+
- JS = PRE, WK
- XYZ on, if it can be completed

1.12.3 After Partner overcalls

After (1x)-1y-(P)-?

- 2y = 3SUPP, 8+
- JS = WK, PRE
- CUE = F1, INV+ or other forcing hands

1.12.4 After Partner doubles

After (1x)-X-(P)-?

- 1y = 8 pts
- 2y = 8-10 pts
- 2x (CUE) = 10+ pts, F1 or both majors when P doubles 1m
- (1x)-X-(P)-P-(P)-1NT rebid shows 19+ BAL

1.12.5 Against 2-suiters

When both suits are known:

- When both suits are known, we play lower-lower
- After 1♠ - (2NT) showing ♣ and ♦ : 3♣ = FG with ♥, 3♦ = INV+ in ♠, X=PEN, 3♠ = PRE
- After 1♥ -(2♥) showing ♠ and lower, 2♠ INV+ in ♥, 3♥ = PRE, X = 10+

1.12.6 Defence against 1NT

- Strong NT: X = single suit, 2♣ = ♣ and higher, 2♦ = ♦ and higher, 2♥ = ♥ and ♠, 2♠ = 6 ♠ WK
- Weak NT: X = PEN, 15+, 2♣ = MM, 2♦ = ♥ or ♠, 2♥ = ♥ and m, 2♠ = ♠, 2NT = mm