DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	П
Jump bids = PRE (6-11) at any VULN	1
Overcalls = 5+ cards (8-16)	11
NT RESP = NF, New suit = F1	11
JUMP RAISE = PRE	1 I
DRURY	
	1 1
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	1
after polish or natural (2+) 1♣: 1NT= 15-17	11
after strong 1♣: 1NT =♥&♣ or ♠&♦	1
(1♦/♥/♠) - 1NT = 15-18	11
	1
1NT - Reopen = 11-15HCP; STAYMAN, TRF	┨┠
JUMP OVERCALLS (Style; Responses; Unusual NT)	┨╏
1-Suit: PRE in any VULN, Unusul NT	Ħ
2-Suit: PRE in any VULN	╁
Reopen: INTERMEDIATE	┨╏
Reopen: INTERIVEDIATE	┨╏
DIDECT AND HIMD OUE DIDC (Ot to Donners Donner)	┨╏
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)	┨╏
MICHAELS CUE promises at least on unbid major	┨╏
JUMP CUE = 1) ASK STOP or 2) one-suiter GF	↓
	╢
VS. NT (vs. Strong/ Weak; Reopening; PH)	Ш
vs. strong: DBL=5+m,4M; 2♣=4+♥4+♠; 2♦=6+M; 2♥/♠=5+♥/♠4+m	11
vs. weak: DBL=13+; 2♣=4+♥4+♠; 2♦=6+M; 2♥/♠=5+♥/♠4+m	11
re-open: same as vs. weak but DBL could be weaker	11
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	11
T/O DBL; LEB after (WK2x) - DBL- (Pass) -	11
MICHAELS CUE	11
Jumps are constructive	1
2 NT = 16-18 HCP	┨╏
against 2♦ (mutli) dbl - take out to ≜	1
againet 2 (main) as . tance carte 2	11
	11
VS. ARTIFICIAL STRONG OPENINGS	11
VS. 14	╢
dbl black or red suits	┨╏
1 → majors or minors	┨╏
1NT ♥&♠ or ♠&♦	┨╏
	┨╏
OVER OPPONENTS' TAKEOUT DOUBLE	┨╏
vs 1m: Transfers 1NT=NAT RDBL=Trf to ♦/♥	4 I
vs 1M: TRF to 2M-1	1 I
JUMP 3 level =suit+support :: RAISES PRE	1

