DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS					WDE Committee Cond		
						WBF Convention Card		
OVERCALLS (Style, Responses, ½ Level, Reopening)	OPENING LEADS AND SIGNALS					♣ <u> </u>		
Style: bridge	Lead				tners' suit	Category: Green		
<b>Responses:</b> new suit level 1 is F1, 2nd level is NF constructive	Suit	3 <sup>rd</sup> /5 <sup>th</sup>		3 <sup>rd</sup> /5 <sup>th</sup>		NCBO: Croatia		
Jump in p suit is pree	NT small card shows interest		ows interest	3 <sup>rd</sup> /5 <sup>th</sup>		<b>Event:</b> European National Mixed Team Championships 2019		
Reopening: bridge	Subseq	same		sai	me	Players: Tihana Brkljačić & Mate Meštrić		
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses, Reopening)								
2 <sup>nd</sup> position over: (14)15-18 HCP						SYSTEM SUMMARY		
Responses: as over 1NT opening			LEADS					
<b>4</b> <sup>th</sup> <b>position:</b> 11-15(16) Hcp	Lead	Vs. Suit			. NT	GENERAL APPROACH AND STYLE:		
Responses: as over 1NT opening	Ace	AKQ(+); AKJ(+	): AK(+): Ax		x(+); Ax	Natural, 5 c M, 3W2		
Live: NAT	King	AK; KQJ(+); K			)x(+); Kx	1 <b>4</b> :2+cards		
2NT overcall in pass out is nat, strong 17-19 balanced	Queen	AQJ(+); QJx(+);			+); QJ9x(+); QJx; Qx	1NT(14)15-17 HCP singlation possible, 5422 (5431), 6322, 7222		
	2		· •	1	. ,,	possible		
JUMP OVERCALLS (Style, Responses, Unusual NT)	Jack	J10(+); Jx; KJ10	)(+)	HJ10(	+);J108(+); J10x; Jx	F		
Style: weak	10	109x; 10x; K109	` '		10x;H109(+);AQ109			
Leaping and non-leaping Michaels in many situations	9	9x , 98(+)	(1), (210)(1)		+); 98+; 9x			
Responses: natural, jump is pree, cue is forcing, new suit is F1	Hi-x	xxxx; xx		xx(+)				
Unusual notrump: jump to 2NT or 4NT is two lowest unbid suits	Lo-x Hxx; xxx, Hxxxx, xxxxx Hxx(-			2 over 1 Response: GF				
22 (1 0) 11 10 10 10 10 10 10 10 10 10 10 10 10	20 11	1221, 1221, 1221	,	11.1.1	.,	2 over 1 responsor of		
Reopening: good suit, 11-14Hcp	-	SIGNALS	IN ORDER O	F PRIC	ORITY	SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
NOTE 21					Discarding	Openings:		
DIRECT and JUMP CUE BIDS (Style, Responses, Reopening)			SP (Lavinth			2♣ - GF		
Style: direct cue is Michaels; jump cue is asking for stopper	-	Hi/Lo = Ev	Hi/Lo = Ev		Hi/Lo = Ev(rare)	2 ◆ 2 ▼ 2 ♠ = W2		
When LM is option, direct cue is asking for stopper	3 <sup>RD</sup> SP		111,20 2	v (rure)		3NT=gambling		
Responses: natural	NT: 1 <sup>ST</sup>	small is E	SP	lo is E		Two way check back		
Reopening: same	2 <sup>ND</sup>		Hi/Lo = E	Ev	SP	Gazzili		
Treopening same		Hi/Lo = Ev	111,20	Hi/Lo = Ev		GWEEN		
VS. NT (vs. Strong / Weak; Reopening; PH)		including Trump	suit): suit prefe	erence	111,20 27			
Strong: 2c-Ms, X-points 2d-M, 2H/S-M+m, 2NT - ms	Jagaran (	merading framp	suite). Suite preis					
Dbl – points NOTE 20								
Weak:same			DOUBLES					
Treatisante	_		DOCEEE			SPECIAL FORCING PASS SEQUENCES		
Passed Hand & Reopening: same	Т	AKEOUT DOUB	RLES (Style D	esnone	es Reonening)	SI ECIAL FORCING I ASSOCIACES		
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)		)+ Hcp & support				high levels - when obvious that opps are stealing the contract		
Doubles: T/O				(specia	111y 1V15)	pass is invitational, dbl is minimum		
Cue bids: primarly asking for stopper	17+ Hcp could be off-shape  Responses: 1 <sup>ST</sup> level is 0-8, jump is invitational, cue is 11+ Hcp					pass is invitational, doi is minimum		
Jumps: Good hand or Leeping Michaels		ng: can be lighter		auonal,	cue is 11+ fiep	IMPORTANT NOTES THAT DOES NOT FIT ELSEWHERE		
			-			INFORTANT NOTES THAT DUES NOT FIT ELSEWHERE		
NT bids: natural, jump to 4 NT is two suiter: two lowest unbid suits								
NOTE 21	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES					th to control to the		
VS. ARTIFICIAL STRONG OPENINGS	Lightner					4 <sup>th</sup> suit forcing, 2-way check back, lebensohl, rubensohl		
X majors, 1nt minors, suits natural	Lead dir					NOTE 12-17,22,23		
	Negative	e, Optional						
OVER OPPONENTS' TAKE OUT DOUBLE	<u> </u>					Psychics: Occasional		
level 1 is F1, level 2 is NF						3rd chair can be light		

