

| DEFENSIVE AND COMPETITIVE BIDDING  |
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| <b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>  |
| <b>1 Level Overcall:</b> 9-16, <b>2 Level Overcall:</b> 12-16.   |
| <b>Responses:</b> Nat. Fit 2 level: 6-9. CueBid: 10+ Fit.  |
| Other: 9+ , New suit in 1 level: 9+ F, New suit in 2 level: 12+ F  |
| 1NT: 9-11, 2NT: 12-14. (1♠) 2♦ (P) 2♥: 9+.   |
| <b>Balancing:</b> 6+.  |
| When in Fav Vul can be aggressive (4 cards overcall)   |
| <b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>   |
| 15-18, Stopper in Opponents suit.  |
| <b>Responses:</b> System ON.   |
| <b>Balancing:</b> 11-14. System On (1♦) P (P) 1NT!   |
| (1♠) (1♥) 1NT: Unusual NT, 2 Other suits (9 cards).  |
|  |
| <b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>   |
| Weak Jump overcall. <b>Style:</b> Aggressive when FAV Vul.   |
| <b>Responses:</b> Nat. New Suit: F, 5 cards.   |
|  |
| Reopen:  |
| <b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>  |
| <b>Direct C.B:</b> Michaels. (1m) 2m: ♠+♥, (1M) 2M: Other M + m  |
| 2NT: 2 lowest suits. <b>Responses:</b> Nat.  |
| <b>Jump C.B:</b> (1♦) 3♥: asking for stopper.  |
|  |
| <b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>   |
|  |
| <b>Vs. Strong NT(15-17) – DON'T:</b> X: One long suit, 2♣: ♠ + Higher Suit, 2♦: ♦ + Higher Suit, 2♥: ♥ + ♠, 2♠: ♠ weak Overcall. |
| <b>Style:</b> Usually 9 cards, 5-4/4-5, In FAV Vul can be 4-4)   |
| <b>Vs. Weak NT (11-14) – Cappelletti:</b> X: 15+, 2♣: one long suit, 2♦: M+M, , 2♥: ♥ +m, 2♠: ♠+m, 2NT: m+m,                     |
| <b>Reopening:</b> Nat.   |
|  |
|  |
| <b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>  |
| TakeOut X up to 4♥   |

| LEADS AND SIGNALS                                       |                   |                                   |             |
|---|-------------------|-----------------------------------|-------------|
| OPENING LEADS STYLE                                     |                   |                                   |             |
|   | Lead              | In Partner's Suit                 |             |
| Suit  | 2/4               | 2/4                               |             |
| NT  | 2/4               | 2/4                               |             |
| Subseq  |                   |                                   |             |
| Other: With Hxx we lead small, With xxx we lead Middle. |                   |                                   |             |
| MUD   |                   |                                   |             |
| LEADS   |                   |                                   |             |
| Lead  | Vs. Suit          | Vs. NT                            |             |
| Ace   | AK, AK(x)+, Ax+   | AKQ(x), AKJ(x)+, AKxx             |             |
| King  | KQ(x)+            | KQJ(x)+, KQ10(x)+                 |             |
| Queen   | QJ(x)+            | QJT(x)+, QJ9(x)+, AQJ(x)+         |             |
| Jack  | J10(x)+, KJ10(x)+ | JT9(x)+, JT8(x)+, A/KJT(x)        |             |
| 10  | K/Q109(+), 10x    | A/K/Q109(x)+                      |             |
| 9   | 109xx, 9x         | 109xx                             |             |
| Hi-X  | Xx, xXxx          | Xx, xXxx                          |             |
| Lo-X  |                   |                                   |             |
| SIGNALS IN ORDER OF PRIORITY                            |                   |                                   |             |
|   | Partner's Lead    | Declarer's Lead                   | Discarding  |
| 1   | Hi/Lo = Enc       | Odd = positive<br>Even = negative | Italian     |
| Suit 2  |                   |                                   |             |
| 3   |                   |                                   |             |
| 1   | Hi/Lo = Enc       | Hi/Lo = Even                      | Lavinthal X |
| NT 2  |                   |                                   |             |
| 3   |                   |                                   |             |
| Signals (including Trumps): Suit Preference             |                   |                                   |             |
| Hi/Lo   |                   |                                   |             |
|   |                   |                                   |             |
| DOUBLES   |                   |                                   |             |
| TAKEOUT DOUBLES (Style; Responses; Reopening)           |                   |                                   |             |
| May be light (10+ Points) with classic shape (1-4-4-4)  |                   |                                   |             |

[illegible]

|   |   |                                       |
|---|---|---------------------------------------|
|   | <b>Responses:</b> Nat. Suit without jump 0-7(8), Suit with jump 8-11(12)                          |                                       |
|   | 1NT: 8-9, 2NT:10-11(12), CueBid: Strong hand, Forcing. <b>Up to 4♥</b>                            |                                       |
| <b>VS. ARTIFICIAL STRONG OPENINGS-</b> i.e. 1□ or 2□                            | <b>Reopening (Balancing):</b> 9+. Responses: Solid.<br><b>Special:</b> (1x) (1y) X: 2 other suit. | <b>SPECIAL FORCING PASS SEQUENCES</b> |
| Nat.  | <b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>  |                                       |
|   | <b>Negative X:</b> 6+, Up to 4♥ - 1♦ (4♥) X / 1♦ (4♠) X = Penalty.                                |                                       |
|   | <b>Support X/XX:</b> Up to 2♥   |                                       |
|   |   |                                       |
|   |   |                                       |
|   |   |                                       |
| <b>OVER OPPONENTS' TAKEOUT DOUBLE</b>   |   | <b>IMPORTANT NOTES</b>                |
| <b>Suit in 1 Level:</b> Nat, Forcing, 4 cards. <b>Jump:</b> Weak Suit 1♦ (X) 2♥ |   |                                       |
| <b>Suit in 2 Level:</b> 1♥ (X) 2♣ - Up to 10 points, long suit.                 |   |                                       |
| <b>XX:</b> 10+, <b>Bergen:</b> System ON.                                       |   | <b>PSYCHICS:</b>                      |