NT 2nd/4th same Subseq 2nd/4th same Subseq 2nd/4th same Subsequent lead quite often attitude Sometimes may lead 3rd H10x, 4th 10xxx(x) Sometimes may lead 3rd H10xx(x) Sometimes may lead 3rd H10xx(LEADS	AND SIG	GNALS		
Suit 2nd/4th same Subseq 2nd/4th same Subseq 2nd/4th same Subsequent lead quite often attitude Sometimes may lead 3rd H10x, 4th 10xxx(x) EADS Lead Vs. Suit Vs. NT Ace A, Ax, AKx() A, Ax, AK(x) King K, Kx, AK(), KQ() K, Kx, AK(), KQ() Queen Q, Qx, QJ(), KQ(), Q, Qx, QJ(), KQ(), KQ109 Jack J, Jx, J10(), QJ(), HJ10() J, Jx, J10() 10 10, 10x, H109(), H10x, 109 10, 10x, HJ109(), H10x 10 9, 109x(), H9x 9, 109x(), H9x Hix XSx(), HSx, 10Sxx xSx(), HSx, 10Sxx() XS, HSx, HxxS() xS, HSx, HxxS() SIGNALS IN ORDER OF PRIORITY Partner's Lead Declarer's Lead Discarding 1 Hi/lo = DISCRG Hi/lo = Odd S/P Hi/lo = Odd S/P Hi/lo = Odd 3 S/P 1 Hi/lo = DISCRG Hi/lo = Odd S/P Partner's Lead K: Hi/lo is Odd Signals in Trumps: Hi/lo is S/P DOUBLES TAKEOUT DOUBLES (Style; Response; Reopening) T/O DBL = 3 cards in unbid major(s) and 2 cards in unbid minor(s) 1 is NEG after the T/O double over 1 Reopening DBL = 9+ HCP SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES RESP DBL shows values (usually two suits) AFTER 2 ◆ OPEN AND O/C: DBL is NEG on the levels of 2 Fit showing double and redouble	OPENING I	LEADS STYLE				
Subseq 2nd/4th same Subseq 2nd/4th same Subsequent lead quite often attitude Sometimes may lead 3rd H10x, 4th 10xxx(x) LEADS Lead Vs. Suit Vs. NT Ace A, Ax, AKx() A, Ax, AK(x) King K, Kx, AK(), KQ() K, Kx, AK(), KQ() Queen Q, Qx, QJ(), KQ(), Q, Qx, QJ(), KQ(), KQ109 Jack J, Jx, J10(), QJ(), HJ10() J, Jx, J10() 10, 10x, H109(), H10x, 109 10, 10x, HJ109(), H10x 3) 9, 109x(), H9x 9, 109x(), H9x Hi-x XSx(), HSx, 10Sxx xSx(), HSx, 10Sxx() Lo-x XS, HSx, HxxS() XS, HSx, HxxS() SIGNALS IN ORDER OF PRIORITY Partner's Lead Declarer's Lead Discarding 1 Hi/lo = DISCRG Hi/lo = Odd S/P Hi/lo = Odd S/P Hi/lo = Odd 3 S/P 1 Hi/lo = Odd S/P Hi/lo = Odd Signals in Trumps: Hi/lo is Odd Signals in Trumps: Hi/lo is S/P DOUBLES TAKEOUT DOUBLES (Style; Response; Reopening) T/O DBL = 3 cards in unbid major(s) and 2 cards in unbid minor(s) 1 is NEG after the T/O double over 1 Reopening DBL = 9+ HCP SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES RESP DBL shows values (usually two suits) AFTER 2 ◆ OPEN AND O/C: DBL is NEG on the levels of 2 Fit showing double and redouble		Lead		In Pa	rtner's suit	
Subseq 2nd/4th same Subsequent lead quite often attitude Sometimes may lead 3rd H10x, 4th 10xxx(x) LEADS Lead Vs. Suit Vs. NT Ace A, Ax, AKx() A, Ax, AK(x) King K, Kx, AK(), KQ() K, Kx, AK(), KQ() Queen Q, Qx, QJ(), KQ(), Q, Qx, QJ(), KQ(), KQ109 Jack J, Jx, J10(), QJ(), HJ10() J, Jx, J10() 10 10, 10x, H109(), H10x, 109 10, 10x, HJ109(), H10x 9 9, 109x(), H9x 9, 109x(), H9x Hi-x x5x(), H5x, 105xx x5x(), H5x, 105xx() Lo-x x5, H5x, Hxx5() x5, H5x, Hxx5() SIGNALS IN ORDER OF PRIORITY Partner's Lead Declarer's Lead Discarding Hi/lo = DISCRG Hi/lo = Odd S/P Hi/lo = DISCRG Hi/lo = Odd S/P Hi/lo = Odd S/P Hi/lo = Odd S/P Partner's Lead K: Hi/lo is Odd Signals in Trumps: Hi/lo is S/P DOUBLES FAKEOUT DOUBLES (Style; Response; Reopening) F/O DBL = 3 cards in unbid major(s) and 2 cards in unbid minor(s) I is NEG after the T/O double over 1 Reopening DBL = 9+ HCP SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES RESP DBL shows values (usually two suits) AFTER 2 ◆ OPEN AND O/C: DBL is NEG on the levels of 2 Fit showing double and redouble	Suit	2nd/4th			same	