Opening	Artificial	Min.	Neg. Double	Description		Response	Subsequent Auction	Passed Hand Biddinig				
1*	No 2 $6 \checkmark$ 11-21 Hcp $2 \checkmark / 4 / 2 $		2 ←=mixed 2 ♥/♠ /2NT = nat, 2 ♣= inverted, F 3 1NT=5-11, 3NT=		1♣(pass)1any (pass)  1♥/♠ =unbalanced  1♣ (any) 1any (any) 1NT p 2 way check back  1♣-2♣  Suit=nat, jump=Spl, 3NT=18-19 bal							
1 •	No	4	6♥	11-21 Нср		inv ree to play <mark>NOTE 2, 12-15, 19</mark>	same as on 1.					
1♥	No	5	6♥	11-21 Нср	1NT=5-11(12); $2a + 3 + 4 = $ nat in $3 + 4 + 4 = $ Splin 2NT=Jacoby; $3 + 4 = $	nvit	1 v-2NT -3 s = min 3 • = extras & bal., 3 v/ s/NT = extras & short s/ • / s, 4 s/4 • /4 v = natural; Gazzili 2 s by opener after 1 s/NT from P					
1 🛦	No	5	6♥	11-21 Нср	same as on 1♥  4♥=Splinter! NO	TE 4, 12, 17, 18	same as on 1♥					
1NT	No	-	6•	(14)15-17 Hcp	quantitative 4NT							
2*	Yes	0	6♥	23+ Hcp or 9+ tricks & 16 Hcp	2 ♦-waiting (Koki		2♣-2♦ 2NT=22-24 2♣-2♦ 2♥-2♠ (forced) 2NT=GF bal 3 any = nat ♥GF					
2♦	No	(5)6	-	0-11Нср	2NT= F1, 2M=NF	F, 3 <b>♣/∀/</b> ♠=GF <mark>NOTE 7</mark>	After 2NT: 3 ♦= weak any 3NT=max no short, other=shortness					
2♥	No	(5)6	-	0-11 Нср	,	, 3♣/♦/♠=GF <mark>NOTE 8</mark>	After 2NT: 3♥= weak any 3NT=max no short, other=shortness					
2.	No	(5)6	-	0-11 Нср	2NT= F1, 3♣/♦/ <b>\</b>	•=GF <mark>NOTE 9</mark>	After 2NT: 3 = weak any 3NT=max no short, other=shortness					
2NT	No	-	6♥	20 -21 bal	Stayman, Jacoby, SA Texsas, quantitative  NOTE 10		Accept transfer with fit, else 3NT, after suit=spl No Accept re-transfers					
3any	No	6	-	0-11 Hcp	natural, new suit is F1							
3NT	Yes	-	-	AKQxxxx in m & max K outside	4 <b>♣</b> =P/C; 4 <b>♦</b> =asks	s for singleton /void	3NT-4 ◆ -4 ♥= singleton ♥; - 4 ♠- singleton ♠, 4NT- singleton m, 5 ♣/ ♦- no singleton					
4 any	No	7	-	0-11 Нср	natural	HIGH LEVEL BIDDING						
4NT	yes	_	-	minor two suiter	natural	CUE, SPLINTER, 5Aces RKCB 0314, QUANTITATIVE 4NT, NS 3NT, 5NT pick a slam or GS try NOTE 11						

