

System	Natural, 5-card M w/ F1NT, 2/1 GF except Rebid or in comp
1NT	15-18-, Jxf, Txf, Leb, Sys On over x(NAT), Smolen 2S=mss, x over 2/3 level overcall=t/o/PEN
2NT	20-21+, ROMEX STAY, 3S= mss then 4M=SPL, Jxf, Txf, sys on over x(NAT)
3NT	3N=gmbgl, no outside A or K at 1 st /2 nd seat
4NT	6-5+ minors and 3~4 losers
Majors	5cm(3rd/4th seat 4cm), J2N(3x=singleton, 4x=suit), 1N=F1, RevDrury, Modified Bergen, Fit bids in comp
Minors	3+, inverted (better then limit, off in comp), 2N=11-12, 3N=13-15, 1C-2D or 1D/3C=C or D limit raise (Passed hand: 2 Majors), SJS if Major, bypass 1D unless GF strength
Strong	2C - 2D wait, suit=5+ with 1 of top 3 honors, cheapest 3 minor(3N over 3D rebid) is 2nd neg
Weak 2 bids	2D : Mini-Multi; RESP: 2M/3M/4H=P/C, 3C/D=GF w/ a minor/major, 3N/4S= To play. 2H: 4-11, H + another; RESP: 2S=P/C, 2NT=INQ, RONF, new suit forcing 2S: 4-11, S + a minor; RESP: 2NT=INQ
Overcalls	6-17, NSF at 1/3 level, NF at 2 & tend to deny good supp, Q=1R F, Q then new suit forcing, jump Q=4+ limit raise, jump raise=weak
NT-Over	System on-incl Lebenshol if next opp bids, double=penalty, sandwich NT
Doubles	Neg-3S, Resp-3S, Support x and xx ->2H, Rosenkranz x/xx, Lightner x, Lead Re-Directing x
Vs.Doubles	Jordan 2N (maj), flip-flop 2N(min), raises are PRE, fit bids, responder's new suit forces at 1 level only, xx 10+
Preempts	standard type (gen rule of 2/3/4), new suit forcing
Vs.Preempts	X=takeout, Lebenshol over weak 2 at all seats, Jump=STR, Mic Q
Cuebids	Michaels over maj or min (2N asks minor), nat over artificial, Western Q
Slam-Bids	RKC1430 (only fit established, with useful void 5NT with 2 KC, 6 of void with 1 KC), specific kings, Gerber after NT, DOPI, DEPO, ROPI, GSF, Voidwood,
Suit-leads	0/2 opening lead, 3/5, xxX, Akx(x)A(i.e, lead A from 3 or more to the AKQ), A for att and K for Count at 4+ levels.
NT-leads	4th best, Xxx or MUD or xxX for pd's suit, A asks att., K asks honor-count if none,
Carding	UDCA, Lavinthal discard signals
Misc	May light in 3 rd , Rule of 15 at 4 th , 4SF(GF), NMF, Def. Against 1NT*, CRASH over strong 1C, vs. 2C X=maj, NT=minors

