DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 Level, Reopening)
sound. CUE are TRF to upper suit (6–9, 10–12, 13–15 w/support

or S/O in M or FG w/m) M against o/c is F, m is N/F

Jump Cue is 6–9 w/4card SUPP w/S/S

CUE then raise = 10–12, X raise =13–15

1NT OVERCALL (2nd/4th Live; Responses: Reopening)
2nd POS: 15–17 HCP BAL all systems on

4th POS: 12–14 HCP BAL all systems on

Sandwich NT: 1X–P–1Y–1NT = other two suits usually 5–5

1X–P–1Y–2XorY=NAT, suit

JUMP OVERCALLS (Style; Responses; Unusual NT)
1–Suit: Weak 2NT s/s asking; Raises=PRE, New suit=F

2–Suit: Unusual 2NT (NV 3+, Vul 8+)

Reopen: Intermediate   1x–P–P–2NT=19–20HCP

DIRECT and JUMP CUE BIDS (Style; Responses, Reopen)
Michael's CUE for Ms or M&m (2NT asks m)

over 1♣–2♣or 1♦–2♦(showing Ms), 2NT asks – 3♣/3♦/3♥/3♠=
 min♥/♠ /max♥/ ♠)

Jump CUE= asks for stopper in the suit w/running suit

VS. NT (cs. Strong / Weak: Reopening; PH)
Direct POS: 2♣=1 suited hand, 2♦=both majors

2♥=♥&m, 2♠=♠&m

BAL POS: X=TRF to 2♣(♣,♦or even Ms), 2♣=♥better than ♠

2♦=♠ better than♥ ♥=♥、♠=♠

VS. PREEMPTS (Doubles; Cue–bids; Jumps: NT bids)
vs. 2♥/2♠ : DBL=T/O, lebensohl, 4♣/4♦= ♣ /♦& oM

CUE=ask stopper, show half stopper vs. other preempts: DBL=T/O

lebensohl – 3NT to play, 3NT via 2NT shows doubt

VS. ARTIFICIAL STRONG OPENINGS
vs 1♣ strong: Exclusion bids, 1NT=serious O/C,

2 level bids: lower of touching two suits

3 level bids: PRE

OVER OPPONENT'S TAKEOUT DOUBLE
2NT/M=LR or better, Raise=PRE

2NT/m=PRE, JUMP in other m=FG Raise=Limit

Support XX applies

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd/LOW, Rusinow	3rd/LOW
NT	attitude	attitude
Subseq	same as above	same as above
Other:	Lead of 10 vs NT shows good suit, Jack denies higher H	
	After honor lead, show present count	

LEADS

Lead	Vs. Suit	Vs. NT
Ace	Ax, AK	AKQJxx, AQJTx,
King	AKx, Kx, KQ	AKx, KQx, Kx
Queen	KQxx, Qx, QJ	KQT9, QJxx, Qx
Jack	QJx, Jx, JT	JTxx, Jx
10	JTx, AQJx, KJTx, Tx	HJTx, HTx, Tx
9	T9x, HT9x, 9x	T9x, 9xx, 9x
Hi-x	xx, x	Txxx, xxx, xxxx, xx
Lo-x	Hxx, Hxxxx, xxxxx	Hxxxx, xxxxx, xxxx

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
Suit	1	count (High=E, Low=Odd)	count (High=E, Low=Odd)	count (High=E, Low=Odd)
	2	suit preference		
	3	encouraging		
NT	1	count (High=E, Low=Odd)	smith echo	lavinthal
	2	suit preference	count (High=E, Low=Odd)	
	3	encouraging		

Signals (including Trumps):
     ability to ruff
     lavinthal discards, smith echo vs. NT

DOUBLES

TAKEOUT DOUBLES (Style, Responses; Reopening)
shape oriented, maybe light if 1444

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES
Negative, Support, Responsive, Maximum overcall, Maximal

action, Impossible, Lead directing

Other major over artificial raise of opener's M suit

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE
5 card majors, 1NT response to M openings F1R, 2/1 FG,

NAT weak 2M bids, NV PRE maybe very light,

weak COMP raises

Fit showing JUMP by PH, mini splinters byPH/X

1NT Opening: (14)15–17

2 OVER 1 Response: FG

SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2♣: FG, Control asking

2♦: Flannery

2♥: Weak 2 hearts, 5–10HCP

2♠: Weak 2 spades, 5–10HCP

3NT: Solid 7–card minor

Sandwich 1NT overcalls

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Over OPPT bidding sequence1m–P–1m–P–1NT/1m–1NT=

