DEFENSIVE & COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 level; Reopening)

Style: 1 level OC usually relatively sound, Occ light

Responses: Jump raise PRE, Jump Q = dist mixed raise, New suit at 2 level NF, 1 and 3 level are F, Fit by PH

Transfers after (1X) 1M (Neg DBL); "Snapdragon" DBL

Reopening: 2x still looks like a real overcall

1NT OVERCALL (2nd/4th live; Responses; Reopening)

Immediate: 15-18, responses are same as opening

Responses:

Balancing: 11-16, 2♣ asks range, 2R, 2♠ and 2NT=TRF

JUMP OVERCALLS (Style; Responses; Unusual NT)

Style: Sound except at Favorable

Responses: 2NT = Game Try, Asks for Singleton

Unusual NT: Lowest 2 unbid suits

Reopening: Jump overcall INTER, 2NT = 19-20

DIRECT & JUMP CUE BIDS (Style; Responses; Reopen)

Style: 1m-2♦ = ♥+♠: 3♣/3♦ resp=♥/♠; 1M-(2M)=OM+m; Then 2NT = P/C, 3◊=INV M, 4♣=M and sets up FP; 3♣ = Nat, 2NT then 3♦ = to play

1M-(3M) stop ask; 1m(short): 2/3m=NAT; 1♣-2♦ = M's (1♦) less than 3-2NT=Strong hand with both Ms, 2♠=NAT.

Reopening: Jump cue asks stop, cue=strong two -suiter

VS. NT (vs. Strong / Weak; Reopening; PH)

Vs WK (and vs some 3rd fav vul STR): DBL = PEN

Vs STR and BPH: DBL = M+m

Vs All: 2♣=M's: 2◊ INQ longer; 3M=mxd; 3♣/3◊ INV♡/♠ 2◊ and 2♥ = transfers. 2♠ = good 2♠ overcall

Reopening: Same

Vs PREEMPTS

T/O DBL thru 4♡, LEB after (2M)-DBL-(P) or p (P) DBL[6]

(2M)-4m = 5+m + OM, NF; (2◊)-4♣=5+♣/5+M (6RKC)

(2M)-3M asks stopper (very strong 1- suiter)

VS ARTIFICIAL STRONG OPENINGS

DBL = Majors, NT = minors

OVER OPPONENTS´ TAKEOUT DOUBLE

2NT = L/R; jumps=PRE/M, Mixed/m; Pass-then-DBL = unilateral PEN: 3♦ over 1M= mixed, TFRs after 1M.

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd / Even, Low / Odd	Low from odd if raised
NT	4th	3rd
Subs.	Attitude	

K from AKx+: when shifting to SPL; vs opening 4-bid; 5-level+; when they have 10+ cards in 2 suits

LEADS

Lead	Vs Suit	Vs NT
Ace	AKx+ (except above)	Asks Attitude
King	AK, KQx	Asks Unblock or Count
Queen	QJx, AKQ	KQ (10)x, Asks Attitude
Jack	J10(x), KJ10	QJxx+ (w/shortness lead Q), AQJ+
10	H109+, 109+,10x+	HJ109+, J10+
9	98+ or shortness	H109+, 109x+
Hi-x	**S**x, x**S**xx+ (9**8**x)	**S**xx, x**S**xx+, **S**x
Lo-x	Normally HxxS(+); HxS	Normally HxxS(x); HxS

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's lead	Discarding
suit	1st	Hi = ENCRG	Hi = E	STD ATT
	2nd	Hi = E	S/P	STD CT
	3rd			
NT	1st	Hi = ENCRG	Smith	STD ATT
	2nd	Hi = E	S/P	STD CT
	3rd	S/P	STD CT	

Signals (including trump): STD Remainder CT

First discard: Attitude, Count, S/P.

STD Smith Signal vs NT (hi=ENCRG), Occasional Obvious shift, Trump signal occasionally SP

DOUBLES

TAKEOUT DOUBLES (Style, Responses; Reopening)

Style: Support for unbid suits, Equal Level Conversion ♣ to ♦

Responses: Cue F until suit agreement

Rebids: Herbert 2♦ Negative after doubler's 2nd round 2♣ cue

Reopening: might be light with appropriate shape

SPECIAL, ARTIFICIAL & COMPETITIVE (RE-)DBLS

NEG DBL thru 4♡

RESP DBL thru 4♠, including (1X)-1Y-(1NT)-DBL

Maximal Overcall DBL to 3M

Support DBL through 2M (not over 1NT Overcall) Supp XX

Most low level DBLs T/O

DBL of fit raise = not penalty , good hand or game try

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5 card Majors (rarely 4 cards in 3rd or 4th), 1M-1NT F1

