DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 level; Reopening)

Style: (8)10-15 HCP 5+, 1st lev. may occur good 4

Resp: new suit= F1 at 1st lev; TRSF beginning from 2 in opp's suit

Jump Raise=PRE,

AFTER 1M OC: Jump shift=bergen

Reopen: 8-15; Resp: Cue=F1, other NF

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

2nd: 15-17

Responses: TRSF; cue= Stayman

after (1m) like after op. 1NT

4th: 10-15, then natural

JUMP OVERCALLS (Style; Responses; Reopen)

vs 1♣: 2♣ = ♣+M, 2♦ = ♥+♠, 2♥ = ♠+♦, 2♠ = ♥+♦

vs 1♦: 2 ♦ = ♥+♠, 2♥ = ♠+♣, 2♠ = ♥+♣, 2NT = ♥+♦, strong

Vs 1♥: 2♥ = ♠+♣, 2♠ = ♦+♣, 2NT = ♦+♠

Vs 1♠: 2♠ = ♥+♣, 2NT = ♥+♦, 3♣=♦+♣ weak, 3♣=♦+♣ strong

Vs 2♣ prec: 3♣ = ♥+♠; 4♣ = ♥+♦; 4 ♦ = ♠+♦

vs 2x: 14+ (55)+ this suit+Major (for example: ((2♥)-4♦=♦+♠)

vs 3m: 4♣=♥+♠,4♦=1M, 4♥/♠=55with minor

DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)

VS Weak NT (average less 15 HCP)

DBL=nat; following doubles NEG; 2♣=♥+♠; Resp: 2nt=F1, asking

2♦=1M; Resp: 2nt=F1, asking; 2♥/♠=5+4+with minor; 2nt=minors

VS Strong NT (average more or equal 15HCP)

DBL=1-suiter; following doubles P/C; 2♣=♣+M; 2♦=♦+M; 2♥ = ♥+♠

2♠ = 64 ♣♦; 2nt = 55 ♣♦

VS PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)

DBL=T/O; NT=nat;

Cue bids, Jumps= see above

Cue bid at 4th level = 2-suiter

VS ARTIFICIAL STRONG OPENINGS

vs 1♣: 1nt = 1-suiter; 2nd level same as vs strong nt, dbl – majors from (34)

vs 2♣: DBL= ♣; 2nt= 2-suiter

VS OPPONENTS' TAKEOUT DOUBLE

transfers; Jump Raise= PRE;

Except: after 3d seat opening 1♦ no trsf beginning from 1NT

After 3d seat opening 1M trsf only after 1M (dbl)

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's suit
Suit	3/5th, STND	3/5, STND
NT	4th, STND	4th, STND
Subseq	NT:4th, STND	SUIT: 3/5, STND

OTHERS: vs NT K askes to unblock with Q, Q - with J, J with 10

Trump lead: norm xS, xSx

LEADS

Lead	Vs. Suit	Vs. NT
Ace	Ax, AKx(+)	Ax, AK(+)
King	Kx, KQx(+), AK	Kx, AKJ(+), KQ(+)
Queen	Qx, QJx(+),	Qx, KQ109(+), QJ(+)
Jack	Jx, J10x(+), HJ10+	Jx, J10(+), QJ98(+), HJ10(+)
10	10x, H109(+)	10x,109(+),H109(+)
9	9x, 109x(+)	9x, 98x(+), H98(+)
S	Sx,xSx(+),HxS(x),HxxxS(+)	Sx,SSx(+),HxS,HxxS(+)

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declare's Lead
Suit		Hi/Lo=odd	Hi/Lo=odd
		Lo=ENCR	S/P
		S/P	
NT		Lo=ENCR	Lo=Smith's (encr our suit)
		Hi/Lo=even (only 1st lead)	Hi/Lo=odd
		S/P	
Disc		Lo= Nothing or even or Values	
		Hi-odd= odd or Values down by cycle (9♣→♠, 9♠→♥)	
		Hi-even= odd or Values up by cycle (10♠→♣, 10♣→♦)	

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

T/O= opening values; RESP: Cue=F1, Other=nat NF, Lebensohl

(EXCEPT: (1♣)-Dbl-(P)-1♦=neg, Other promises values)

Reopen: norm 10+, may be very weak, when feeling pd's trapping

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES

NEG DBL through 7nt after 1suit or 2♣ opening

P/C DBL after 2♦/♥/♠ opening and O/C in possible suit of opener

PEN DBL after other O/C vs 2lev. Op. in suit can't be held by opener

Maximum O/C Double;

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

PRECISION

1♣= 16+; 1M= 5+(mb 4414 1-2 pos); 2♣=11-15 6+♣ or 5♣-4M

1♦ 1-2 pos = 11-15, 4+, unbal

1♦ 3-4 pos = 10-15, 4+ or 10-14 bal or 10-15 4414

2♦= weak 2 in M;

2♥/♠= 8-11 (12) 6+♥/♠, may be any side suit

2nt= 6-10 (55)+m

1nt 1-2 pos= 12+-15; 3-4 pos= 15-17

2 over 1= GF except 1♠-2♥

1nt over 1x= F1

2♦ over 1♦ shows 10+

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2♦= 3-7, 6(5)+ M

2♥/♠= 8-11 (12) 6+♥/♠, may be any side suit

2nt= 6-10 (55)+m

3nt= Gambling (solid 7m, no side A or K)

