

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Natural style, 1-level 5+crds, 8-17 PC, 2 level 6(5)+crds 12-17 PC
a) 2♣ is drury (also w/o support after 1♣ opening)
b) 2 of their suit is a cue bid w/o support
c) New suit w/o jump is constructive, but not forcing
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd : 15-18 natural → xfers
4 th : 1NT – 11-14/16 after 1m/M → xfers
JUMP OVERCALLS (Style; Responses; Unusual NT)
Direct – weak
Reopen – constructive
[1x] – 2NT = two lowest
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
[1♣/♦] – 2♦ shows 5+♠, 5+♥
[1♥/♠] – 2♥/♠ shows 5+♠/♥, 5+m
Jump cuebids: ask for stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
vs STRONG: x = 4M 5m; 2♣ = majors; 2♦ = one major; 2M = 5M + 4m
vs WEAK: x = T/O 13+; rest the same
Reopen: x = T/O; 2C – majors; rest natural
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Takeout double below 4♠
Jumps are constructive, NT is natural
Leaping Michaels
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
vs [1♣]: x = majors; 1NT = minors
vs [2♣]: x = ♣; 2NT = M+m; 3♣ = minors; 3♦ = Majors
OVER OPPONENTS' TAKEOUT DOUBLE
Rdbl = 10+ PC
A lot of transfers after 1♣, 1♥, and 1♠ openings

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 rd /4 th	2 rd /4 th	
NT	2 rd /4 th	2 rd /4 th	
Subseq	Same	Same	
Other: Low from non-honour doubleton, K asks for UB			
Sometimes K for a count discard, from xxx+ high			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx	Same	
King	KQx, AKsec	Same	
Queen	QJx, AQJx	Same	
Jack	J10x, AJ10x, KJ10x,	Same	
10	A109x, K109x, Q109x	Same	
9	109(x), H9x	Same	
Hi-X	HXx; xXxx	Same	
Lo-X	xX, HxxX(+)	Same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	LOW → ENC	LOW → EVEN	S/P
Suit 2	LOW → EVEN	LOW → ENC	
3	S/P		
1	LOW → ENC	LOW → EVEN	S/P
NT 2	LOW → EVEN	LOW → ENC	
3	S/P		
Signals (including Trumps): S/P in trumps			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
T/O doubles = 12+ 3+other suits or 16+			
Resp = nat, limit, opps suit = inv+			
After opp [1♣] – x – [pass] – 1♦ = 0-6 PC any			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLs			
Negative DBL			
Support DBL/RDBL			
Lightners, lead directions			

[illegible]