| OPENING | TICK IF ARTIFICIAL | MIN. NO. OF CARDS | NEG.DBL THRU |   |  |   |  |
|---------|--------------------|-------------------|--------------|---|--|---|--|
|         |                    |                   |              | DESCRIPTION   | RESPONSES  | SUBSEQUENT ACTION   | COMPETITIVE & PASSED HAND BIDDING          |
| 1□      | -                  | 3                 | 4♥           | (11) 12 – 22, With 3♣ + 3♦                              | Nat. 2♣: 6-9, Usually 5 Cards ♠.<br>3♣: 10-12, Usually 5 cards.<br>Weak Jump Shift 1♣ - 2♥ (2-5 HCP, 6 cards)  | Checkback Stayman, 4 Suit Forcing, Splinters  | 1♠ (1♥) 2♥: 10+, ♠ Fit.                    |
| 1□      |                    | 3                 | 4♥           |   |  |   |  |
| 1□      |                    | 5                 | 4♦           | (11) 12 – 22  | Nat, 1♥ - 2♣/♦: (10) 11+, 4 cards.   |   |  |
| 1□      |                    | 5                 | 4♥           |   | Bergen (3♣ =6-9; 3♦=10-11; 3M=0-5 4 cards; 4M= 0-5 5 cards), Jacoby 2NT, Splinters.<br>Bergen (3♣ =6-9; 3♦=10-11; 3M=0-5 4 cards; 4M= 0-5 5 cards), Jacoby 2NT, Splinters. | Checkback Stayman, 4 Suit Forcing, Long trial bids.   | Passed Hand: Drury.<br>Passed Hand: Drury. |
| INT     |                    | -                 |              | (14) 15 – 17. Usually Balanced. Can have 5 cards major. | 5 suit transfers (? ➡ ♦), Stayman, (Puppet at 3♣) <b>Smolen</b>  |   | Reopening: 11-14                           |
| 2□      |                    | -                 |              | 23+ Points OR 9 trickse                                 | 2♦ - Relay, 2♥/2♠: 5+ cards, good suit, 8+   | 2♣ - 2♦ - 2NT: 23-24 (System On)  |  |
| 2□      |                    | 6 (5)             |              | 6-9 points, usually 6 cards                             | <b>New Suit:</b> 5 cards, F, <b>2NT:</b> Ogust   | 2NT - 3♣: Min hand, bad suit, 3♦: Min hand, good suit, 3♥: Good hand, bad suit, 3♠: Good hand, good suit, 3NT: AKQ suit |  |
| 2□      |                    | 6 (5)             |              | 6-9 points, usually 6 cards                             | <b>New Suit:</b> 5 cards, F, <b>2NT:</b> Ogust   | 2NT - 3♣: Min hand, bad suit, 3♦: Min hand, good suit, 3♥: Good hand, bad suit, 3♠: Good hand, good suit, 3NT: AKQ suit |  |

|     |  |       |  |  |   |   |  |
|-----|--|-------|--|--|---|---|--|
| 2□  |  | 6 (5) |  | 6-9 points, usually 6 cards                                  | <b>New Suit:</b> 5 cards, F, <b>2NT:</b> Ogust                  | 2NT - 3♣: Min hand, bad suit, 3♦: Min hand, good suit, 3♥: Good hand, bad suit, 3♠: Good hand, good suit, 3NT: AKQ suit |  |
| 2NT |  | -     |  | 20-22, usually balanced.                                     | Puppet, Transfers.  |   |  |
| 3□  |  | 6     |  | 6-9 points., can have 6 cards                                | <b>New Suit:</b> 5 cards, F.                                    |   |  |
| 3□  |  | 7 (6) |  | 6-9 points., can have 6 cards                                | <b>New Suit:</b> 5 cards, F.                                    |   |  |
| 3□  |  | 7 (6) |  | 6-9 points., can have 6 cards                                | <b>New Suit:</b> 5 cards, F.                                    |   |  |
| 3□  |  | 7 (6) |  | 6-9 points., can have 6 cards                                | <b>New Suit:</b> 5 cards, F.                                    |   |  |
| 3NT |  | -     |  | Gambling. 7 cards solid suit in minor (AKQJ), Max Q outside. | 4♣/5♣/6♣: Pass Or Correct, 4♥/4♠: To play.<br>3♦: Q. shortness? |   |  |
| 4□  |  | 8 (7) |  | Pre-emptive  |   |   |  |
| 4□  |  | 8 (7) |  | Pre-emptive  |   |   |  |
| 4□  |  | 8 (7) |  | To play  |   |   |  |
| 4□  |  | 8 (7) |  | To play  |   |   |  |
| 4NT |  | -     |  |  |   |   |  |
| 5□  |  |       |  | Pre-emptive  |   | HIGH LEVEL BIDDING  |  |
| 5□  |  |       |  | Pre-emptive  |   | RKCB 0314, Specific Kings, Controls, Splinters  |  |
| 5□  |  |       |  |  |   |   |  |
| 5□  |  |       |  |  |   |   |  |
| 5□  |  |       |  |  |   |   |  |