

## DEFENSIVE AND COMPETITIVE BIDDING

## Overcalls(Style, responses, 1/2 level)

Sound overcalls, about 7-17hcp 1 level, 8-17hcp 2 level  
1 level responses forcing and two level responses semiforcing, 2NT limit+ support with jump, cue starting transfers up to 2M, fitjumps, jump cue mixed raise 7-9hcp 4+c

## 1NT Overcall(2nd, live, reopening)

About 15 –18hcp sys on. (1x) - (1y) - 1NT 16-18hcp sys on  
Balancing after 1m 13-16hcp, after 1M 12-15hcp

## Jump overcalls and cuebids

Weak jumps (4-11hcp)and UNT 2NT(weak 6-11 or strong 16+hcp hand) Michaels cue (1m) - 2m majors (1M)- 2M oM+m 55+ 6-11/16+ hand. Jumpcue asking stopper usually.

## Vs. Pre– empts

Lebensohl, Leaping Michaels, cue asking stopper 3-level. Ag three level pre– empts 4x could be leaping style.

## Vs. NT

Dbl 5+m 4M, 2♣ majors, 2♦ multi with M, 2M M+m 2NT minors. Against weak NT(max 29)dbl penalty, else same.

## Vs. strong club or diamond

Dbl good ♣ or bad ♦ overcall, 1♦ good ♦ or bad ♥, 1♥ good ♥ or bad ♠, 1♠ good ♠ or bad ♣, 1NT minors, 2♣ majors, 2♦ multi, 2M two– suiters. Same against 2♣ Against strong diamond: dbl majors, 1NT minors

## Some defensive bidding

Rubensohl after NT disturb. 1♣-(1x) transfers, 1♣-(2x 2NT+transfers, 1M-(dbl)-1NT+ transfers, 2NT limit + supp 3M-1 mixed raise, 1M-(1/2x)-3M-1= Mixed raise 7-9hcp with 4+supp, 1♦-(DBL)-2NT= Mixed raise with shape, 7-9hcp, Good-bad 2NT by 1♦♥♠-opener

## LEADS AND SIGNALS

## Opening lead style

	Lead	In partner's suit
Suit	3rd– 5th	3rd– 5th
NT	3rd– 5th	3rd– 5th
Subseq	3rd– 5th	3rd– 5th

**Other:** Against NT King is strong lead asking unblock or count; 4th best possible aga NT if 3rd expensive. Against 5 level+ contracts A asks attitude, K count

Leads	Suit	NT
A	Ax+, AKx+	AKx+
K	AK, KQx+, Kx	Asks UB, KQ109+ etc
Q	QJx+, QJ10+,AKQ	AQJ+, KQx+, QJx+, QJ
J	J10+	AJ10+,KJ10+,J10+
10	KJ10+, 109x, 10x	K109+, 109x, 10x
9	KJ9, K109, Q109,9x	H9xx, 9xx, KJ9, 9xxxx
x	3rd 5th, high from Xx	3rd 5th, high from Xx

## Signals and discards

Udca + odd/even 1st discard, further discards standard count. Smith echo aga NT contracts. Low card likes the lead

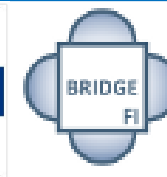
Count showing only when needed.

## Special doubles

Support double/Rdbl

Some lightner doubles

Advancers double when three suit bidded is takeout with 5+c in 4th suit and 2-3c support (snap)



## SYSTEM CARD

CATEGORY RED– POLISH CLUB

NCBO/team

Finland

Event:

Lissabon

Mixed

Players:

