

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
At 1 level: 8-17 (after Partner's pass could be very light)
2♣ is usually Drury
At 2 level: solid (after Partner's pass could be light)
R / O jumps are CONST
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 (System on after 1m, after 1M all bids are TRF)
(2♦ after 1♥ and 2♣ after 1♠ is STAY)
R / O 1NT: 15-18 (next we bid like after direct overcall)
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1-suit: all jumps are weak, next 2NT is INV + (R)
Reopen: CONST
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
1♣ (if not 4 <sup>+</sup> ): 2♣ is NAT, 2♦ = 5 <sup>+</sup> ♠ - 5 <sup>+</sup> ♥, 2NT = 5 <sup>+</sup> ♠ - 5 <sup>+</sup> ♦
1♠ (if not Precision style): 2♦ = 5 <sup>+</sup> ♠ - 5 <sup>+</sup> ♥, 2NT = 5 <sup>+</sup> ♠ - 5 <sup>+</sup> ♦
1M – 2M is Michaels, 2NT = 5 <sup>+</sup> ♣ - 5 <sup>+</sup> ♦
Jump CUE is ask for stopper with any full suit
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
vs. STR: X = 5 <sup>+</sup> m-4M, 2♣ = both M, 2♦ = one M, 2M=5 <sup>+</sup> M-4 <sup>+</sup> m
vs. WEAK: X = 13 <sup>+</sup> , 2♣ = both M,
2♦ = one M good hand, 2M=5 <sup>+</sup> M WK
vs. R / O: as against weak (X is 10 <sup>+</sup> )
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Take Out, Leaping Michaels, LEB 2NT respons
CUE ask for stopper
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
vs. 1♣ (STR): X = ♣, 1NT = 4 <sup>+</sup> -4 <sup>+</sup> m's or M's, 2♣=5 <sup>+</sup> ♥ - 5 <sup>+</sup> ♠;
2♦ = 5 <sup>+</sup> M – 4 <sup>+</sup> m
rest NT (could be very weak)
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
TRF starting from 1NT (after 1♣ - X - ? starting from 1♦)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead		In Partner's Suit
Suit	2/4		same
NT	2/4		same
Subseq	same/ATT		same
Other:			
LEADS			
Lead	Vs. Suit		Vs. NT
Ace	AK <sup>+</sup>		same
King	AK, KQ <sup>+</sup>		same (or ask for unblock)
Queen	QJ <sup>+</sup>		same (or ask for unblock)
Jack	HJ10 <sup>+</sup> , J10 <sup>+</sup>		J10 <sup>+</sup>
10	10x, H10x, H109 <sup>+</sup>		same or HJ10 <sup>+</sup>
9	H9x, 109x <sup>+</sup>		Same
Hi-X	xXx, HXx		Same
Lo-X	HxxX <sup>+</sup> , xX		Same
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	E / DISC	COUNT	S / P
Suit 2	COUNT	S / P	COUNT
3	S / P		
1	Same	SMITH PETERS	S / P
NT 2	Same	COUNT	COUNT
3	Same	S / P	
Signals (including Trumps): LAVINTHAL			
LOW = EVEN = ENC			
SMITH-LOW = ENC			
DOUBLES			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Could be light with good shape standard is 11+			
Responses are NAT with one exception:			
1♣ - X - PAS - ? : 1♦ = 0-6 any shape			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support, Take Out, Penalty Card showing, Lightner,			
For 1 trick on 6 level in competitive bidding			

[illegible]

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	4♥	11-13/17-19/22-23 BAL, 10-21 5+♣	1♦=0-6 / 7-11 UNBAL no 4M/ 16+ no 4M and 5m, 1M= 4*M 7+, 1NT=7-11	1♣-1♦-? 1M=could be 3, 1NT=17(18)-19	
				11-14/18-19/22-23 BAL on 4 <sup>th</sup>	2m=FG NAT, 2♥=BAL FG no 4M, 3m=INV 6+m, 3M= 7+M good suit		
1♦		4	4♥	10-21, 4♦441 / 5+♦	2♣=FG 4+♣, 2♦=4+♦ 10+, 2♥=5+♣-4+♥ 7-10, 2♠=5+♣-4+♥ INV, 2NT=INV	1♦-1M-2NT=FG, 1♦-1♥-2♠=5+♦ 4♣ FG / 6♦ 3♥ INV	
					3♣=WK ♦ raise or STR any SPL, 3M=weak SPL		
1♥		5	4♦	10-21 5+♥	1NT=semi-forcing, 2♣=GF BAL/with support/NAT or ♣ with support INV	1♥-1♠/NT-2X=TRF	2♣=Drury
					2♣=INV 6+♣/♦, 2NT=INV 3♥, 3♣=INV 4♥, 3♦=mixed raise, 3NT=♦ SPL	1♥=1NT-PASS=could be weak hand 5♥-4♣	
1♠		5	4♥	10-21 5+♠	1NT=semi-forcing, 2♣= GF BAL/with support/NAT or ♣ with support INV		
					2NT=INV, 3m=INV 6+m, 3♥=mixed raise, 3NT=♥ SPL	1♠=1NT-PASS=could be weak hand 5♠-4♣	2♣=Drury
1NT		2		14(13)-16/15-17 could be 54, 6	2♣=STAY (could be weak), 2♦/♥/♠=TRF, 2NT=INV, 3♣=♦ weak/FG, 3♦=6+♦ INV	1NT-2♣-2♦/♥/♠-3♣=(R)	
					3M=short 5+-4+ minors, 4♣/♦=TRF		
2♣	V	0	No	any FG	2♦=0-2 Controls (A=2, K=1)	2♣-2♦-3M=4*M-5+♦	
2♦	V	0	2♠	4-10 6(5)+M	2M=P/C, 2NT=(R) INV+	2♦-2NT-? 3♣=weak, 3♦=good with ♥, 3♥=good with ♣	
2♥		5	No	4-10 5+♥-5(4)+m	2♠=NF, 2NT=(R) INV+, 3♣=P/C, 3♦=INV to 4♥	2♥-2NT-? 3m=weak, 3♥/♠ good with ♣/♦	
2♠		5	No	4-10 5+♠-5(4)+m	2NT=(R) INV+, 3♣=P/C, 3♦=INV to 4♠	2♠-2NT-? 3m=weak, 3♥/♠ good with ♣/♦	
2NT		2	4♥	20-21 BAL could be 5M 6m	3♣=puppet STAY, 3♦/♥=TRF, 3♠=TRF to 3NT/one m/both m, 3NT=5♠-4♥	2NT-3♦/♥-3♥/♠=no support or min with 3	
					4♣=5+♠-5+♥, 4♦/♥=TRF, 4♠=INV with 4♣-4♦		
3♣		6	No	PREE			
3♦		6	No	PREE			
3♥		6	No	PREE			
3♠		6	No	PREE			
3NT	V	7	No	Gambling (1 <sup>st</sup> , 2 <sup>nd</sup> w/o outside stopper)			
4♣			No	PREE			
4♦			No	PREE			
4♥			No	PREE			
4♠			No	PREE			
4NT			No	Ask about specific aces	5♣=no ace		
5♣			No	PREE		<b>HIGH LEVEL BIDDING</b>	
5♦			No	PREE		4NT=RKCB 102, 2 with Q (+ Kings)	
5♥			No	Bid 6 with A or K of ♥		Exclusion 102	
5♠			No	Bid 6 with A or K of ♠		5NT=Josephine, could be RKCB if no place	
5NT			No	minors			

