

New suit = Non Forcing but constructive at level 1, Forcing one round at level 2		Lead	In Partner's Suit	
Jump-Shift = Fit showing, Jump Q= Mixed raise, Jump Raise = Weak	Suit	3rd=even, low=odd	same	
Cue-bid = Good raise or forcing with new suit (when new suit is NF)	NT	3rd=even, low=odd, 2nd=bad suit	same	
Responsive Doubles	Subseq	Same, with att when it matters		
1NT= 8-11	Other:	VS Suit: Rusinow leads for suit in which we showed at least 5 cards.		Category: Green
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)				Country: Canada
15+-18 HCP; system as over a 15-17 1NT opening	LEADS			Event: Bermuda Bowl - 2007
Sohl or Lebensohl (fast shows), according to opponents methods	Lead	Vs. Suit	Vs. NT	Players: Kamel Fergani - Nicolas L'Ecuyer
Double = Negative, with scrambling 2NT by opener	Ace	AKx(+) except at the five level	AKx(+),Ax(x), asks ATT	SYSTEM SUMMARY
In balancing seat over a Major, 1NT=11-17	King	AK, KQ(+)	AKJ10(+),KQ109(+), asks Unbl or CT	GENERAL APPROACH AND STYLE
In balancing seat over a minor, 1NT=11-14	Queen	QJ(+)	QJ(+),KQ(+), asks ATT	Variable 1 NT openings : 15-17 Vulnerable against Non Vul, 11-14 otherwise
JUMP OVERCALLS (Style; Responses; Unusual NT)	Jack	J10(+), KJ10(+)	J10(+), KJ10(+),AJ10(+)	5-card Majors style
1-Suit: Preemptive in live, intermediate in balancing seat	10	109(+), K109(+), Q109(+)	109x(x),Q109(+),K109(+),A109(+)	Semi-Forcing 1NT over 1♥/1♠
2-Suit: 2NT = 2 lowest unbid suits, weak or strong (also 1NT by PH)	9	9x, or 3rd	9xx	
	Hi-x	Sx,HxSx,xxSx,HxSxxx,xxSxxx	xSxx(+)	
Reopen: In balancing seat, 2NT= 20-21 balanced	Lo-x	HxS,xxS,HxxxS,xxxxS	HxS, HxSx, HxxxS	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)	SIGNALS IN ORDER OF PRIORITY			1NT Openings: Variable :15-17 Vul vs Nonvul, 11+-14 o/wise
Michaels Cue in direct seat, with weak or strong hands.		Partners Lead	Declarer's Lead	Discarding
Direct jump Q in opener suit : Minor = Natural, Major = asks for stopper	Suit:1st	ATT,HIGH=Discourage	Count, Hi/Low=Odd	ATT,HIGH=Discourage
When each opponent bid a suit, Q in opener minor is natural	2nd	Count, Hi/Low=ODD	Suit preference	Count, Hi/Low=ODD
When each opponent bid a suit, Q is responder suit is natural	3rd	Suit preference		
VS. NT (vs. Strong / Weak; Reopening; PH)	NT: 1st	ATT,HIGH=Discourage	Count, Hi/Low=ODD	ATT,HIGH=Discourage
Double = Cards (up-range)	2nd	Count, Hi/Low=ODD	Suit preference	Count, Hi/Low=ODD
2♣ = ♥ + ♠	3rd	Suit preference		
2♦ = ♥ or (♠ + ♣)	Signals (including Trumps): Reverse Smith against NT			1♥/1♠ may bypass 1♦
2♥ = ♠ or (♣ + ♦)	Trumps signals for suit preference			1♥/1♠ over 1♦ opening could be on a 3 cards suit
2♠ = ♣ or (♦ + ♥)				
2NT = (♣ + ♥) or (♦ + ♠)	DOUBLES			
3♣ = ♦ constructive	TAKEOUT DOUBLES (Style; Responses; Reopening)			
3♦ = ♦ preemptive	Could be light with the right shape			
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	Cue-bid forcing until a suit is bid and supported			
Double = Take-out, X by advancer are Responsive	1NT response constructive			
Sohl after X of Weak 2s				
Leaping Micheals vs Weak twos	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			SPECIAL FORCING PASS SEQUENCES
Over a 3 level preempt, 4 in a minor shows the same 2 suiter as in leaping Michaels	Negative Doubles trough the 4 level, 1m-(1♥)-Double=shows less than 4 spades			If responder showed a limit raise or better : Pass is forcing if they bid game, or if the
VS. ARTIFICIAL STRONG OPENINGS	Responsive Doubles trough the 4 level			auction is still at the 2 level. Pass is not forcing otherwise.
Suction against 1level strong and artificial openings (same as over 1NT)	Support Doubles & Redoubles through the 3 level			
	Doubles in competitive and non forcing situations are not penalty oriented			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
OVER OPPONENTS' TAKE OUT DOUBLE				
New suit = One round force.				Psychics:
2NT = Limit raise or better, with 4+ trumps	DEFENSIVE AND COMPETITIVE BIDDING			
XX = 10+ HCP, less than a 4 cards support in opener's suit	OVERCALLS (Style; Responses; 1/2 Level; Reopening)			LEADS AND SIGNALS
Jump Shits = Fit Showing	Up to 18HCP, usualy sound at the 2 level			OPENING LEADS STYLE