Avoid opening bad BAL hands 1st/2nd

1NT Opening: 15-17 (liberties 3rd seat NV)

2 over 1 RESP: FG (almost)

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

OPENINGS:

3NT= solid major preempt, at most 1 king outside suit

3rd seat can be very light, usually with a good suit

RESPONSES:

1♣-2♦= 5-5+M-6-10

Invitational jump shifts buph except, 1M-3♣=limit raise buph

1♦-3♣ = INV

Mixed Raise (7-9 Dummy Points)

P-1M; 2♣ Reverse Drury, fit

1m-(1NT)-2m=Majors

1M-(1NT)-2m=m+OM (5+ in OM)

COMP:

Invitational Jump Shifts 2 and 3 level BUPH, Fit BPH

SPECIAL FORCING PASS SEQUENCES

If FP applies, then Dbl = weakest, Pass = better, Bid = Strongest, Pass then pull = suggests no slam

DBL of 1NT Creates F/P thru 2♦

IMPORTANT NOTES THAT DON´T FIT ELSEWHERE

Much lighter style at favorable vul

PSYCHICS: Rare , 3rd seat fav can be very light .

OPENING	TICK IF ARTIFICIAL	MIN. # OF CARDS	NEG DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PH & COMP BIDDING
1♣		3	4♡	Longest suit UNBAL 11+ BAL 12-14, 18-19 1♣ with 33 minors, Judgment with 44 minors	1M may bypass equal/longer ♦ 1NT = 6-10; 2NT = GF (4M possible); 3NT = 15+-17. 2♣=F1 [5]; 3♣=Mixed 2♦=5/5 Ms 6-9. 2M = INV; 3x = weak	1NT rebid may conceal 4M with 3(4)♣ /1NT rebid [1]; TRFs / jump 2NT rebid [4] 4SFG ex 1♠; ART rebids/reverse; /1M rebid 4th suit jump= FG raise	PH: FIT jumps 4th suit F1
1♦		3	4♡	See 1♣; 3 cards only if 4432	NT bids + m raises as /1♣; 2♣=FG [3]; 2M and 3♣ = INV; 3♦ = weak	See 1♣ for most continuations	PH=FIT jumps; 4th suit F1 if no COMP
1♡		5(4)	4♦	May be 4-card suit 3rd & 4th	1NT = F1; 2/1M Ex very clear misfit 2 NT = GF 4 trump raise: 2♠+3♦= INV 3♣ = 4-card Limit ; 3♡ = Mixed; SPLs 3NT= constructive PRE raise->F Pass 2♣ could be a few as 2 with BAL hand	ART 2♠/2♦ after 1NT response and 2m rebid 1M-1NT-2NT = F1 (TRFs) 1♡-1nt,2♠ TFR rebids 1M-1NT; 2x-3NT = x fit with SPL in M.	PH: Reverse DRURY FIT jumps except 3♣ NAT 2NT = 4+-card raise w/ SPL COMP: Cue = LR or FG 3 card raise 2NT = Jacoby-style FG raise
1♠		5(4)	4m	May be 4-card suit 3rd & 4th	3R = INV; else as over 1♡	See 1♡ for most continuations	As after 1♡
1NT			3♠	15-17 (may be **very** good 14) May have 5M, 6m, SPL K At Fav Vul may be weaker	NF STAY, JTB, Texas 2♠ = Minors; 2NT = ♣: 3♣ = ♦ 3♦ = Optional Stayman 3♡ = 4144; 3♠ = 1444	1NT-2♣-2♦-3M = 4M, 5+OM; 2M=weak Ms After TRF to M, 3m rebid = other minor 1NT-2♦,2♡-2♠=ART INV w 5♡ Super-accept TFR: 3M=best/2NT=3 trumps	COMP: TRF LEB (mostly) NEG/COMP DBL System on thru most 2♣ overcalls Texas if a jump; TRF /3♣; switch Ms/3♦
2♣	√	0		STR, ART, F 2NT or 3M	[2] Control responses; 2nt= 6 card suit with 3 of top4+10; 3 level = transfers = same as 2nt less the 10; 3NT=solid suit	2♣-2♦; 2♠-3♣ = 2nd negative 2♣-2♦;3M = 4M primary ♦s 2♣-2♦; 2♡= NAT or 25-26/29+ BAL: 2♠INQ	COMP: Rdbl=0/1 control; Pass=2+ controls; 2X or 2NT= 1+control NAT,GF
2♦		6(5)		Weak 2, fairly sound	NS constructive at 2 Level, F at 3 Level	.	COMP: Transfers after X start w RDBL Non-game new suit jumps = FIT
2♡		6(5)			2♠ and 3m NF; 2NT=INQ:	ART replies to 2NT	COMP: Transfers after X start w RDBL Non-game new suit jumps = FIT
2♠		6(5			3m NF; 3♡=F; 2NT=INQ:	ART replies to 2NT	COMP: Transfers after X start w RDBL Non-game new suit jumps = FIT
2NT				20-21 BAL, May have 5M	STAY, JTB, Texas	**HIGH LEVEL BIDDING**	
					3♠ = TRF to 3NT:, 1 or both minors; 4N/5N = NAT; /M TRF 4m = other m	Some DBL KC situations; 4 of a minor is RKC if in a GF and fit was established. Minorwood,: 1 over when fit is established at 4 level.	
3x		7(6)		Middle of the road except favorable	New suit F1. 4♣ over 3♦/3♡/3♠ and 3♣-4♦=Special PRE KC. 3♣-3♦= asks 3-card M (flip flop). 3♣-4♣=S/T; 3♣-3M= INV	4NT response to opening bid is RKC ; 4NT opening asks aces Special 4♣ PRE KC (0, 1, 1+TQ, 2, 2+TQ) after 2♦, 3♦ and 2M openings Grand Slam Force : higher = better; some Roman Asking Bids	
3NT	√			Solid suit 4M opening with at most 1 king outside	4♣ =asks for kings; 4♦=bid M. 4♥= P/C, 4♠=P or asking bid. 5-level asking bids; eventual 6♣ asks TRF; 6♦=bid M		
4x				Middle of the road PRE	After 4M opening new suit asks		
5m				Middle of the road PRE			