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
At 1 level: 8-17 (after Partner's pass could be very light)
2♣ is usually Drury
At 2 level: solid (after Partner's pass could be light)
R / O jumps are CONST
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 (System on after 1m, after 1M all bids are TRF)
(2♦ after 1♥ and 2♣ after 1♠ is STAY)
R / O INT: 15-18 (next we bid like after direct overcall)
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1-suit: all jumps are weak, next 2NT is INV + (R)
Reopen: CONST
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
1♣ (if not 4 <sup>+</sup> ): 2♣ is NAT, 2♦ = 5 <sup>+</sup> ♠ - 5 <sup>+</sup> ♥, 2NT = 5 <sup>+</sup> ♠ - 5 <sup>+</sup> ♦
1♠ (if not Precision style): 2♦ = 5 <sup>+</sup> ♠ - 5 <sup>+</sup> ♥, 2NT = 5 <sup>+</sup> ♠ - 5 <sup>+</sup> ♦
1M – 2M is Michaels, 2NT = 5 <sup>+</sup> ♣ - 5 <sup>+</sup> ♦
Jump CUE is ask for stopper with any full suit
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
vs. STR: X = 5 <sup>+</sup> m-4M, 2♣ = both M, 2♦ = one M, 2M=5 <sup>+</sup> M-4 <sup>+</sup> m
vs. WEAK: X = 13 <sup>+</sup> , 2♣ = both M,
2♦ = one M good hand, 2M=5 <sup>+</sup> M WK
vs. R / O: as against weak (X is 10 <sup>+</sup> )
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Take Out, Leaping Michaels, LEB 2NT respons
CUE ask for stopper
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
vs. 1♣ (STR): X = ♣, 1NT = 4 <sup>+</sup> -4 <sup>+</sup> m's or M's, 2♣=5 <sup>+</sup> ♥ - 5 <sup>+</sup> ♠;
2♦ = 5 <sup>+</sup> M – 4 <sup>+</sup> m
rest NT (could be very weak)
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
TRF starting from 1NT (after 1♣ - X - ? starting from 1♦)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead		In Partner's Suit
Suit	2/4		same
NT	2/4		same
Subseq	same/ATT		same
Other:			
LEADS			
Lead	Vs. Suit		Vs. NT
Ace	AK <sup>+</sup>		same
King	AK, KQ <sup>+</sup>		same (or ask for unblock)
Queen	QJ <sup>+</sup>		same (or ask for unblock)
Jack	HJ10 <sup>+</sup> , J10 <sup>+</sup>		J10 <sup>+</sup>
10	10x, H10x, H109 <sup>+</sup>		same or HJ10 <sup>+</sup>
9	H9x, 109x <sup>+</sup>		Same
Hi-X	xXx, HXx		Same
Lo-X	HxxX <sup>+</sup> , xX		Same
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	E / DISC	COUNT	S / P
Suit 2	COUNT	S / P	COUNT
3	S / P		
1	Same	SMITH PETERS	S / P
NT 2	Same	COUNT	COUNT
3	Same	S / P	
Signals (including Trumps): LAVINTHAL			
LOW = EVEN = ENC			
SMITH-LOW = ENC			
DOUBLES			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Could be light with good shape standard is 11+			
Responses are NAT with one exception:			
1♣ - X - PAS - ? : 1♦ = 0-6 any shape			
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Support, Take Out, Penalty Card showing, Lightner,			
For 1 trick on 6 level in competitive bidding			

[illegible]