Subsequent lead quite often attitude Sometimes may lead 3rd H10x, 4th 10xxx(x) LEADS Lead Vs. Suit Vs. NT Ace A, Ax, AKx() A, Ax, AK(x) King K, Kx, AK(), KQ() K, Kx, AK(), KQ() Queen Q, Qx, QJ(), KQ(), Q, Qx, QJ(), KQ(), KQ109 Black J, Jx, J10(), QJ(), HJ10() J, Jx, J10() 10 10, 10x, H109(), H10x, 109 10, 10x, HJ109(), H10x 9 9, 109x(), H9x 9, 109x(), H9x Hi-x xSx(), HSx, 10Sxx xSx(), HSx, 10Sxx() Lo-x xS, HSx, HxxS() xS, HSx, HxxS() SIGNALS IN ORDER OF PRIORITY Partner's Lead Declarer's Lead Discarding Hi/Io = DISCRG Hi/Io = Odd S/P Hi/Io = Odd S/P Hi/Io = Odd S/P Hi/Io = Odd S/P Partner's Lead K: Hi/Io is Odd Signals in Trumps: Hi/Io is S/P DOUBLES FAKEOUT DOUBLES (Style; Response; Reopening) F/O DBL = 3 cards in unbid major(s) and 2 cards in unbid minor(s) I is NEG after the T/O double over 1 Reopening DBL = 9+ HCP SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES RESP DBL shows values (usually two suits) AFTER 2 ◆ OPEN AND O/C: DBL is NEG on the levels of 2 Fit showing double and redouble	NT	2nd/4th			same	
EADS Lead	Subseq	2nd/4th		same		
LEADS Lead	Subseque	ent lead quite often a	ttitude			
Vs. Suit	Sometime	es may lead 3rd H10	x, 4th 10	xxx(x)		
Ace A, Ax, AKx() A, Ax, AK(x) King K, Kx, AK(), KQ() K, Kx, AK(), KQ() Queen Q, Qx, QJ(), KQ(), Q, Qx, QJ(), KQ(), KQ109 Jack J, Jx, J10(), QJ(), HJ10() J, Jx, J10() 10 10, 10x, H109(), H10x, 109 10, 10x, HJ109(), H10x 9, 109x(), H9x 9, 109x(), H9x Hi-x xSx(), HSx, 10Sxx xSx(), HSx, 10Sxx() xS, HSx, HxxS() xS, HSx, HxxS() Partner's Lead Declarer's Lead Discarding 1 Hi/lo = DISCRG Hi/lo = Odd S/P Hi/lo = Odd S/P Hi/lo = Odd 3 S/P 1 Hi/lo = DISCRG Hi/lo = Odd S/P Partner's Lead K: Hi/lo is Odd Signals in Trumps: Hi/lo is S/P DOUBLES TAKEOUT DOUBLES (Style; Response; Reopening) T/O DBL = 3 cards in unbid major(s) and 2 cards in unbid minor(s) A SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES RESP DBL shows values (usually two suits) AFTER 2 ◆ OPEN AND O/C: DBL is NEG on the levels of 2 Fit showing double and redouble	LEADS					
King K, Kx, AK(), KQ() K, Kx, AK(), KQ() Queen Q, Qx, QJ(), KQ(), Q, Qx, QJ(), KQ(), KQ109 Queen Q, Qx, QJ(), KQ(), Q, Qx, QJ(), KQ(), KQ109 Queen Q, Qx, QJ(), KQ(), Q, Qx, QJ(), KQ(), KQ109 Queen Q, Qx, QJ(), KQ(), Q, Qx, QJ(), KQ(), KQ109 Queen Q, Qx, QJ(), KQ(), Q, Qx, QJ(), KQ(), KQ109 Queen Q, Qx, QJ(), KQ(), Q, Qx, QJ(), KQ(), KQ109 Queen Q, Qx, QJ(), KQ(), Q, Qx, QJ(), KQ(), KQ109 Queen Q, Qx, QJ(), KQ(), Q, Qx, QJ(), KQ(), KQ(109 Queen Q, Qx, QJ(), KQ(), KQ(), Yd(),	Lead	Vs. Suit		,	Vs. NT	
Queen Q, Qx, QJ(), KQ(), Q, Qx, QJ(), KQ(), KQ109 Jack J, Jx, J10(), QJ(), HJ10() J, Jx, J10() Jo 10, 10x, H109(), H10x, 109 10, 10x, HJ109(), H10x Jo 9, 109x(), H9x	Ace	A, Ax, AKx()		A, Ax, AK	(x)	