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE

We open 1♦ wih 4♦ and 5 or 6♣

We open higher suit with (65)+

We play a lot of TRSF sequences

We bid 1M-2♦ usually with 5+♦,so 1M-2♣= m.b. no clubs

PSYCHICS

rare: 1♦-1M; 1♥-1♠; 2♣-2♦; 2♦-2nt

OP.	TICK IF ART	MIN NO OF CARDS	NEG DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	X	0	7nt	16+ any (3-4 pos 18+ if bal)	1♦= 0-7; 1♥/♠/2♣/♦ = 8+HCP, 5+; 1nt=8+bal	1♣-1♦-1♥=ART: 4+♥ or GF or 19-21bal;	
					2♥/♠= 8+HCP,6+♣/♦ with singl; 3♦ - 3NT 3suiter SM	1♣-1M-1nt-2♣= nat or 5332	
					2nt=3-suiter with S min;3♣=5+5+minors 8-11	1♣-1nt-2♣= Relay; 1♣-2m-(+1)=Relay; 1♣-2m-2nt=5+ suit of Relay	
					1♣-(1x/2♣/2♦)-D= 0-4 HCP, P=5-7 HCP	After 1♣-1♥: 2/3♥ from Resp normally shows 4♠, 2/3♠ - 6+♥	
					1♣-(2♥/♠)-D=5-7 with 5suit or 8+		
					1♣-(2nt)+-D=8+ 1♣ (1NT) D -8+		
1♦		4	7nt	11-15HCP, 4+♦ unbal	2♦= 5♦5♠ weak; 2♥=5♠4♥ inv; 2♠=6♣ inv	1♦-1♥/♠-1nt= 4+♣; 1♦-1♥/♠-2♣=6+♦;1♦-1♥-2♦=543♥1,max;	
1-2p					2NT=♦supp,GF; 3♣=preemp♦ or GF4♦ with shortness	1♦-1♠-2♥=543♠1,max;1♦-1♠-2♠=4♥	
					3♦=inv 5♦ unbal ; 3♥/♠=splinter with 5♦	1♦-1M-2nt= 6+♦-0-2M; 1♦-1M-3♣= 6+♦- 3M	
1♦	X	1	7nt	10-15HCP, 4+♦ or		1♦-1M-3M= max without Singl;1♦-1M-Jump M'=max with Singl	may be weaker
3-4p				10-14 bal or 10-15 4414		1♦-1nt=ART, F1 ;Double check back	with good ♦
1♥/♠		5(4)	7nt	11-15 5+ or 4414	1nt= F1: normal 1nt resp or 4-6 with support or 11-14bal	1M-1nt-2♣=no other nat bid; 1M-1nt-2x-3M=inv with 3c supp	may be weaker
					1M-2NT=10-11,4card supp		with good suit;
					1M-3♣=6-9,4card supp with shortness	1M-2M→2-Way Game Try; 1♥-1♠-2♠=could be max with 3♠	may be good 4c;
					1M-3♦=7-9,4card supp,no shortness		2♣=Drury
1NT			7nt	1-2pos= 12+-15 may be 4414	2♣= NF Stayman; 2♦/♥= trsf♥/♠; 2NT=♣+♦ or ♦	1nt-2♣-2♦: 2♥=(44)+ Majors, sign-off; 2♠=GF Relay	
				3-4pos=15-17	2♠= TRSF ♣ or inv 3nt;	1nt-2♣-2♥: 2♠=4♠ inv; 2nt=GF Relay; 1nt-2♣-2♠-3♣= GF Relay	
					3♣/♦ = (54)+ ♣,S ♥/♠/ Inv(3-4pos); 3♥/♠= GF ♣♦	1nt-2♠/nt-x-3x=Singl; 1nt-2♦/♥-x-Jump Shift= Singl	
					1nt-(DBL): Pass=F to RDBL; RDBL =♦+♠ or ♦+♣	1nt-2♣-2♦-3M= no stopper M, looking for 4-3 fit	
					2♣♦♥ =♥+♣♦♠; 2♠ = ♠+♣	1nt-2♦-2♥-2nt=trsf♣,3♣=trsf♦,3♦=6♥,3♥=inv with 5♥(after2♥-same)	
2♣	X	5	7nt	11-15HCP 6+♣ or 5+♣-4M	2♦=ART, F1; Jump shift=6+ GF	2♣-2♦: 2♥/♠= 4♥/♠; 2nt/3♣=max/min with 6♣	
					2nt=ART; 1) bad raise; 2) 9-11 6+♦; 3) 55♥♠ inv+	2♣-2nt-3♣-3♦=9-11 6+♦; 2♣-2nt-3♣-3♥/♠ =inv/GF 55♥♠	
					3♥♦ - trx ♥♠ inv	2♣ - 2♦ - 2NT/3♣ - 3♦♥♠ trx ♥♠♦	
2♦	X	0	2♠	(3-7 nv) 5-7 (5nv)6+ Major	2♥♠=P/C; 2nt=Art F1		
				May be any side suits	3♣/♦= nat NF; 3♥/♠=P/C		
					4♣=asks to TRSF M; 4 ♦=bid your M; 4♥/♠=nat		
2♥/♠	X	5	-	8-11 (12)6-7 card	2♠=nat, NF; 3♣=trx ♦ or GF with OM		
				May be any side suits	2nt=Asking, F1; 3♦ - F with♣		
2nt	X		-	5-10 55+ minors			
				1-2pos = classic			
				3pos=Random			
3M		6		1-2pos NV= Destr			
				1-2pos V = classic			
				3pos=Random			
4♣/♦	X	0		preemp		**HIGH LEVEL BIDDING**	
						CUE= 1st or 2nd round;	
						RKCB= 1430, then asking for K: 0 or 3, lowest or 2 other, middle or 2 other, high or 2 oth	
3nt	X			Solid 7c minor	4♣=P/C; 4♦=Asking for side singl	Relays followed by agreeing RKCB;	
				1-2 pos no side A or K			
				3-4 pos with A or K			