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3 cards	4♠	10-21 HCP	2♣ =GF, 2♦= Limit Raise, 2♥=5+♠ & 4+♥ (weak)	A new suit rebid by opener denies a balanced hand	2♣ =limit raise, 2♦= Fit Showing
1♣		3-3 minors			2♠= unbalanced const raise, 2NT= Invitational,	1NT rebid by opener bypasses 4 card major if balan	
1♣					3♣= preemptivre, other JS= shortness	After 1NT rebid by opener : 2♣ and 2♦ artificial	
1♦		4 cards	4♠	10-21 HCP	2♦ =GF, 3♣= Limit Raise, 2♥=5+♠ & 4+♥ (weak)	A new suit rebid by opener denies a balanced hand	2♦ =limit raise, 3♣= Fit Showing
1♦		unless 4432			2♠= unbalanced const raise, 2NT= Invitational,	1NT rebid by opener bypasses 4 card major if balan	
1♦					3♦= preempt, other JS= shortness	After 1NT rebid by opener : 2♣ and 2♦ artificial	
1♥		5 cards	4♠	10-21 HCP	Semi forc NT, 2/1 GF except (1), 2♥=const 3 trumps	Serious 3NT by both partners in slamish auctions	2 ♣ = Modified Drury with 8+ HCP Note
1♥					2♠= minors, 2NT=Forc raise, 3♣=limit 4+tr, 3♦= const 4+ tr,		2NT= ♣
1♥					3♥ = weak , 3♠ =unsp Splinter, 4♦= good preempt to 4 ♥		
1♠			4♥	10-21 HCP	Semi forcing NT, 2/1 GF except (1), 2♠=const 3 trumps	Serious 3NT by both partners in slamish auctions	2 ♣ = Modified Drury with 8+ HCP
1♠					2NT=Forc raise, 3♣=limit 4+trumps,3♦=const 4+ trumps		2NT= ♣
1♠					3♥ =unsp Splinter,3♠=Weak, 4♦=good preempt to 4 ♠		
1NT			4♠	11-14 except unfavorable	2 way Stayman		
1NT				4♥5m,5/4m OK	Artificial multi meaning bids starting with 2 NT (Succion style)		
1NT			4♠	15-17 Vul vs Non Vul	Stayman, Jacoby, Texas, Smolen, 2NT=art GF, 2♠=art multi		
1NT				4♥5m,5/4m OK	3♣=minors weak,3♦=majors GF,3♥=Majors Inv,3♠=Minors		
2♣	Yes	0 cards		Artificial and strong	Controls:2♦=0 or 1,2♥=2,2♠=3+; Transfers, Mod Kokish Relay	2♠ response forces to 4NT	
2♦	Yes	0 cards		Weak 2 in ♥	2NT asks for range		
2♥	Yes	4 cards		Both Majors, Weak	2NT asks range, 4♣ = tranf to your longest suit, 4♦=pick your longest		
2♠		5 cards		Natural, Weak	2NT asks range		
2NT				20-21 HCP	Mod Stayman, Jacoby, 2 under ST transfers, 3♠= minor(s)	Smolen	
3♣		6		Natural, preemptive	New suit Constructive but Non Forcing		
3♦		6		Natural, preemptive	New suit Constructive but Non Forcing		
3♥				Natural, preemptive	New suit F1		
3♠				Natural, preemptive	New suit F1		
3NT	Yes	7 cards		Solid major, no outside strenght	4♣,4♦=Askg bids, 4♥,4♠= Pass or correct ,4NT= asks for extra lenght		
4♣				Natural, preemptive			
4♦				Natural, preemptive			
4♥				Natural, preemptive			
4♠				Natural, preemptive			
4NT	Yes			Blackwood (plain)			
5♣				Natural, preemptive			
5♦				Natural, preemptive			

HIGH LEVEL BIDDING

Slam Methods : RKCB 1430; Exclusion Blackood, DOPE

Slam Methods : Specific King asks with 5NT or cheapest idle suit

Pass and pull= strong in forcing auction