X=TRF to 2♣(♣,♦or even Ms), 2♣=♦better than♠

2♦=♠better than♥ ♥=♥、♠=♠

PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND , vs INTERVENTION
1♣ 1♦		3 3	4♦ 4♦	11HCP+, 3+ cards	1/2/3NT=6–9/10–12/13–15HCP Single raise=FG Crisscross Limit raise w/o Intervention 2♥=1444FG or long ♥FG. 2♠ = WJS 1m–2♥ –2♠ –2NT=1444/else (♥)	4th Suit=FG, 2way checkback (2♣→2♦,2♦=FG) CUE=LR+ flip–flop/ T/O X (crisscross=FG) 4m (except 1m–4m) is RKC	
1♥ 1♠		4 4	4♦ 4♦	11HCP+, 5+ cards 11HCP+, 5+ cards 4+ cards in 3rd , 4th seat	1NT=F1R. Single/Double/Triple Raise= 6–9/PRE/PRE. (–1)(–2)(–3)(–4)=Limit/3card/ BAL/Shape Raise[1] Splinter=8–11	1M–1NT–2m could be 3 cards various relay after raises Help Suit G/T by step S/S G/T by step via 2NT flip–flop/ T/O X	REV Drury [5], Mini splinters/X Fit showing jump by PH 1♥ –X– 2♥ =0–5HCP 1♥ –X– 2♦ = 6–9HCP 1♠ –X– 2♠ =0–5HCP 1♠ –X– 2♥ = 6–9HCP
1NT				(14)15–17HCP may have 6card minor may have 5card major	2♣=stayman, 2♣–2♦–2♠(5–4, inv) 2♣–2♦–3♥/3♠(5–4/4–5FG) 2♦/♥=Jacoby TRF: 2ofM(2or3 SUPP) 3ofM(4 SUPP, min) 2NT(4SUPP, max) new suit(4SUPP, max, doubleton suit) 2♦– 2♥–2♠ (4–5, inv) 2♦– 2♥–Jump (splinter) 2♠(ask♣)/2NT(ask♦): 1/2 step(no Qxx or more) 3♣/♦/♥/♠ :5–5in m inv/FG/5–5M inv/FG 4♦/4♥(TEXAS TRF) – 4♥/4♠– 4NT(RKCB)	Crawling stayman: 2♣– 2♦– 2♥(WK4–4 or more in Ms) Slam try: 2♣– 2♥– 3♠/4♣/4♦= unBAL slam try/Gerber/ BAL slam try. After 3♠– 3NT(ask s/s) – 4♣/4♦/4♥=s/s Slam try: 2♣–2♠–3♥/4♣/4♦= unBAL slam try/Gerber/ BAL slam try. After 3♥– 3♠(ask s/s) – 4♣/4♦/4♥=s/s 3NT=void After 3NT(void)–4♣ask=4♦/4♥/4♠(♣/♦/♥void) Delayed Texas: 2♣–2♦–4♦/4♥(6–4 in Ms) Weak 5–5 in m:2NT(ask♦)–3♣/3♦– Pass	Over OPPT interference, see SUPPL
2♣	✔			FG (may have few HCP w/shape)	Control responses 2♦/2♥/2♠/2NT/3♣ /3♦=0–1/ 2/ 3(1A+1K)/3(3K)/ 4/5controls	KOKISH:2♣–2♦–2♥(relay)–2♠(25–27),else ♥FG 2♣–2♦–2NT(22–24) 2♣–2♦–3NT(tricks, system off)	Over interference,
2♦		5		FLANNERY 4♠+ 5(+)♥	2♥/2♠(To play), 2NT(ASK shape), 3♣(ask m stopper), 3♦(relay to 3H for slam try): →3♥– 3♠(Trump suit ♠), else (trump suit ♥) 3♥/3♠(inv) 4♣/4♦(TRF to 4♥/4♠)	2NT(ask shape) – 3♣/3♦/3♥/3♠/3NT/4♣/4♦=4513/4531/ 4522min/4522max/4522stopper in both m/4504/4540 3♣asks m - 3♦/3♥/3♠/3NT =no/♣/♦/both m stopped	
2♥		6		5–10(11)HCP, 6(5)+ ♥s	2NT=?Feature 4♣(Mod.RKCB) – 0/1/1 with TrumpQ/ 2/2withQ	reraise=PRE	vs. DBL: Raise (Lead direct) RDBL (TRF to next bid)
2♠		6		5–10(11)HCP, 6(5)+ ♠s	2NT=?Feature 4♣(Mod.RKCB) – 0/1/1 with TrumpQ/ 2/2withQ	reraise=PRE	
2NT				20–22HCP BAL may have 5card major may have 6card minor	3♣(STAY)– 3♦– 3♥/3♠= smolen TRF 3♥/3♠= TRF to 3♠/4♥(agreed ♠/♥) 3♦/3♥=TRF to3♥/3♠ 3♠=mss 4♣/4♦ NAT slam try 5♣=Super gerber		
3♣ 3♦		6 6		PRE PRE	4♦= mod RKCB: 0/1/1 withQ/2/2withQ 4♣= mod RKCB: 0/1/1 withQ/2/2withQ		
3♥ 3♠		7 7		PRE PRE	4♣= mod RKCB: 0/1/1 withQ/2/2withQ 4♣= mod RKCB: 0/1/1 withQ/2/2withQ		
3NT				Solid 7+card minor without side A/K	4♣(to play m) 4♦(asks s/s) 4NT (asks length)	SLAM APPROACH high level bidding RKCB (14/30/2/2) next step asks Q: 1st step denies, 2nd/3rd/4th step: promises Q with L/M/H king	
4♣		7		PRE		next step asks for specific kings	
4♦		7		PRE		after responses, 6 of non–trump suit asks: Q or xx	
4♥		6		To play		DOPI, ROPI,	
4♠		6		To play			