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	4♥	11-13/17-19/22-23 BAL, 10-21 5+♣	1♦=0-6 / 7-11 UNBAL no 4M/ 16+ no 4M and 5m, 1M= 4*M 7+, 1NT=7-11	1♣-1♦-? 1M=could be 3, 1NT=17(18)-19	
				11-14/18-19/22-23 BAL on 4 <sup>th</sup>	2m=FG NAT, 2♥=BAL FG no 4M, 3m=INV 6+m, 3M= 7+M good suit		
1♦		4	4♥	10-21, 4♣441 / 5+♦	2♣=FG 4+♣, 2♦=4+♦ 10+, 2♥=5+♣-4+♥ 7-10, 2♠=5+♣-4+♥ INV, 2NT=INV	1♦-1M-2NT=FG, 1♦-1♥-2♠=5+♦ 4♣ FG / 6♦ 3♥ INV	
					3♣=WK ♦ raise or STR any SPL, 3M=weak SPL		
1♥		5	4♦	10-21 5+♥	1NT=semi-forcing, 2♣=GF BAL/with support/NAT or ♣ with support INV	1♥-1♠/NT-2X=TRF	2♣=Drury
					2♣=INV 6+♣/♦, 2NT=INV 3♥, 3♣=INV 4♥, 3♦=mixed raise, 3NT=♦ SPL	1♥=1NT-PASS=could be weak hand 5♥-4♣	
1♠		5	4♥	10-21 5+♠	1NT=semi-forcing, 2♣= GF BAL/with support/NAT or ♣ with support INV		
					2NT=INV, 3m=INV 6+m, 3♥=mixed raise, 3NT=♥ SPL	1♠=1NT-PASS=could be weak hand 5♠-4♣	2♣=Drury
1NT		2		14(13)-16/15-17 could be 54, 6	2♣=STAY (could be weak), 2♦/♥/♠=TRF, 2NT=INV, 3♣=♦ weak/FG, 3♦=6+♦ INV	1NT-2♣-2♦/♥/♠-3♣=(R)	
					3M=short 5+-4+ minors, 4♣/♦=TRF		
2♣	V	0	No	any FG	2♦=0-2 Controls (A=2, K=1)	2♣-2♦-3M=4*M-5+♦	
2♦	V	0	2♠	4-10 6(5)+M	2M=P/C, 2NT=(R) INV+	2♦-2NT-? 3♣=weak, 3♦=good with ♥, 3♥=good with ♣	
2♥		5	No	4-10 5+♥-5(4)+m	2♠=NF, 2NT=(R) INV+, 3♣=P/C, 3♦=INV to 4♥	2♥-2NT-? 3m=weak, 3♥/♠ good with ♣/♦	
2♠		5	No	4-10 5+♠-5(4)+m	2NT=(R) INV+, 3♣=P/C, 3♦=INV to 4♠	2♠-2NT-? 3m=weak, 3♥/♠ good with ♣/♦	
2NT		2	4♥	20-21 BAL could be 5M 6m	3♣=puppet STAY, 3♦/♥=TRF, 3♠=TRF to 3NT/one m/both m, 3NT=5♠-4♥	2NT-3♦/♥-3♥/♠=no support or min with 3	
					4♣=5+♠-5+♥, 4♦/♥=TRF, 4♠=INV with 4♣-4♦		
3♣		6	No	PREE			
3♦		6	No	PREE			
3♥		6	No	PREE			
3♠		6	No	PREE			
3NT	V	7	No	Gambling (1 <sup>st</sup> , 2 <sup>nd</sup> w/o outside stopper)			
4♣			No	PREE			
4♦			No	PREE			
4♥			No	PREE			
4♠			No	PREE			
4NT			No	Ask about specific aces	5♣=no ace		
5♣			No	PREE		<b>HIGH LEVEL BIDDING</b>	
5♦			No	PREE		4NT=RKCB 102, 2 with Q (+ Kings)	
5♥			No	Bid 6 with A or K of ♥		Exclusion 102	
5♠			No	Bid 6 with A or K of ♠		5NT=Josephine, could be RKCB if no place	
5NT			No	minors			