SUPPLEMENTARY NOTES (Nick Nickell/Ralph Katz)

NOTE (1)

2C Puppet to 2D to sign off in 2D or invite game
1m-1H; 1NT-2S = 4H/4S INV
1m-1M; 1NT-2NT Puppet to 3C to play 3C or show various FG/slam tries:

    1m-1H; 1NT-2NT; 3C-3H = 5H4m(31) game plus: 4C asks lo-hi
                  -3D = 4414 game-plus
                  -3S = 1444 game-plus
               -3NT = 5H4m22 slam try

    1m-1S; 1NT-2NT; 3C-3S = 5S4m(31) game plus: 4C asks lo-hi
                  -3D = 435m1om game-plus
                 -3H = 415m3om game-plus
               -3NT = 5S4m22 slam try

With 4M5m22 go through 2D
With 45 UNBAL after 1H response go through 2D

1m-1M; 1NT-2D; 2x-3m if only 4m and BAL then 16+; With 5m can be BAL or UNBAL after 1H response

NOTE (2)

2C Opening: FG, 2NT or 3M

    Responses:

2D*	0 or 1 control
2H*	2 controls
2S*	3 or more controls
2NT	Any one-loser 6+card suit
3C->3S*	Transfer to next higher suit: AKJxxx, AQJxxx, KQJxxx (or longer)
3NT*	Any solid 6+-card suit
4x	Two loser 7- or 8-card suit

                           [where an ace is two controls; a king is one]

2C	2D*	
2H*		Hearts (second suit possible) OR balanced game force (unrelated to hearts)
2S		Natural, game-forcing (9+ tricks)
2NT		23-24 HCP, semi-balanced
3m		Natural, 10+ tricks
3H		4H/5+D, FG (3S/3NT NAT, 4C extra value 4H)
3S		4S/5+D, FG (3NT NAT, 4C extra value 4S);
3NT		Solid suit, no slam, 9+ tricks, stoppers
4C		5=4=0=4, game force (responder's 4D="unbiddable" extras for M; 4NT same for clubs)
4D		5=4=4=0, game force (responder's 5C="unbiddable" extras for M; 4NT same for D)
4M		Signoff, too many controls missing (responder may bid with side void)

2C	2D*	
2H*		Hearts (second suit possible) OR balanced game force (unrelated to hearts)
	2S*	Relay
2NT		Balanced
3C		One-suited heart two-bid
3D		Hearts and diamonds
3H		Hearts and secondary spades (3S=S, 3NT=H positive, 4H=weak preference)
3S		Hearts and clubs (4C=C, 4D=H positive, 4H=weak preference)
3NT		27-28 HCP: 4C Stayman; 4R JTB; 4S minors; 4NT NAT

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2C     2D*
2H*    3C->3S          7-card suit headed by the at best the queen-jack; else go via "normal" 2S)


