

DEFENSIVE AND COMETITIVE BIDDING OVERCALLS(Style; Responses: 1/2level; Reopening) Usually 5 cards: 1 level may be light, up to 18 HCP, 54Ms OK. 2 level: usually sound in major and very sound in minor New suit: F1 UCB usually promises 3 card support After 1M overcalls: 2NT = 4+ support and jump fits Jump raises pre -emptive 1NT OVERCALL (2nd/4th Live; Responses; Reopening) 15 - 18 HCP in 2nd: Responses as for 1NT opening 10 - 14 in 4th. Stop in opened suit not necessary 2♣ ask range and majors Negative doubles and some transfers in competition JUMP OVERCALLS(Style; Responses; Unusual NT) Jumps to 2 Major are are weak , 2NT = Ask Double jumps to three level are pre-emptive wide ranging (except 3♠ is ghestem) Jump to 2♠ and 2NT are ghestem (note 10) Reopening: Intermediate, 2NT = 20 - 22 DIRECT and JUMP CUE BIDS (Style; Responses; Reopening) Ghestem [note 10] Jump cue asks stop Cue in 4th is any 2 suits intermediate+ 1M - P - 2M then cue is stop ask and 4m = 5m/5OM VS. NT(vs. Strong/Weak; Reopening;PH) 2♣ = ♥ or ♥ + any (worse ♥), 2♦ = ♠ or ♠ + any (worse ♠) Then 2♥/♠ = (3) 4+ and 2NT = ask invitational + 2M = 5 Major and 5 (4) minor 2NT = Distributional 2 suit (minor orientated) X = Penalty or by passed hand = 1m VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids) Double take out. Lebensohl v weak 2M or 2 suiter with known anchor (WK 2M): 4♠/♦ = 5OM + 5♠/♠. Cue Bid asks stop. After 3 minor: cue = 5/5 Majors 4om = 6(5)om + 4M. After 3M: 4m = 6(5) m + 4OM and 4NT = minor 2 suiter VS. ARTIFICIAL STRONG OPENINGS Against 1♠/2♠: X (2♠) = ♠/♥ or ♠/♠, 1♦ (2♦ over 2♠) = ♥/♠ or ♠/♠, 1/2/3NT = Ms or m's All 4+/3+ 0 - 12 hcp. Jumps are weak Responses are random until doubled. NT is game try OVER OPPONET'S TAKE OUT DOUBLE After 1♠: 2NT = 5/5 minors, RDBL = 12+ HCP. After 1♥/M opening: RDBL = 10+, then subsequent DBLS takeout forcing to penalty or 2 Opps suit, 1NT to 2 under = transfers (NF or F1), TRFS to opening suit = 3 card supp inv+	LEADS AND SIGNALS OPENING LEADS STYLE <table><tr><td></td><td>Lead</td><td>in Partner's Suit</td></tr><tr><td>Suit</td><td>4th, 2nd from bad suits</td><td>Low from odd if unsupported</td></tr><tr><td>NT</td><td>4th, 2nd from bad suits</td><td>Low from odd if unsupported</td></tr><tr><td>Subseq</td><td>same/attitude</td><td></td></tr><tr><td>Other:</td><td colspan="2">RUSINOW. Ace asks attitude, King count (unblock v NT)</td></tr></table> LEADS <table><tr><td>Lead</td><td>Vs.Suit</td><td>Vs. 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Bids that may Require Defense

After 1♦ and 1M and opponents double:

1NT to 2 under are transfers. Transfer to a new suit shows 6 cards NF or 5+ cards F1.

Transfer to the opened suit shows support 4 if diamonds, 3 cards if 1M invitational strength

After 1♦ and 1♥ opening and opponents overcall at the 1 level:

1NT to 2 under are transfers. Transfer to a new suit shows 5+ cards 10+ HCP and transfer to opened suit is support invitational strength

In response to new suit transfer 2NT by opener is fit with 14-16. In response to transfer showing support 2NT is 14-16 and new suits are natural game tries

After 1♣ opening and 2M overcall:

2NT to 3♥ are transfers. Transfer to a minor opposite 11-13 is to play or GF and transfer to a Major is invitational+ (opposite 11-13)

After 1NT opening and opponents intervene:

After double by LHO: Redouble is one suiter, puppet to 2♣. 2X shows X and higher suit

After double by RHO: Redouble is penalty, 2♣/♦ natural, 2♥ shows 4-4 Majors

Artificial double: Redouble penalty and bids as if undisturbed

After 2 level overcall: 2NT to 3♥ are transfers. Transfer to opps suit is staymanic.

Transfer to a minor is NF or GF. Transfer to a Major is Inv+

Two suited actions

Ghestem.[note 10] 5+/5+. Non vul usually weak or strong. Vul intermediate + but may be weaker with both Majors

2NT = lowest suits

Cue = Extreme suits, except 1♠ - 2♣ is natural and 3♣ is ♠ + ♦

After 1♦: 3♣ shows Majors, after 1♥: 3♣ shows diamonds and spades, after 1♠: 3♣ shows diamonds and hearts. After 1♣: 2♦ shows both M

1m -P- 1NT-2m shows 5/4 + in Majors

Leads and Signals

We lead 4th best Vs NT and suit contracts with second highest from poor suits.