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2♣ is usually Drury
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(2♦ after 1♥ and 2♣ after 1♠ is STAY)
R / O INT: 15-18 (next we bid like after direct overcall)
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1-suit: all jumps are weak, next 2NT is INV + (R)
Reopen: CONST
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
1♣ (if not 4 <sup>+</sup> ): 2♣ is NAT, 2♦ = 5 <sup>+</sup> ♠ - 5 <sup>+</sup> ♥, 2NT = 5 <sup>+</sup> ♠ - 5 <sup>+</sup> ♦
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1M – 2M is Michaels, 2NT = 5 <sup>+</sup> ♣ - 5 <sup>+</sup> ♦
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vs. WEAK: X = 13 <sup>+</sup> , 2♣ = both M,
2♦ = one M good hand, 2M=5 <sup>+</sup> M WK
vs. R / O: as against weak (X is 10 <sup>+</sup> )
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<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
vs. 1♣ (STR): X = ♣, 1NT = 4 <sup>+</sup> -4 <sup>+</sup> m's or M's, 2♣=5 <sup>+</sup> ♥ - 5 <sup>+</sup> ♠;
2♦ = 5 <sup>+</sup> M – 4 <sup>+</sup> m
rest NT (could be very weak)
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
TRF starting from 1NT (after 1♣ - X - ? starting from 1♦)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead		In Partner's Suit
Suit	2/4		same
NT	2/4		same
Subseq	same/ATT		same
Other:			
LEADS			
Lead	Vs. Suit		Vs. NT
Ace	AK <sup>+</sup>		same
King	AK, KQ <sup>+</sup>		same (or ask for unblock)
Queen	QJ <sup>+</sup>		same (or ask for unblock)
Jack	HJ10 <sup>+</sup> , J10 <sup>+</sup>		J10 <sup>+</sup>
10	10x, H10x, H109 <sup>+</sup>		same or HJ10 <sup>+</sup>
9	H9x, 109x <sup>+</sup>		Same
Hi-X	xXx, HXx		Same
Lo-X	HxxX <sup>+</sup> , xX		Same
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	E / DISC	COUNT	S / P
Suit 2	COUNT	S / P	COUNT
3	S / P		
1	Same	SMITH PETERS	S / P
NT 2	Same	COUNT	COUNT
3	Same	S / P	
Signals (including Trumps): LAVINTHAL			
LOW = EVEN = ENC			
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Support, Take Out, Penalty Card showing, Lightner,			
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				11-14/18-19/22-23 BAL on 4 <sup>th</sup>	2m=FG NAT, 2♥=BAL FG no 4M, 3m=INV 6+m, 3M= 7+M good suit		
1♦		4	4♥	10-21, 4♣441 / 5+♦	2♣=FG 4+♣, 2♦=4+♦ 10+, 2♥=5+♣-4+♥ 7-10, 2♠=5+♣-4+♥ INV, 2NT=INV	1♦-1M-2NT=FG, 1♦-1♥-2♠=5+♦ 4♣ FG / 6♦ 3♥ INV	
					3♣=WK ♦ raise or STR any SPL, 3M=weak SPL		
1♥		5	4♦	10-21 5+♥	1NT=semi-forcing, 2♣=GF BAL/with support/NAT or ♣ with support INV	1♥-1♠/NT-2X=TRF	2♣=Drury
					2♣=INV 6+♣/♦, 2NT=INV 3♥, 3♣=INV 4♥, 3♦=mixed raise, 3NT=♦ SPL	1♥=1NT-PASS=could be weak hand 5♥-4♣	
1♠		5	4♥	10-21 5+♠	1NT=semi-forcing, 2♣= GF BAL/with support/NAT or ♣ with support INV		
					2NT=INV, 3m=INV 6+m, 3♥=mixed raise, 3NT=♥ SPL	1♠=1NT-PASS=could be weak hand 5♠-4♣	2♣=Drury
1NT		2		14(13)-16/15-17 could be 54, 6	2♣=STAY (could be weak), 2♦/♥/♠=TRF, 2NT=INV, 3♣=♦ weak/FG, 3♦=6+♦ INV	1NT-2♣-2♦/♥/♠-3♣=(R)	
					3M=short 5+-4+ minors, 4♣/♦=TRF		
2♣	V	0	No	any FG	2♦=0-2 Controls (A=2, K=1)	2♣-2♦-3M=4*M-5+♦	
2♦	V	0	2♠	4-10 6(5)+M	2M=P/C, 2NT=(R) INV+	2♦-2NT-? 3♣=weak, 3♦=good with ♥, 3♥=good with ♣	
2♥		5	No	4-10 5+♥-5(4)+m	2♠=NF, 2NT=(R) INV+, 3♣=P/C, 3♦=INV to 4♥	2♥-2NT-? 3m=weak, 3♥/♠ good with ♣/♦	
2♠		5	No	4-10 5+♠-5(4)+m	2NT=(R) INV+, 3♣=P/C, 3♦=INV to 4♠	2♠-2NT-? 3m=weak, 3♥/♠ good with ♣/♦	
2NT		2	4♥	20-21 BAL could be 5M 6m	3♣=puppet STAY, 3♦/♥=TRF, 3♠=TRF to 3NT/one m/both m, 3NT=5♠-4♥	2NT-3♦/♥-3♥/♠=no support or min with 3	
					4♣=5+♠-5+♥, 4♦/♥=TRF, 4♠=INV with 4♣-4♦		
3♣		6	No	PREE			
3♦		6	No	PREE			
3♥		6	No	PREE			
3♠		6	No	PREE			
3NT	V	7	No	Gambling (1 <sup>st</sup> , 2 <sup>nd</sup> w/o outside stopper)			
4♣			No	PREE			
4♦			No	PREE			
4♥			No	PREE			
4♠			No	PREE			
4NT			No	Ask about specific aces	5♣=no ace		
5♣			No	PREE		<b>HIGH LEVEL BIDDING</b>	
5♦			No	PREE		4NT=RKCB 102, 2 with Q (+ Kings)	
5♥			No	Bid 6 with A or K of ♥		Exclusion 102	
5♠			No	Bid 6 with A or K of ♠		5NT=Josephine, could be RKCB if no place	
5NT			No	minors			

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
At 1 level: 8-17 (after Partner's pass could be very light)
2♣ is usually Drury
At 2 level: solid (after Partner's pass could be light)
R / O jumps are CONST
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 (System on after 1m, after 1M all bids are TRF)
(2♦ after 1♥ and 2♣ after 1♠ is STAY)
R / O INT: 15-18 (next we bid like after direct overcall)
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1-suit: all jumps are weak, next 2NT is INV + (R)
Reopen: CONST
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
1♣ (if not 4 <sup>+</sup> ): 2♣ is NAT, 2♦ = 5 <sup>+</sup> ♠ - 5 <sup>+</sup> ♥, 2NT = 5 <sup>+</sup> ♠ - 5 <sup>+</sup> ♦
1♠ (if not Precision style): 2♦ = 5 <sup>+</sup> ♠ - 5 <sup>+</sup> ♥, 2NT = 5 <sup>+</sup> ♠ - 5 <sup>+</sup> ♦
1M – 2M is Michaels, 2NT = 5 <sup>+</sup> ♣ - 5 <sup>+</sup> ♦
Jump CUE is ask for stopper with any full suit
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
vs. STR: X = 5 <sup>+</sup> m-4M, 2♣ = both M, 2♦ = one M, 2M=5 <sup>+</sup> M-4 <sup>+</sup> m
vs. WEAK: X = 13 <sup>+</sup> , 2♣ = both M,
2♦ = one M good hand, 2M=5 <sup>+</sup> M WK
vs. R / O: as against weak (X is 10 <sup>+</sup> )
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Take Out, Leaping Michaels, LEB 2NT respons
CUE ask for stopper
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
vs. 1♣ (STR): X = ♣, 1NT = 4 <sup>+</sup> -4 <sup>+</sup> m's or M's, 2♣=5 <sup>+</sup> ♥ - 5 <sup>+</sup> ♠;
2♦ = 5 <sup>+</sup> M – 4 <sup>+</sup> m
rest NT (could be very weak)
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
TRF starting from 1NT (after 1♣ - X - ? starting from 1♦)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead		In Partner's Suit
Suit	2/4		same
NT	2/4		same
Subseq	same/ATT		same
Other:			
LEADS			
Lead	Vs. Suit		Vs. NT
Ace	AK <sup>+</sup>		same
King	AK, KQ <sup>+</sup>		same (or ask for unblock)
Queen	QJ <sup>+</sup>		same (or ask for unblock)
Jack	HJ10 <sup>+</sup> , J10 <sup>+</sup>		J10 <sup>+</sup>
10	10x, H10x, H109 <sup>+</sup>		same or HJ10 <sup>+</sup>
9	H9x, 109x <sup>+</sup>		Same
Hi-X	xXx, HXx		Same
Lo-X	HxxX <sup>+</sup> , xX		Same
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	E / DISC	COUNT	S / P
Suit 2	COUNT	S / P	COUNT
3	S / P		
1	Same	SMITH PETERS	S / P
NT 2	Same	COUNT	COUNT
3	Same	S / P	
Signals (including Trumps): LAVINTHAL			
LOW = EVEN = ENC			
SMITH-LOW = ENC			
DOUBLES			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Could be light with good shape standard is 11+			
Responses are NAT with one exception:			
1♣ - X - PAS - ? : 1♦ = 0-6 any shape			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support, Take Out, Penalty Card showing, Lightner,			
For 1 trick on 6 level in competitive bidding			