Arttu Karhulahti

Pia Erkkilä

## SYSTEM SUMMARY

## General approach and style

- Polish club 3– way
- 5c Majors
- 15-17NT, could be 5M or 6m/9-12 in NV-VUL

## Special bids that may require defence

1♣= a) 12-14bal b)15+ 4+♣ c) 18+ any

2♦= Multi 6M weak 5-10hcp

2♥= 55(4)♥+m 5-10hcp

2♠= 55(4)♠+m 5-10hcp

2NT = 55 ♣+♦ 5-10hcp


3NT = 8-9.5 playing tricks in ♥/♠

Some psyches possible with fit

Opening	Artificial	Min cards	Neg x	Description	Responses	Sub Auction	Passed hand bidding
1♣	x	0	4♥	a) 12-14 bal, could be 4414 style b) 15+ 4+♣ c) 18+ any	1♦ = 0-8 or 9-11 minor– oriented or 12+ hcp bal GF, 2NT GF, 2m GF, 2M weak, 2NT GF bal 3m inv good suit, 3M 7c 2/3 top H, 3NT solid	1♣-1♦ = 1M two– way, 1NT 18-20, 2♦ GF , 3M 55 Super jumps	Same, but 2♣ is 5+♦ 4♣ 8-10 hcp, 2♦ 55+ MM 7-10 hcp, 2NT 4♦ 5+♣ 8-10hcp.
1♦ 1♦*		4 2	4♥	11-17hcp 4+♦, 4♦5♣ possible 11-17hcp 2+♦, 15-17NT possible	Inv minors, 2♥/♠ 5+♣ 4+♥ 6-9/9-11hcp, 2NT inv Changes: 1M, could be 3M, 2M 4-7hcp Weak	3♣ weak jump, Gawrys rele, XYZ NT 2NT 55mm 4-7hcp	Transfers ag 1M overcalls.
1♥		5	4♦	11-17hcp 5+♥, 5♥6m possible	Semi F NT, 2/1 GF unless rebid, rev Bergen 3♣ = weak splinter any, 3NT/4m strong splinter	Rev Bergen 3♣ = 11-14hcp 3♥, 3♦ 7-9hcp 4♥, 3M weak ,2NT limit+4sup, 1♥-2♠ strong	Two– way Drury, 2NT Mixed, 3m natural 8-10, 3♣/NT Superfit 4/5♥
1♠		5	4♥	11-17hcp 5+♠, 5♠6m possible	Semi F NT, 2/1 GF unless rebid, rev Bergen 3NT = weak splinter any, 4x strong splinter	2NT limit+ sup, 1♠-3♥ inv 6♥	Two– way Drury, 2NT Mixed, 3m natural 8-10, 3♥/NT Superfit 4/5♠ sup
1NT 1NT*				(14)15-17hcp bal, 5M, 6m poss. (9)-12hcp bal, 3♣ res. SI w/♦ or M	Stayman, transfers, range– check, 2NT D or minors, puppet stayman, 3♦ = minors, 3M (13)(54) style	4♣ hearts, 4♦ spades Rubensohl aga overcalls	Same
2♣		5	4♥	(11)12-14 5♣4M or 6+♣	2♦ rele, 2M NF, 2NT clubs or 55 GF, 3♣♦ inv+, 3♦ ♥inv+, 3♥♠ inv+, 3♠ 6+♠ 4♥ GF, 4♦ rkcb ♣	Relays after 2♣-2♦-2M	2NT Clubs or 55MM inv, 3c inv, 3x fitjumps
2♦ 2♦*	x	0		Multi, weak 6M 5-10 hcp 0-7hcp 5+M/4th hand 10-13 6+♦	2NT asking, 3♣ some own suit, 3♦ inv with majors, 3M P/C, 4♣ ask to underbid, 4♦ bid suit	4th hand 10-13 6+♦	Same, but 3m nat.
2♥ 2♥*	x	5 6		55+ ♥+m 5-10hcp 8-11p 6+♥/4th hand 10-13 6+♥	2NT asking inv+, 3♣ P/C, 3♦ inv + ♥ support, 4/5♣ P/C, other jumps splinter, 2♠ NF		
2♠ 2♠*	x	5		55+ ♠+m 5-10hcp 8-11p 6+♠/4th hand 10-13 6+♠	2NT asking inv+, 3♣ P/C, 3♦ inv + ♥ , 3♥ inv + ♠ 4/5♠ P/C, other jumps splinter		<b>HIGH LEVEL BIDDING</b>
2NT 2NT*				55+ ♠+♦ 5-10hcp 55+mm 11-14p/4th20-21hcp bal	3♥ asking distribution	4th hand 20-21hcp bal -> Stayman + smolen, transfers, 3♠ minors SI, 4m nat SI	RKCB 1430, Kickback in minors, Cue bids (1st/2nd controls)
3x				6+cards 5-10hcp	4♣ RKCB pre(4♦ after 3♣ opening)		Exclusion Blackwood, Non- Serious 3NT,
3NT	x			8-9.5 playing tricks in ♥/♠	4♣: ask shortness, 4♦: SI about 3 tricks, 4♥: Pass/correct 4♣ : Pass with ♠ , Roman Ask ♥ ,		5NT often "pick-a-slam", DEPO, DOPI/ROPI,
4x		7					5NT honour asking jump possible
4NT				Ask lowest ace	5♣=0, 5♦-♠= A, 5NT=♣A, 6♠♦= 2A, low no A suit		* 1st-3rd NV-VUL