Subsequent leads are Attitude, often but not always 4th best

Rusinow on opening lead (except in partner or dummys suit) and subsequent leads.

Honour thru decaler suggests a higher honour (not necessary touching) or shortage.

On opening leads our primary method is attitude (low = enc)

Otherwise our primary signal is Count- High = Odd.

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On the first discard we use Even/Odd, Even = Enc and Odd = Disc with SP

Subsequent discards are remaining count (Hi = odd), S/P or random.

SP: high = high suit, low = low suit. Middle suit encourages suit lead.

2nd highest if applicable is SP for trumps.

We use smith Vs NT. A high card from both sides encourages, while a low card suggests a switch or is neutral.

Others

[Note 1]

1♠-2♥ - 5+/4+ minors 10 - 13 semi-invitational opposite 11-13 bal

2♠ is 11-13 with 3♣ or 17+, 2NT is 11-13 without 3♣, 3♣/♦ are 11-13 4 cards, 3♥/♠ nat F

3NT to play - max fitting 11-13 or 17+ no slam interest

[Note 2]

1♣-2♠ - 6+ minor semi-invitational opposite 11-13 bal

2nt = 17+ ask, 3♥/♠ nat F (other major good hand, control not necessary)

3♣ = to play opposite ♣, 3♦ to play 3♦ opposite ♦ or 3NT opposite ♣

[Note 3]

1♣ - 1M

2♣: artificial GF: usually clubs or balanced

Then

2♦: Not 6 Major or good 5+ other

2 M: 6 cards

2 OM: 5 clubs

2 NT: 5 diamonds

3♣/♦: 6 cards

3 M: 6 cards semi solid+

3 OM: 5/5+

[Note 4]

1♦ -1♥

1NT shows clubs 5/4 either way, 2♣=diamonds, 2♦=6 diamonds with 3 hearts

1♦ -1♠

1NT shows clubs, 2♣ =diamonds, 2♥ shows 4+ diamonds and 4 hearts 10-14

1♦ - 1M

2NT: Diamonds 14-16 or diamonds+4M with shortage

3♦: Diamonds with 3 card M support 14-16

3M: No shortage

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[Note 5]

1♥ -2♣ Artificial GF (1♠ -2♣ similar)

2♦:11-13 Balanced or 5+ ♥ with 4+♣/4+♦. Then 2♥ starts relay

2♥:6+ Nat 10-16

2♠:5+ ♥/4+♠ 10-16, then 2NT starts relay

2NT:5/4/4/0

3♣/♦: 5+/5+ 14-16,

3♥ Semisolid+

3♠ 5+/5+ 14-16

When we are above 3M after relay 4♦ is puppet to 4♥ while bids are natural invitational (slam try type)

[Note 6]

1♥-2♦: 3 card support invitational + (1♠-2♥ auctions similar)

2♥: 11-13 balanced or very minimum opening

2♠: 14-16 (any)

2NT: 6-3-2-2 or 7-2-2-2 <14 hcp

3X: singleton in X (3♥ = singleton ♠) <14 hcp

3♠ / 4m : void in X <14 hcp

[Note 7]

Responding to 1 Major with 4 card support

1M – 2NT: 4 card support GF

1M - 3♣: 4 card support 10-12 hcp

1M- 3♦: 4 card support 7-9 hcp

1♥-3NT/4♣/♦ is a splinter in ♠/♣/♦ with 10-14 HCP. 1♥ - 3♠ = any void

1♠-4♣/♦/♥ are splinters 10-14 HCP. 1♠ - 3♥ = any void 10-14 HCP. 1♠-3NT = any void 14+

1M-4M: very wide ranging, may be 3 card support

[Note 8]

1♠-2♦: shows 6+ hearts 9+, 5+ hearts 10-12 or 5+ hearts GF

Then 2♥: 0-2 hearts 10-14. 2♠: natural. 2NT: 3 + support 14-16, then 3♣ asks shape

[Note 9]

2♣-2♦: 2M natural, then 2NT GF ask: 3♣/♦=5-4 min/max and 3♥/♠=6-4 min/max

After 2♦ ask and M or 3♣ rebid then 3♦ asks opener to bid non stops

2♣-2NT: 3♣ min, 3X max with shortage, 3NT max no shortage. After 3♣: 3♦ asks shortage and 3M is cue.

[Note 10]

Ghestem.5+/5+. Non vul usually weak or strong, Vul intermediate plus

Will strive to act with both Majors, so maybe weaker vul or intermediate non-vul

2NT = lowest suits

Cue = Extreme suits, except 1♠ - 2♣ is natural and 3♣ is ♠ + ♦

After 1♦: 3♣ shows Majors, after 1♥: 3♣ shows diamonds and spades, after 1♠: 3♣ shows diamonds and hearts. After 1♠ : 2♦ shows both M