# **TiMe V1.03**

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5542, 14+ 17- NT, 3W2(5+), 2♣ strong, 2NT 20-21
1♣=> 1 any nat, 2♣ inverted (F to 3♣), 2♦ mixed, 2\sqrt{2}4/2NT nat inv,
        3♣ pree, 3♦/3♥/3♠ nat pree, 3NT to play. NOTE 1
1 \rightleftharpoons > 1 any nat, 2 \spadesuit (4+) GF, 2 \spadesuit inverted (F to 3 \spadesuit), 2 \checkmark /2 \spadesuit /2NT nat inv,
        3♣ mixed, 3♦ pree, 3♥/3♠ nat pree, 3NT to play. NOTE 2
1 \stackrel{\checkmark}{=}> 1 \stackrel{\blacktriangle}{=} 1 \text{NT(nf)} nat, 2 \stackrel{\clubsuit}{=} (2+)/2 \stackrel{\blacktriangledown}{=} (5+) GF, 2 \stackrel{\blacktriangledown}{=} nat, 2 \stackrel{\blacktriangle}{=} inv, 2NT jacoby,
        3♣/3♦ nat inv, 3♥ below inv, 3♠ spl, 3NT to play. 4♣/4♦ spl. NOTE 3
1 \triangleq > 1NT nf, 2 \triangleq (2+)/2 \triangleleft (5+)/2 \vee (5+) GF, 2 \triangleq nat, 2NT jacoby,
        3♣/3♦/3♥ nat inv, 3♠ below inv, 3NT to play. 4♣/4♦/4♥ spl. NOTE 4
1NT=> 2♣=> garbage stayman (smolen) NOTE 5
          2 4/2 =  transfer
          (2NT min, 3♣ max by opener)
          2NT => 6+ inv+
          3 = > 6 + inv +
          3♦=> 5+♥ 5+♠ gf
          3♥=> 31(45)
          3♠=> 13(45)
          4 4/4 \rightleftharpoons > \text{transfers} (4 \rightleftharpoons > \forall, 4 \rightleftharpoons > 4)
          4 \checkmark /4 = > to play
2♣=> 2♦ waiting(kokish), rest nat and good suit NOTE 6
        2♣-2♦
        2NT=> 22-24
        2♣-2♦
        2V-2♠(forced)
                2NT=> gf bal
                3any=> nat and gf ♥
2♣=> 2♦
3 \checkmark /3 \spadesuit => 5 + \spadesuit + 4 \checkmark / \spadesuit
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2 \rightleftharpoons > 2M \text{ nf}, 2NT \text{ ask}, 3 \rightleftharpoons \text{ gf}, 3 \rightleftharpoons \text{ to play}, 3M \text{ nat gf}, 4 \rightleftharpoons \text{ fit showing}, 4M \text{ to play}
           2♦-2NT
           3 \rightleftharpoons > \min, 3 \clubsuit / 3 \blacktriangledown / 3 \spadesuit shr extras, 3NT no shr, max NOTE 7
2 \stackrel{\triangleright}{=} 2 \stackrel{\triangleright}{=} nf, 2NT ask, 3 \stackrel{\triangleright}{=} / 3 \stackrel{\triangleright}{=} gf, 3 \stackrel{\triangleright}{=} to play, 3 \stackrel{\triangleright}{=} nat gf, 4m fit showing, 4 \stackrel{\triangleright}{=} to play
           2▼-2NT
           3 \rightleftharpoons > \min, 3 \clubsuit / 3 \spadesuit / 3 \spadesuit shr extras, 3NT no shr max NOTE 8
2 \rightleftharpoons > 2NT ask, 3 \spadesuit / 3 \spadesuit / 3 \spadesuit gf, 3 \spadesuit to play, 4m fit showing, 4 \heartsuit to play
           2♦-2NT
           3 \rightleftharpoons > \min, 3 \oiint / 3 \oiint / 3 \oiint = > \text{shr extras}, 3NT no shr max NOTE 9
2NT=> 3♣ regular stayman (smolen), 3♦/3♥ transfers (accept=3cM, NOTE 10
           3NT=2cM, cue= 4cM), 3♠ minor suit stayman, 4♠/4♦ nat slammish.
           2NT-3♦/3♥
           3♥/3♠=> new suit splinter, 3nt intro cue
           2NT-3♦/3♥
           3NT=> 4♦/4♥ retranfers, rest nat
           2NT-3◆
           3NT-4♥=> 4+♦!!!
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### Conventions:

- 0314 rkcb, DOPI/ROPI NOTE 11
- 2waycb whenever 1NT rebid NOTE 12
- 2/1 GF: rebid promise 6 cards, 2NT weak bal, 3NT strong bal, 3any doesn't promise extras, jumps=splinters NOTE 13
- 1X-1Y-1Z unbal, 1NT rebid can have 4cM NOTE 14
- Lebensohl (w2, reverse(only way to signoff)) NOTE 15
- Rubensohl (1NT-(2any)) NOTE 16
- Gazzili (1M-1NT, 1♥-1♠) NOTE 17
- 2NT jacoby (3♣ any min(3♦ ask for shr), 3♦ no shr extra values, 3♥ ♣ shr,
- 3♠ ♦shr, 3NT shr OM, 4any nat. 1M-2NT; 4M undescript T/P) NOTE 18
- Inv minors 1m-2m: 2M nat, nonjump om nat, 2NT weak bal, 3NT strong bal, 3m 6+m min, jumps=splinters NOTE 19
- Multi landy vs NT(x=penalty) NOTE 20
- Leaping, non/leaping michaels (over pree, 1x-(pass)-2x, 1x-(pass)-3x)
  NOTE 21
- Drury NOTE 22
- Equal level conversion 2♣->2♦, 3♣->3♦: doesn't show extras NOTE 23

DEFENSIVE AND	COMPETITIVE BIDDING
	Responses, ½ Level, Reopening)
Style: standard when (semi)	
Responses: new suit is F1, j	ump cue=mixed raise
Cue=good raise;	
Reopening: similar	
1NT OVERCALL (2 <sup>nd</sup> /4	4 <sup>th</sup> Live; Responses, Reopening)
<b>2<sup>nd</sup> position:</b> (14 <sup>+</sup> )15-17 (18	3) balanced hand
Responses: system on	
4 <sup>th</sup> position: 10-14 Hcp	
JUMP OVERCALLS (Sty	le, Responses, Unusual NT
Style: nv: natural Weak, 0-9	)
Vul: intermediate [11-14];	
Responses: transfers (2NT a	and 3 <sup>rd</sup> level); 2M is natural
Unusual notrump: jump to	2NT or 4NT is two suiter – two
lowest u	inbid suits
Reopening: Stronger 10-14	Hcp; (5)6+ cards
1 8 5	1/(/
DIRECT and JUMP CUI	E BIDS (Style, Resp., Reopening
	jump cue shows solid suit and
asks for stopper (over 1M	
	F, 3NT is to-play, cue & 2NT F.
Reopening: Michaels	7- 1 2/
- Fr - B	
VS. NT (vs. Strong	g / Weak; Reopening; PH)
Strong & Weak: multi land	
Dbl is points over weak, 5M	
Reopening: same; dbl is po	
Passed Hand: same; dbl is	
1 mbbcu 11mmuv bunne, uer 15	
VS. PREEMPTS (Doub	oles, Cue-bids, Jumps, NT bids)
Doubles: take out	
	or pree; stop ask over major pree
Jumps: leaping Michaels (5	(M-5m)
NT bids: natural / minors	
Non leaping Michaels	
	L STRONG OPENINGS
vs artif 1 . 1 · - minors, db	
other bids – natural wide rar	
	rs' take out double
OVER OFF ONEN	IS TAKE OUT DOUBLE

natural

#### LEADS AND SIGNALS

OPENING LEADS AND SIGNALS								
	Lead	In Partners' suit						
Suit	3 <sup>rd</sup> /low (count)	3 <sup>rd</sup> /low (count)						
NT	Att	3 <sup>rd</sup> /low (count))						
Subseq	Att / count	Att / count						
Other:								

