

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1 <sup>st</sup> level maybe weak, 2 <sup>nd</sup> level more sound (should be 10+HCP);
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
Raptor:
(1m)-1NT: 5+other m and 4c M
(1M)-1NT: 5+m and 4c in other M
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
weak
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Ghesthem
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2♣=Ms, 2♦=♥ or ♠, x=penalty
2♥=♥+m, 2♠=♠+m, 2NT=♦+♣
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X=12+HCP (reopening 8+) partner responds with Lebensohl
(Non-)Leaping Michaels
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Nat.
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	x	2	4♥	11-19 nat.	inverted		
1♦		4	4♥	11-21 nat.	inverted		
1♥		5	4♥	11-19 nat.	reverse Bergen 2♦: GF with ♦ or weak raise	1♥-2♣: 10+HCP 1♥-3♣: 9-10 HCP, 4+♥ 3♦: 7-8 HCP, 4+♥ 3♠: 0-6 HCP, 4+♥ 2NT: GF, 4+♥	
1♠		5	4♥	11-19 nat.	Similar as ♠	Similar as♥	
INT			4♥	15-17, bal.	2♣ Stayman 2♦/♥: transfer to ♥/♠,		
2♣	x	0	4♥	20+ HCP	2♦=negative		
2♦	x	0		Weak2	2NT=relay	values	
2♥		5		Weak2	2NT=relay		
2♠		5		Weak2	2NT=relay		
2NT				20-22 HCP ba.	3♠=Puppet Stayman, 3♦/♥=transfer	2NT-3♣-3♦(4M)-3♥=4♠ 3♠=4♥ 4♦=44 in Ms 2NT-3♣-3♥/♠=5+♥/♠ 2NT-3♣-3NT=no 4+M 2NT-3♠=transfer to 3NT 2NT-3NT=5♠+4♥	
3♣		6		Pre-emptive			
3♦		6		Pre-emptive			
3♥		6		Pre-emptive			
3♠		6		Pre-emptive			
4♣		7		Pre-emptive			
4♦		7		Pre-emptive			
4♥		7		Pre-emptive			
4♠		7		Pre-emptive			
5♣		8		Pre-emptive		HIGH LEVEL BIDDING	
5♦		8		Pre-emptive		RKC3014, next step asks for Q of trumps	