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Aggressive to 18+; can be 4 card suit at the one level
New suit = NF; Jump in new suit = INV
CUE-BID = F1R, INV with support or FG
Jump raise = PRE(0-6); JUMP-CUE = Mixed raise (7-11)
Resp DBL -> 4♥
INT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)
15-18, BAL or SEMIBAL -> system on
4 <sup>th</sup> live: good looking 15-18 BAL/SEMIBAL -> system on
Reopen: 11-14, does not require stopper -> CUE-BID = F1R
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak jump overcalls (3-10) -> new suit F1R; 2NT =ASK
Random PRE jump overcalls (0-15) if partner has passed.
Unusual NT (PRE or strong), lowest unbid suits 55+
Reopen: Intermediate jumps; 2NT = 18-19, system on
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
CUE-BID = highest unbid + another 55+, PRE or strong (minimum about KQxxx KJxxx x xx)
JUMP-CUE = asks stopper with solid suit, can be weak -> RDBL of 3NTX shows doubt
VS. NT (vs. Strong/Weak; Reopening;PH)
Vs strong NT (low+high >=29) or by PH: REVISED DONT, aggr:
DBL=one m or both M; 2♣=♣+other; 2♦=♦+M; 2♥/♠=NAT
2NT =strong distributional, 3X=PRE
Vs weak NT (low+high <=28): Cappelletti, constructive:
DBL=PEN; 2♣=any 1-suiter; 2♦=♥+♠; 2M=M+m
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL=T/O ->4♥; DBL=cards 4♠ (Lebensohl after (2M)-DBL)
Vs 2M: CUE-BID=asks stopper; 4m=m+unbid M
Vs 3m: CUE-BID=both majors; Vs 3M: CUE-BID=unbid M + m
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs 1♣: DBL=good ♣-overcall or bad ♦-overcall; 1♦=g♦/b♥;
1♥=g♥/b♠; 1♠=g♠/b♣; 1NT=♥+♠; 2♣=♥+♠, strong; 2♦=♥or♠
2♥=♥♣or♦♠; 2♠=♠♣or♥♥; 2NT=♣♦
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL=12+(A) / 7-8(B), penalty seeking
1/1=F1R; 2/1=NF; 1M-(X)-2NT=INV+ with SUPP
Weak jumps (3-8) but 1M-(X)-ART Splinters are on

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>	
NT	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>	
Subseq	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>	
Other: NT: K=strong→ CT/UB; 4 <sup>th</sup> from KJ8x or similar; Q from KQx+			
Suit: K from AK bare; K from AKQ if interest in ATT for J			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+) AKQ(+)	AK(+)	
King	AK AKQx(+) KQ(+)	Strong holding: KT/UB	
Queen	QJ(+) AKQ(+)	AKQ(+) QJ(+) KQ(+): ATT	
Jack	Top or rarely KQJ(+)	Top or AQJ(+) KQJ(+)	
10	Top or (A K)J10(+)	Top or (A K)J10(+)	
9	Top or 3 <sup>rd</sup>	Top or 3 <sup>rd</sup>	
Hi-X	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup> SxS SxSx	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup> SxS SxSx	
Lo-X	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup> SxS SxSxS(+)	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup> SxS SxSxS(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1	Hi = DISCRG	Hi/Lo = O	E = DISCRG + SP
2	Hi/Lo = O	S/P	Hi/Lo = O
3	S/P		
NT 1	Hi = DISCRG	Hi/Lo = O	E = DISCRG + SP
2	Hi/Lo = O	S/P	Hi/Lo = O
3	S/P		
Signals (including Trumps): We show present count, if we show count			
Only the 1 <sup>st</sup> discard is Roman (O=ENC, E=SP)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light (10+) with classic shape; CUE-BID = F to S/A			
JUMP-CUE = Asks stopper after (1M) / shows both majors after (1m)			
Resp DBL -> 4♥			
Reopening can be light (7+); CUE-BID = F to S/A			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Our NEGATIVE DBLs (after 1♦♥♠/2♣) tend to show unbid M(s)			
SUPPORT DBL/RDBL when opener can raise 1/1 to 2 level			
COMP DBL from 'under' tend to show xx(+)			
DBL of Splitter asks lead in the suit below BUT NV vs VUL shows length			
Lightner DBL also at the game level			
COMP DBL above Negative DBL range (cards, shape less defined)			