Jack J, Jx, J10(), QJ(), HJ10() J, Jx, J10() 10, 10x, H109(), H10x, 109 10, 10x, HJ109(), H10x 9, 109x(), H9x 9, 109x(), H9x Hi-x XSx(), HSx, 10Sxx XSx(), HSx, 10Sxx() Lo-x XS, HSx, HxxS() XS, HSx, HxxS(), HHxS() SIGNALS IN ORDER OF PRIORITY Partner's Lead Declarer's Lead Discarding 1 Hi/lo = DISCRG Hi/lo = Odd S/P Partner's Lead K: Hi/lo is Odd Signals in Trumps: Hi/lo is S/P DOUBLES TAKEOUT DOUBLES (Style; Response; Reopening) T/O DBL = 3 cards in unbid major(s) and 2 cards in unbid minor(s) I is NEG after the T/O double over 1♣ Reopening DBL = 9+ HCP SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES RESP DBL shows values (usually two suits) AFTER 2 ◆ OPEN AND O/C: DBL is NEG on the levels of 2 Fit showing double and redouble	King	K, Kx, AK(), KQ()		K, Kx, AK	(), KQ()	
J. Jx, J10(), QJ(), HJ10() J. Jx, J10() J. Juny,	Queen	Q, Qx, QJ(), KQ(),		" "		
9, 109x(), H9x Hi-x	Jack	J, Jx, J10(), QJ(), H	J10()	J, Jx, J10	()	
Hi-x xSx(), HSx, 10Sxx xSx(), HSx, 10Sxx() xS, HSx, HxxS() xS, HSx, HxxS(), HHxS() SIGNALS IN ORDER OF PRIORITY Partner's Lead Declarer's Lead Discarding 1 Hi/lo = DISCRG Hi/lo = Odd S/P Hi/lo = Odd S/P Hi/lo = Odd 3 S/P 1 Hi/lo = DISCRG Hi/lo = Odd S/P Hi/lo = Odd S/P Hi/lo = Odd 3 S/P Partner's Lead K: Hi/lo is Odd Signals in Trumps: Hi/lo is S/P DOUBLES TAKEOUT DOUBLES (Style; Response; Reopening) T/O DBL = 3 cards in unbid major(s) and 2 cards in unbid minor(s) I is NEG after the T/O double over 1♠ Reopening DBL = 9+ HCP SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES RESP DBL shows values (usually two suits) AFTER 2 ◆ OPEN AND O/C: DBL is NEG on the levels of 2 Fit showing double and redouble	10	10, 10x, H109(), H10	0x, 109	10, 10x, H	IJ109(), H10x	
xS, HSx, HxxS() xS, HSx, HxxS(), HHxS() SIGNALS IN ORDER OF PRIORITY Partner's Lead Declarer's Lead Discarding 1 Hi/lo = DISCRG Hi/lo = Odd S/P Suit 2 Hi/lo = Odd S/P Hi/lo = Odd 3 S/P 1 Hi/lo = DISCRG Hi/lo = Odd S/P NT 2 Hi/lo = Odd S/P Hi/lo = Odd 3 S/P Partner's Lead K: Hi/lo is Odd Signals in Trumps: Hi/lo is S/P DOUBLES TAKEOUT DOUBLES (Style; Response; Reopening) F/O DBL = 3 cards in unbid major(s) and 2 cards in unbid minor(s) 1 is NEG after the T/O double over 1 ♣ Reopening DBL = 9+ HCP SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES RESP DBL shows values (usually two suits) AFTER 2 ◆ OPEN AND O/C: DBL is NEG on the levels of 2 Fit showing double and redouble	9	9, 109x(), H9x				
SIGNALS IN ORDER OF PRIORITY Partner's Lead Declarer's Lead Discarding 1 Hi/lo = DISCRG Hi/lo = Odd S/P Hi/lo = Odd S/P Hi/lo = DISCRG Hi/lo = Odd S/P Hi/lo = DISCRG Hi/lo = Odd S/P Partner's Lead K: Hi/lo is Odd Signals in Trumps: Hi/lo is S/P DOUBLES TAKEOUT DOUBLES (Style; Response; Reopening) T/O DBL = 3 cards in unbid major(s) and 2 cards in unbid minor(s) N is NEG after the T/O double over 1♣ Reopening DBL = 9+ HCP SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES RESP DBL shows values (usually two suits) AFTER 2 ◆ OPEN AND O/C: DBL is NEG on the levels of 2 Fit showing double and redouble	Hi-x	xSx(), HSx, 10Sxx			x, 10Sxx()	
Partner's Lead Declarer's Lead Discarding Hi/lo = DISCRG Hi/lo = Odd S/P	Lo-x	xS, HSx, HxxS()	xS, HSx,		HxxS(), HHxS()	
1 Hi/lo = DISCRG Hi/lo = Odd S/P Hi/lo = Odd S/P Hi/lo = Odd 3 S/P 1 Hi/lo = DISCRG Hi/lo = Odd S/P Hi/lo = DISCRG Hi/lo = Odd S/P Hi/lo = Odd S/P Hi/lo = Odd 3 S/P Partner's Lead K: Hi/lo is Odd Signals in Trumps: Hi/lo is S/P DOUBLES TAKEOUT DOUBLES (Style; Response; Reopening) T/O DBL = 3 cards in unbid major(s) and 2 cards in unbid minor(s) I is NEG after the T/O double over 1 ← Reopening DBL = 9+ HCP SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES RESP DBL shows values (usually two suits) AFTER 2 ◆ OPEN AND O/C: DBL is NEG on the levels of 2 Fit showing double and redouble	SIGNALS II	N ORDER OF PRIORITY				