#### LEADS

Lead	vs. Suit	vs. NT		
Ace	AKQ(+); AKJ(+); AK(+); Ax	AKQx+; AKJx+; Ax		
King	AK; KQJ(+); KQ(+); Kx	KQ10x; Kx		
Queen	QJx(+); QJ; Qx	AQJx;QJ9x; QJx; KQT9x		
Jack	J10(+); Jx; KJ10(+)	HJ10x;J108x; J10x; Jx		
10	109x;10x;K109(+);Q109(+)	H109x;109x;10x		
9	98xx, 9x	98xx, 9xx, 9x		
Hi-x	Xx, xXxx, HxXx	xx(+)		
Lo-x	xxX, HxX, xxxxX, HxxxX	Hx(+)		

#### SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit:1ST	Enc	Cnt	SP
2 <sup>ND</sup>	Cnt	SP	
3 <sup>RD</sup>	SP		
NT: 1 <sup>ST</sup>	Enc	Cnt	SP
2 <sup>ND</sup>	Cnt	SP	
3 <sup>RD</sup>	SP		

UDCA, Cnt – (Hi is Even), SP – Suit preference (natural) Enc = (Lo is enc)

Signals (including Trump suit): suit preference.

#### **DOUBLES**

#### TAKEOUT DOUBLES (Style, Responses, Reopening)

Style: (7+)10+ Hcp & support for unbid suits (especially Ms)

or very strong

**Responses:** natural

Reopening: same

#### SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES

Support double up to 2♥ (Majors only),

Maximum overcall dbl, Dopi, Ropi

sometimes dbl is inv to 4M, competitive and cooperative double

## **WBF** Convention Card

Category: Green

NCBO: Croatian Bridge League

**Event:** All Events

Players: Marina Pilipović & Vedran Zorić

#### 2over1

GENERAL APPROACH AND STYLE:
Natural system, 2 over 1 GF
1♣ could be 4432, 1♦ 4+♦
1NT response over 1M is semi-forcing
2 ♦ = both majors
4 <sup>th</sup> suit forcing to game
Gazzilli over 1M-1NT and 1♥-1♠
13/ID . (14)15 17 II

**1NT opening:** (14)15-17 Hcp 2 over 1 Response: GF over 1M

## SPECIAL BIDS THAT MAY REQUIRE DEFENCE

**Openings:** 

2♣ = GF strong

 $2 \bullet = both majors$ 

2 and 2 ♠ = weak two 3-10

Responses:

transfers after weak 2M

## SPECIAL FORCING PASS SEQUENCES

only when it is very clear that hand belongs to us after 1NT (X) XX we can't defend 2m undoubled

### IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Psychics: rare

- with fit

on third position

Opening	Artificial	Min.	Neg. Doubl e	Description		Response	Subsequent Auction	Passed Hand Bidding		
1.*	no	2	5.	[10-22] natural 2cards only when 4432	1 <b>.</b> - 2 <b>.</b> inverted 1 <b>.</b> - 2 <b>.</b> / <b>v</b> / <b>.</b> pree		1 <b>*</b> -1X-1Y=unbalanced; 1 <b>*</b> -1 <b>*</b> / <b>v</b> -1NT=11-14 bal; can have 4 <b>*</b> 1 <b>*</b> -1X-1NT-2 <b>*</b> = puppet to 2 <b>•</b> (to play or any inv) 1 <b>*</b> -1X-1NT-2 <b>•</b> = any GF(not 5-5) 1 <b>*</b> -1X-1NT-2NT = puppet to 3 <b>*</b> (to play or 5-5GF)			
1 •	no	4	5♦	[10-22] Natural	1 ♦ -2 ♦ inverted		Similar as after 1.			
1♥	no	5	5♦	[10-22] Natural		GF (bal or clubs); $2 •/• = 5 + c$ GF ); $3 •= 4 + •[6-9]$ ; $3 •= 3 •[10-12]$ ; er 10-14 hp;	1 ▼-1 ♠/NT-2 ♣ = gazzilli (4 ♣ or 16+ any) 1 ▼-1 ♠/NT-3 m =5-5[14-17] 1 ▼-1 ♠/NT-2NT =GF onesuiter 1 ▼-2NT-3 ♣ =[10-15]any, (other bids show 16+)			
1 🛦	no	5	5♦	[10-21]	similar as 1♥,					
1NT	no	-	5♦	[(14)15-17] 5c M possible		2 v=trf; 2 s=asking for range or sopet stayman; 3 •=5-5 MM inv+				
2.	yes	0	5♦	GF	2 →=waiting; 2M/3	Bm=HHxxx(x)				
2 •	yes	0	-	[5-4 <sup>+</sup> ] majors; 3-10 Hcp	2♥/♠=to play; 2N	T=ask; 3♥/♠=pree				
2♥	no	5-6		Weak two; 3-10 Hcp	Transfers; $2 \triangleq \Rightarrow$ ; $3 \Leftarrow = \text{inv} + \checkmark$ ; $3 \checkmark = \text{pr}$					
2♠	no	5-6		Weak two; 3-10 Hcp	Analogous as over	: 2♥				
2NT	no	-	-	20-22	3♣=Stayman vulg	aris; 3♠=minors				
3 <b>.</b>	no	5	-	Weak three	natural, new suit is	s F1; 4♦ = RKC				
3♦	no	6	-	Weak three	natural, new suit is	s F1; 4♣ = optional RKC				
3♥	no	6	-	Weak three	natural, new suit is	s F1; 4♣ = optional RKC				
34	no	6	-	Weak three	natural, new suit is	s F1; 4♣ = optional RKC				
3NT	yes	-	-	Gambling						
4X	no	6	-		natural	HIGH LEVEL BIDDING				
	RKC 14//30//2noQ//2+Q//even+void//odd+void in suit bid D0P1 & R0P1; 1st step 2-Q, 2nd step 2+Q; Exclusion RKC 03-14-2no!-2Q 1st step asks for trump Queen and Kings, 2nd step for Kings; answers are King or other two Kings, Asking for Q (or xx) in specifit suit						vo Kings,			