[illegible]

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	4♥	11-13/17-19/22-23 BAL, 10-21 5+♣	1♦=0-6 / 7-11 UNBAL no 4M/ 16+ no 4M and 5m, 1M= 4*M 7+, 1NT=7-11	1♣-1♦-? 1M=could be 3, 1NT=17(18)-19	
				11-14/18-19/22-23 BAL on 4 <sup>th</sup>	2m=FG NAT, 2♥=BAL FG no 4M, 3m=INV 6+m, 3M= 7+M good suit		
1♦		4	4♥	10-21, 4♣441 / 5+♦	2♣=FG 4+♣, 2♦=4+♦ 10+, 2♥=5+♣-4+♥ 7-10, 2♠=5+♣-4+♥ INV, 2NT=INV	1♦-1M-2NT=FG, 1♦-1♥-2♠=5+♦ 4♣ FG / 6♦ 3♥ INV	
					3♣=WK ♦ raise or STR any SPL, 3M=weak SPL		
1♥		5	4♦	10-21 5+♥	1NT=semi-forcing, 2♣=GF BAL/with support/NAT or ♣ with support INV	1♥-1♠/NT-2X=TRF	2♣=Drury
					2♣=INV 6+♣/♦, 2NT=INV 3♥, 3♣=INV 4♥, 3♦=mixed raise, 3NT=♦ SPL	1♥=1NT-PASS=could be weak hand 5♥-4♣	
1♠		5	4♥	10-21 5+♠	1NT=semi-forcing, 2♣= GF BAL/with support/NAT or ♣ with support INV		
					2NT=INV, 3m=INV 6+m, 3♥=mixed raise, 3NT=♥ SPL	1♠=1NT-PASS=could be weak hand 5♠-4♣	2♣=Drury
1NT		2		14(13)-16/15-17 could be 54, 6	2♣=STAY (could be weak), 2♦/♥/♠=TRF, 2NT=INV, 3♣=♦ weak/FG, 3♦=6+♦ INV	1NT-2♣-2♦/♥/♠-3♣=(R)	
					3M=short 5+-4+ minors, 4♣/♦=TRF		
2♣	V	0	No	any FG	2♦=0-2 Controls (A=2, K=1)	2♣-2♦-3M=4*M-5+♦	
2♦	V	0	2♠	4-10 6(5)+M	2M=P/C, 2NT=(R) INV+	2♦-2NT-? 3♣=weak, 3♦=good with ♥, 3♥=good with ♣	
2♥		5	No	4-10 5+♥-5(4)+m	2♠=NF, 2NT=(R) INV+, 3♣=P/C, 3♦=INV to 4♥	2♥-2NT-? 3m=weak, 3♥/♠ good with ♣/♦	
2♠		5	No	4-10 5+♠-5(4)+m	2NT=(R) INV+, 3♣=P/C, 3♦=INV to 4♠	2♠-2NT-? 3m=weak, 3♥/♠ good with ♣/♦	
2NT		2	4♥	20-21 BAL could be 5M 6m	3♣=puppet STAY, 3♦/♥=TRF, 3♠=TRF to 3NT/one m/both m, 3NT=5♠-4♥	2NT-3♦/♥-3♥/♠=no support or min with 3	
					4♣=5+♠-5+♥, 4♦/♥=TRF, 4♠=INV with 4♣-4♦		
3♣		6	No	PREE			
3♦		6	No	PREE			
3♥		6	No	PREE			
3♠		6	No	PREE			
3NT	V	7	No	Gambling (1 <sup>st</sup> , 2 <sup>nd</sup> w/o outside stopper)			
4♣			No	PREE			
4♦			No	PREE			
4♥			No	PREE			
4♠			No	PREE			
4NT			No	Ask about specific aces	5♣=no ace		
5♣			No	PREE		<b>HIGH LEVEL BIDDING</b>	
5♦			No	PREE		4NT=RKCB 102, 2 with Q (+ Kings)	
5♥			No	Bid 6 with A or K of ♥		Exclusion 102	
5♠			No	Bid 6 with A or K of ♠		5NT=Josephine, could be RKCB if no place	
5NT			No	minors			