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1 ♣	X		4 ♥	12-14 PC bal, or 4441 ♦ 15+ PC, 5(4)+ ♣ 18+ PC, any	1 ♦ = 0-6 PC or 7-11 unbal no 4M or 16+ bal no 4M; 1 ♥/♠ = 7+ 4+♥/♠; 1NT = 7-10 bal; 2 ♣/♦ = 5+♣/♦ unbal GF; 2 ♥ = 13-15 bal; 2 ♠ = 11-12 bal; 2NT = inv bal; 3 ♣/♦ = 6+♣/♦ inv	1 ♣ - 1 ♦ - 1 ♥ = NF, 3+♥, 12-14 bal or strong 1 ♣ - 1 ♦ - 1NT = 18-19 bal 1 ♣ - 1 ♦ - 2NT = 22-23 bal 1 ♣ - 1 ♥/♠ - 2 ♦ = GF, Relay, 3+♥/♠ 1 ♣ - 1 ♥/♠ - 2 ♣ - 2 ♦ = 10+ Relay Double checkback	
1 ♦		4	4 ♥	12-17 PC 5+♦, or any 4 ♦ 441 12-14 PC, 4 ♦ 5 ♣	1NT = 7-10; 2 ♣ = GF, nat; 2 ♦ = 10+ 4+♦; 2 ♥ = weak 5 ♠ 4+♥; 2 ♠ = 6+♠, any strength; 3 ♣ = mixed raise; 3 ♦ = pree	Double checkback	1 ♦ - 2 ♦ = 10-11 1 ♦ - 3 ♦ = 7-9
1 ♥		5	4 ♦	12-17 PC 5+♥	1NT = NF, no support; 2 ♣ = GF, relay; 2 ♦ = nat GF; 2 ♠ = mixed raise, 2NT = inv with support; 3 ♣/♦ = 6+♣/♦ inv; 3 ♠/4 ♣/4 ♦ = splinter	Double checkback	Drury (2 ♦ shows interests)
1 ♠		5	4 ♥	12-17 PC 5+♠	1NT = NF, no support; 2 ♣ = GF, relay; 2 ♦/♥ = nat GF; 2NT = inv with support; 3 ♣/♦ = 6+♣/♦ inv; 3 ♥ = mixed raise; 4 ♣/4 ♦/4 ♥ = splinter		Drury (2 ♦ shows interests)
1NT			4 ♥	14+-17 PC, can be little off-shape (5M, 6m, 54, stiff)	2 ♣ = stayman (inviting hand with 5 ♠ included); 2 ♠ = 6+♠, any strength; 2NT = nat inv; 3 ♣ = 6+♦, weak or GF; 3 ♦ = 6+♦, inv 3 ♥/♠ = 54 minors + shortness; 4 ♦/♥ = transfer to ♥/♠	1NT - 2 ♣ - 2 ♦ - 2 ♥ = p/c 1NT - 2 ♣ - 2 ♦/♥ - 2 ♠ = inv, 5 ♠ Double transfers after 2 ♦/♥, example: 1NT - 2 ♥ - 2 ♠ - 2NT = GF, 4+♣	1NT - 2 ♥ 2 ♠ - 2NT = inv+, 4+♣
2 ♣	X	5	4 ♥	11-14 PC, 5+♣ 4M, or 6+♣	2 ♦ = relay; 2 ♥/♠ = NF, nat; 2NT = nat inv; 3 ♣ = nat; 3 ♦/♥/♠ = inv, nat	2 ♣ - 2 ♦ - 2M - 2M+1 = GF, relay	
2 ♦	X			weak, 6+♥/♠ on a 3rd hand might be 5+♥/♠	2 ♥/♠ = pass/correct; 2NT = GF, relay; 3 ♣ = GF own suit or both minors; 3 ♦/3 ♥ = inv/preemptive, both supports; 3 ♠ = nat, partner can raise, 4 ♣ = bid your suit via transfer (then passes are forcing), 4 ♦ = bid your suit directly	2 ♦ - 2NT - 3 ♣ = any min 2 ♦ - 2NT - 3 ♦/♥ = max with ♥/♠	
2 ♥		5		weak, 5+♥ and 5(4)+♣/♦	2 ♠ = NF, nat; 2NT = GF, relay; 3 ♣ = pass/correct; 3 ♦ = inv to 4 ♥; 3 ♠ = nat, GF		
2 ♠		5		weak, 5+♠ and 5(4)+♣/♦	2NT = GF, relay; 3 ♣ = pass/correct; 3 ♦ = inv to 4 ♠; 3 ♥ = nat, GF		
2NT			4 ♥	19+-21 PC	3 ♣ = stayman or ♣; 3 ♦/♥ = transfers, 3 ♠ = minors, 4 ♣ = ♦; 4 ♦/♥ = transfer to ♥/♠	2NT - 3 ♣ - 3 ♦ = no 4M, 3 ♥/♠ = 4+♥/♠, 3NT = both 4M	2NT - 3 ♣ - 3 ♦ - 3NT → 4 ♣ = nat; 4 ♦/♥ = transfer to ♥/♠
3 ♣		6		PRE, wide range NV	3 ♦/3 ♥/♠ = GF, nat		
3 ♦		6		PRE, wide range NV	3 ♥/♠ = GF, nat		
3 ♥		6		PRE, wide range NV	3 ♠ = GF, nat		
3 ♠		6		PRE, wide range NV			
3NT	X			1 st /2 nd = Gambling, no side stop 3 rd /4 th = to play	4 ♦ = asks for shortness	3NT - 4 ♦ - 5 ♣/♦ = suit and short in the other minor	
4 ♣		6		PRE, wide range NV		HIGH LEVEL BIDDING	
4 ♦		6		PRE, wide range NV		RKCB 102+Q	
4 ♥		6		PRE, wide range NV		Last train	
4 ♠		6		PRE, wide range NV			
4NT	X			Asking for specific aces	5 ♣ = no ace; 5NT = two aces		