DEFENSIVE AND COMPETITIVE BIDDING		LEADS A	ND SIO	GNALS		<b>XX</b> 7	DE Commention Court
OVERGILIC (C) I D I/I I D		ODENING LEA	DC AN	ID CICNI	ATO	VV	BF Convention Card
OVERCALLS (Style, Responses, ½ Level, Reopening)	OPENING LEADS AND SIGNALS  Lead In Partners' suit						
<b>Style:</b> 8-15 light style	Suit 3 <sup>rd</sup> /5 <sup>th</sup>			In	3 <sup>rd</sup> / 5 <sup>th</sup>	Category	Croatian Bridge League
	NT	attitude			3 <sup>rd</sup> / 5 <sup>th</sup>	NCBO: Event:	Lisbon - 1st European Mixed Team Championships
Reopening: 6+ Hcp	Subseq	Same			Same	Players:	Nikica Šver - Goran Borevković
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses, Reopening)	Other:	Same			Same	Flayers:	Nikica Svei - Gorali Bolevkovic
2 <sup>nd</sup> position: (14) 15-17 (18) balanced hand	Other.					_	
<b>Responses:</b> over m=same as after 1NT opening; natural over M		T T	E A D S	1		2/1	
1 0	- ,		LADS	1	) IT	2/1	
4 <sup>th</sup> position: 10-14 balanced hand	Lead	vs. Suit			vs. NT		GENERAL APPROACH AND STYLE:
<b>Responses:</b> over m=same as after 1NT opening; over M	Ace	AKQ(+); AKJ(+); A	K(+);Ax	AKQ(x)	AKJxx(+); Ax	1♣ natura	al unbalanced or 11-14 balanced
2♣ is asking for other M, 2♦ shows 5 cards in diamonds,	King	AK; KQJ(+); KQ(+)	; Kx	KQJ(+);	KQ10x(+); Kx	1 ♦ natura	d unbalanced or 18-19 balanced
Jump is invitation, $cue = F$ ask for 4 card M	Queen	QJx(+); QJ; Qx			;QJ9x(+); QJx; Qx	5 card ma	jor
JUMP OVERCALLS (Style, Responses, Unusual NT)	Jack	J10(+); Jx; KJ10(+)		HJ10(+)	J108(+); J10x; Jx	1 NT resp	oonse over 1M is semiforcing
Style: nv: Weak, could be 5 cards. 0-11 HP. undisciplined	10	109x;10x;K109(+);Q	109(+)	H109(+)	;109(+);10x	2 <b>♥/</b> ♠ - we	eak two (five cards regularly)
Vul: intermediate 10-16, sound 6 cards	9	9x		H98x; 92	ζ		k with both majors (5-4)
<b>Responses:</b> Natural. 2NT=F, new suit =NF, good hand	Hi-x	Xx, xxXx, HxXx		Xx, xxX	x, HxXx	Transfers	<b>3</b> \ \ /
Unusual notrump: jump to 2NT or 4NT is two suiter – two	Lo-x	xxX, HxX, xxxxX, F	IxxxX	HxX; Hx	xxxX; xxX; xxxxX		ning: (14)15-17 Hcp
lowest unbid suits		•		ı			Response: GF over 1M
Reopening:	SIGNALS IN ORDER OF PRIORITY				RITY		L BIDS THAT MAY REQUIRE DEFENCE
1 0				er's Lead	Discarding	Openings	
DIRECT and JUMP CUE BIDS (Style, Resp., Reopening)	Suit:1ST	Enc		С	S		ng, asking for aces
Style: Michaels (unlimited); jump cue shows solid suit and	2 <sup>ND</sup>	С		S	С		4 M, weak
asks for stopper	3 <sup>RD</sup>	S				-	• - weak two 3-10, 5+
<b>Responses:</b> Natnew suit is NF, 3NT is to play, cue & 2NT F.	NT: 1 <sup>ST</sup>	Enc		С	S	3NT gaml	
Reopening: Michaels	2 <sup>ND</sup>	C		S	C	J	
1 0	3 <sup>RD</sup>	S					
VS. NT (vs. Strong / Weak; Reopening; PH)	LEGEND:	C – count (Hi Lo = $6$	even), S	S – Suit pi	reference		
Strong & Weak: 2* is Ms (Landy); 2NT is ms;		- Hi = enc)					
$2 \blacklozenge$ , $2 \blacktriangledown$ and $2 \blacktriangle$ = natural; Dble shows strong hand (15+ Hcp);	Signals (inc	cluding Trump suit):	Lavint	hal discar	ds, standard count		
Reopening: same; dble is often with 4 (10+ Hcp)			UBLES		<u> </u>	1	
Passed Hand: same		20	CDLL			SDECTAL	L FORCING PASS SEQUENCES
Tubbou Hunar barne	TAKI	COUT DOUBLES (	Style I	Pesnonse	Reonening)	SPECIA	L I OKCING PASS SEQUENCES
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)	Style: natu		otyre, r	Copolisc	s, Reopening)	1	
<b>Doubles:</b> take out up to 34, general strength over 34.	Style: natu	ı					
Cue bids: support limit+ or asking for stopper	Resnonses	1 <sup>ST</sup> level is 0-9, jun	nn is inv	vitational	cue is 12+ Hcn		
Jumps: vs weak NT 3m = 4H and 6+minor		: can be lighter	пр 13 пп	vitationar	, ede is 12+ Hep	IMPOL	RTANT NOTES THAT DON'T FIT ELSEWHERE
NT bids: minors, vs weak 4S and 6+ minor	Reopening	· can be righter					e weakest action
111 bids. minors, vs weak 45 and 61 minor	SPECIAL	L, ARTIFICIAL AN	ND CO	MPETIT	TIVE DOUBLES		rcing to game
VS. ARTIFICIAL STRONG OPENINGS		level responder's de			TVE DOUBLES	4 Suit 10	ienig to game
vs artif 1.4: dbl = majors, 1.♦ minor, 1NT mélange		uble up to 2♥, double			enit	Psychics	Sometimes
vs at ut 1 . uu1 = majuts, 1 v millot, 11v1 metange	Support do	uoie up to ∠▼, doubl	ie cue I	n mgner	Suit	- with fit	
OVER OPPONENTS' TAKE OUT DOUBLE						- after we	
Rdble is strong ,jump is PRE, 2NT over 1M is inv+ with 4+ cards						- on third	
support						- on unid	position