<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
At 1 level: 8-17 (after Partner's pass could be very light)
2♣ is usually Drury
At 2 level: solid (after Partner's pass could be light)
R / O jumps are CONST
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 (System on after 1m, after 1M all bids are TRF)
(2♦ after 1♥ and 2♣ after 1♠ is STAY)
R / O INT: 15-18 (next we bid like after direct overcall)
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1-suit: all jumps are weak, next 2NT is INV + (R)
Reopen: CONST
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
1♣ (if not 4 <sup>+</sup> ): 2♣ is NAT, 2♦ = 5 <sup>+</sup> ♠ - 5 <sup>+</sup> ♥, 2NT = 5 <sup>+</sup> ♠ - 5 <sup>+</sup> ♦
1♠ (if not Precision style): 2♦ = 5 <sup>+</sup> ♠ - 5 <sup>+</sup> ♥, 2NT = 5 <sup>+</sup> ♠ - 5 <sup>+</sup> ♦
1M – 2M is Michaels, 2NT = 5 <sup>+</sup> ♣ - 5 <sup>+</sup> ♦
Jump CUE is ask for stopper with any full suit
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
vs. STR: X = 5 <sup>+</sup> m-4M, 2♣ = both M, 2♦ = one M, 2M=5 <sup>+</sup> M-4 <sup>+</sup> m
vs. WEAK: X = 13 <sup>+</sup> , 2♣ = both M,
2♦ = one M good hand, 2M=5 <sup>+</sup> M WK
vs. R / O: as against weak (X is 10 <sup>+</sup> )
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Take Out, Leaping Michaels, LEB 2NT responds
CUE ask for stopper
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
vs. 1♣ (STR): X = ♣, 1NT = 4 <sup>+</sup> -4 <sup>+</sup> m's or M's, 2♣=5 <sup>+</sup> ♥ - 5 <sup>+</sup> ♠;
2♦ = 5 <sup>+</sup> M – 4 <sup>+</sup> m
rest NT (could be very weak)
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
TRF starting from 1NT (after 1♣ - X - ? starting from 1♦)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead		In Partner's Suit
Suit	2/4		same
NT	2/4		same
Subseq	same/ATT		same
Other:			
LEADS			
Lead	Vs. Suit		Vs. NT
Ace	AK <sup>+</sup>		same
King	AK, KQ <sup>+</sup>		same (or ask for unblock)
Queen	QJ <sup>+</sup>		same (or ask for unblock)
Jack	HJ10 <sup>+</sup> , J10 <sup>+</sup>		J10 <sup>+</sup>
10	10x, H10x, H109 <sup>+</sup>		same or HJ10 <sup>+</sup>
9	H9x, 109x <sup>+</sup>		Same
Hi-X	xXx, HXx		Same
Lo-X	HxxX <sup>+</sup> , xX		Same
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	E / DISC	COUNT	S / P
Suit 2	COUNT	S / P	COUNT
3	S / P		
1	Same	SMITH PETERS	S / P
NT 2	Same	COUNT	COUNT
3	Same	S / P	
Signals (including Trumps): LAVINTHAL			
LOW = EVEN = ENC			
SMITH-LOW = ENC			
DOUBLES			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Could be light with good shape standard is 11+			
Responses are NAT with one exception:			
1♣ - X - PAS - ? : 1♦ = 0-6 any shape			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support, Take Out, Penalty Card showing, Lightner,			
For 1 trick on 6 level in competitive bidding			

[illegible]

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	4♥	11-13/17-19/22-23 BAL, 10-21 5+♣	1♦=0-6 / 7-11 UNBAL no 4M/ 16+ no 4M and 5m, 1M= 4*M 7+, 1NT=7-11	1♣-1♦-? 1M=could be 3, 1NT=17(18)-19	
				11-14/18-19/22-23 BAL on 4 <sup>th</sup>	2m=FG NAT, 2♥=BAL FG no 4M, 3m=INV 6+m, 3M= 7+M good suit		
1♦		4	4♥	10-21, 4♦441 / 5+♦	2♣=FG 4+♣, 2♦=4+♦ 10+, 2♥=5+♣-4+♥ 7-10, 2♠=5+♣-4+♥ INV, 2NT=INV	1♦-1M-2NT=FG, 1♦-1♥-2♠=5+♦ 4♣ FG / 6♦ 3♥ INV	
					3♣=WK ♦ raise or STR any SPL, 3M=weak SPL		
1♥		5	4♦	10-21 5+♥	1NT=semi-forcing, 2♣=GF BAL/with support/NAT or ♣ with support INV	1♥-1♠/NT-2X=TRF	2♣=Drury
					2♣=INV 6+♣/♦, 2NT=INV 3♥, 3♣=INV 4♥, 3♦=mixed raise, 3NT=♦ SPL	1♥=1NT-PASS=could be weak hand 5♥-4♣	
1♠		5	4♥	10-21 5+♠	1NT=semi-forcing, 2♣= GF BAL/with support/NAT or ♣ with support INV		
					2NT=INV, 3m=INV 6+m, 3♥=mixed raise, 3NT=♥ SPL	1♠=1NT-PASS=could be weak hand 5♠-4♣	2♣=Drury
1NT		2		14(13)-16/15-17 could be 54, 6	2♣=STAY (could be weak), 2♦/♥/♠=TRF, 2NT=INV, 3♣=♦ weak/FG, 3♦=6+♦ INV	1NT-2♣-2♦/♥/♠-3♣=(R)	
					3M=short 5+-4+ minors, 4♣/♦=TRF		
2♣	V	0	No	any FG	2♦=0-2 Controls (A=2, K=1)	2♣-2♦-3M=4*M-5+♦	
2♦	V	0	2♠	4-10 6(5)+M	2M=P/C, 2NT=(R) INV+	2♦-2NT-? 3♣=weak, 3♦=good with ♥, 3♥=good with ♣	
2♥		5	No	4-10 5+♥-5(4)+m	2♠=NF, 2NT=(R) INV+, 3♣=P/C, 3♦=INV to 4♥	2♥-2NT-? 3m=weak, 3♥/♠ good with ♣/♦	
2♠		5	No	4-10 5+♠-5(4)+m	2NT=(R) INV+, 3♣=P/C, 3♦=INV to 4♠	2♠-2NT-? 3m=weak, 3♥/♠ good with ♣/♦	
2NT		2	4♥	20-21 BAL could be 5M 6m	3♣=puppet STAY, 3♦/♥=TRF, 3♠=TRF to 3NT/one m/both m, 3NT=5♠-4♥	2NT-3♦/♥-3♥/♠=no support or min with 3	
					4♣=5+♠-5+♥, 4♦/♥=TRF, 4♠=INV with 4♣-4♦		
3♣		6	No	PREE			
3♦		6	No	PREE			
3♥		6	No	PREE			
3♠		6	No	PREE			
3NT	V	7	No	Gambling (1 <sup>st</sup> , 2 <sup>nd</sup> w/o outside stopper)			
4♣			No	PREE			
4♦			No	PREE			
4♥			No	PREE			
4♠			No	PREE			
4NT			No	Ask about specific aces	5♣=no ace		
5♣			No	PREE		<b>HIGH LEVEL BIDDING</b>	
5♦			No	PREE		4NT=RKCB 102, 2 with Q (+ Kings)	
5♥			No	Bid 6 with A or K of ♥		Exclusion 102	
5♠			No	Bid 6 with A or K of ♠		5NT=Josephine, could be RKCB if no place	
5NT			No	minors			