W B F CONVENTION CARD	
CATEGORY: <b>RED</b>	
NCBO: <b>FINLAND</b>	
PLAYERS: <b>Sanna Kitti – Mika Salomaa</b>	
EVENT: <b>Lisbon Mixed 2019</b>	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
BART SIMPSON CLUB:	
1 <sup>st</sup> /2 <sup>nd</sup> Position: 1♣=15+; 1♦=9-14, 2+ cards; 1M=9-14, 4+ cards	
1NT=12-14; 2♣=9-14, 5+ cards; 2♦=3-8, 44/45/54/55 ♥&♠	
3 <sup>rd</sup> /4 <sup>th</sup> Position: 1♣=19+; 1♦=12-18, 2+c; 1M=12-18, 4+c	
1NT=16-18; 2♣=12-18, 5+ cards; 2♦=3-11, 44/45/54/55 ♥&♠	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
!!!    A = 1 <sup>st</sup> /2 <sup>nd</sup> Position      B = 3 <sup>rd</sup> /4 <sup>th</sup> Position    !!!	
1♦ = (A:9-14) (B:12-18); can be as short as xx if BAL w/o 4cM	
2♦ = At least 44 majors, preemptive (can be 4432/4423)	
3any = can be very weak in 1 <sup>st</sup> /3 <sup>rd</sup> position if NV vs. VUL	
3NT = A: preempt in either minor B: to play	
4m = Strong preempt in M with solid or semisolid suit	
1M - 3 M = PRE	
1M(A) -> ART Splinters differentiating singletons and voids	
WEAK JUMP RESPONSES	
(1x) - p - (1y) - 1NT = T/O with at least 4/5 in the unbid suits	
NOTE: All PRE/WEAK hcp ranges very approximate and marked only because required by organisator; tactical deviations possible	
SPECIAL FORCING PASS SEQUENCES	
1♣ (4♥+) - pass = FIR promising values	
IMPORTANT NOTES	
1♦-(1NT): X = PEN, 2♣=1-suiter; 2♦=majors, 2M = M+m	
1M-(1NT): X = PEN, 2♣=1-suiter; 2♦=3M&5OM	
PSYCHICS:	

## Mika Salomaa - Pekka Viitasalo; Finland; Ostend Open 2018

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DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
Aggressive to 18+; can be 4 card suit at the one level
New suit = NF; Jump in new suit = INV
CUE-BID = F1R, INV with support or FG
Jump raise = PRE(0-6); JUMP-CUE = Mixed raise(7-11)
Resp DBL -> 4♥
Aggressive to 18+; can be 4 card suit at the one level
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18, BAL or SEMIBAL -> system on
4 <sup>th</sup> live: good looking 15-18 BAL/SEMIBAL -> system on
Reopen: 11-14, does not require stopper -> CUE-BID = F1R
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak jump overcalls(3-10) -> new suit F1R; 2NT =ASK
Unusual NT (PRE or strong), lowest unbid suits 55+
Reopen: Intermediate jumps; 2NT = 18-19, system on
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
CUE-BID = highest unbid + another 55+, PRE or strong (minimum about KQxxx KJxxx x xx)
JUMP-CUE = asks stopper with solid suit, can be weak -> RDBL of 3NTX shows doubt
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Vs strong NT (low+high >=29) or by PH: REVISED DONT, aggr:
DBL=one m or both M; 2♣=♣+other; 2♦=♦+M; 2♥/♠=NAT
2NT =strong distributional, 3X=PRE
Vs weak NT (low+high <=28): Cappelletti, constructive:
DBL=PEN; 2♣=any 1-suiter; 2♦=♥+♠; 2M=M+m
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DBL=T/O ->4♥; DBL=cards 4♠ (Lebensohl after (2M)-DBL)
Vs 2M: CUE-BID=asks stopper; 4m=m+unbid M
Vs 3m: CUE-BID=both majors; Vs 3M: CUE-BID=unbid M + m
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Vs 1♣: DBL=good ♣-overcall or bad ♦-overcall; 1♦=g♦/b♥;
1♥=g♥/b♠; 1♠=g♠/b♣; 1NT=♥+♠; 2♣=♥+♠, strong; 2♦=♥or♠
2♥=♥♣or♦♠; 2♠=♠♣or♦♥; 2NT=♣♦
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
RDBL=10+, penalty seeking or INV+ in lower ranking suit
1/1=F1R; 2/1=NF; 1M-(X)-2NT=INV+ with SUPP -> system on
Weak jumps but 1M-(X)-ART Splinters are on