Opening	Artifici al	Min.	Neg. Double	Description		Response	Subsequent Auction	Passed Hand Bidding	
1.4	semi	2	4 🏠	10-20 Нср	1 ◆/▼ = transfers, 4 1 ★ = invit if partne 1NT = up to 9 (10) 2m = 5 (6)+ cards, 2M = 6+ cards, 8-1 2NT = 5-5 m, up to 3X=6+ cards, 0-7	er bal, denies M, 11+Hcp , natural , 6-10 Hcp 0 Hcp o 8 Hcp	1 √/1 ♠=3 or 4 cards, weak balanced hand; 1NT=2cards; all other bids= natural After 1 ♠→1NT=11-12 balanced;2NT=13-14 bal 2 ♣ = check-back, 1-1x;1y-2NT = transfer to 2 ♣ 1-1x;1y-3m = game forsing longer minor		
1 •	semi	2	4 🏔	10-20 Нср	2♥/♠=exactly 3 ca	cp; 2♣=♣ or ♦ F to 3 ♦, 11+Hp ards, 9-11 balanced ♦, 3 ♦=preemptive Hp	2 = check-back, 1-1x;1y-2NT = transfer to 2 1-1x;1y-3m = game forsing longer minor		
1♥	no	5	4 🖍	10-20 Нср	$2 \clubsuit = F \text{ to game; } 2 \text{ M}$ $2 \spadesuit / 3 \clubsuit / 3 ♦ = \text{ strong}$	ng; 2 • is 8-14 3 cads support NT is support (invitational +) g 16+ Hcp GF; er 8+ hp; 3 • below invitational	$1 \checkmark /1 \land -2 \div -2 \checkmark = $ natural or 11-14 balanced $1 \checkmark /1 \land -2 \div -2$ NT = 16+ any Gazzilli, Jacoby 2NT	2♣ = support and maximum no key cards 2♦ = support and maximum 1+ key cards	
1 🖍	no	5	4♥	10-20 Нср	same as on 1 🗸				
1NT	no	-	_	15-17 Нср	Stayman; Jacoby,	3♣ Puppet, transfers			
2*	yes	0		Strong asking for aces 23+Hcp or 9+ tricks		2, 2 <b>♦</b> 3 <b>♣ ♦</b> = ace in this suit, <b>♦ ♦</b> NT=2 aces CRM, 4 <b>♣</b> 3 aces			
2♦	yes	0		5-4 M, 6-10 Hcp	2NT = forcing				
2•	no	5	Comp.	Weak two; 3-10 Hcp	2NT=F1; suit = N	F, jump=strong invitational			
2 🏚	no	5	Comp.	Weak two; 3-10 Hcp	2NT=F1; suit = N	F, jump=strong invitational			
2NT	no	-	-	20-22 Hcp balanced	3♣=Puppet, Jacob				
3♣/♦/♥/♠	no	6	-	Weak three, 3-10 Hcp	natural, new suit is	s F1			
3NT	yes	-	_	Gambling	4♦ asking for sing	glton	4M=singlton, 4NT=singlton m, 5m=7,2,2,2		
4.	no	6	-		natural	HIGH LEVEL BIDDING			
4 •	no	6	-		natural				
4♥	no	6	-		natural	CUE, Splinter, fit showing jumps, Key card blackwood (RKCB), Gerber 1NT-4♣			
4 🆍	no	6	-		natural	After 4NT DOPI (after 4NT(5♣) we don't play DOPI), after 2♣(2x) we show aces (2 ◆/♥ we ignore overcall, 2♠ dbl			
4NT	yes	-	-	Minors	natural	ace in one major, $2NT \text{ dbl} = 7 + 3$	and $3x = ace$ )		