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
At 1 level: 8-17 (after Partner's pass could be very light)
2♣ is usually Drury
At 2 level: solid (after Partner's pass could be light)
R / O jumps are CONST
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 (System on after 1m, after 1M all bids are TRF)
(2♦ after 1♥ and 2♣ after 1♠ is STAY)
R / O INT: 15-18 (next we bid like after direct overcall)
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1-suit: all jumps are weak, next 2NT is INV + (R)
Reopen: CONST
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
1♣ (if not 4 <sup>+</sup> ): 2♣ is NAT, 2♦ = 5 <sup>+</sup> ♠ - 5 <sup>+</sup> ♥, 2NT = 5 <sup>+</sup> ♠ - 5 <sup>+</sup> ♦
1♠ (if not Precision style): 2♦ = 5 <sup>+</sup> ♠ - 5 <sup>+</sup> ♥, 2NT = 5 <sup>+</sup> ♠ - 5 <sup>+</sup> ♦
1M – 2M is Michaels, 2NT = 5 <sup>+</sup> ♣ - 5 <sup>+</sup> ♦
Jump CUE is ask for stopper with any full suit
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
vs. STR: X = 5 <sup>+</sup> m-4M, 2♣ = both M, 2♦ = one M, 2M=5 <sup>+</sup> M-4 <sup>+</sup> m
vs. WEAK: X = 13 <sup>+</sup> , 2♣ = both M,
2♦ = one M good hand, 2M=5 <sup>+</sup> M WK
vs. R / O: as against weak (X is 10 <sup>+</sup> )
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Take Out, Leaping Michaels, LEB 2NT respons
CUE ask for stopper
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
vs. 1♣ (STR): X = ♣, 1NT = 4 <sup>+</sup> -4 <sup>+</sup> m's or M's, 2♣=5 <sup>+</sup> ♥ - 5 <sup>+</sup> ♠;
2♦ = 5 <sup>+</sup> M – 4 <sup>+</sup> m
rest NT (could be very weak)
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
TRF starting from 1NT (after 1♣ - X - ? starting from 1♦)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead		In Partner's Suit
Suit	2/4		same
NT	2/4		same
Subseq	same/ATT		same
Other:			
LEADS			
Lead	Vs. Suit		Vs. NT
Ace	AK <sup>+</sup>		same
King	AK, KQ <sup>+</sup>		same (or ask for unblock)
Queen	QJ <sup>+</sup>		same (or ask for unblock)
Jack	HJ10 <sup>+</sup> , J10 <sup>+</sup>		J10 <sup>+</sup>
10	10x, H10x, H109 <sup>+</sup>		same or HJ10 <sup>+</sup>
9	H9x, 109x <sup>+</sup>		Same
Hi-X	xXx, HXx		Same
Lo-X	HxxX <sup>+</sup> , xX		Same
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	E / DISC	COUNT	S / P
Suit 2	COUNT	S / P	COUNT
3	S / P		
1	Same	SMITH PETERS	S / P
NT 2	Same	COUNT	COUNT
3	Same	S / P	
Signals (including Trumps): LAVINTHAL			
LOW = EVEN = ENC			
SMITH-LOW = ENC			
DOUBLES			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Could be light with good shape standard is 11+			
Responses are NAT with one exception:			
1♣ - X - PAS - ? : 1♦ = 0-6 any shape			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support, Take Out, Penalty Card showing, Lightner,			
For 1 trick on 6 level in competitive bidding			

[illegible]

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	4♥	11-13/17-19/22-23 BAL, 10-21 5+♣	1♦=0-6 / 7-11 UNBAL no 4M/ 16+ no 4M and 5m, 1M= 4*M 7+, 1NT=7-11	1♣-1♦-? 1M=could be 3, 1NT=17(18)-19	
				11-14/18-19/22-23 BAL on 4 <sup>th</sup>	2m=FG NAT, 2♥=BAL FG no 4M, 3m=INV 6+m, 3M= 7+M good suit		
1♦		4	4♥	10-21, 4♣441 / 5+♦	2♣=FG 4+♣, 2♦=4+♦ 10+, 2♥=5+♣-4+♥ 7-10, 2♠=5+♣-4+♥ INV, 2NT=INV	1♦-1M-2NT=FG, 1♦-1♥-2♠=5+♦ 4♣ FG / 6♦ 3♥ INV	
					3♣=WK ♦ raise or STR any SPL, 3M=weak SPL		
1♥		5	4♦	10-21 5+♥	1NT=semi-forcing, 2♣=GF BAL/with support/NAT or ♣ with support INV	1♥-1♠/NT-2X=TRF	2♣=Drury
					2♣=INV 6+♣/♦, 2NT=INV 3♥, 3♣=INV 4♥, 3♦=mixed raise, 3NT=♦ SPL	1♥=1NT-PASS=could be weak hand 5♥-4♣	
1♠		5	4♥	10-21 5+♠	1NT=semi-forcing, 2♣= GF BAL/with support/NAT or ♣ with support INV		
					2NT=INV, 3m=INV 6+m, 3♥=mixed raise, 3NT=♥ SPL	1♠=1NT-PASS=could be weak hand 5♠-4♣	2♣=Drury
1NT		2		14(13)-16/15-17 could be 54, 6	2♣=STAY (could be weak), 2♦/♥/♠=TRF, 2NT=INV, 3♣=♦ weak/FG, 3♦=6+♦ INV	1NT-2♣-2♦/♥/♠-3♣=(R)	
					3M=short 5+-4+ minors, 4♣/♦=TRF		
2♣	V	0	No	any FG	2♦=0-2 Controls (A=2, K=1)	2♣-2♦-3M=4*M-5+♦	
2♦	V	0	2♠	4-10 6(5)+M	2M=P/C, 2NT=(R) INV+	2♦-2NT-? 3♣=weak, 3♦=good with ♥, 3♥=good with ♣	
2♥		5	No	4-10 5+♥-5(4)+m	2♠=NF, 2NT=(R) INV+, 3♣=P/C, 3♦=INV to 4♥	2♥-2NT-? 3m=weak, 3♥/♠ good with ♣/♦	
2♠		5	No	4-10 5+♠-5(4)+m	2NT=(R) INV+, 3♣=P/C, 3♦=INV to 4♠	2♠-2NT-? 3m=weak, 3♥/♠ good with ♣/♦	
2NT		2	4♥	20-21 BAL could be 5M 6m	3♣=puppet STAY, 3♦/♥=TRF, 3♠=TRF to 3NT/one m/both m, 3NT=5♠-4♥	2NT-3♦/♥-3♥/♠=no support or min with 3	
					4♣=5+♠-5+♥, 4♦/♥=TRF, 4♠=INV with 4♣-4♦		
3♣		6	No	PREE			
3♦		6	No	PREE			
3♥		6	No	PREE			
3♠		6	No	PREE			
3NT	V	7	No	Gambling (1 <sup>st</sup> , 2 <sup>nd</sup> w/o outside stopper)			
4♣			No	PREE			
4♦			No	PREE			
4♥			No	PREE			
4♠			No	PREE			
4NT			No	Ask about specific aces	5♣=no ace		
5♣			No	PREE		<b>HIGH LEVEL BIDDING</b>	
5♦			No	PREE		4NT=RKCB 102, 2 with Q (+ Kings)	
5♥			No	Bid 6 with A or K of ♥		Exclusion 102	
5♠			No	Bid 6 with A or K of ♠		5NT=Josephine, could be RKCB if no place	
5NT			No	minors			