Suit 2 Hi/lo = Odd S/P Hi/lo = Odd S/P 1 Hi/lo = DISCRG Hi/lo = Odd S/P 1 Hi/lo = Odd S/P Hi/lo = Odd S/P Hi/lo = Odd S/P Partner's Lead K: Hi/lo is Odd Signals in Trumps: Hi/lo is S/P DOUBLES FAKEOUT DOUBLES (Style; Response; Reopening) F/O DBL = 3 cards in unbid major(s) and 2 cards in unbid minor(s) I ◆ is NEG after the T/O double over 1 ◆ Reopening DBL = 9+ HCP SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES RESP DBL shows values (usually two suits) AFTER 2 ◆ OPEN AND O/C: DBL is NEG on the levels of 2 Fit showing double and redouble				's Lead	Discarding	
3 S/P 1 Hi/lo = DISCRG Hi/lo = Odd S/P NT 2 Hi/lo = Odd S/P Hi/lo = Odd 3 S/P Partner's Lead K: Hi/lo is Odd Signals in Trumps: Hi/lo is S/P DOUBLES TAKEOUT DOUBLES (Style; Response; Reopening) T/O DBL = 3 cards in unbid major(s) and 2 cards in unbid minor(s) I ◆ is NEG after the T/O double over 1 ♣ Reopening DBL = 9+ HCP SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES RESP DBL shows values (usually two suits) AFTER 2 ◆ OPEN AND O/C: DBL is NEG on the levels of 2 Fit showing double and redouble		1 Hi/lo = DISCRG	Hi/lo =	Odd	S/P	
1 Hi/lo = DISCRG Hi/lo = Odd S/P Hi/lo = Odd S/P Hi/lo = Odd 3 S/P Partner's Lead K: Hi/lo is Odd Signals in Trumps: Hi/lo is S/P DOUBLES TAKEOUT DOUBLES (Style; Response; Reopening) T/O DBL = 3 cards in unbid major(s) and 2 cards in unbid minor(s) I ◆ is NEG after the T/O double over 1 ♣ Reopening DBL = 9+ HCP SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES RESP DBL shows values (usually two suits) AFTER 2 ◆ OPEN AND O/C: DBL is NEG on the levels of 2 Fit showing double and redouble	Suit	2 Hi/lo = Odd	S/P		Hi/lo = Odd	
Hi/lo = Odd 3 S/P Partner's Lead K: Hi/lo is Odd Signals in Trumps: Hi/lo is S/P DOUBLES TAKEOUT DOUBLES (Style; Response; Reopening) T/O DBL = 3 cards in unbid major(s) and 2 cards in unbid minor(s) N is NEG after the T/O double over 1♣ Reopening DBL = 9+ HCP SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES RESP DBL shows values (usually two suits) AFTER 2 ◆ OPEN AND O/C: DBL is NEG on the levels of 2 Fit showing double and redouble		3 S/P				
3 S/P Partner's Lead K: Hi/lo is Odd Signals in Trumps: Hi/lo is S/P DOUBLES TAKEOUT DOUBLES (Style; Response; Reopening) T/O DBL = 3 cards in unbid major(s) and 2 cards in unbid minor(s) I ◆ is NEG after the T/O double over 1♠ Reopening DBL = 9+ HCP SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES RESP DBL shows values (usually two suits) AFTER 2 ◆ OPEN AND O/C: DBL is NEG on the levels of 2 Fit showing double and redouble		1 Hi/lo = DISCRG	Hi/lo = Odd		S/P	
Partner's Lead K: Hi/lo is Odd Signals in Trumps: Hi/lo is S/P DOUBLES TAKEOUT DOUBLES (Style; Response; Reopening) T/O DBL = 3 cards in unbid major(s) and 2 cards in unbid minor(s) I ◆ is NEG after the T/O double over 1 ◆ Reopening DBL = 9+ HCP SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES RESP DBL shows values (usually two suits) AFTER 2 ◆ OPEN AND O/C: DBL is NEG on the levels of 2 Fit showing double and redouble	NT	2 Hi/lo = Odd	S/P		Hi/lo = Odd	