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>	
NT	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>	
Subseq	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>	
Other: NT: K=strong→ CT/UB; 4 <sup>th</sup> from KJ8x or similar; Q from KQx+			
Suit: K from AK bare; K from AKQ if interest in ATT for J			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+) AKQ(+)	AK(+)	
King	AK AKQx(+) KQ(+)	Strong holding: KT/UB	
Queen	QJ(+) AKQ(+)	AKQ(+) QJ(+) KQ(+): ATT	
Jack	Top or rarely KQJ(+)	Top or AQJ(+) KQJ(+)	
10	Top or (A K)J10(+)	Top or (A K)J10(+)	
9	Top or 3 <sup>rd</sup>	Top or 3 <sup>rd</sup>	
Hi-X	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup> SxS SxSx	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup> SxS SxSx	
Lo-X	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup> SxS SxSxS(+)	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup> SxS SxSxS(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi = DISCRG	Hi/Lo = O	E = DISCRG + SP
Suit 2	Hi/Lo = O	S/P	Hi/Lo = O
3	S/P		
1	Hi = DISCRG	Hi/Lo = O	E = DISCRG + SP
NT 2	Hi/Lo = O	S/P	Hi/Lo = O
3	S/P		
Signals (including Trumps): We show present count, if we show count			
Only the 1 <sup>st</sup> discard is Roman (O=ENC, E=SP)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light (10+) with classic shape; CUE-BID = F to S/A			
JUMP-CUE = Asks stopper after (1M) / shows both majors after (1m)			
Resp DBL -> 4♥			
Reopening can be light (7+); CUE-BID = F to S/A			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Our NEGATIVE DBLs tend to show unbid M(s)			
COMP DBL above Negative DBL range (cards, shape less defined)			
SUPPORT DBL/RDBL when opener can raise 1/1 to 2 level			
COMP X at low (2/3) level when fit has not been established			
DBL of Splitter asks lead in the suit below BUT NV vs VUL shows length			
Lightner DBL also at the game level			

W B F CONVENTION CARD
<b>CATEGORY: GREEN</b>
<b>NCBO: FINLAND</b>
<b>PLAYERS: Raija Tuomi – Pekka Viitasalo</b>
<b>EVENT: Lisbon Mixed 2019</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
<b>2/1 (FEM 2017)</b>
5 card majors, 15-17 NT, weak twos, 2/1 forcing to game
<b>NOTE: All PRE/WEAK hcp ranges very approximate and marked only because required by organisator; tactical deviations possible</b>
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
3any = can be very weak in 1 <sup>st</sup> /3 <sup>rd</sup> position if NV vs. VUL
4m = Strong preempt in M with solid or semisolid suit
1M(A) -> ART Splinters differentiating singletons and voids
<b>WEAK JUMP RESPONSES at 2-level</b>
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
1m-(1NT): X = PEN, 2♣=1-suiter; 2♦=majors, 2M = M+m
1M-(1NT): X = PEN, 2♣=1-suiter; 2♦=2-3M&5OM
<b>PSYCHICS:</b>



