DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS

Natural Overcall. Usually 5^+ card
Jump raise = Pre. New suit at 1/3 Level=F1;
(1X) 1M - 2♣ = 3-card raise / 13^+ Bal / 13^+ 5^+ oM
(1X) 1M - 3X = Mixed raise
(1M) 2♣ - 2♦ = 10^+5^+ oM / GF 4^+ oM
(1M) 2♦ - 3♣ = 10^+5^+ oM
(1M) 2m - 2M = 10^+ Not suitable for NT

1NT OVERCALL

15-18. 13-16 in Bal position. Sys on

JUMP OVERCALLS

1 suit: Preemptive. New suit=inv
2 suits: Unusual 2NT: (8)10-12 or strong
If partner passed: wide range
Reopen: Constructive 6^+ cards

DIRECT & JUMP CUE BIDS

Michael=55^+ M+m / both M. (8)10-12 or strong.
Jump cue-bid=Ask stopper

VS. NT

Dbl (vs Weak) = Optional; (vs Strong) 5^+ m4=M
2♣ 54^+ Majors
2♦=♥/♠
2M=54^+ M+m
2NT=Minors
PH / 4th seat: Dbl=One suit; 2X=44^+ X+higher

VS. PREEMPTS

Takeout Dbl
V weak2: cue=Stopper Asking, 4m=5m+5M
Leaping Michaels v weak2 / multi

VS. ARTIFICIAL STRONG OPENINGS

Suit=Natural; Dbl=Majors; NT=Minors
Response: NT=Good hand. Suit=NF

OVER OPPONENTS' TAKEOUT DOUBLE

System off. Rdbl = 10^+.
Transfer response after 1♣
1M: 1NT to 2M-1 = transfer
1♦ (Dbl) 2♣ = Majors
2NT=LR$^+$
Jump suit=fit jump shift

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	4th best, MUD	3rd / 5th
Notrump	4th best, MUD	3rd / 5th
Subsequent	4th, Standard	4th Standard

Other: 0/1
Vs NT: A for ATT. K ask for CT / unblock

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(+), Ax	AKx(+)
King	KQx(+), Kx, AK	KQx(+)
Queen	QJx(+), Qx	(A)QJx(+), KQT9(+)
Jack	JTx(+), HJT(+), Jx	JTx(+), HJTx(+)
10	(H)T9x(+)	(H)T9x(x)
9	9x	9x(+)
Hi-X	Xx, xXxx	Xxx(+)
Lo-X	xXx, HxX	HxX

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
	1	ATT: Lo=Enc	CT: Lo=Even	ATT: Lo=Enc
2	Suit	CT: Lo=Even	ATT: Lo=Enc	Suit Pref
	3	Suit Pref		
	1	ATT: Lo=Enc	CT: Lo=Even	ATT: Lo=Enc
2	NT	CT: Lo=Even	ATT: Lo=Enc	Suit Pref
	3	Suit Pref		

Signals: UDCA, Standard suit preference
Standard Smith Echo, Hi=Enc
Standard remaining count

DOUBLES

TAKEOUT DOUBLES

Emphasize majors. Minors unclear
Responses: New suit NF. CUE=LR$^+$, any shape

MISCELLANEOUS DOUBLES/REDOUBLES

Neg Dbl through 4♦
No Support DBL
Maximal and Game try Dbls
Responsive Dbls
Against bid and raise below 4♥: Dbl=Take out

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5-Card Major, Non-forcing 1NT, Strong 1NT
1♣ Min bal or 4^+♣ unbal. 1♦ unbal
2♣ Art. Strong, 2♦ PRE in 1 major / 18-19 Bal / 16^+ 4441
2M 10-13 5^+M unbal 3^- oM
3NT 8-10 tricks 4M preempt
2-over-1 artificial forcing
Light and limited initial 1-level response