[illegible]

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	4♥	11-13/17-19/22-23 BAL, 10-21 5+♣	1♦=0-6 / 7-11 UNBAL no 4M/ 16+ no 4M and 5m, 1M= 4*M 7+, 1NT=7-11	1♣-1♦-? 1M=could be 3, 1NT=17(18)-19	
				11-14/18-19/22-23 BAL on 4 <sup>th</sup>	2m=FG NAT, 2♥=BAL FG no 4M, 3m=INV 6+m, 3M= 7+M good suit		
1♦		4	4♥	10-21, 4♣441 / 5+♦	2♣=FG 4+♣, 2♦=4+♦ 10+, 2♥=5+♣-4+♥ 7-10, 2♠=5+♣-4+♥ INV, 2NT=INV	1♦-1M-2NT=FG, 1♦-1♥-2♠=5+♦ 4♣ FG / 6♦ 3♥ INV	
					3♣=WK ♦ raise or STR any SPL, 3M=weak SPL		
1♥		5	4♦	10-21 5+♥	1NT=semi-forcing, 2♣=GF BAL/with support/NAT or ♣ with support INV	1♥-1♠/NT-2X=TRF	2♣=Drury
					2♣=INV 6+♣/♦, 2NT=INV 3♥, 3♣=INV 4♥, 3♦=mixed raise, 3NT=♦ SPL	1♥=1NT-PASS=could be weak hand 5♥-4♣	
1♠		5	4♥	10-21 5+♠	1NT=semi-forcing, 2♣= GF BAL/with support/NAT or ♣ with support INV		
					2NT=INV, 3m=INV 6+m, 3♥=mixed raise, 3NT=♥ SPL	1♠=1NT-PASS=could be weak hand 5♠-4♣	2♣=Drury
1NT		2		14(13)-16/15-17 could be 54, 6	2♣=STAY (could be weak), 2♦/♥/♠=TRF, 2NT=INV, 3♣=♦ weak/FG, 3♦=6+♦ INV	1NT-2♣-2♦/♥/♠-3♣=(R)	
					3M=short 5+-4+ minors, 4♣/♦=TRF		
2♣	V	0	No	any FG	2♦=0-2 Controls (A=2, K=1)	2♣-2♦-3M=4*M-5+♦	
2♦	V	0	2♠	4-10 6(5)+M	2M=P/C, 2NT=(R) INV+	2♦-2NT-? 3♣=weak, 3♦=good with ♥, 3♥=good with ♣	
2♥		5	No	4-10 5+♥-5(4)+m	2♠=NF, 2NT=(R) INV+, 3♣=P/C, 3♦=INV to 4♥	2♥-2NT-? 3m=weak, 3♥/♠ good with ♣/♦	
2♠		5	No	4-10 5+♠-5(4)+m	2NT=(R) INV+, 3♣=P/C, 3♦=INV to 4♠	2♠-2NT-? 3m=weak, 3♥/♠ good with ♣/♦	
2NT		2	4♥	20-21 BAL could be 5M 6m	3♣=puppet STAY, 3♦/♥=TRF, 3♠=TRF to 3NT/one m/both m, 3NT=5♠-4♥	2NT-3♦/♥-3♥/♠=no support or min with 3	
					4♣=5+♠-5+♥, 4♦/♥=TRF, 4♠=INV with 4♣-4♦		
3♣		6	No	PREE			
3♦		6	No	PREE			
3♥		6	No	PREE			
3♠		6	No	PREE			
3NT	V	7	No	Gambling (1 <sup>st</sup> , 2 <sup>nd</sup> w/o outside stopper)			
4♣			No	PREE			
4♦			No	PREE			
4♥			No	PREE			
4♠			No	PREE			
4NT			No	Ask about specific aces	5♣=no ace		
5♣			No	PREE		<b>HIGH LEVEL BIDDING</b>	
5♦			No	PREE		4NT=RKCB 102, 2 with Q (+ Kings)	
5♥			No	Bid 6 with A or K of ♥		Exclusion 102	
5♠			No	Bid 6 with A or K of ♠		5NT=Josephine, could be RKCB if no place	
5NT			No	minors			