DOUBLES TAKEOUT DOUBLES (Style; Response; Reopening) T/O DBL = 3 cards in unbid major(s) and 2 cards in unbid minor(s) i is NEG after the T/O double over 1 Reopening DBL = 9+ HCP SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES RESP DBL shows values (usually two suits) AFTER 2 OPEN AND O/C: DBL is NEG on the levels of 2 Fit showing double and redouble		3 S/P				
DOUBLES TAKEOUT DOUBLES (Style; Response; Reopening) T/O DBL = 3 cards in unbid major(s) and 2 cards in unbid minor(s) I ◆ is NEG after the T/O double over 1♣ Reopening DBL = 9+ HCP SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES RESP DBL shows values (usually two suits) AFTER 2 ◆ OPEN AND O/C: DBL is NEG on the levels of 2 Fit showing double and redouble	Partner's	Lead K: Hi/lo is Odd				
TAKEOUT DOUBLES (Style; Response; Reopening) T/O DBL = 3 cards in unbid major(s) and 2 cards in unbid minor(s) I ◆ is NEG after the T/O double over 1♣ Reopening DBL = 9+ HCP SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES RESP DBL shows values (usually two suits) AFTER 2 ◆ OPEN AND O/C: DBL is NEG on the levels of 2 Fit showing double and redouble	Signals ir	Trumps: Hi/lo is S/P)			
TAKEOUT DOUBLES (Style; Response; Reopening) T/O DBL = 3 cards in unbid major(s) and 2 cards in unbid minor(s) I ◆ is NEG after the T/O double over 1♣ Reopening DBL = 9+ HCP SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES RESP DBL shows values (usually two suits) AFTER 2 ◆ OPEN AND O/C: DBL is NEG on the levels of 2 Fit showing double and redouble						
T/O DBL = 3 cards in unbid major(s) and 2 cards in unbid minor(s) I ♦ is NEG after the T/O double over 1♣ Reopening DBL = 9+ HCP SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES RESP DBL shows values (usually two suits) AFTER 2 ♦ OPEN AND O/C: DBL is NEG on the levels of 2 Fit showing double and redouble		D	OUBLES	3		
T/O DBL = 3 cards in unbid major(s) and 2 cards in unbid minor(s) I ♦ is NEG after the T/O double over 1♣ Reopening DBL = 9+ HCP SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES RESP DBL shows values (usually two suits) AFTER 2 ♦ OPEN AND O/C: DBL is NEG on the levels of 2 Fit showing double and redouble	TAKEOUT	DOUBLES (Style; Respor	nse; Reop	ening)		
Reopening DBL = 9+ HCP SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES RESP DBL shows values (usually two suits) AFTER 2 OPEN AND O/C: DBL is NEG on the levels of 2 Fit showing double and redouble					in unbid minor(s)	
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES RESP DBL shows values (usually two suits) AFTER 2 • OPEN AND O/C: DBL is NEG on the levels of 2 Fit showing double and redouble	1 ♦ is NEC	after the T/O double	e over 1	A		
RESP DBL shows values (usually two suits) AFTER 2 • OPEN AND O/C: DBL is NEG on the levels of 2 Fit showing double and redouble	Reopenin	g DBL = 9+ HCP				
RESP DBL shows values (usually two suits) AFTER 2 • OPEN AND O/C: DBL is NEG on the levels of 2 Fit showing double and redouble						
RESP DBL shows values (usually two suits) AFTER 2 • OPEN AND O/C: DBL is NEG on the levels of 2 Fit showing double and redouble	SPECIAL, A	ARTIFICIAL AND COMPE	TITIVE (R	RE-)DOUBLES	S	
Fit showing double and redouble						
					levels of 2	
ightner double, lead directing doubles	Fit showir	ng double and redoul	ole			
	Lightner o	double, lead directing	doubles	3		