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♣ = 20^+ strong (22^+ if Bal)
2♦ = 5^+♥/♠ weak or 18-19 Bal or 16^+ 4441
2M = 10-13 5^+M 3^-oM. Unbal (s/v or 6^+M)
3NT = 8-10 tricks in ♥/♠
1♥-2♦ / 1♠-2♥ = 3^+ raise 8^+
1♠-2♦ = 5^+♥ 8^+
1M-2♣ = Art GF. No 3M or 5oM or 5-5
Transfer response to 1♣
1♣-1NT = GF in ♣ or Bal
1♣-2♣/♦/♥: GF in next higher
1♣-2♠ = GF 4441
1♦/M-2 higher = Nat GF
1♣-2NT = ♣ Pre or 5♣5X GF
1X - 3 others = 5-5 GF
1 over 1 less than 15 HCP
Gazzilli Squences with weak cases:
1♣-1Red-1M; 1♦-1M-1NT; 1♦/♥/♠-1NT-2♣
Gazzilli Sequences without weak cases:
1♣-1♠-2♥/♠; 1♥-1♠-2♣

SPECIAL FORCING PASS SEQUENCES

1m (Dbl) Rdbl = Force to 2NT or we rebid 2m
1M (X) Rdbl = Force to 2M
In FG sequences / Inv sequence below 3M, P is F1