Opening	ART	Min.	Neg X	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMP AND PASSED HAND
1♣		3	2♠	12+ BAL or 10+ UNBAL We open 1♣ if 4M333	2♣=SUPP, INV+; 3♣=PRE(3-7); 3♦♥♠=Splinter 2♦♥♠=WEAK JUMP RESPONSE (0-7)	1♣-2♣: 2NT=12-14 BAL; 3♣=UNBAL min	CUE=SUPP, INV+
1♦		3	2♠	12+ BAL or 10+ UNBAL Can be 3 iff 4-4-3-2	2♦=SUPP, INV+; 3♦=PRE(3-7); 3♥♠/4♣=Splinter 2♣=FG; 2♥♠=WEAK JUMP RESPONSE (0-7)	1♦-2♦: 2NT=12-14 BAL; 3♦=UNBAL min	CUE=SUPP, INV+
1♥		5	2♠	12+ BAL or 10+ UNBAL	1NT = F1R; 2/1=FG; 3♥=PRE(0-7); 3m=NAT INV 2NT = 4+ SUPP, INV+; 3♠=any singleton SPL 3NT=SPL, ♠-void; 4m=SPL, void	1♥-2NT: 3♣=any min -> 3♦=FG, ASK 1♥-2NT: 3♥=1-suiter/♣-suit; 3♦♠=NAT	2♣=DRURY FIT (SUPP & INV) CUE=SUPP, INV+
1♠		5	2♥	12+ BAL or 10+ UNBAL	1NT=F1R; 2/1=FG; 3♠=PRE(0-7); 3m/♥=NAT INV 2NT = 4+ SUPP, INV+; 3NT=any singleton SPL; 4m/♥=void	1♠-2NT: 3♣=any min -> 3♦=FG, ASK 1♠-2NT: 3♠=1-suiter/♣-suit; 3♦♥=NAT	2♣=DRURY FIT (SUPP & INV) CUE=SUPP, INV+
1NT		--	3♠	15-17 BAL or SEMIBAL	2♣=Stayman; 2♦♥=transfer; 2♠=♣s 3♣=♦s, weak or FG; 3♦=NAT INV; 3M=Splinter	1NT-2♣-2any: 3m=4+, FG 1NT-2♣-2♦: 3M = 5OM+4M (Smolen)	LEBENSOHL
2♣	↗	--	NO	22-24 BAL or any FG	2♦=negative/waiting; 2M=NAT positive; 2NT=both minors; 3m=NAT positive	2♣-2♦-2♥=puppet to 2♠, NAT or BAL	
2♦		5	NO	Weak two opening: 1 <sup>st</sup> /3 <sup>rd</sup> NV vs VUL: random, 5+	2NT = ART, INV+ (OGUST), new suit=F1R	2X-2NT: 3♣/3♦=minimum, bad/good suit	
2♥				3 <sup>rd</sup> random; otherwise sound		2X-2NT: 3♥/3♠=maximum, bad/good suit	
2♠							
2NT		--	NO	20-21 BAL or SEMIBAL	3♣=Muppet Stayman; 3♦♥=transfer 3♠=both minors; 4X=NAT slam try	2NT-3♣: 3♦=at least one 4cM; 3♥= no 4cM 2NT-3♣: 3♠=5 cards; 3NT = 5 card ♥-suit	
3♣		5	NO	PRE; can be very weak 1/3 nv vs vul (Qxxxxx xx xx xxx) up to 2 <sup>nd</sup> hand	New suit = F1R		
3♦				vul vs nv (AKQxxxx xx xx xx)			
3♥							
3♠							
3NT	↗	N/A	NO	1 <sup>st</sup> /2 <sup>nd</sup> position: solid m, no side A/K 3 <sup>rd</sup> /4 <sup>th</sup> position: gambling, to play	4♣/5m/6m/7♣=P/C; 4♦=asks shortness	3NT-4♦: 4M=short; 5m=NAT short om	
4♣	↗	N/A	NO	Strong 4♥: AKQ+/AKJ+/AQJ+	4♦= ART slam try		
4♦	↗	N/A	NO	Strong 4♠: AKQ+/AKJ+/AQJ+	4♥= ART slam try		
4NT	↗	N/A	NO	Specific ace ask	5♣=no aces; ♦♥♠=A; 5NT=♣A; 6♣=2 aces		
5♣		7	NO	PRE			
5♦		7	NO	PRE			
5♥		7	NO	NV vs VUL=PRE / top honour ask			
5♠		7	NO	NV vs VUL=PRE / top honour ask			
						<b>HIGH LEVEL BIDDING</b>	
						Cue style: 1 <sup>st</sup> /2 <sup>nd</sup> round controls; skipping suit denies control	
						RKCB: DOPI-ROPI below 4 level of trump suit, DEPO above	
						Jump to 5M asks good trumps / shows good trumps / asks control in opponents' suit	
						PASS&PULL in forcing auction shows interest to proceed	
						Transferable value doubles when we are not in forcing auction; FP only if we are in	
						FG with power / below forced level or opponents are clearly sac'ing	
♣♦♥♠							