WBF Convention Card





Category: Artificial - RED

NCBO: Poland EVENT: All events

PLAYERS: Arkadiusz Majcher

Jakub Zawada

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

1♣ at least 2♣ F1 :: 5-card M w/ 1NT NF, Weak Multi, 1NT 15-17

many weak COMP jumps; frequenty use of non-penalty DBL

Opening $1 \stackrel{\downarrow}{\checkmark} \stackrel{/}{\checkmark} = 11-21 5 + (1 \stackrel{\downarrow}{\checkmark} \text{ may be } 4 \stackrel{\downarrow}{\checkmark} (441))$

pening 1 NT = (14)15-17 HCP BAL may be 5M332 or 6m322

Opening 2 ♣ = game forcing :: 2♦ Weak (5-10) Multi 6(5) cards M

Opening 2♥ 5-11 5+♥-5+any :: 5-11 2♠ 5+♠-5+m

2NT 5+♣-5+♦ (weak or strong)

PECIAL BIDS THAT MAY REQUIRE DEFENCE

| ♠ - 2♥ = 4-8 5+ ♠ 4+♥ :: 1♠ - 2♠ =INV to 3NT

1 - 2 = 4-85 + 4 = 10

1M - 3♣ = 6-9 w 4+M :: 1M - 3♦ = 10-12 any splinter

- 3/4♠ = ASK about TRF

IN DEFENCE

♣ - pas - 1NT - 2♣ = 4+♥ 4+♠

♦ - pas - 1♠ - ? (1) 2♦ = 5+♥ 5+♠ (2) 2♠ = NAT

X - 2NT = 6+ 55 2possible lowest sutis

n - 2♦ = 3+ 4+♥ 4+♠

M - 2M = 6 + 50M 5m

COMPETITIVE BIDDING

1♣ - 1NT - next as their open 1NT

Agressibe pree-empt style NV, Micheals any str, Lebensohl

SPECIAL FORCING PASS SEQUENCES

M - p - 2 4/4 (F)

♣ - 1NT -DBL(pen) -Pass=forcing to RDBL

Other in obvious situations only

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Opening 1♠ and 1♦ respone is one round forcing bid.