IMPORTANT NOTES

Check system notes on GitHub

PSYCHICS: None

Open	Art	Min card	Neg Dbl	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	4♥	11-21 5$^+$♣ unBal	1♦/♥=4$^+$♥/♠; 1♠=No 4M; 1NT=GF ♣/Bal	1♣-1Red-1M=11-15 3$^+$M unbal or 16$^+$ Many	1NT/2X=Nat Inv
				12-14 Bal	2♣/♦/♥/♠=GF ♦/♥/♠/4441; 2NT=♣ Pre or ♣+X 5-5 GF	1♣-1Red-2NT=6$^+$♣ 3=M Inv	
				11-21 =4144/=4414	3♣=5♣5♦ Pre; 3♦/♥/♠=♥+♠/♦+♥/♦+♠ 5-5 GF	1♣-1♠-2♥=16-18 2$^-$♦ or 19$^+$ with short	
						1♣-1♠-2♠=16-18 3$^+$♦ or 19$^+$ no short	
1♦		4	4♥	11-21 5$^+$♦ unBal	1M=4$^+$M; 1NT=6-11 No 4M; 2♣=GF ♣/Bal/♦ raise	1♦-1M-1NT=11-15 3=M or 16$^+$ Many	2♣/M=Nat Inv
				11-21 =1444/=4441	2♦=Weak 5$^+$♣4$^+$♥; 2M=GF Nat; 2NT=11-12 Inv; 3♦=Pre	1♦-1Red-2NT=6$^+$♦ 3=M Inv	
					3♣/♥/♠=♥+♠/♥+♣/♠+♣ 5-5 GF	1♦-2♣-2♦=Single suit any strength or 11-15 with ♣	
1♥		5	4♦	11-21 5$^+$♥	1NT=6-11 2$^-$♥; 2♣=Art. GF. No 3$^+$♥/5$^+$♠/5-5	1♥-1♠-1NT=12-14 Bal or 11-15 5=♥2$^-$♠	2♣/♦=3/4$^+$♥ 9$^+$
					2♦=3$^+$♥ 8$^+$; 2♠=Nat GF; 2NT=4$^+$♥ 6-11/12-15 w/ SING	1♥-1♠-2♣=16$^+$ Many	Jump suit = Fit raise
					3♣/♦/♠=♣+♠/♦+♠/♠+♦; 5-5 GF 3♥=PRE	1♥-1♠-2♦=15-17 Bal / 11-15 3=♠ unbal	2NT=Any splinter
					3NT/4m=9-11 void ♠/m		
1♠		5	4♥	11-21 5$^+$♠	1NT=6-11 2$^-$♠; 2♣=Art. GF. No 3$^+$♠/5$^+$♥/5-5	1M-1NT-2♣=♣ or 16$^+$ Many	2♣/♦=3/4$^+$♠ 9$^+$
					2♦=5$^+$♥ 8$^+$; 2♥=3$^+$♠ 8$^+$; 2NT=4$^+$♠ 6-11/12-15 w/ SING	1M-2♣-2♦=5M-4m or min Bal, then 2♥ asks	2♥=Nat Inv
					3♣/♦/♥=♣+♥/♦+♥/♥+♦ 5-5 GF; 3♠=PRE	1M-2♣-2N=16-19 Bal or 5-5 14$^+$	Jump suit=Fit raise
					3NT/4m=9-11 void ♥/m	1M-2NT-3♣/♦/M=14$^+$Ask/some VOID/Min	2NT=Any splinter
1NT				15-17 Bal.	2♣=Stayman/5=♠inv; 2♦=5$^+$♥; 2♥=5$^+$♠ not inv	1NT-2Red;2M-2NT=5M4m GF or 5332 ST	
				5M 6m possible	2♠=Range ask; 2NT=Ask weak minor doubleton	1NT-2Red-2M-3m=55; 3♥/♠=6M4♣/♦	
					3♣=PUP 3♦; 3♦=6$^+$♥/♠Inv; 3♥/♠=♣/♦ ST	1NT-2♠;2NT/3♣=Min/Max	
					4♣/♦=♥/♠; 4M=Nat	1NT-3♦-3♥/♠/NT$^+$=No ♥/No ♠ OK ♥/Both OK	
2♣	✓	0		9$^+$ tricks	2♦/♥/♠=0-1/2/3$^+$ Ctrls. 2NT/3NT=6/7 cards suit w/ AKQ	2♣-2♦-2NT=22-24 Bal; 2♣-2♦-2♥=GF ♥ / 25$^+$ Bal	
				22$^+$ Bal	3X/4X 6/7 cards suit, 2 of AKQ	2♣-2♦-3M=5$^+$♣4M. 2♣-2M;2♠/3X=5$^+$ usu. unbal	
2♦	✓	0		Pre in ♥/♠	2♥=P/C; 2♠=♥ inv; 2NT=Inv$^+$ ask; 3m=Nat GF	2♦-2M-2NT=18-19 Bal; 3♣$^+$=16$^+$ 4441	
				18-19 Bal / 16$^+$ 4441	3M=P/C; 4♣=Bid transfer; 4♦=bid M	2♦-2NT;3♣$^+$=5-cards/Min♥/Min♠/Max♥/Max♠	
2♥		5	3♦	10-13 unBal 3$^-$♠	2♠=Art Inv$^+$; 2NT=5$^+$♠; 3m=F1R	2♥-2♠-2NT$^+$=6$^+$♥/4$^+$♣/4=♦/5$^+$♦	New Suit=Constr
					3♥=Block; Jump=splinter; 4♥=Pre or value	2♥-2♠-2NT-3♣=Ask short	2NT=Good raise
2♠		5	3♦	10-13 unBal 3$^-$♥	2NT=Art Inv$^+$; 3♣=5$^+$♥; 3♦=F1R; 3♥=5$^+$♣	2♠-2NT-3♣$^+$=4$^+$♣/4=♦/5$^+$♦/6$^+$Min/6$^+$♠Max	New suit=Constr
					3♠=Block; Jump=splinter; 4♠=Pre or value	2♥/♠-2♠/NT-3♣-3♦-3♥$^+$=5$^+$♣/4♣3oM/4♣3♦	2NT=Good raise
2NT				20-21 Bal	3♣=Muppet Stayman; 3♦/♥=Transfer; 3♠=Minor Stayman	2NT-3♣-3♦$^+$=Some 4M/No 4M/5♠/5♥	
				5M332 possible	4♣/♦=♥/♠ 4♥/♠=♣/♦ ST	2NT-3♣-3♦-3M=4oM; 2NT-3♦-3♥-3NT=5♥4♠ NF	
3♣		6		Pre in ♣	New Suit Forcing (to game); 3♦ PUP 3♥; 4♦ ST	3♣-4♦-4♥$^+$=0KC/1KC/1KC wQ/2KC/2KC wQ	
3♦		6		Pre in ♦	New Suit Forcing (to game). 4♣ ST	3♦-4♣-4♦$^+$=0KC/1KC/1KC wQ/2KC/2KC wQ	
3♥/♠		6		Pre in ♥/♠	New Suit Forcing (to game). 4♣ ST		
3NT	✓			8-10 tricks in ♥/♠	4♣=ST; 4♦=Bid M; 4♥=P/C		
4♣/♦		7		Pre in ♣/♦		**High Level Bidding**	
4♥/♠		7		Pre in ♥/♠	4♠=To play	Turbo; RKCB/Excl RKCB(1430) on jump; D0P1	
4NT				Specific Ace Ask	5♣=No. 5♦/♥/♠=That Ace; 5NT=2 Aces; 6♣=♣A	Ctrl bid: A/K on 3rd level. A/K/short on 4th level	
5♣/♦		8		Pre in ♣/♦			
5♥/♠		8					