2C     2D*
2S     3NT*            Any FIT jump (at least Hxx or xxxx of spades, trick source in context)
       4x*              SPL for spades


2C     2D*
3C     3D*             Artificial, opener may introduce four-card major, play notrump from right side, etc.
       jump-shift*        SPL raise of m, might be only three trumps as 3C is very strong


2C     2D*
3D     3H              NAT, may be only four; opener does NOT have a 4H/6+D hand
       jump-shift*        SPL raise of m, might be only three trumps as 3C is very strong


2C     2M*
2NT            Unlimited


2C     2H
3S             4S/5+H, FG
       4C      Strong 4H
       4D      Strong 4S


2C     2S*
3H     4H              F1; 3+ controls and a fit=slam zone


After 2C-3x: "take" by opener, new suit by responder is shortness, else 3NT or (weakest) self-raise
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NOTE (3)

1♦ -2♣
2♦   Most hands with 5♦ (with weak 5-card ♦ and M stoppers, rebid 2NT); 4-card M possible, any 4450 thru 2♦.
2♥   1) 4-4 reds, 2) 4-4 Ms(3=2), 3) 2NT rebid, anti positional, 4) 4441 3 ranges, *or* 5) 1444 hands, any strength
         (show 4-4 reds, then bid again).
2♠   Natural: 1) 4♦+4♠ Weak NT or 18-19, 2) 4=1=4=4 any strength, *or* 3) 5♠+6+♦.
2NT   Natural: 12-14 or 18-19, no M or 4-card ♣ support.
         Then, 3M = SPL, 3♦=2245, any strength
3♣   BAL, 4♣, may be 15-17 if 2254; Then, 3♦=grope, 3M=SPL
3♦   Natural, good hand and suit;
         Then, 4♦ sets trumps, 4♥=KC immediately or by opener over 4♦
3M   SPL, no 4M:.unlimited; with 16+, opener must show extras.
3NT   Non-slammish, 18-19
4♣   5♥+6♦, WK, not great hearts, or very STR;
         Then, 4-step system; 4♥/5♣/5♦=to play
4♦   5♥+6♦, medium; Then, 4♠=KC-♦; 4NT=KC-♥
4M   Weak 5-6, very good major (with a weak hand and stiff m, responder can pass).

1♦ -2♣
2♦ -2♥   ASKs (denies 4♠):
2♠   ♣; Then, over 2NT: 3♦= good ♦ 2263, 3M=SPL;
                over 3♣: 3♦=starts NT probe, 3M=SPL
2NT   NAT, weak *or* 18-19
3♣   4♥, relay to 3♦ (responder "takes" with 4♥ only); Then, opener:
         3♥=black SPL (3♠ asks: LHLH)
         3♠=15-17, concentrated
         3NT=12-14 *or* 18-19
         4♣=♣ void
         4♦=♠ void
         4NT=KC-♥
3♦   NAT
3♥   ♥ values, no ♠ stopper
3♠   ♠ values, no ♥ stopper
3NT   15-17

1♦ -2♣
2♦ -2♠/3m   NAT

1♦ -2♣
2♥ -2♠   ASKs
2NT   4441, weak; Then, 3 or 4M = natural, FA.
3♠   4441, 15-17; Then, 4-suit TRFs start w/ 4♣; opener bids more with slam extras
3NT   4441, 18+; continuations as over 3♠ above (TRFs start w/ 4♣)
3♣   3343, non-positional NT, (all 5♦ hands rebid 2♦ over 2♣)
                 Then, 3♦= ♣ ST, 3M=stopper. .
3♦   4♥+4♦, BAL or 1444; continuations below
3♥   4♥+4♠, 4432; Then, 4♦=ART ST for ♥ opposite WK NT, 4♥=FA
                 If responder bids 3♠, 3NT=ST with WK NT, 4♣=CUE, 18-19,
                 4♦=ART ST, 18-19, denies ♣ CUE

1♦ -2♣
2♥ -2♠   ASKs
3♦ -3♥   NAT; Then:
3♠   WK or STR 1444 (3NT="weak" ST)
4♣   MED 1444
3NT   ST with WK NT or 18-19 (bid again),
4♦   ART power ST, 18-19, (not especially prime)
4♥   FA, BAL
4NT   6KC-♥+♣, + 2 TQs (0LHB), shows 1444 hand

1♦ -2♣
2♥ -2♠   ASKs
3♦ -3♠   4th suit
3NT   Stopper to xxx
4♣   WK, BAL, ♠Jx or xx
4♦/4♥/4♠   1444, WK/MED/STR; Then: next step, including 4NT= 5KC-♣
4NT   18-19

When opener shows a 1444 over 3♠ in the above auction, the next step = KC(unless 4♥). When a double fit exists there are 6KC + 2Q.