3rd seat openings may be weaker, sometimes 4card suit

PSYCHICS: often

OPEZ-ZG	T A N I N I N I N I N I N I N I N I N I N	O I F NE DB THE	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING			
1♣	V 2	2 3♠	BAL (12-14) OR 18-23	1 ◆ 0-6 any or minor(s) (7-11) or 13+ BAL, 1M nat	1 ♠ - 1 ♦ - 1 ♥/♠ = at least 3 cards, 1 ♠ - 1 ♦ - 1NT = 17-21 BAL	1♠ - 2M 5+M 3+♠			
			11-21 5+ 🏚	2♥ 4-8 5♠ 4♥	1 ♠ - 1 ♥ - 2 ♠ = GF(♠), 1♠-1♠-2♦ (1) GF(♠) (2)4♦5♠	1 ♣ -1NT=9-11			
1♦	4	1 3♠	11-21 5+♦	2♦ 9-12 4♦ 2♥ 4-8 5♠ 4♥	1	2♣ drury fit			
			11-21 4•(441)	2	$1 - 1 - 2 = INV(\bullet)$, $1 - 1M - 3 = INV + 1M - 3 = GF + 1M - 3 = GF + 1M - 3 = GF$	splinters			
1♥	5	5 3≰	11-21 5+♥	2♠ GF 2+♠, 2NT INV 3+M	1♥ - 1♠ - 2♠=GF/NAT/3♠ next 2♦=ASK	DRURY, 2NT=7-9 4+♥			
			may be 5+ ♥ 6+m	3♣ =6-9 4+M, 3♦ 10-12 any SPL	1♥ - 2NT - ? 3♣= INV to 4♥ 3♦=S/INV, 1♥-3♣-3♦=INV	3♦ = 9-12 w/ supp and short			
				3♥ PRE	1♥ - 3♦ -3♥=ASK - 3♠=any void	Splinters from void			
1 ≜	5	5 3 y	11-21 5+ ♠ , may be 6+OS	as above; 3 v =6+ v INV	1♠ - 1NT - (a)2♠ = GF w/o 55 or any INV (b) 2NT(♠)/3♠/♥=GF 55	as above			
1 NT	2	2	15(14)[13]-17	stayman; 2 ♦/♥ /3 ♣ - transfers: ♥ /♠/ ♦ ,	1NT - 2♣ - ? (a)2NT = 4♥4♠ MIN, (b) 3♣=4♥4♠ MAX	same			
				2 _♠ =transfer to ♠ 3M = 5431	1NT - 2♠ - 2♥ - ? 2♠ = ASK, 3♦= GF w/ 4♥				
				3♦ nat INV, 4♣/♦= TRF ♥/♠, 4♥/♠= nat	1NT - 2♠ - 2♦ - 2♦ = ASK, 1NT - 2♠ - 2♠ - 3♠ = ASK				
2♣	/)	FORSING GAME ANY	2 ◆ = ASK :: other 3+CTRL	2♠ - 2♦ - 3M= ASK about CUE and class	same			
				TRANSFERS					
2•	V	2 €	6+ M (6-11)	2♥/♠= P/C; 2NT=ASK GF, 3♠/♦ INV M TRF/NO	2♦ - 2NT - 3♣=MAX, 3♦/♥=♥/♠, bad hand				
				3♥= P/C, 4 ♣ = "show your suit with a TRF"	2• - 3• - 3• (show •) - 3•=INV				
2♥	\	5	5+ ♥ , 5+OS (6-11)	2 _♠ /3 _♠ = P/C; 2NT = ASK (GF m, NF ♥);	2 ♥ - 2 NT - ? (a)3m=5m (b)3♥=5♠, (c)3♠=6♠ (d)4m/♥=MAX 5m/♠ 6♥				
				3♦=INV to 4♥; 3♥=PRE; 3♠= 6+♠ INV;	(e)3NT=66, 75, 76				
2♠	√ 5	5	5+♠, 5+m (6-11)	2NT ASK (GF m, NF ♠); 3♣=P/C; 3♦ INV to 4♠	2♠ - 2NT - ? (a)3m=5m (b)3♥=6♠5♠ (c)3♠=6♠5♦ (d)4m=6m 5♠				
				3♥ INV to 4♥; 3♠ PRE	(e)3NT=66, 75, 76				
2 NT	✓		5+ ♠, 5+ ♦ (6-11 or 15+)	3/4/5 ♣ /♦ to play,3 ♥= ASK	2NT - 3♥ - ? (a)3♠/NT = 55 single ♠/♥ (b)4♣/♦=6m5om11 (c)4M=2M(65)				
3 bids	6	6	PRE, classic						
3NT	✓		GAMBLING 7cards in minor	4/5♣ p/c, 4♦ ASK for short, 4NT ASK for length	3NT - 4♦ - 4♥/♠ = shortage ♥/♠ 4NT = no shortage 5♣ = shortage in minor				
			no stopper		3NT - 4NT - 5♣/♦ = 7cards; 5♥/♠/6♣/♦=void, 8cards 5NT=no void, 8cards				
4♣	\)	8,5-9 tricks in 🕶	4♦ - relay					
4	V)	8,5-9 tricks in ♠	4♥ - relay	Two way checkback 2♣/♦ after 1♣/♦/♥ OPE				
4♥	6	3	PRE		2♣=any INV or 2♦ to play, 2♦=any GF				
4♠	6	6	PRE		HIGH LEVEL BIDDING				
4NT	✓		both minors	5 ♣/♦ = to play	1st + 2nd round cue bids equally				
					Roman Keycard Blackwood(with Queen), 5NT Blackwood if no space				
					Hoyt; Josephine				
					Splinter, Autosplinter				
					Splinters: weak, middle, strong :: Cue bids economically w/ short prefernence				
					Exclusion Blackwood 4♠ and 5level, 5 in Major trump Invitation				
					5NT = ask extra values/ask to pick a slam				
,		,	<u>'</u>	Сор	pyright © BCC 6.3.19				