1♦ -2♣
2♥ -2NT   ASKs ♣ quality, 9 steps, the more you bid the better.
3♣   SPL
3♦   SPL honor (J is honor)
3♥   xx
3♠   Hx (J is honor)
3NT   xxx or Jxx
4♣   A/K/Q tripleton
4♦   QJ
4♥   AJ/KJ
4♠   2 of 3 top honors

 After 2NTask, 4♣ is always KC. When rebid is 4♣ or higher, next step is KC.

1♦ -2♣
2♠ -2NT   Natural *or* 4-card ♠ support with 1) slam suitable <15 (4♠ next) or 2) big hand (CUE 4♥ next), Then, 3C =
               4243, WK or STR, 3♦/♥/♠=4144 wk/med/str,   3NT=Weak NT, 2♣; 4NT=18-19, BAL
               4♣=5611 MIN or MAX, 4♦/4♥= 5-6, void LH, 4♠=5611 MED
    -3♦   4+♦
    -3♥   4th suit
    -3♠   NAT, 15+: (implies good ♥; else 2NT ASK); Then, 3NT="weak" ST (12-14)
    -3NT   15-17, good ♥
    -4♦/4♥   SPL for ♠
    −4♣   Picture bid, concentrated 4=2=5=2
    −4♠   Worst ♠ hand, FA, (opener may pass with so-so 18-19)

Special notes:
  1. With the 2-tiered ranges, if opener has not had a chance to show the 18-19, he is obligated to bid again.
  2. Unless 4th suit or artificially stated, all bidding is natural.
  3. Default: 2/1 GF rules would apply if not discussed.
  4. When a minor fit is discovered at 3 or 4 level, and we have no agreement above, the same KC rules apply as we
      always play in a GF *See Minorwood/Kickback **Error! Bookmark not defined.***
  5. DBL KC in auctions where a major has been agreed, and a second 8+ fit (in clubs) has been proven via further
      asks. Queens are 0LHB.
  6. When opener shows 4144 or 1444, then 6♣ by responder is always to play, even in BW auctions for the major.
  7. 3NT is often the weakest ST (may be a good weak NT) . 4NT is never KC in GF minor auctions. It is LT or ST
(often replacement cue), and jump 4NT=good 5m.

NOTE (4)

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1m    1M
2NT   3C        Puppet to 3D
      3D        After 1S: 4+H (take TFR only with 4H, else 3S with 3S or 3NT with 2/3)
      3D        After 1H: 5+H (take TFR only with 2H, else with 3H vote re COG or slam interest)
      3H        After 1H: 4S/4+H (Opener bids 3S with 3H, 3NT with 2H/<4S, else with 4S)
      3H        After 1S: 5+S ((take TFR only with 2S, else with 3H vote re COG or slam interest)
      3S        Other minor (typically only 4M) . . . 4m = NAT, not RKC
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Opener takes retransfer to M only with TWO; with THREE opener votes for 3NT, 4M, or shows slam interest

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1m    1M
2NT   3C
3D    Pass      Route to 3D
      3M        5M/4+m
      3OM       SPL with 4M/4+m
      4om       SPL with 4M/4+m
      3NT       4M/4+m, NF
      4m        RKCB-m
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4m is RKC if we have discovered a fit below the four-level and are FG

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1m    1H
2NT   3D
3H    3S        6+H, ART slam try
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1m    1H
2NT   3H            4S/4+H
3S             Three-card H support
3NT            NAT: Neither 3H nor 4S
4x             All show 4S
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NOTE 5

Inverted minors =FG

1m	2m	
om		NAT
2H		ART BAL anti-positional (2S by Responder=BAL anti-positional; 2NT NAT, 3M/3om = SPL)
2S		ART game try, some SPL, or minimum hand looking for 3nt, e.g. xx, Axx, xx AKxxxx
2NT		Positional (3M/3om=SPL)
3m		6m322
3M		SPL with 6+m (also 1C-2C; 3D and 1D-2D; 4C)
3NT		18-19 with only 3m (4432 after 1D-2D)
4m		RKCB
4M		5M/6+m minimum

NOTE 6

Lebensohl after takeout double of their weak 2M (2NT reply puppet to 3C): not when doubler=PH

Cue	FG, no stopper, not 4OM
3NT	NAT, stoppers
2NT then cue	FG, 4OM, no stopper
2NT then 3NT	NAT, with 4OM
2NT then 4x	RKCB-x (but only if doubler bids 3C over 2NT, not by PH)